

Shadow the Hedgehog FAQ/Walkthrough

by WishingTikal

Updated to v2.0 on Jul 3, 2013

Shadow the Hedgehog
Walkthrough/FAQ
By WishingTikal
version 1.1 / 02-22-06
wishingtikal[at]gmail[dot]com

<https://www.youtube.com/WishingTikal>

Table of Contents

1. Introduction
2. Game Basics
 - 2.1 Characters
 - 2.2 Controls
 - 2.3 Actions
 - 2.4 Items
 - 2.5 Power-Ups
 - 2.6 Weapons
3. Unlockables
4. Walkthrough
5. Bosses
6. Disclaimer

1. Introduction

50 years ago, the army led a secret experiment that resulted in the creation of the "Ultimate Life form", which turned out to be Shadow. With no memories of his past, Shadow is divided between the good and the bad side, as a mysterious entity, Black Doom, who pretends to hold the clues to Shadow's past, descends upon Earth to overtake the world in chaos.

As Shadow's past unfolds, it's up to you to determine the path he will choose.

2. Game Basics

2.1 Characters

Shadow

The black hedgehog who resembles Sonic. With his powerful body, he can easily rival Sonic's world class speed. Shadow was created as the Ultimate Life form in a secret lab by Professor Gerald Robotnik. Everything else about Shadow's past is a mystery. After risking his life to save the planet with Sonic, he suffers from amnesia, having no memories of his past.

Sonic

The world's fastest hedgehog whose supersonic speed is second to none. He strives to live according to his own rules rather than for the sake of heroism or duty. Until now, he's been busy stopping Dr. Eggman's preposterous ambitions, but this time, he is motivated more than ever to take on the alien invaders, Black Arms.

Black Doom and Dooms's Eye

Black Arms, the mysterious alien army that suddenly appeared in the sky bringing darkness and destruction to the world. Black Doom is the leader who is in total control of the alien army; while Doom's Eye is Black Doom's third eye that helps guide Shadow to the Chaos Emeralds. Where are they from? And why are they searching for the Chaos Emeralds? More importantly, how do they know Shadow? Their dark purpose will be revealed as Shadow discovers his true identity.

Dr. Eggman

Dr. Eggman is an evil scientist with an IQ of 300. As usual, he is plotting to take over the world and his plans for the ultimate utopia, Eggmanland, are in full swing. He considers the Black Arms, who rely on massive destruction to intimidate the world, a prime threat that could interrupt his master plans.

Commander

The highest-ranked commander of the GUN (Guardian Units of Nations) federation forces. With complete confidence and an iron will, he is the cornerstone of the force. He is known for his "heart of stone" and remains totally unshaken even as the Black Arms attacks the planet under his watch. For reasons known only to him, he harbors a deep hatred of Shadow. He is one of the few who knows the secret of Shadow's past.

Prof. Gerald Robotnik & Maria Robotnik

Professor Gerald is a renowned scientist, regarded as the most intelligently-gifted researcher of all time. Maria is the professor's lovely granddaughter. Fifty years ago, his top-secret government project to create the Ultimate Life form was deemed too dangerous and a threat to mankind, and as a result, they eliminated everything related to the project, including the staff. Even Maria, who was like a sister to Shadow, fell victim to this conspiracy.

2.2 Controls

Gamecube

Control Stick -- Move Shadow

C Stick -- Rotate Camera

Control Pad -- Select Menu Items

A Button -- Jump

B Button -- Attack/Shoot

X Button -- Special Action

Y Button -- Special Attack/Drop Weapon

R Button -- Strafe

Start -- Pause Screen

Xbox (unverified)

Left Stick -- Move Shadow

Right Stick -- Rotate Camera

Control Pad -- Menu Items

A Button -- Jump

X Button -- Attack/Shoot

Y Button -- Special Attack/Drop Weapon
B Button -- Special Action
Right Trigger -- Strafe
Start -- Pause Screen

PS2 (unverified)

Left Analog Stick -- Move Shadow
Right Analog Stick -- Rotate Camera
Control Pad -- Menu Items
X -- Jump
Square -- Attack/Shoot
Triangle -- Special Attack/Drop Weapon
Circle -- Special Action
R1/R2 -- Strafe
Start -- Pause Screen

2.3 Actions

Move

Move freely in any direction. Increasing the angle of the Control Stick makes Shadow run faster.

Jump

Press the Jump Button while running or standing still to jump in the air. Holding the button down longer will allow Shadow to reach greater height or distance. A variety of special jump actions can also be performed.

Spin Dash

From a standing position, hold down the Special Action Button to charge the Spin Dash, and release to spin away at high speed. Holding the button down longer will increase the speed and distance.

Attack

Approach an enemy or breakable Item and press the Attack Button to Punch. If a Weapon is equipped, the Attack Button will activate the Weapon. Attack style varies according to the Weapon equipped, so try to learn the behavior of each.

Jump Dash

While Jumping, press the Jump Button to dash forward at high speed. Holding the button down longer will allow you to travel further.

Homing Attack

Jump near an enemy or breakable object and press the Jump Button to home-in for a guaranteed hit. If other targets are nearby, press the Jump Button again for a chain attack.

Triangle Jump

Bounce between adjacent walls to get through areas where there is no ground. Using Jump Dash towards a wall will allow Shadow to keep his footing on the wall for a short time. Press the Jump Button again before he drops to jump across and cling to the opposite surface.

Mid-Air Attack

Press the Attack Button while jumping to stop in mid-air and engage the equipped Weapon. You will remain in the same spot until you stop firing or ammunition is exhausted. The direction of fire can be controlled with the Control Stick.

Slide

After picking up speed, press the Special Action Button to slide under areas with a low clearance, and to attack enemies in your path. The direction of the Slide can be adjusted with the Control Stick.

Light Dash

Allows Shadow to run at high speed along a path of rings, even in mid-air. Approach a path of rings and press the Special Action Button.

Dark Spin Dash

While standing on a pool of Red Slime, press the Special Action Button to become absorbed into the pool allowing speedy transport along the path.

Overturn

Some items such as peeled away asphalt and trucks are too large to be picked up, but can still be flipped over with effort from Shadow. Approach the Item and press the Special Attack Button. This can be useful for finding hidden Power-Ups Items and Weapons, and can also be used for attacks.

Grind

Slide along beams, rops, vines and other narrow rail. While Grinding, press the Special Attack Button to increase speed.

Poles

Jump near a vertical or horizontal pole to take hold of it. With a vertical bar, move the Control Stick up or down to climb and left or right to rotate. With a horizontal bar, use left or right to shuffle along it.

2.4 Items

Hint Ring

Touch to receive advice from the Mission Character.

Item Box

Touch to receive a variety of Power-Up Items.

Container

Some can be broken open and may contain Weapons or other Items.

Special Weapon Container

Special Weapons are available from this container once you successfully unlock them.

Dash Panel

Touch one of these to instantly increase your speed.

Spring

Allows Shadow to bounce high up to hard-to-reach areas.

Save Point

Touch to save your current progress. Lose a life and you will return to the last Save Point. You can also warp between Save Points.

Secret Key

Five are hidden in each Stage. Find all five to open a secret door.

Goal Ring

Marks the end of the current Stage course,

Energy Core

Breathe the red or blue Energy Core to increase your Dark and Hero Gauge respectively.

Heal Unit

Throw at a fallen GUN agent or Black Arms to revive them and increase your Hero and Dark Gauge respectively. Revived enemies will no longer attack you.

2.5 Power Ups

Rings

Ring count increases by 5, 10 or 20 rings.

Invincible

Become invincible for a limited time.

