

Sonic Advance 2 FAQ

by Angnix

Updated to v1.08 on Dec 27, 2004

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7.c.2: Act 2

7.c.3: Boss Egg Totem

7.d. Zone 4 Ice Paradise

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7.d.2: Act 2

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7.e.1: Act 1

7.e.2: Act 2

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A button then press B button and down at same time: Chao Rolling Attack, Cheese momentarily spins around Cream, can be used to attack enemies, but very risky since Cream comes out of her spin and becomes vulnerable, I never use this move.

B button or A button then B button: Chao Attack, if you are facing an enemy or a Special Ring, Cheese will go out and either attack the enemy or will pick up the Special Ring for you. This is a killer move when used against bosses, but you have to wait a little bit after you use this move to use it again.

B button while in Boost Mode: Step Attack, Cheese spins around Cream and she jumps over Cheese and continues running, used to attack enemies.

Tails:

A button then tap A button repeatedly: Flying, gain height by tapping the A button, use up, down, left or right to control what direction he is going, you cannot stop him from flying until he lands on something. You can attack enemies while in the air if you hit them with his tails. Tails can stay in the air 8 seconds, longer than Cream but he flies much slower. Tails is better for flying straight up, Cream for flying sideways.

B button: Tail Swipe, attacks enemies to the side of Tails without moving forward.

B button while in Boost Mode: Super Tail Swipe, do a Tail Swipe and keep on running.

Knuckles:

(There are several notes about him in the above section describing his unique Trick Move abilities and the fact his appeal move is also an attack.)

A button then A again while in air: Gliding, glide sideways while losing little height, press left or right to change what direction you are gliding. You can attack enemies fist first. If you let go of the A button, Knuckles will fall. If you touch a wall while gliding, Knuckles will cling to it. Push up or down to climb on it or just press A again to jump off it, when he gets to the edge of a ledge, Knuckles will pull himself up on it.

B button: Double Punch, punch an enemy while going forward slightly.

A button then B button while in air: Drill Claw, Knuckles spirals straight downwards, great for attacking enemies that you cannot attack otherwise or for busting through floors.

B button while in Boost Mode: Spiral Attack, like Drill Claw but horizontal, he falls out of Boost Mode after using this attack.

Amy:

A button then A while in air: Super Hammer Attack, very similar to Sonic's Double Spin.

B button: Hammer Attack, use the Piko Piko Hammer to attack enemies right

you will hit a Speed Booster that will send you back up it and go to the right jumping over the spike trap then roll down the right side of that ledge, you will do down and end up in a tuba tunnel, you will be propelled up in the air, you will see music note bumpers and a Green Shield, try to bounce on the bumpers if you want, but it is more important to keep going to the right, land on one of the two xylophones, bounce to the right on then, to the right of the second xylophone you will see a ledge with a spring on it, jump on the spring, if you use the up Mid-Air Trick you can then hit the Special Ring that is right above the beginning of the rail, or if you miss it bounce on the trampoline to reach it.

SP RG #3: Grind the rail, then go through the tuba, (after going through the tuba if you then go left you will find a 1-up item box next to the wall, then just go right again) keep going right down the slope, you will be stopped by spikes, jump over the gap being careful of the spikes on the other ledge too, then grind the rail. You will end up going up a curve, and you will see a snail, jump straight upwards off its back, and you will hit the Special Ring.

SP RG #4: Then drop down to your right, go right and grind the rail, then you will land on a platform, keep going right, you can jump on the trampoline if you want, you will see a snail, don't jump on it and go up to where the clown is, go through the gap you see next to the snail instead and grind the rail you see, you will end up running down a wall and hitting a spring, keep going right, you will see a place that has a floating blue spring and you will see a platform to your right with a trampoline, fall down in between the spring and the platform, you will see 6 springs in a row at the bottom of the hole, to your right you will see a gap, bounce into it, and then jump on the spring you see, and head a little right, you will see a snail, a Special Ring floating above the snail, and a higher platform with a Speed Booster on it.

SP RG #5: Do not go to the higher platform, instead go to the right of the snail and into the tuba, you will land on a small platform with a trampoline next to it, jump on it to the platform to the right, grind the next two rails that are in a row, you will land on a flute, (on the left end of the flute is a ? Ring item box), try to land on the ledge to the right of the flute, be verycareful! It is easy to hit the spike trap on the edge of the ledge! Then hit the Speed Booster, you do not want to go through the gap to the right that leads to spikes and a couple of tubas, head straight down. Keep going, you will hit a spring that sends you right into an area that looks like this, there are two holes, both have 5 springs at the bottom, in between them is a narrow divider topped by a spike trap, and there are a total of four music note bumpers spanning the gap, in the second, deeper hole, bounce off the springs, and jump up against the right wall pressing right, there is a secret room there containing the Special Ring.

SP RG #6: Now use the springs to jump up on a ledge to your right with a 5 Ring item box on it. Keep going and you will hit a tuba. It will send you up in the air, and you should land on a floating platform with a Speed Booster on the left end and a ramp on the right end, use the booster to launch off the ramp, and keep pushing right, you should land on the edge of a ledge, keep going right, you will go down a slope and hit a bumper that sends you up, land on the trampoline that is to the left, careful do not fall to the right of this platform or you will die. When you bounce on it to your left you will see a small platform with a monkey and a spring on it, if you bounce long enough on the trampoline you will hit the Special Ring (or kill the monkey and the spring will send you into the Special Ring, a little risky because you could end up hitting the bumpers).

and into an area you don't want to be in. You will end up sliding on an icy floor to your right. You will be launched off a ramp; you will land near a spring with a ? Ring power up to the right of it and then a slightly higher place with a Speed Booster, get the item box and hit the booster, you will end up going around a half circle and running on the ceiling, hitting a spring that sends you into another booster going left, then hitting a spring that sends you grinding up a rail. You will hit a spring, and you will see a Badnik floating above a rail, instead of grinding the rail, land to the left of it and run down the slope instead, you will end up grinding down another rail, then send up a curve up into the air where you will hit Spinning Handles. Jump off them onto the floating platform you see to your right, you will see the Special Ring floating above the platform.

SP RG #4: Jump to your right so you are now on top of a half-pike, go right, hit the 5 Ring item box, then run into the spring that is at the end so you end up grinding the rail. Then keep running, you will run off a ledge and end up on Spinning Handles, jump off them and head up and to the right, you should land near the two red floating Badniks and a 10 Ring item box, if you are good you can kill the Badniks and get the item box right in a row. Go right and grind the next rail, when you jump off it you will land on another rail, when you get off this rail you will be stopped by spikes. Jump up and kill the Badnik, then carefully jump so that you land on the spring that is to the right of the spikes without hitting the spikes or jumping off the ledge, you will see the Special Ring once you bounce off the spring.

SP RG #5: Fall down, do not hit the bumpers that line the wall of the hole, you should land on a rail. (Sonic, Knuckles and Amy shortcut, jump through the rail after grinding it a little ways, head to your left, you will see to the right of a spring an orange floor, use the A then B attack to bust through the RIGHT side of the floor, if you bust the left side, you will take a long fall right into a hole and die. You will land on a platform, you will see a penguin Badnik and the Special Ring to the right of you, jump off the platform quick because it will fall, then you will die!) After grinding the rail, watch out for the penguin Badnik, and then head right, you will see the ground sloping up to a small ledge, and a red Badnik and a 5 Ring item box, jump to get the Badnik and the item box, then drop down. You will be grinding a rail heading left, then you will drop down and hit another rail, to the left you will see a gap in the wall and the Special Ring, keep jumping to the left and you will eventually make it through the gap and get the Special Ring.

SP RG #6: Grind the rail, you will end up running past the checkpoint then being launched off a ramp, you will hit Spinning Handles, jump off and land on the ledge you see to your right, hit the Speed Booster, you will go through a couple of loop-de-loops then end up hitting a spring, carefully land where the penguin Badnik is and kill it, then drop down to the right. You will end up sliding down a slide, then falling and then sliding down another slide, once you fall off that you will hit Spinning Handles, jump off them and land on the platform you see to your right. Do a Spin-Dash if you want to, kill the two penguin Badniks, there is another slide, and floating just above the top of it is the Special Ring.

SP RG #7: The last one is near the end of the Act and you can get it no matter which way you go now, but I will describe the fastest way. After you slide down the slide, you will see some hoops, it really doesn't matter if you hit them or not, you will end up on a platform that has a spring on the right end, there is one slide coming off the platform and another one higher up, hit the spring and land on the higher slide, you will stop, jump off it to your right, jump over the gap, keep going right and jump over the next gap, you will be on top of a loop-de-loop, careful, there is a large spike trap on the right side, jump over it, kill the Badnik, go to the right, you will go through two loop-de-loops,

a Special Ring is waiting for you.

SP RG #4: Drop back down to the left to where the 10 Ring item box is and get it, then drop down to the left again, do not hit the spinwheel, drop as close to the wall as you can, you will land on a slope, go left, after a loop-de-loop you will hit a spinwheel that sends you up, go to the left and land where the 5 Ring item box is, to the left of that you will see another spinwheel, very carefully jump into it making sure you hit the top spoke, if you hit it just right, the spinwheel will send you up so you can grab the Special Ring.

SP RG #5: Fall down, a giant fan will catch you, land on the platform to your left with the spike trap and the spring on the end, once you hit the spring, it will send you into a couple more springs, and you will end up in the same whirlwind you were in before. This time hit the bumpers and go to your right, be very careful, a hornet is hovering above that platform and it will shoot at you and possibly make you fall down. Get the 5 Ring item box, then launch off the ramp at the right end. You will end up falling on a spring against a wall, (if you are interested in a ? Ring item box, jump on the spring and it is on the ledge above, then jump back down to the left.) if you jump on the spring and push right while against the wall, you will find a secret tunnel, go through it and you will be caught in a whirlwind that takes you right up to a ledge and a Special Ring.

SP RG #6: This Ring is really hard to get!!! Go right, you will go up and down slopes, through a loop-de-loop, then sent into the air right into a spinwheel that sends you right, then you will encounter a trampoline spring in between two windmills (if you are interested in a 5 Ring item box, use the spring to land on top of the windmill to your right, then get the item box and jump back down to the spring.) Bounce on the spring while using the up Mid-Air Trick in order to land on the high left windmill, head left, you will encounter bumpers, when you hit the fifth bumper, pause and keep bouncing on the bumper, there is a spike trap, you have to land on it at just the right moment so you can then quickly jump on it then on the other bumpers to the left of that, this takes perfect timing, then after you hit the fourth bumper after that pause again, you will see a large block floating in the air, be very careful! It moves up and down, and when it moves up it hits the ceiling, it will crush you!!! You have to land on it right after it starts to move down from the ceiling, then you have to quickly jump on the block that is to the left of that that is moving left and right. After that you will see a third block moving up and down, when you land on that you will see the top of a wind mill to your left, on top of that is the Special Ring (I really recommend using Cream, Tails and Knuckles to fly/glide if possible to get this one, it will probably take several tries before you can get it.)

SP RG #7: Jump off the windmill, then head right, you will go up and down slopes, you will then hit a spinwheel that sends you up, land to your right, keep going right, you will go down a slope, through a loop-de-loop, then launched off a ramp, you might land on a spinwheel, but it sends you up, you want to land just to the right of it instead, hit the right-most part of the spinwheel so it sends you right, then a spring sends you up into a loop-de-loop, then hit a spring that sends you into more springs, you will end up at a place with a spinwheel, run into it so you are send up by the spinwheel into a whirlwind, then land on the bumpers you see and bounce right, keep going right, you will head down a steep slope, then you will run into a spinwheel that send you up, land on the thin ledge to your left but DO NOT hit the Speed Booster at the end. Instead, slowly head down the steep incline going left, and then jump onto the next incline you see that criss-crosses the one you are on, go up that one, you will see the Special Ring, then go back down that incline you just climbed up, then jump on the other incline and go up it, then hit the Speed Booster you just avoided and just run, if you do not you will die before