Barrier (green)

Protects against enemy attacks one time only.

Magnetic Barrier (blue)

Barrier that draws in nearby Rings.

Heat Barrier (red)

Barrier that damages surrounding enemies.

Damage Recover

Restores structural integrity to the Vehicle you're in command of.

1-Up

Earn an extra life.

2.6 Weapons

Close Combat

Designed for face-to-face combat. Charge towards the enemy and press the Attack Button to strike.

Gun

Shoot enemies from a distance (targets within range will be automatically targeted). Range and rapid fire capabilities vary by Weapon.

Cannon

Eliminate surrounding obstacles and enemies with an explosion. Use the target to aim and press the Attack Button to fire.

Lock-On

Unleash a homing attack on your enemies. Hold the Attack Button and use the Control Stick to target and lock onto enemies, then release to fire. The number of enemies you can look onto will vary by Weapon.

Laser

Fire a powerful laser beam, capable of shooting through multiple objects and enemies.

3. Unlockables

Unlock Last Story

See all ten different endings, hero and dark of each.

Unlock Expert Mode

Get A-Ranks on all 71 missions and bosses.

Unlock Extra Weapons

Beat one of the two bosses of each five different paths. You'll get a different weapon for each, which will then be available for use throughout the Stages in the Special Weapon Containers. Beat each path a second time to obtain the Level 2 version of each weapon.

- 1 Samurai Blade
- 2 Satellite Laser
- 3 Egg Vacuum
- 4 Omochoa Gun
- 5 Heal Cannon

Last Story Shadow Rifle

4. Walkthrough

WESTOPOLIS

DARK

Annihilate the GUN Forces

For this mission, you'll need to find and defeat 35 soldiers of the GUN forces. From the start of the level to the area you come across Doom's Eye, there are 5 soldiers along the way (5/35). You can quickly spot them thanks to the red arrow above their heads. Run down the street from where you meet Doom's Eye to the dash ramp at the end, defeating the five other soldiers along the way (10/35). You'll come across Sonic on your way, but switch back to the Dark Mission in the pause menu so you can continue what you started.

Use the dash ramp to reach the second Save Point, then head up to find three more soldiers (13/35). Cross the catwalk and home attack the three flying enemies (16/35), then the two soldiers (18/35). Cross the gap using the moving platform, then use the dash ramp to reach the next area. Home attack the two flying enemies on the right (20/35), then you'll come across the third Save Point.

Head down the street to find two more flying enemies and four soldiers (26/35), then use the dash ramps to reach the fourth Save Point. Move on ahead to find two soldiers in this area and one more in the tunnel (29/35), then one flying enemy as you exit the tunnel (30/35), and three more soldiers ahead, among which one is hiding behind some crates at the right (33/35). Jump on the street above where the fifth Save Point is and ignore the Goal Ring. Use the dash ramp behind it to reach the last area where you'll find the two last soldiers (35/35).

NORMAL

Find the Chaos Emerald

If you go for this mission, you'll simply need to reach the Goal Ring at the end of the level. After the first Save Point, head straight down the street and defeat the alien creature to open the cage with the Chaos Emerald. Pick it up, then jump on the spring and follow the road until you come to the second Save Point. The explosions here will take down the catwalks so you can cross. Move out to the next area where the third Save Point is. Keep following the path to the next Save Point, then run to the end of the street and jump to reach the Goal Ring.

HERO

Drive off the black creatures

Right after the first save point, you'll come across Sonic. From there on, there are 45 black creatures to find and destroy. You'll know which ones they are thanks a blue arrow above them. Right in the area you meet Sonic in, there is one flying around (1/45). You'll find four more ahead and one at the end of the street (6/10) which you need to defeat anyway to get the Chaos Emerald and get the spring working again. Use it to get on the street above, where you'll meet Doom's Eye. Switch back to the Hero Mission in the pause menu to continue what you started though.

There are four flying creatures in this area and nine more ahead (18/45). Go down the street for five more (23/45) and use the dash ramp to reach the second Save Point. There is one black creature on the street above, and two more in the area below after the catwalk (26/45). Use the spring to go back up and cross over to the other side using the moving platform. Three more creature here (29/45). Use the dash ramp to reach the next area where you'll find the third Save Point.

Head down the street to find four more creatures (33/45) and use the dash ramp at the end to reach the fourth Save Point. Continue ahead to find nine more (42/45) along the way, then jump on the street above where the fifth Save Point is and ignore the Goal Ring. Use the dash ramp behind it to reach the last area where you'll find the three last black creatures (45/45).

Secret Keys

1. On each side of the dash ramp that sends you off to the second Save Point, there is a chasm and beyond that chasm, a part of the sideway. Use the Homing Attack to jump over the chasm to the sideway at the right of the ramp and you'll find a key here.
2. A bit after the second Save Point, cross the first catwalk, then get on the other one at the right and use the pulley there to reach the area above where a key is waiting for you.
3. After getting the second key, continue ahead to the ramp, and use it to reach the next area (which is right before the third Save Point). There should be platforms above in this area on the sides of the street, but the explosions are destroying them. There is a key on the last platform of the second set of platforms (on the right side); you'll need to home attack the flying enemies and get on the platform before the lasers destroy it.
4. Right by the third Save Point, at the left of it is a locked gate with three containers behind. Use the Spin Dash to roll under the gate and find yourself behind it. Blow up the middle container to find a key.
5. After the fifth Save Point (where the Goal Ring is), use the ramp behind and you'll fall down between some buildings. Try to position yourself in the bottom right corner to grab the key as you fall.

DIGITAL CIRCUIT

DARK

Destroy the core program

After meeting up with Doom's Eye, head up and cross by jumping on the green platforms that will appear. Go straight ahead to find the first Save Point, then jump on the red button in front of you to bounce up. Go straight and jump on the purple cubes to reach the other side. Go at the end of the path until you can't go any further. You should see a searchlight moving around here; wait for it to pass above you and jump to touch it. It will send you off to another area.

Now jump down to find the second Save Point. Go ahead and green poles will appear. Slide down one of them, then jump in the red light. Avoid the firewalls while navigating in the circuits, then jump in the other one at the end to reach a new area. Home attack the Beetle sentries here to cross over to the other side, then go left to find the third Save Point. Jump over to where the moving purple cube is and some green platforms will appear. Jump on them to cross.

A wall of green panels will appear before you; destroy it by attacking the panels until they turn red and disappear. Then go straight and slide down one of the green poles next to the moving purple cubes. Once below, keep going straight and break through the walls. At the end of the path, grab one of the poles moving up to reach the area above. Go on to find the fourth Save Point.

Now go right and grab one of the poles here too to reach the path above. At the end of it, home attack the Beetle sentry to be brought over to the next area by the searchlight. Jump down and get in the circuit here. Once you're out of it, you'll see three red buttons on the wall. Jump on them to reach the fifth Save Point. Go straight ahead and at the end of the path, home attack the Beetle to get transported elsewhere by the searchlight. You'll need to jump on the purple cube here and home attack the next Beetle. Repeat that with the next Beetle, then you'll need to home attack the two to reach the next area.

Then use the circuit to reach the sixth Save Point. You should now be in the room with the Goal Ring, but ignore it and use one of the searchlights around the room to get thrown up in the air. Land on the purple cube with the rings and jump on the other ones to reach the structure in the center. Jump on the red button on here, then jump in the sparkling light to get teleported to another area.

Destroy the Beetle sentry here and the two purple cubes will go down. Jump on them to cross, then destroy the two Beetles with electric fields around them to move the cube ahead so you can pass. Go straight and jump on the moving cube, then into the searchlight to be thrown up above. Hold forward to land on the green platform. Then jump down and destroy the Beetle at the end of the path to move the cubes.

Jump on one of the moving cubes here, then on the huge platform in the center with another structure. You'll need to climb to the top of it. Start by Light Dashing through one of the lines of rings around the structure (or use the Spin Dash), then hit the red button to land on a cube. Grab the green pole here to go up, then climb up another pole up to the top and destroy the core program in the center.

HERO

Find the Chaos Emerald

After going through the circuit at the beginning, head up and cross by jumping on the green platforms that will appear. Go straight ahead to find the first Save Point, then jump on the red button in front of you to bounce up. Go straight and jump on the purple cubes to reach the other side. Go at the end of the path until you can't go any further. You should see a searchlight moving around here; wait for it to pass above you and jump to touch it. It will send you off to another area.

Now jump down to find the second Save Point. Go ahead and green poles will appear. Slide down one of them, then jump in the red light. Avoid the firewalls while navigating in the circuits, then jump in the other one at the end to reach a new area. Home attack the Beetle sentries here to cross over to the other side, then go left to find the third Save Point. Jump over to where the moving purple cube is and some green platforms will appear. Jump on them to cross.

A wall of green panels will appear before you; destroy it by attacking the panels until they turn red and disappear. Then go straight and slide down one of the green poles next to the moving purple cubes. Once below, keep going straight and break through the walls. At the end of the path, grab one of the poles moving up to reach the area above. Go on to find the fourth Save Point.

Now go right and grab one of the poles here too to reach the path above. At the end of it, home attack the Beetle sentry to be brought over to the next area by the searchlight. Jump down and get in the circuit here. Once you're out of it, you'll see three red buttons on the wall. Jump on them to reach the fifth Save Point. Go straight ahead and at the end of the path, home attack the Beetle to get transported elsewhere by the searchlight. You'll need to jump on the purple cube here and home attack the next Beetle. Repeat that with the next Beetle, then you'll need to home attack the two to reach the next area.

Then use the circuit to reach the sixth Save Point. The Goal Ring is just ahead of you now, use the Spin Dash to reach it

Secret Keys

1. After the second Save Point, slide down the green pole, then jump into the light-speed circuit. Immediately hold right to take the path going right after the first firewall and you'll get a key on that path.
2. After the second Save Point, you'll slide down a green pole, then go through a light-speed circuit. There's a key right after you exit the circuit, in plain view in the middle of the Beetle sentries.
3. Right after the fourth Save Point, jump on the platform at the right with the worm and grab the right most green pole. Let it lift you up to the top where a key is.
4. After the fifth Save Point, there will be a huge room with many searchlights; use them to reach the key on a platform before the last searchlight. You can't miss it.
5. After going through the teleport portal above the Goal Ring, go straight ahead to the searchlight and use it to go up. When you're at the highest point, use the homing attack to land the second green platform forward (the highest one). Then jump on the other one and grab the key.

GLYPHIC CANYON

DARK

Activate all the jewels

Follow the path until you come across Doom's Eye at the second Save Point. You'll need to find five jewels scattered through the level. Keep following the path from there to the third Save Point and get inside the temple where you'll find the first jewel (1/5). Touch it to activate it. Now head out the temple and move out to the next area after getting sucked in by the second tornado. Follow the path until you come to these wind swirls lifting you up and let the last one lift you up to a platform above with the second jewel (2/5).

Move on to the next section and enter the second temple where the third jewel is (3/5). Leave the temple and jump on the moving platforms to cross the chasm and find the fourth jewel across (4/5). Keep following the path and get sucked in the third tornado to land in the last area. Defeat all the enemies in the courtyard to open the cage with a spring inside. Bounce on that spring to reach a platform above with the last jewel (5/5).

NORMAL

Find the Chaos Emerald

Head straight ahead after the first Save Point and climb up the stairs inside the temple, then use the dash ramp to reach the next area. The path splits in two here; pick any of the two and follow the path until you come a tornado. Jump in to get carried over to the second Save Point. Follow the path to the third Save Point and inside the temple ahead, use the pulley to get out and the springs to land on the fourth Save Point. Head up the path until you get sucked in another tornado and land on the fifth Save Point.

Light Dash through the line of rings ahead, then keep following the path to the sixth Save Point. Enter the temple ahead defeat the black creature behind the gate to use the spring. You'll come to the seventh Save Point. Jump on the platforms to cross the chasm, then head up the path to get sucked in yet another tornado. Head straight ahead after the ride to find the Goal Ring.

HERO

Drive off the black creatures

After you come across Knuckles at the first Save Point, defeat the worm and the two other creatures in the courtyard (3/60). There are 60 of these to find and destroy. Head upstairs to find a fourth one (4/60), then use the dash ramp to reach the next area. Defeat the two black creatures here (6/60), then head down the path for a worm and another black creature (8/60). Head up to the area above to find more black creatures and slims (13/60). Defeat them all, then use the springs to find two flying enemies (15/60) above. Get sucked in the tornado.

Follow the path until you come to a temple with a few more enemies inside (19/60). Don't forget the three slimes on the wall at the end of the passageway (22/60). Then grab the pulley to exit the temple and find three more slimes (25/60). Jump on the springs to reach the fourth Save Point and defeat the two black creatures on the path ahead (27/60). Head up the path and get sucked in the tornado to reach the fifth Save Point. Keep following the path and you'll come across a worm (28/60). Cross the chasm ahead with the wind swirls and defeat the worm and slimes here (32/60).

You'll find two more black creatures (34/60) on the path ahead. You'll then come across another temple with a black creature at the entrance and a bunch inside (44/60). Exit the temple using the spring and jump on the moving platforms to cross the chasm. Don't forget the two flying creatures above these platforms (46/60). Defeat the worm on the other side and the two black creatures on the path ahead (49/60). Then get sucked in the tornado to reach

the last area. Defeat eleven creatures here (60/60).

Secret Keys

1. At the beginning of the level, a bit after the first Save Point, when you come to the first temple courtyard, look at the end of the path at the right of the right stairway to find a key behind a fallen pillar.
2. After picking up the first key, head up the stairs inside the temple and use the dash ramp to reach the next area. Here, the path splits in two. Jump on the path above on the left to find a key.
3. After the third Save Point, right before heading through the door leading inside the temple, look at the left of the door for a small alcove. Destroy the barrier blocking it and behind you'll find a key.
4. Right ahead of the sixth Save Point, you'll notice a key on the roof of the temple. To reach it, use the springs ahead and once on the path above, turn the camera around and jump over to the key on the roof of the temple behind you.
5. Right before the eighth Save Point (where the Goal Ring is), in the second temple courtyard you come across, look at the end of the path at the left of the left stairway to find a key.

LETHAL HIGHWAY

DARK

Escape from the city

This level is pretty simple and straightforward, so I'll skimp a bit on the details. After meeting up with Doom's Eye, run down the road until you fall below. It looks like you can't go any further, but destroy the rubble behind the Beetle sentry to reveal some springs. Once above, go left and Spin Dash on top of the alien substance to roll through it. Now jump below and hit the second Save Point. Go through the tunnel and follow the path, then use the rocket at the end to go up. Use the poles if needed, then you'll reach the third Save Point.

Head down the road, then defeat the enemies below if you fall down to use the spring in the cage. You'll need to break through a fence with a Spin Dash. Then cross over by home attacking the Beetle sentries or use the alien substance at the left below. Head down the road again and a piece of it will fall down. Jump on it, then drop down below to find the fourth Save Point. Go straight and use the rocket at the end of the path, then grind on the alien substance. Run down the road again, then destroy the cages to use the spring below (if you fall). Parts of the road ahead will fall, jump on them (on your right), then keep following the path up to the Goal Ring.