Just to your left you will see a floating platform, run and jump for it and as soon as you touch it jump again going as far left as you can!!! The platform falls, if you stay on the platform too long you will die, if you don't make it far enough to the left you will die too. Anyway, hopefully you land on a spring or on a slope to the left of the spring, go up the slope, Spin-Dash if you want to, then at the top you will see a slightly higher platform with a spring pointing to the right at an angle. (If you are interested in a 5 Ring item box, keep going left and you will find it, then just go back to where the platform is.) Hit the spring, then you will hit a ledge with a Speed Booster, hit that and just keep going, you will end up grinding a rail, then you will hit more springs and Speed Boosters, you will be running up the wall a couple of times, just keep running, finally you will hit a spring that will knock you up and you will be grinding a rail, the same exact rail you were grinding before! Now just bounce on the spring, and you will be on the ledge with the spikes again and you will see the 5 Ring item box floating above the hole again. Now jump for the item box, and land on the ledge to your right, be careful of the purple star Badnik. Now run down the slope to your left, you will hit a series of springs, they will eventually send you into a Speed Booster heading left. Keep running left, you will run up a wall, then you will be sent into the air and go through a floor, then to your left you will see a wall lined with bumpers, fly left and hit this wall as high up as you can, ignore the two star Badniks, you will then be bounced hard to the right, and you should see the Special Ring, try to jump into it.

SP RG #4: Now probably you're still in Boost Mode, head right after you land, you will launch off a ramp, in the air you will see two rails, one below the other, to the right of a wall covered in bumpers, you do not want to hit these rails, instead fall through them (grinding the bottom rail works too, but it's hard to land on and you will miss your ? Ring bonus, but it's a tiny shortcut). You should land near a ? Ring bonus or maybe even land on top of it, get it, then head right. Hit the spring and jump on the little platform where the bottom rail ends, careful of the spikes. Jump over the spikes to the right, you will land on a rail and start grinding, instead of grinding it jump through it then head right down the slope, you will run right into the Special Ring.

SP RG #5: Keep going right, you will be launched off a ramp, use the up Mid-Air Trick if you have to in order to land on the ledge, then keep going, a spring will send you between two walls lined with bumpers, bounce up them, then continue right, when you see a curved drop off, don't jump or anything, just run around it and run down the wall, and then on the ceiling, pushing down while going around the little curve will help. A spring on the ceiling will force you down a wall, then you will be running to the right, then quickly you will see a group of silver-bar bumpers over a gap, hit them and bounce right, you should land on a platform, there are square moving platforms on both sides of it, and right in the middle is spikes and a silver Badnik hovering over the spikes, kill it if you want, you want to jump on the left square platform, it will spring you up, then land on the ledge to your left. Hit the spring, to your left you will see three orange lines one on top of another sticking off the side of the wall right below a ledge, watch out, the green triangles that appear and disappear on it are spikes, jump on the orange thing when it is safe then get on the ledge. Go right and you will encounter a rail, grind it. You will then hit a Speed Booster that sends you up the wall and in the air and you will hit the ceiling, to your right you will see a ledge with the Special Ring on it and a platform floating in the air to the right of that, land on the Special Ring.

SP RG #6: Do not jump on the floating platform, instead just drop down to the right, then when you land run to the right. You will hit a spring that will send you into other springs, don't be alarmed when one of them sends you down and left, just let the springs take you, the last one will send you to the

rail. After you grind this rail, run some more, run right into the spring ahead, in the air you will see a ledge with a platform floating to the right of it, and a Special Ring floating in between, land on the platform then quickly jump off and into the Special Ring before the platform falls, watch out for the silver Badnik right above the Special Ring.

SP RG #2: After you land on the ledge head right and then you will hit a trampoline spring and use it to bounce up onto the next platform, instead of hitting the spring at the end of the platform, jump over it, be careful of the bird Badnik. Keep running right, you will end up running down a wall, then you will fall through a hoop and land on a rail, grind it. Then run right some more, and run right off the edge of the ledge you come to, you will hit a spring on the right wall that sends you left into another spring, you will end up running up a wall and then on the ceiling, just keep going, you will hit a couple of walls lined with bumpers, then you will be bumped right, in the air is three star Badniks in a row, you should be able to then hit all three in a row and get a cool 700 points. Then go right, there is a spring at the end of the slope, run into it, you will land on a platform with square moving platforms on both sides, and a Special Ring floating above it, make sure not to hit the left square before getting the Special Ring, it's okay if you hit the right one, you can still jump down and get it.

SP RG #3 and #4: Now hit the left square, it springs you up through a floor, go right, you will hit a Speed Booster that takes you up a wall, then running on the ceiling, then another wall, just keep running. You will eventually be running right again and hit a spring, land on the ledge to the right. You will see a hoop, hit it, it will propel you toward a ledge with a Speed Booster, but you must use either an up or right Mid-Air Trick in order to reach it. After hitting the Speed Booster, just keep pressing right, it will be one wild ride, but if you just keep pressing right you will very quickly go through a lot of springs and bumpers, etc... but you will get Special Rings #3 and #4, just keep pressing right until soon after you hit Special Ring #4 and you find yourself going left, no matter what happens, you will eventually bounce off a spring on the ceiling and find yourself grinding a rail. Trust me!

SP RG #5: After grinding the rail just keep going and run right into the spring, you will be send to a ledge with an Invincibility item box on it, get it and run right again right into the next spring, then continue running, you will eventually go down a steep slope, then up a wall, before you get to the ceiling, you will see the Special Ring floating on the platform below, jump off the ceiling and land on it.

SP RG #6: Now jump off the left of that platform going as far to the left as possible. When you land, you will see a rail to your left, don't grind it, instead jump through it, this is the longest drop in the whole game!!! If you hit silver bumpers, just bounce off them and continue falling, you will fall near two bird Badniks, but you should still have Invisibility at this point, anyway head right. Hit the spring and land on the ledge above avoiding the spikes. You will encounter a laser floor, you want to fall through this one. Head right again, you will run down a curve, then you will hit a spring that sends you running right and you will launch off a ramp. Use an up or right Mid-Air Trick to reach the next ledge if you want, if you don't make it you will die. Then hit the spring, it will send you into a bumper lined wall, then bounce off the other bumper-lined wall to the left, keep bouncing up, the left wall has bumpers farther up it than the right one, if you bounce until you hit near the top of the left wall, you will see the Special Ring in the air.