HERO

Stop the alien's tank

This mission is pretty easy if done correctly. The easiest way to destroy that big flying creature is to get the Shadow Rifle (See all endings, then beat Last Story and you'll unlock it) and to pick it up from the black crate (before the second tunnel). With that weapon, you can take down the alien creature with only a few hits and get an automatic A Rank. Otherwise, if you don't want to wait until you get the Shadow Rifle, there's another easy way to get an A Rank on that mission. First, you'll need to find all 5 secret keys (look below for the locations). Then, open the secret door in the second tunnel and behind you'll find two chain guns. Now that you have all the stuff, start from the beginning of the level and at first, pick up all the machine guns from the

soldiers and shoot the tank with everything you can get your hands on until you get to the secret door where the two chain guns are. Pick them up, then run after the tank and shoot it like crazy until it turns green. Just a few more hits and it's down.

Secret Keys

1. After the first Save Point, head down the road and stay on the right side to spot a dash panel. Use it and the ramp to land on the other part of the road. A little further ahead at the right you'll find a key in plain sight.
2. After the second Save Point, you'll be in a tunnel with some kind of brown things stacked on the left. Defeat soldiers and destroy objects around to fill up your red gauge and once it's full, use the Chaos Blast on the brown thing to blow it up and reveal a key behind.
3. Also after the second Save Point, go through the tunnel and a piece of the road will have fallen across the way outside. Jump on that part of the road and turn the camera to the right to see two junctions in the path. Go in the left one and you'll see a red car in flames. Blow it up to find a key under it.
4. After hitting the fourth Save Point, turn back and return from where you came. Drop down in the area below and go straight ahead (backwards) on the lowest road part. At the end you should find a red cage. Destroy all the aliens around to open it and grab the key inside.
5. After the last Save Point, after grinding on the rail made of alien substance, turn back and go backwards. At the end of the road, blow up the yellow car to reveal a key.

CRYPTIC CASTLE

DARK

Light all giant lanterns

You'll need to light the five giant lanterns in this level for Dr. Eggman. After meeting up with the Dr., pick up one of the torches with a blue flame around the area and light up the first giant lantern right in front of you by standing on its edge (1/5). Then, go straight and jump on the white balloon to reach the next area. Grab the orange balloon ahead and wait until it passes above the middle tower to jump off. Turn around and go at the edge of the little footbridge at the back of that tower and light up the small lantern with your torch to make a balloon appear on the other side of the tower. So head for the rail in front of it and you'll see the balloon. Jump on it and you'll reach another area above. The second giant lantern is here (2/5).

Now cross the pit ahead using the platforms and defeat the Black Hawk here. Hop on it to fly over to the castle. After getting off the hawk, hit the third Save Point and grind down the rail. Break through the door ahead and Jump Dash between the walls to cross over to the other side. Then use the Spin Dash to roll into the alien's transit flow and grab the balloon on the other side. You'll fly over a white balloon; jump off above it and hit it to bounce up to an area above where the third giant lantern is (3/5).

Then grind down the rail ahead and light up the two small lanterns to open the gate of the castle. Inside, smash through the wall in front of you, then the one on your left and you'll end up in a secret passageway. Smash through the cracked wall on your right to find some torches at the end if you need one, then go back and smash through the left wall and light up the small lantern at the end to open up a secret passage. Destroy the two robots behind, then you'll come to the sixth Save Point. Use the alien's transit flow in this room and you'll arrive in a room with some Chao and the fourth giant lantern in the

center (4/5).

Light it and a secret passageway will open up in the wall on your left. Go through it and grab the balloon inside. Light up the lanterns around the room by moving right or left while holding the torch and a door will open in the center. Go in and hit the switch. Light Dash through the line of rings, then use the Black Hawk here to fly over to the last giant lantern (5/5).

NORMAL

Escape the mysterious castle

At the beginning of the level, break through the doors blocking your way and follow the path until you can't go any further. Lift up the loose part of the floor to reveal a passage underneath. Drop down, then grab the orange balloon ahead and jump off it above the rail below. In the area here, hit one of the torches with a blue flame and pick it up. Use it to light up the two small lanterns and a balloon will appear. Jump on it to reach the area above. Go straight ahead and light the giant lantern with the torch to make a balloon appear at the end of the path. Jump on that balloon to cross over to the other side.

Break through the door, then grab the orange balloon outside and let it carry you over to the other side. Jump off it above one of the towers, then grind down the rail ahead. Follow the path to the end where you should see a Black Hawk. Defeat it, then hop on it to fly over to the castle. Hit the Save Point here, then grind down the rail and break the doors. Use the Spin Dash above the aliens' transit flow to roll over to the other side, then grab the orange balloon here and jump off it in front of the castle. Go straight and light the two small lanterns in front of the door to open it.

Inside, smash through the wall in front of you, then through the one on your left in the room behind and you'll end up in a secret passageway. Smash through the cracked wall on your right to find some torches at the end if you need one, then go back and smash through the left wall and light up the small lantern at the end to open up a secret passage. Destroy the two robots behind, then you'll come to the sixth Save Point. Use the alien's transit flow in this room and you'll arrive in a room filled with Chao.

Go through the door straight ahead and use the Triangle Jump between the walls to cross over to the other side. Lift the trap door here, then grind down the rail and you'll find the Goal Ring at the end.

HERO

Find Cream

There are two things you'll need to find in this mission: Cream and Cheese. After meeting up with Amy, break through the door and follow the path to a dead end. Lift up the trap door and drop down in the hole under it. Grab the balloon after the first Save Point, then jump off above the rail and grind it down. In the area here, grab one of the torches with a blue flame and light up the two lanterns behind the enemy. A balloon will appear; jump on it to bounce up.

You'll then come across Dr. Eggman. Light up the giant lantern here with the torch and a balloon will appear at the end of the path. Switch back to the Hero mission and jump on that balloon to cross over to the next area where the second Save Point is. Break through the door and grab the balloon ahead. Jump off it when it passes above that footbridge below. Follow either the right or left path, then grind down the rail. Break through the door in front of you and in that little room here, look at the walls and you'll see they're cracked. Smash through the second wall on the left or use one of the bombs to blow it up and

behind you'll find Cream in the alcove.

Now you still have Cheese to find. Follow the path until you come to the Black Hawk. Hop on it after defeating it to fly over to the castle. After getting off the hawk, hit the third Save Point and grind down the rail. Break through the door ahead and Jump Dash between the walls to cross over to the other side. Then use the Spin Dash to roll into the alien's transit flow and grab the balloon on the other side. Hit the spring ahead and light up the two small lanterns to open the gate of the castle.

Inside, smash through the wall in front of you, then the one on your left and you'll end up in a secret passageway. Smash through the cracked wall on your right to find some torches at the end if you need one, then go back and smash through the left wall and light up the small lantern at the end to open up a secret passage. Destroy the two robots behind, then you'll come to the sixth Save Point. Use the alien's transit flow in this room and you'll arrive in a room filled with Chao.

Go up the stairs on your right leading to a wall that seems to have no door in it, but as you go near, the wall should start moving back slowly and at the end of that secret passageway, you'll find Cheese.

Secret Keys

1. Near the beginning of the level, after the first Save Point, grab the orange balloon ahead and jump off above the rail below. Then turn around and grind the sail up instead of down (watch out for the hole above). Once at the top of the rail, go around the roof of the tower to find the key at the left.
2. After riding the Black Hawk for the first time, follow the path until you come to that red/purple alien substance (transit flow) and Spin Dash through it. Right after you come out of it, don't grab the orange balloon in front of you; instead, turn around and go the other way. At the end of the path, destroy the alien creature to open the red cage with the key inside.
3. After entering the castle, you'll be in that room that seems like a dead-end. Instead of smashing through the cracked wall on your left, break down the furniture piece on the wall on your right to reveal a cracked wall here too. Smash down that wall to find a key behind.
4. In the room filled with Chao (Dark Mission), light the lantern to open the secret passageway on your left and at the end of it, ride the Black Hawk. Near the end, stay at low altitude and fly to the right to grab the key as you fly past.
5. At the very end of the level (Normal mission), right before the Goal Ring, you grind down three rails to escape some sort of spider. Stay on the left rail (which is in fact the right rail) and you should grab the key at the end of the rail as you grind down.

PRISON ISLAND

DARK

Eliminate the GUN robots

You'll need to destroy 40 GUN robots in this level. You'll find the five first ones along the way between the first and second Save Point (5/40). Then use the Air Saucer to ride down the river of green water and shoot down the three Beetle sentries as you ride down (8/40). There are two more a bit below (10/40) and two others on the right after that (12/40). You'll then come to the third Save Point; one more here (13/40). Follow the path for two more Beetle sentries (15/40) until you come to a locked gate. Use the Spin Dash to roll under it and

you'll find three more enemies in the room behind (18/40).

Then go up and activate the switch to open the door. Four more enemies by the fourth Save Point (22/40). Ride down the river ahead and destroy the four enemies on your right near the prison cells (26/40). Continue to ride down the river from there and defeat the eight Beetle sentries and the robot along the way (35/40). You'll come to another area with prison cells on your left; defeat the three robots here (38/40). Ride down the rest of the river and defeat the two last robots ahead (40/40).

NORMAL

Find the Chaos Emerald

Go along the path from the first Save Point until you come to a panel on the ground. Jump on it and it'll send you off to the second Save Point. From there, move ahead and watch out for that green water. To cross the river, defeat the enemy below and get on the spinning disk. You can now ride down the river until you reach the third Save Point. Follow the path from there until you come to another one of these panels. Use it to jump ahead.

Grind on the rail, then jump on the springs to go back up. Use the dash ramp to reach the next area and defeat the black creatures here to open the cage with a spring inside. Use it to go up and Spin Dash in direction of the locked door to roll under it. Use the pole and the panels in the room behind to reach the switch to unlock the door. Then use the dash ramp to reach the fourth Save Point. Use another spinning disk to cross the river ahead and reach the fifth Save Point. Now run straight ahead from there to reach the Goal Ring.

HERO

Find the top secret disks

There are five secret disks to find for this mission. The first one is right on your way after you come across Charmy (1/5). Then ride down the river using a spinning disk and after the second Save Point, grind on the rail ahead and grab the pulley, then Jump Dash between the two walls to reach the platform with a disk on (2/5). You could also use the springs below to reach it. Move on to the next area and Spin Dash in direction of the locked gate to roll under it. Reach the top of the room behind and activate the switch.

In the next area, ride down the river using another spinning disk and jump on the first panel you come across in the middle of the river. It will send you off to another path above. Follow that path to find the third disk on your way (3/5). You'll then come to the Goal Ring, but ignore it and jump into the dash ring above the rail, then use the Triangle Jump between the walls to reach the other side where the fourth disk is waiting for you (4/5). You'll then need to ride down another river and once in the last area, lift up the metal panel on the ground and bounce on the one underneath it to reach a platform above with the last disk on (5/5).

Secret Keys

1. After the first Save Point, go along the path until you come to that panel that sends you off to the second Save Point, but don't jump on it. Instead, jump down in the area below and break the crate down there to find a key.
2. While you ride down the first river of green water, use the ramp on the left to jump to a secret area above. Destroy all the black creatures in this area to open a cage with a key inside.
3. After the third Save Point, follow the path and walk along the prison cells on your left. Then there will be some prison cells on your right. At this

place, turn the camera around to spot a crate on a platform on your left. Jump over to that crate and break it open to find a key.

4. When riding down the second river of green water, jump off the spinning disk when you come across the first area with prison cells on your right. Go at the left of the cells and lift up the metal panel on the ground to find a key underneath it.

5. Further ahead after the Goal Ring, ride down the last river of green water and at the very end of it, stick along the right side and you should end up grinding on a rail with a key at the end.

CIRCUS PARK

DARK

Eliminate the GUN robots

You only have 20 GUN robots to eliminate for this mission. After meeting up with Dr. Eggman, jump on the balloons to reach the path above and home attack the Beetle sentries ahead to cross (4/20). Then use the coaster and at the second Save Point, climb up the stairs at the left for two enemies (6/20). Then grind down the first rail and stay in the area below. There's a GUN robot at the end and three Beetle sentries (10/20). Home attack them to cross. Follow the path from there, slide down the slide, and defeat the three enemies after the slide (13/20).

Now go up, hit the fourth Save Point, and at the end of the path, instead of jumping between the two walls, drop down below and follow the path to find a robot (14/20), then slide down the pole for another one (15/20). Keep following the path and after grinding down the rail ahead, stay in the area below to find two Beetle sentries (17/20). Then use the rocket and right after that you'll find a GUN robot (18/20). Use the Triangle Jump to jump between the two walls ahead and jump on the blue balloon at the end to hit the gong above. Then immediately home attack the Beetle sentry in the air in front of the gong (19/20). Go straight ahead for the last GUN robot (20/20).

NORMAL

Find the Chaos Emerald

Go straight ahead and slide down the slide at the beginning, then defeat the enemy standing on a balloon to make some balloons appear and jump on them to reach the path above. Go straight again and jump on the balloons, then cross over to the other side by home attacking the Beetle sentries. Use the coaster ahead to reach the next area. Grind on the rails ahead, then use the rocket and Light Dash through the line of rings to reach the third Save Point.

Slide down the slide ahead, then follow the path and Jump Dash between the walls ahead. Go around the roof, then grind down the rail ahead. Use the rocket, then Jump Dash between the walls again, then follow the path to the sixth Save Point. Go inside the circus tent and climb up the pole at the left. Grind on the tightrope and jump through the fire hoop, then grab the pulley and grind down the rail on the roof. Use the coaster ahead and you'll find the Goal Ring at the end.

HERO

Collect 400 rings

You'll need to collect a total of 400 rings to complete this mission. If you fall or die, you'll lose all of your rings, so be careful. There are 4 rings at the beginning of the level (4/400), then slide down the slide for a few more (18/400). While on the slide, jump before the slope and when you hit the

springs at the bottom of the slide, you should bounce back up and hit the gong above, giving you 50 rings (68/400). Then defeat the enemy standing on a balloon and some balloons will appear. Jump on them and on the platforms to go up to the first Save Point where six more rings are (74/400). You'll also get 20 rings if you hit the Save Point with more than 50 rings (94/400).

Then you'll see a clock that you can shoot to play the shooting gallery game. Based on how many balloons you shoot (yellow are worth twice and purple make you loose rings), you will get from 5 to 50 rings. I won't calculate them in the total as it varies. Three more rings after the shooting game and three more in the area above (100/400). Then jump down in the area below for six more rings (106/400), then go back up for a 5 rings capsule and three rings (114/400). Now use the rail coaster and try to grab the 5 rings capsule at the end by holding right (119/400). In the area where the second Save Point is are sixteen more rings (135/400). Then another shooting gallery game. If you jump through the fire hoop here, you'll get five rings (140/400).