SP RG #7: Now head to the right and hit the ledge, be careful you do not fall straight down. Head right and a square platform will send you to the right, you will run up a wall, then hit a green grid sphere that sends you bouncing up a

the spring and get the 5 Ring item box you see to the right if you want it, but then jump back on the spring, then do an up Mid-Air Trick, you will hit spinning handles, then jump off them into the gap you see to your left. Hit the Speed Booster, and push down to roll up, you will be sent up the wall and then on the ceiling, you have to roll so you can kill the Badnik on the ceiling instead of running into it. Then you will hit some spikes that will cause you to drop back down on the ground, then grind the rail you see, when you get to the bottom of the rail, jump off and then do an up Mid-Air Trick (or Sonic and Amy's Special Rail Trick Jump) so you can land on the highest platform to your right. Now go right, you will end up hitting a launcher that sends you to the right, then you will hit a couple of springs in a row, you will be running on the ceiling, then spikes stop you and you'll fall down, you will see a Green Shield, a hornet Badnik, and a launcher, get your shield and kill the Badnik (If you are interested in a 1-up item box head left, you will eventually find the item box, then head right again) (Sonic, Knuckles, Amy shortcut/extra item box, jump to the right over the launcher and go a little right, you will come to a different part of the floor with a gap under it, it's breakable, break through the left side of it and you will hit a ? Ring item box on the way down, now run to the right, try to build up as much speed as possible, you will go around a loop-de-loop, and then you will be launched off a ramp, try to press A when hitting the ramp if you're not in Boost Mode to go higher, you will hit a pole and you will see the Special Ring floating above a purple Badnik to the right of the pole, jump off the pole into it.) Jump on the launcher, it will send you to the right, keep going right, you will hit a little turn-around pole that sends you down a left slope, then you will grind a short rail, still going left, then you will end up going right, go through the loop-de-loop and then you will be launched off a ramp and into a pole, you will see the Special Ring floating above a purple Badnik to the right of the pole, jump off the pole into it.

SP RG #3: When you land, slow down and try to get out of Boost Mode, head right, you will see a spring on the edge of a ledge, jump on it and head toward the right a little, you will see two poles, one is short and higher than a longer one to the right of it, hit the higher pole first, then jump on the next pole near the top, aim for the purple Badnik floating to the right, you will kill it then drop straight down on the ledge you want to be on. Go right, you will then see a hole against a wall, when you drop down it you will land on a sliding platform. The platform launches into the air off a ramp, jump and land on the rail you see before the platform falls too far down. You will grind into a platform, (If you are interested in an Invincibility item box which I highly recommend, push left, preferably starting when you are still on the rail to slow down to a stop before you hit the spring on the right end of the platform. Then jump straight up from the spring.) Run into the spring at the end of this platform, you will then be bounced up and to the right, you will see two rails and a 5 Ring item box, hit the item box and then land on the bottom rail. (Huge but risky shortcut, as near to the top of the rail you are on as possible, jump through it and head straight down as straight as an arrow, you might hit a Badnik, just keep on dropping, after a long drop you will land on the platform with the Special Ring on it or maybe even right on top of the Special Ring, but if you're a little off, you might fall past the platform and die.) Grind the rail, as soon as you're off the rail press left to slow yourself down, then go to the left and drop down. Then keep going left, you will see a launcher near the end of the ledge, a hornet, and spinning handles to the left of the hole, jump over the launcher and jump on the handles. Jump off the handles up and to the left, you want to land on that platform, careful, miss the platform and you will fall and die. Don't jump on the spring, you will see the Special Ring to the left of the spring.

SP RG #4: Then go back to the right jumping over the spring, then jump off the platform and go as far right as possible, hit the launcher to go right faster

if you want. Now keep going right, run right off the ledge, but as soon as you do gravity reverses, you will be on the ceiling, watch out for the spikes. Now hit the pole to your right, jump off immediately to the right to get those Rings, now while your on the ceiling go right and hit the spring, it will send you into a 5 ring item box, then gravity will reverse again and you will be back on the floor. Now you will see poles, and a spring on the edge of the right ledge, jump on the spring and catch the pole to the right as high up as possible, aim for the purple Badnik to the right or at least jump off the pole as high up as possible so you land on the correct ledge. Now you will hit a launcher that sends you into another pole, jump off the pole to the left, you should hit an Invincibility item box next to a speed booster, then hit the booster, you will then be launched off a ramp and you will land on a slope heading up to the right, go left so you will hit another speed booster that will get you up that slope fast, then a spring will make you run left, then another spring sends you up, go to the gap to the left of the moving block, don't land on the block or it will crush you, you should have invincibility so don't worry about the Badnik blocking this path, You will then hit a launcher that sends you into a series of three springs, you will end up heading to the right, when you land watch out for the mouse Badnik, keep going right and you will hit a speed booster, you will then hit a spring, grind up a rail heading left, then to the left of that you will run into a launcher that send you right into a 10 Ring item box, go right, head around the loop-de-loop, then you will hit a spring that sends you left down a slope, then another spring sends you right down a slope, you will be in Boost Mode and launched into the air, a thin rail is attached to the ceiling, grab the left end of the rail and slide down it. One you fall off it you will then be stopped by spikes on the end of a ledge, jump up quickly and kill the hornet Badnik but don't jump over the spikes, then head left, you will see the Special Ring.