Grab the six rings ahead (146/400), then grind down the rail for four rings (150/400). Use the rocket to cross over, then Light Dash through the line of rings and you'll get 15 rings (165/400). Slide down the slide ahead for six rings (171/400) and jump on the balloons you come across while sliding to hit the gong and receive 50 rings (221/400), plus twelve rings before the last balloon (233/400), then immediatly home attack the 10 rings capsule in the air after the gong (243/400). Eight rings in the two stairways ahead (251/400). Then go up and follow the path for eight more rings (259/400).

Jump Dash between the walls here to cross, then go around the roof to the right for a 20 rings capsule (279/400). Then slide down the pole behind, but don't jump off it; jump in direction of the blue balloon in front of the pole and you will hit the gong and get 50 rings (329/400). After the save point above, four more rings (333/400). Another shooting gallery ahead, then grind down the rail for four rings (337/400). Use the rocket to cross and as you go down, pass through the two fire hoops for 10 rings (347/400). Five rings ahead (352/400), then Jump Dash between the two walls and jump on the balloon at the end to hit the gong and get 50 more rings (400/400).

Secret Keys

1. Immediatly after the second Save Point, break the crate in front of the save point and you'll see a blue balloon floating in the air below, between the two stairways. Jump on it and you'll bounce back up and grab a key in the sky above.
2. A bit after the third Save Point (right before the fourth one), you'll use a rocket to cross, then Light Dash through a line of rings. But instead of light dashing through that line of rings, jump down below and you'll find a crate there. Break it to reveal a key.
3. After the fifth Save Point, grind down the rail ahead and you'll land on a platform with a spring in a cage and two Beetle sentries. There's a key in plain view behind the spring.
4. After picking up the third key, go back up using the spring and use the rocket to cross over to the other side. Go straight and you'll come to a place where you need to Jump Dash between two walls. Instead of doing so, drop down to the area below and turn the camera around. You should see some moving platforms below and on the last one, a key.
5. At the end of the level, while riding the rail coaster before the Goal Ring, hold the control stick to the left and near the end you should grab the key as you pass through a tunnel.

CENTRAL CITY

DARK

Set off the giant bomb

Don't worry too much about the time limit for this mission, you have more than enough time to complete it without rushing. You'll need to find the five giant bombs hidden in the level. When you start the level, there will be two paths you can take. Take the one where Doom's Eye is and straight ahead you'll see dynamite beside the wall. Make it explode and a part of the wall will collapse, revealing springs behind. Use these springs to reach the top of the building and you'll find the first giant bomb here (1/5).

Use the homing attack to make it explode and the catwalk behind will fall. Go up that catwalk and climb to the top of the next building. Use the Triangle Jump to jump between the two walls here and you'll find the second giant bomb (2/5) behind some brown things. Then use the rocket behind the wall that just collapsed and head down the road ahead. At the bottom of the street, go right and climb on top of the structure in the center. Defeat all the robots and the cage with the third giant bomb will open (3/5). Now go through the tunnel nearby and you'll come to that green water flooded road. Follow the wall to the right and at the end of that street, defeat all the robots and the cage with the fourth giant bomb (4/5) will open.

Now, stay where you are and notice the dynamite beside the wall of the dead-end. Make it explode and the wall will collapse, revealing a pole. Climb that pole up, then go straight and use the rocket to reach the part above. Jump on the springs across the green water, and once in the area above, defeat the enemies and a cage with a spring inside will open. Use that spring to jump above and there, use the rocket to reach the last giant bomb (5/5). Defeat the robots here to open the cage.

HERO

Dispose of the small bombs

Once again, don't worry about the time limit. You'll need to dispose of 20 small bombs scattered through the level. There are more than 20 bombs actually, but you only need to get 20, so don't worry about missing a few. I'll tell you where are all the bombs, but since you don't need to find them all, only get the ones you feel like getting. To dispose of the bombs, you'll need one of those alien weapons that suck things in. You can find one near the starting point of the level, if you go left where Knuckles is, the first alien you'll see holds the weapon in question. Take it from him, then you can use it to suck the bombs in. Also, you'll notice that some of the bombs explode when you approach them; don't mind those ones, since you only need 20 and I will list 26 anyway, so there are more than enough.

When you start the level, there will be two paths you can take. Take the one where Knuckles is and get the weapon from the alien nearby. Suck the two small bombs around here (2/20) in. At the end of that road, there will be an area flooded by green water. Use the springs at the left, then the rocket to reach the top of a building. Use the dash panel here to reach the very top where a third bomb is (3/20). Then go down using the pulley to find the fourth bomb (4/20). Then jump down and stand on the orange container in the green water and wait for a helicopter to hover above. Grab on to it and it'll then fly near a platform with a small bomb on (5/20). Jump to it.

Next, jump off that platform and go right for another bomb (6/20). Go back the other way and slide down the pole straight ahead. In the area below, one more bomb (7/20) on the right. Keep following the road for one more bomb (8/20),

then you'll come to an intersection with four paths. Go straight ahead, up to the Save Point, then go right and at the end of the road you'll find another bomb (9/20). Now go in the tunnel near the Save Point and you'll find one more bomb inside on your left (10/20). This one is hard to see so don't go too fast or you'll miss it.

One more bomb at the end of the tunnel (11/20), then go left and on the other side of the flooded road, another bomb (12/20). Now go in that other tunnel at the end of the road for one more bomb (13/20). Once you got it, go back to the road flooded with green water and go straight ahead to find another bomb on the left side (14/20). Continue to the end of the road to find another bomb on the right side (15/20). Then, blow up the dynamite beside the wall at the back and the wall will collapse, revealing a pole. Climb it up and on the road above, go straight, then right for one more bomb (16/20).

Then, go at the end of the previous road for one more bomb (17/20), then use the rocket here to go up. If you have enough rings, there's one bomb you can get in the green water at the left (18/20). Then cross that pool of green water and use the spring on the other side (hidden under a red car in the right corner) to go up. Jump on the road at the left for two bombs (20/20) along the street. There's one more at the bottom of the street (21/20). Then there's one on a platform at the left (22/20).

If you still need some, go back up the street and near the Save Point there, look for some dynamite beside a wall. Make it explode, then climb on the collapsed wall to reach the top of the building and use the spring to reach the other building for one more bomb (23/20). Defeat all the enemies here, then use the spring in the cage to go up and use the Triangle Jump between the two walls here to cross over to the other side where three more bombs are (26/20).

Secret Keys

1. After setting off the first giant bomb when doing the Dark Mission (see walkthrough above), go up the catwalk behind, then right before the two walls you need to Triangle Jump between, look at the left to see a helicopter. Hang on to it and when it goes up, jump on the roof of the building and defeat the aliens here to open the cage with a key inside.

2. In the area with the third Save Point (where the third giant bomb is), there is a path blocked by some brown munition things near the save point. Fill up your dark (red) gauge and use the Chaos Blast to blow up these things and reveal a key behind.

3. After setting off the fourth giant bomb (in the dead-end of the road flooded with green water), blow up the wall at the back and climb up the pole to reach the fourth Save Point. Use the turret here to destroy the Black Hawks flying above and the aliens on the street. This will open the red cage on your left. Use the spring inside to jump on a platform above, then jump to the other platform on the other side with the key on.

4. This key is inside a cage at the right of the fifth giant bomb, in a corner of the building beside it (you'll have to turn the camera around to spot it). To open that cage, destroy the robot in the area below, then smash down the red car in the corner to reveal a spring and use it to go back up and collect the key.

5. After the last Save Point (which is on the road near where the fifth giant bomb is), head straight ahead and follow the road, go past the cage with the gun inside, right past the GUN robot, and you'll see a Black Hawk fly above here and an alien will fall nearby. Near this emplacement, look at the left and you'll see something sparkling behind the wall of the building. Blow up that wall with a Bazooka (you can get one from the robots guarding the third giant bomb) and behind you'll find a key.