SP RG #5: Now go back to your right, and jump off the ledge over the spikes, don't land on the floating platform to your right. When you land you will see a speed booster, hit it and it will send you grinding down a rail, then when you jump off the end of the rail you will land on a thin platform with a spring on it, do not hit the spring, instead jump off the left, and stay close to the wall, then head left and hit the speed boosters, this will send you up the wall and you will hit three springs in the row, the last one hits you into a rail grinding down and to the right, then you will hit two more springs, the second one that is on the ceiling sends you down and to the right and into Rings (Sonic, Knuckles, Amy hidden item box, slow down after hitting this second spring, right below it is different looking flooring with a gap underneath, it's breakable, under it is a Ring Magnet Shield and a couple of springs, get the shield, but don't use the springs to bounce way up to the top of the act, instead just use them to get out of the hole and land just to the right of it, then continue right.) Keep going right, you will head through a loop-de-loop, then up a wall and jump over the checkpoint, then fall down the right side of it and onto a sliding platform. Ride the platform until it hits the ledge, don't jump off it sooner. Get the Invincibility item box, then after that gravity will reverse and you will be on a slope on the ceiling, keep running right, at the end of the slope and next to a wall gravity will reverse again and then hit the spring pointing left as hard as possible, now just keep running, you want to be in Boost Mode, you will hit another spring heading right, keep running, you will run up a wall, then on the ceiling, then hit spikes pointing straight at you but you should still have invincibility, you will drop perfectly on a small platform with the Special Ring on it.

SP RG #6: Now jump down to the right keeping close to the wall, you will hit a speed booster that sends you round the loop-de-loop you see to your left, then into a spring, then when you are still in the air gravity reverses again, hopefully you still have invincibility because you will land on spikes on the ceiling, then hit the launcher to your right, it will send you into a spring,

heading left, you will run across the top of a loop-de-loop, and will be stopped by a wall on a platform to the left of the loop-de-loop with a Special Ring floating above it, jump up before the platform falls to get the Special Ring.

SP RG #3: When you land, a speed booster will send you through the loop-de-loop, then you will hit a spring, land to the right and be careful of the spike trap if you have lost your invincibility by now. Then you will end up heading down a wall, at the bottom is a spring, try not to hit the spring, if you do, you will land on a speed booster, be sent up a rail, then launched off a ramp then hitting a launcher and you end up sliding down a thin rail attached to the ceiling, if you do this you will miss two Special Rings!!! Instead go to the right slowly, instead of hitting the speed booster jump over it, then jump through the rail, (there is a ? Ring item box against the left wall, it is hard to get with Sonic and Amy but possible.) Go left and hit the spring, this will send you around the loop-de-loop, and up the wall, on the wall is a spring that will send you heading up and to the left, you will land on a ledge with a Green Shield on it, then to the left of that you will see the Special Ring.

SP RG #4: Go left, you will see a pole, either slide down it or just jump down, you will land back near the rail you just jumped through, now hit the speed boosters, go up the rail and launch off the ramp, but miss the launcher, you still don't want to grab that thin rail! Head to the ledge to the right and jump down instead without grabbing the rail, you will land on a platform, you will see a couple of springs to the left, a 10 Ring item box and a mouse Badnik, get your Rings and kill the Badnik, then head right and you will come to another ledge, jump off this one too, but jump straight down or slightly to the left, you do not want to jump far right or you will land on a heck of a lot of spikes! When you land, to your right you will see a speed booster, and sandwiched between that and the beginning of the spikes is a Special Ring, carefully jump so you can get it without hitting either the spikes or the speed booster.

SP RG #5: Hit the speed booster, you will be sent up a wall, then running on the ceiling, you will be in the air, land to the left on the platform that used to have the mouse Badnik and the 10 Ring item box on it, then hit the spring which will send you into the other spring you see, this one sends you into the thin rail, you can finally slide down it. When you land, head right and grind the rail, at the end of the rail spikes stop you, make sure to jump up and kill the hornet, then hit the launcher you see. (If you are interested in a ? Ring item box, when you are still sailing through the air horizontally, you will eventually see a ? Ring item box, you have to use either an up or right Mid-Air Trick to get it.) When you land keep heading right, you will go around the loop-de-loop and up a wall then send in the air, in the air head left and land on top of the loop-de-loop where you will find the Special Ring.

SP RG #6: Jump on the spring so that you land on the rail above, then grind. You will then hit a launcher which sends you into a spring on a floating platform which sends you into another spring, then another, on the floating platform that the third spring is located sits a Special Ring, the spring bounces you left, but when you hit it push right so you end up going to the right and land on the platform and the Special Ring.

SP RG #7: We are not even halfway through the act yet and the last Special Ring is near the end of the act, so this is going to be one long description! Now hit the spring on the platform and this time head left, land on the other platform with the spring pointing straight up, jump up on it, you will see a Green Shield, get it if you lost your first one, then land on the rail and grind. Then head right, you will see a ledge with poles to the right, run straight off the ledge, then just let the character fall off the end of the pole, then push right right after you fall off it, hopefully you will land

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7.h.3. The Ending:

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The character falls from the sky, in the background Eggman's Death Egg-like ship crashes and burns. Then the character lands either in a place that looks like the Leaf Forest Zone or a field of flowers if you have all the Chaos Emeralds. All the animals jump around, everything looks happy again. When you beat the game with Cream, her mom will be standing there, she looks safe, everything is now fine, or is it...???

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7.i. Extra Zone: True Area 53

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When you beat the entire game with the first four characters and you get all 7 Chaos Emeralds with Sonic, then this Zone appears on the Zone Map for Sonic.

First a small scene plays, it's Cream's mom! She is standing there watching a bunch of little birds flying around her, she seems happy enough. Then suddenly this strange partially cloaked thing appears!!! It sucks up Cream's mom and all the little birds and then disappears!!!! Cream and Cheese come running in just in time to see the thing go off in the distance, then Sonic, Tails and Knuckles run up, but it is too late, Sonic snaps his fingers in frustration and anger. Cream then starts to cry. Tails and Knuckles just stand there looking sad, and Sonic watches Cream cry. Then Sonic closes his eyes and starts floating in the air, the others then look at him in awe as the 7 Emeralds start to swirl around him. He transforms into Super Sonic! Super Sonic gives the others a thumbs up, then blasts off the rescue Cream's mom!

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7.i.1. Extra Zone Boss:

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If you have ever played the Doomsday Zone in Sonic & Knuckles prepare for a weird feeling of deja-vu. Super Sonic catches up to the cloaked thing in space, it uncloaks, it turns out to be a shrimp-looking machine. The machine fires different types of energy balls and homing missiles that follow you around at you but these only temporarily knock Super Sonic off his bearings for a second, they of course can't really hurt him. The real danger comes when the tail of the machine comes up and points at you; it fires a whitish beam at you, if Super Sonic hits it he will be frozen into a Super Sonic ice sculpture! Then the machine turns on its suction, poor frozen Super Sonic can't move, then he is sucked into the machine and the machine removes 10 of his Rings and is then spit out of the machine again. This is really bad, if you already know about Super Sonic then you know that Super Sonic burns one of his Rings every second and if he burns them all he becomes just plain Sonic again. In this Zone you start with 50 Rings, but if you loose all of them, you will instantly die!!! That is why being sucked into the machine is so dangerous, you do not want to lose your Rings faster than you already are, but at least there are Rings floating around in the Zone you can pick up! If you try to hit the thing, even when you push A or B while hitting it, you will not damage it at all no matter where you hit it. This is how to beat it: The first thing it does is shoots energy balls at you, then it sends three homing missiles at you, if you push A or B button when you hit the missiles, they will bounce right off Super Sonic, and if you hit them so that the missiles head toward the "head" of the machine, then they will hit the machine and do damage to it, the machine flashes silver when it is damaged. From then on the machine will send energy balls at you, then it will try to fire the ice beam at you right when it is

firing three more homing missiles at you, so duck the ice beam by quickly moving out of the way before it hits you, or move under or above the machine where the beam can't hit you, then move back to the side of it so you can fling the missiles into it. After you fling 8 missiles into it, then you must have broken the ice beam or something because now after it fires the homing missiles it just rolls up into a ball and spins around, now you're home free because all you have to do is fling the missiles into the rolled up machine! The machine now flashes red when you hit it. 4 more hits, and the machine blows up and ejects a capsule that Super Sonic then goes after, the Boss is finished after a total of 12 hits!

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7.i.2. Extra Ending:

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Super Sonic is falling through the atmosphere with the capsule! Then the capsule starts to glow red and cracks appear at the bottom of it!!! Then it busts open and Cream's mom comes out, the force of the blasts flings Super Sonic off and at the same time he loses Super Sonic form and becomes just Sonic again. Now Cream's mom is dropping at a high rate of speed! Sonic is trying to catch up with her to grab her, but he just can't seem to reach her, then with one last try Sonic finally catches her! They land apparently safely with Cream, Cheese, Tails and Knuckles looking on. When the credits roll, scenes of a happy ending including Cream hugging her mother and Sonic looking proud he saved the day appear. The very last scene shows Sonic running off, Congratulations!!!

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7.j. Unlocking and Playing as Amy Rose:

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If you can get all 7 Chaos Emeralds with the first four characters and make it though the Final Zone Amy Rose will be unlocked. There isn't anything different about playing the game with Amy than with the other characters and nothing special is unlocked if you beat the game with all 7 Chaos Emeralds with her. Also Amy and Sonic do not even appear together in this game, probably to Amy's dismay and Sonic's joy! One interesting note is the fact she does Spin Attack and Spin-Dash in this game unlike in Sonic Advance and playing with Amy is quite different in this game than it was in that game. And her Spin-Dash is funny, she can't do it quite right and she revs up while still standing! Even Cream Spin-Dashes better than her, she needs to work on that a little more...
But
don't get me wrong, Amy is one of my favorite characters!

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8. Time Attack:

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The Time Attack mode allows you to play the regular Acts and the Bosses if you unlock that feature in order to see how fast you can get through the Act or Boss. For the Acts you first have to choose a character, you can only choose characters you have unlocked already in the normal game. You only get to play Time Attack for the Acts you have already beaten with a particular character. The Acts are the same as in the regular game except for these differences:

Score does not matter and is not kept.

There are no extra lives, you have to get through an entire Act without dying in order to get a new time recorded. If you die you go to a screen where you have the choice to either try again, change course but keep the same character, change character, or end Time Attack.

All ? Ring Item Boxes are replaced by 10 Ring Item Boxes. The Special Rings are present, but of course if you get all 7 in an Act you will not go to the Special Stage.

The top three scores for each character are recorded. About the only tip I will give for this is the way to complete the round with all 7 Special Rings is not the fastest, if you really want to find the fastest way to get through an Act experiment with each character to find shortcuts. To unlock this feature for the Bosses, you must complete the game with all 7 Chaos Emeralds with three characters, I will tell you right now, Cream will get the fastest times if you use Chao Attack on the Bosses.

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9. Tiny Chao Garden:

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If you are able to complete the entire game with all 7 Chaos Emeralds with one of the characters you will be able to unlock the Tiny Chao Garden. Chao are mysterious creatures that have a very complex life cycle, I will not go into many details about this basically because the Tiny Chao Garden is not nearly as complex as raising Chao in the Sonic Adventure and Sonic Adventure 2 Chao Gardens, but later on when I discuss transferring Chao between the Tiny Chao Garden and Sonic Adventure 2: Battle and Sonic Adventure DX I will mention some of these details.

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9.a. Geography of The Tiny Chao Garden:

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When you first unlock the Tiny Chao Garden you will see a white egg with blue spots on it. Move the hand over it and press A in order to rub it so the Chao hatches. The Chao stats bar is on the right, that is explained later and it contains the Chaos name, if you move the hand over this and press A you will open up the screen to change the Chao's name if you don't like the one the game gives you, what type it is (will be a normal Child stage, only differs if you transfer Chao from the Game Cube, your Chao will not age and evolve in the Tiny Chao Garden) the status bars which are discussed below, and at the bottom how many Rings you have you can use to purchase things from the store. If you push the L button you can open the store where you can buy Fruit your Chao eats which change the stats bar levels, toys, and special Eggs called Jewel Eggs you really don't have to be concerned about unless you have a Game Cube. In the right hand corner are white and purple Game Boy Advance symbols, these lead to the Mini Games, the white one is Cream's and Cheese's Chao High Bounce Game and the purple one is a Matching Card Game. See the little lake? At first your Chao will jump in there and get mad because it cannot swim, but when it levels up in the swim stat enough it will eventually swim around in there. Your Chao will also say various things, some quite funny and some that should have been rephrased a little... look to other guides to find out the specifics on this. Weeds will occasionally pop up in the garden too and you can pick them if you move over them with the hand and press A.