THE DOOM

DARK

Annihilate the GUN forces

I hope you like that level, because you're in for a treat with this mission. There are 60 GUN soldiers to eliminate. From the starting room, go straight ahead until you reach a larger room with two GUN soldiers and two Beetle sentries (4/60). Then go through the door on the left and continue straight at the intersection. Four GUN soldiers will come out from the walls on both sides of the corridor (8/60). Then go through the door here to find a GUN robot behind (9/60). Go up the slope in that corridor to find two GUN soldiers (11/60), then head down to find a dynamites pack. Pick it up and throw it at the crack in the upper left wall. A passageway will open in the wall. Go through it to end up in a corridor with two GUN soldiers and one Beetle sentry (14/60).

Continue straight ahead in this corridor, past the second Save Point, and you'll arrive at an intersection. Go left to find two GUN soldiers (16/60). Then go back to the intersection and this time take the right path. You should be in another large room with elevators. Take down the two GUN soldiers and the beetle sentry here (19/60), then use the elevators to go up to find two more Beetle sentries (21/60). Go up to the top floor of the room to find three GUN soldiers (24/60). Then go through the door on this floor, and use the spring in the last room to reach another room with two more GUN soldiers (26/60).

Now go back to the room with the elevators and jump back down to the bottom floor. Go through the door at the right, roll under the wall, then cross the pit in the next room and blow up the cracked wall with the dynamites pack here. Go through the new passageway and you'll be in a corridor with fans under you. You'll find four GUN soldiers in that passage (30/60). Then you will reach a room with a GUN robot (31/60). Go through the door at the right and you'll find two more GUN robots in the corridor ahead (33/60). Also check the left wall for two soldiers that will come out from it (35/60).

Then go straight ahead, through the door, and there will be three GUN soldiers waiting for you in the next room (38/60). Keep going straight and you'll come to an intersection with three GUN robots (41/60). Then take the path going right and two GUN soldiers will fall from above between the two doors (43/60). Then jump on the spring in the room behind. In the next corridor, head down the slope and look on your right for two GUN soldiers who'll come out through the wall (45/60). In the next room, home attack the three Beetle sentries (48/60) to cross the pit. Then you'll come to another intersection with two GUN robots (50/60).

Head through the door on your left to find the last Save Point. Ahead should be another large room with elevators. On the bottom floor, two Beetle sentries, one GUN robot and one GUN soldier (54/60). Use the elevator to go up and find two more GUN robots (56/60). Then go up one more floor to find two Beetle sentries (58/60). Go back down to the bottom floor and go through the door on the right. There is a GUN soldier behind the caged spring (59/60), then use the spring to reach a room above with the last GUN soldier (60/60). Whew.

NORMAL

Escape from the GUN raid

You probably hate that place as much as I do, but it's not so much of a maze once you know which path goes where, and I'll guide you through it. From the

starting point, go straight ahead, Spin Dash to roll under the wall on your way, go straight past the first Save Point, and you'll arrive in a larger room with a few GUN soldiers. Go through the door on the right in this room, then you'll be in a corridor with a locked door on the left. Don't mind it and go straight. Go through the door straight ahead, then up the slope in the next room and go down to find a pack of dynamites.

Pick it up and throw it at the crack in the upper left wall. A passageway will open in the wall. Now go pick up another dynamite pack and carry it through the passageway. As you enter the long corridor shaped room ahead (where the second Save Point is), look at the left wall to spot a crack. Throw the dynamite at it to create another passage way. Go through it. From here, keep going straight ahead through all the rooms until you reach an intersection with three GUN robots. Go right. Use the spring in the room here to go up, then head down the slope in the next room and the wall on your right will get blown up by GUN soldiers.

Go through that passageway they created, then cross the pit in the next room by homing attack the Beetle sentries. The next room ahead has two ways. As you enter it, go through the door on your left (where the GUN robots are). The last Save Point should be here. You should now be in a large room filled with GUN enemies. Activate the switch in that room, then get on the elevator and use the other elevator to reach the top of the room. Go through the door at the top, and the Goal Ring should be there.

HERO

Save the captured researchers

Maria wants you to save the ten injured researchers. Since we're going to help her anyways, head through the door in front of you (in the starting room), and in the next room, jump on the ledge at the left to find the first researcher. Pick up the Health Unit behind you, and throw it at the researcher to heal him (1/10). Now go straight ahead until you end up in a larger room with a few GUN soldiers. Jump down to the bottom floor of that room to find the second researcher. Pick up the Health Unit in the corner, then throw it at the researcher to heal him (2/10). Now pick up another Health Unit and go up the ramp to find the third researcher (3/10).

Now you're done in that room so head through the door at the left. You should now be in a corridor with a locked door on the left and also a special crate. If you have unlocked the special weapons, pick up the Heal Cannon from the crate. This will allow you to heal the researchers just by aiming at them without having to use Health Units. If you don't have it, just keep using the Health Units. Now in that corridor, go through the door straight ahead (the unlocked one). You should now be in a corridor with a big slope. Cross it and you'll find a pack of dynamites on the other side. Pick it up and throw it at the crack in the upper left wall. A passageway will open in the wall.

Go through that passage and in the next corridor (where the second Save Point is), pick up the Health Unit on the ledge at the right, then look at the left wall to spot a hole in it. Go through it to find a small room with a researcher in (4/10). Then go back in the corridor, pick up another Health Unit and go straight ahead through the door. You should be at an intersection with a researcher in the middle (5/10). Then, go right and you'll end up in a larger room. Use the elevators in this room to reach the very top and go through the door up there. Use the spring to reach another room and go through the opening in the wall at the right to find two researchers in the room behind (7/10).

Now go back to the room with the elevators and jump back down to the bottom floor. Go through the door at the right and roll under the wall to reach a room

with another reasearcher (8/10). There is a Health Unit on the other side of the pit if you don't have the Heal Cannon. Then cross the pit and throw the dynamites pack at the cracked wall to open up a passageway. Go through the passage with the fans until you reach a room with a GUN robot. Go through the door on its right, then you'll be in a corridor with two GUN robots. Watch the left wall to spot a crack in it. GUN soldiers will blow it up from the other side, creating a passageway. Go through that passageway to find another room with a pit. There is a researcher before the pit (9/10) and the last one is in a room on the other side of the pit (10/10). The Health Units also are on the other side of the pit if you need them.

Secret Keys

1. In the corridor right after the room you start in, hit the switch, then get on the elevator to reach a platform above. There is a key floating in the air above the crates on this platform, but you can't reach it. Jump on the roof of the elevator first, then jump to grab the key when the elevator is at its highest point.
2. In the corridor with a big slope near the beginning, pick up the dynamite pack on the other side of the slope and throw it at the cracked wall on the right. Behind is a room with a key.
3. Now that one is hard to figure. In the same corridor as mentioned above, go back to the slope and position yourself half-way up one of the sides of the slope. Spin Dash, then press the Jump button and you should be sent off in the air and land on a platform above the middle of the slope with an extra life and a key.
4. After the second Save Point, you'll come to an intersection in the next room. Take the left path, which is a dead-end, but there is a pulley here (it's above, so jump to spot it). Jump on a crate, then jump to the pulley and you'll reach a platform with an extra life. Look above the fan on the wall nearby to find a key.
5. In the room after the one mentioned above, there should be a cage in the center with a lone ring inside. Use the elevators to go up to the very top of that room and enter the room up there. Use the spring here to reach another room where some soldiers will blow up the wall. In this room, there should be some stacked up green crates in the corner on your right. Get on top of them and jump to reach a platform above. It's hard to see because of the camera angle, but there is a platform up there. Once on it, break the green crates against the wall to reveal a key behind.