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9.b. Chao Stats and what they mean:

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On the right side of the screen you will see 7 status bars: Mood, Belly, Swim, Fly, Run, Power, and Stamina. Each of these are affected by what type of fruit you happen to give your Chao (Mood is affected by other things too). As you can see, there are 10 points on each bar, the mood and belly bars are always at a

value from 1-10, when your Chao gets 10 points on one of the other bars your Chao gains one level in that particular stat which is displayed above the bar. In the Tiny Chao Garden the Mood and Belly stats count the most, the other stats are only really important if you are trading your Chao to Sonic Adventure 2: Battle or Sonic Adventure DX. The highest level a Chao can reach for any stat is lv. 99. Here is a list of all the stats, how the different fruit affect these stats will be discussed under the store items section when I describe the fruit.

Mood is of course how happy or sad your Chao is and unlike the other stats can be affected by many things. Things that can put your Chao in a bad mood include petting it when asleep, certain fruit, and maybe not being able to swim well, I'm not sure. Make your Chao happy by petting it when it is awake and giving it certain fruit. If you don't keep your Chao happy it might run away.

Belly is how hungry it is. All but one fruit will increase this stat by some amount when you give it to your Chao. A Chao doesn't like it if you don't feed it and it might run away. The fruit vary in how much they increase the belly bar and also in how hungry the Chao has to be before it will eat it. For example, a Chao will eat a blue fruit if it has 9 points on its belly bar but will refuse to eat a pink fruit.

Swim is how well it swims. At first your Chao will jump in the pond but it's can't swim so it thrashes around a little and jumps out. But if you raise its swim level to above 14 I think, not for sure, then it will jump in the pond and swim around happily. I read somewhere that if the duck is in the pond then the Chao will sometimes jump on it and float around on it, but I have never seen this happen.

Fly is how well it flies. When the level of this stat gets above 14 or so, I will figure this out completely later and update, your Chao will then occasionally take off and start flying around.

Run is well, how fast it runs. I have never seen a Chao do anything different when its Run stat reaches a certain level, the same goes for the Power and Stamina bars, I will just stop with the list right here.

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9.c. Earning Rings and the Mini Games:

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There are two ways to earn Rings to spend in the Store, through the game in the regular Acts and the Special Stage, and earning them in the two mini games that you can play while in the Tiny Chao Garden. When you complete the regular Acts or the Special Stages in the game all of the Rings you earn are transferred to the Tiny Chao Garden. The best way to get a huge amount of Rings is to earn them in the Special Stages, if you are really good at the Special Stages you can earn a huge amount of Rings, my personal record is about 800 in the Hot Crater Special Stage. Another thing to keep in mind is that in this game you have to unlock the Special Stage and the process of getting all of the Chaos Emeralds does require going through the game Acts and the Special Stages quite a bit so the first time you unlock the garden you should have quite a sizable stock of Rings to use already, I have gotten up to 99,999 Rings which appears to be the limit to the amount of Rings you can have. On the other hand playing the two mini games in my opinion does not pay off very well in Rings even if you complete them, but they can be sort of fun I guess, I will describe them below:

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9.c.1. Cream and Cheese's Chao High Bounce Game:

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You have to bounce Cheese off the trampoline that Cream is pushing around in order for Cheese to grab the Rings up above. You can of course move Cream right or left, if you push the A button down Cream pushes down on the trampoline, pushing A when Cheese hits it will send him higher! Push the B button while moving back and fourth in order to move faster, only useful if Cheese is coming down fast. When you get all the Rings then more will appear, first at a pretty low level, then a little higher up then eventually one then finally two balloons appear, hitting the balloons really makes Cheese do quite unpredictable things! If you hit the ground three times your game is over, but Cheese can either land on the trampoline or Cream's head and be safe!

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9.c.2 Matching Game:

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You will see squares in a rectangle arrangement, the ones on the outside are blue and say x1, the pink ones say x3 and the two red ones in the middle say x5. There are Chao cards randomly on them and they are flipped over revealing fruit on them, each card had a matching card. But then the cards are flipped back over and your Chao comes out and randomly rearranges them. You have to remember what was on the cards and correctly pick matches, the number of rings awarded corresponds to what squares the two cards are on, for example if one of the matching cards was on a red square and the other was on a blue square you would be awarded 5 for the card on the red square and 1 for the blue square for a total of 6 Rings. You will lose the game if you incorrectly guess three times.

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9.d. The Store:

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Push the L button and open the store. Use the Rings that you have earned (refer to Earning Rings and the Mini Games section on how to earn Rings) to buy fruit for your Chao to eat, eggs for transferring to the Game Cube, and toys for your Chao to play with.

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9.d.1. Fruit:

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Fruit affects your Chao's status bars, the different status bars are explained in the Chao Stats and what they mean section. For convenience I put this section in the form of a table of how much it costs, how much they either add to or subtract from each status bar. Another small note, A Chao might not accept a fruit if it is not hungry enough to eat it. The Chao will eat the Red fruit no matter how hungry it is and even if the belly bar is all the way full, this fruit also dos not affect the belly bar, it will eat Blue and Green fruit as soon as just one point is empty on the belly stat bar, and it will eat the other fruit a little later than the Blue or Green one, often a little bit before the belly bar goes down another point. As you can see a more costly fruit is usually better, but the most expensive fruit, the red one, doesn't fill up your Chao at all so I can sort of see an advantage of being able to feed a lot of them to your Chao at once, but I still think it is a pretty lousy fruit because of how much it takes away form mood, your Chao is still hungry after eating it, and it actually takes away hugely form the stamina stat.

Fruit	Cost	Mood	Belly	Swim	Fly	Run	Power	Stamina
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There are three toys you can buy in the store for your Chao to play with, when you buy one toy the next toy appears in the store after a little game time has gone by.

Bugle: Costs 1,000 Rings, give it to your Chao and it will toot it.

Duck: Costs 2,000 Rings, floats around in the pond, I have read more than once the Chao will ride it but I have never seen this.

TV: Costs 8,000 Rings, your Chao will sometimes sit in front of it and watch it and it might make a comment about it.

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9.e. Transferring Chao and other things to and from the Game Cube:

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If you happen to also own a Game Cube, a Game Boy Advance to Game Cube Link Cable and either one or both of the games Sonic Adventure 2: Battle and Sonic Adventure DX you can then move Chao between the various gardens. From the Tiny Chao Garden you can transfer over Chao, Eggs, Fruit and Rings. From the Game Cube you can transfer a Chao if the Tiny Chao Garden is empty. I will not explain all the complexities of Chao raising in the Game Cube in this guide because that would take too long and this guide only is supposed to be about this game, if you don't know what I am talking about refer to a guide covering the Game Cube Chao Gardens.

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9.e.1. How to tell Chao type, color and age in the Tiny Chao Garden:

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Below the Chao's name is the information of the Chao's type which is a Chao symbol followed by a description of the type. The Chao symbol color indicated whether it is a Neutral (blue and yellow), Hero (white and blue) or Dark (black and red) Chao. The word next to it will tell you if the Chao is just a Child (never evolved), or type Normal, Swim, Fly, Run, Power, or Chaos. Your Chao will look like a normal Chao no matter what type it is or what animal parts it may have which do not show up. The only thing that will differ between Chao is color, but this can tell a lot. If your Chao is any type of colored Chao whether Normal, Shiny or Jewel your Chao will appear that color in the Game Boy Advance, but if you have a Normal Colored Chao then your Chao will be the normal blue and yellow if it is Neutral, white and blue if it is Hero and black and red if it is Dark. Things you cannot determine in the Game Boy Advance include stat rankings, personality, race records, and several other things.

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9.e.2 Jewel and Clear Chao:

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You can only get the Jewel Eggs from the Tiny Chao Garden and you get to raise very shiny-looking Chao in the Game Cube. One special thing you can do with them is mate them with one of the Shiny Chao you can get in the Game Cube games, if you do then you will get a special type of Chao called a Clear Chao you can see through! It is very freaky looking!

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9.e.3. Using the Tiny Chao Garden to transfer between Sonic Adventure 2: Battle and Sonic Adventure DX:

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If you own both of these games and if you transfer your Chao from one of them

to the Tiny Chao Garden then transfer that one to the other game on a save file on the same memory card interesting things happen. First of all, you will notice that your Chao will loose its animal parts, the two games have different animals and are not compatible in this way, but if you transfer it back you will see the parts again. Pretty much everything else about your Chao is retained however including things it learned in Kindergarten in SA2: Battle, things it learned from the small animals, and what characters it likes, so if your Chao liked Tails in one of the games then it will like him in the other one but of course this only works for the characters in both games. One thing I have never tried out is the fact that when Chao draw they draw the characters they like and they do this in both games, but I am not sure if they will draw characters from a different game, one Chao that is currently in DX from battle still draws Tails, I should try that out myself, I have a Chao in DX that draws Amy, I will transfer it to Battle and see if it works, I doubt it though, but since DX came out after Battle it would most likely work the other way around if it does at all.

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10. FAQ (Frequently Asked Questions)

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Q. Can you give me more info on how to get through the Special Stages? What is in this guide is not enough.

A. There are now maps on GameFAQs.com mapping out where all the rings are in each special stage. There is a walkthrough for the Zone 7 Special Stage included in this guide, for certain reasons I am not going to write a walkthrough for the rest of them at this time.

Q. I heard Shadow is in this game, is it true?

A. No.

Q. Can you give me Action Replay/Game Shark tips/codes?

A. No, this is a guide for people who don't use Action Replay/Game Shark

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11. Questions?:

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Got Questions? I will answer them if they are not stupid. And as I noted before, I will only answer questions relating to the FAQs, do not e-mail me and try to start a personal relationship or something, I will not respond to such e-mails.

```
###          +-X+X#,
##.  ###          #####-  ###
=#,#####;          .###+, ;###+ .#
##.##.  .x###=          X##=          ### +#
x# ##          #          =## ;          ##x X-
# ##.          #####          .# #####          ##; #
#- #.          ##  x#+  ## ##          +##  -##x#
## ##  ##XX  , =##=#####;          . .x##  ,##
#####  ## -  . =#  #  =          =  +#  ##
##          ##  #  #+          ;=, X###+ ,#  .  #
# ;, . =###;x  ..          ###  ,  ##  #-
##          #-          X#  #  ###-  #
```



```
# .###+   =#                               X -# # ,# ,#X =#
## #-   ###x#                               -####; #+ ;# + ##. +## #
.# ,# , , -# -## +###   #X.xX###. . ,# X ## ;# # #
=# ##   -#   #.##### ,   ###x##x##x##X ,# .# ## =# ###
-# #-#   =# .## , #.   .# #   #   +# .# # # +#
x##+ #   .#=   # - =##= #;##+ ;#.; x#; # # # # .
## #   #,   ##= - #==   ##. =###-. # #=# #
## ##   ##   # +#   +## +Xx   +##   = +## #
# +#   #.   # +##   #- ,##X.   #- .## ##   -#x
#x #+   =# #   -#####+=##### + ## -#   ##   ## =x+ -
##   x##+ =# # .#+ +x+x#####   ##### = ,#   =##   ##=x
##x   =# X +#X##x##+## ;xx=+=;###   #-X##   #####   ## #####
##+## , #-   #   #+++===+##=## x= #X##-##+ .# #. #
##### , #   ###   # ;#x=+=xX# + xXx   =.   # #   ###
##   # ##   ##   xx##+##=++xX####=#   #   +###   =#
xxx   #   #+X##x#-   x=+++==+x#### ;=x##   =## ,#   +#

, #                               xx
+###                               #.
#x #   .# #####   ###X##   # X###   #;   ## #
, ## ., #   # #x #   #   ## .## ## #   #;   .#-# #
;#x.-= #   ##-   #   =#X X#####; ##=   # ,##   ## ##
##   ##   ##   #x##-###   #+ ;#   ##### #x### # #####
x;   #   .x   =x   ## #   #   ,x   #,   #x

##   #
##=x#X
```

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