SKY TROOPS

DARK

Take out Eggman's fleet

After the first Save Point, you'll come to a courtyard with one of Eggman's ships floating above. There are five to take down. Take control of the turret nearby and shoot down the first ship (1/5). You'll then come to an temple after the second Save Point, defeat the black creature inside to open the gate, then grab the pulley and Light Dash through the line of rings. Jump on the floating platforms to reach the top, then use the rocket to reach the third Save Point. Go through the temple and follow the path until you reach another courtyard. Use the turret here to take down the second ship (2/5).

Move on to the next section and jump on the moving platforms to reach the next part and the fourth Save Point. The path will split in two here; pick the path going down and use the turret to shoot down the third ship here (3/5). Then go up and use the springs to reach the area above with a switch. Activate that

switch to make a line of rings appear. Light Dash through it to land on a platform with a turret. Use it to take down the fourth ship (4/5). Keep following the path and go through the third temple, then use the rocket and get on the Black Hawk at the end of the path. You'll arrive in the last courtyard where the fifth ship is. Use one of the turrets on the platforms floating above to shoot it down (5/5).

NORMAL

Get to Eggman's flagship

Work your way to the second Save Point and defeat the black creature inside to open the gate at the back. Grab the pulley, Light Dash through the line of rings, then reach the area above by jumping on the floating platforms. Use the rocket to reach the third Save Point and go through the temple by defeating the black creatures to open the gate. Work your way to the fourth Save Point, then the fifth and go through the next temple. Use the rocket outside, then at the end of the path, get on the Black Hawk to fly over to the Goal Ring.

HERO

Destroy all temple jewels

After the second Save Point, you'll come across Dr. Eggman. There are five jewels to destroy across the level. Head inside the first temple ahead and attack the jewel until it's destroyed (1/5). Then use the pulley to exit the temple and Light Dash through the line of rings. Jump on the floating platforms, then use the rocket to reach the second temple. Destroy the jewel inside (2/5) then defeat the enemies above to open the gate and jump on the springs to exit the temple. Follow the path and jump on the moving platforms, then use the rocket to reach the fourth Save Point.

Keep going until you reach a courtyard with the third jewel in the center and destroy it (3/5), then move out to the next temple with the fourth jewel inside (4/5). Use the rocket outside of the temple to reach the next area and get on the Black Hawk to reach the last courtyard. Jump on the small pillars here to get on the floating platforms above and jump on them to reach the jewel on the highest platform (5/5).

Secret Keys

1. After going through the first temple after the second Save Point, you'll need to Light Dash through a line of rings and jump on big floating platforms. Right after that part, once you're in the area above with the falling pillars, look at the left of the arch gate after going through it to find a key.
2. In the second courtyard where the second ship of Eggman's fleet is, there is a key at the left of the first stairway leading to the courtyard.
3. Right after the fourth Save Point, the path splits in two. Go down the path at the right and you'll find a key on a platform on your right.
4. After the fourth Save Point, follow the path and bounce on the springs at the end. Activate the switch here and a line of rings will appear. Light Dash through it to land on a platform with a key (where the fourth Eggman ship is).
5. Once you get on the Black Hawk at the end of the level, you'll fly through a tunnel. Get off the Black Hawk in that tunnel and at the end of it, jump down on the platform floating below. There is a rocket and a key on here.

MAD MATRIX

DARK

Activate all bombs

This mission can be long, but it's rather easy. When you get to the area with the four colored towers and all the light-speed circuits a bit after the beginning, you'll come across Doom's Eye who'll ask you to activate all the bombs. The bombs are all above the circuits, they're these purple-red things. All you need to do is to try all the different paths and enter in collision with the bombs to activate them. There are a lot of paths, so it can be long to visit them all and find all the bombs, but I still got an A Rank for doing it a bit under 20 minutes, so it's not that hard.

NORMAL

Escape the digital realm

At the beginning, you'll spot three small pads on the ground that change color when you touch them. Do in sort that they're all the same color and the gate ahead will open. Then go straight and climb atop the structure using the poles. Pick up a gun from one of the robots along the way and once on top, shoot one of the pads so both become the same color. Blocks will then appear so you can cross. Now get into the terminal ahead to reach a huge room with many light-speed circuits and four colored towers.

The exit is located inside the red tower, so get in the light-speed circuits and navigate your way to the red tower. Once you reach it, make all the pads on the ground the same color to make a line of rings appear. Light Dash through it to reach the tower, then follow the path inside and Jump Dash between the walls at the end to reach another circuit. Get into it to reach another huge room. Here, you can float, so just follow one of the trails of rings at the right or left, then stand on the pads to make them all the same color and the platform will bring you to the Goal Ring.

HERO

Access all terminals

There are four terminals to access in this mission; one in each tower. You start in the blue tower, just work your way out of it by touching the colored pads on the ground in sort to make them turn all the same color, which will open gates or make platforms appear. You can also shoot these pads with guns to change their color. At the end of the tower, stand in the terminal to access it (1/4). You'll then end up in a huge room with the other towers and many light-speed circuits. You'll need to visit each tower to get the other terminals. Start by getting to the orange tower (the game says yellow tower, but it looks orange to me) using the circuits.

Once there, change the color of the pads on the ground so they're all the same to unlock the gate, then go inside and jump in the warp to get teleported inside the tower. The path inside is pretty linear; just follow it and turn all the pads the same color to activate the platforms and you'll reach the second terminal at the end (2/4). Then you'll be brought back to the room with the towers. This time, head for the red tower. Get inside using the Light Dash and the pads, then follow the straightforward path and activate the platform at the end by turning all the pads the same color. Once above, Jump Dash between the walls to reach the light-speed circuit.

You'll end up in a large room where you can float. Simple stand above the thing where the air is coming out from and you'll be lifted in the air. Try to land on one of the blocks above, then jump on the other ones until you reach the platform in the center where the third terminal is (3/4). Once you're done, jump in the warp to get teleported back to the central room with the towers. Now head for the remaining tower, the green one. Use the warp to go inside,

then follow the path and make sure you have a gun with you. Use the platforms to cross over the gaps and shoot the pads with the gun to change their color and unlock the gates. At the end you'll find the last terminal (4/4).

Secret Keys

1. In the huge room with the light-speed circuits and the towers, start from the blue tower and take the path going right, then when the path splits, go right again and you should come to a blue platform (between the blue and the green tower). On this platform, jump on the moving cubes to reach another platform with a key on.
2. In the green tower, after the fifth Save Point, at some point you'll have to ride a platform above a chasm and ahead of you will be two panels one above the other; a green one and a red one. There is a key right behind the lowest panel, just quickly grab it as you pass by.
3. In the yellow/orange tower, right after the third Save Point, you'll have to turn the same color all the panels placed around a rectangular structure in the center. After you're done, the platform will move up. Quickly move to the left as a key will pass by as the platform goes up. Try to grab it along the way.
4. Inside the red tower, you will surely notice a key floating in the air before the Triangle Jump part. Simply jump to one of the platforms with a robot on nearby, then wait for a purple cube to move under the key and jump on it to collect it.
5. In the room with the Goal Ring (red tower), there is a lone purple cube far away behind the Goal Ring, with a key on it. Float to it and collect the key.

DEATH RUINS

DARK

Escape from the forest

After the first Save Point at the beginning of the level, use the Spin Dash in the purple-ish substance to roll over to the area above where you'll come across Doom's Eye. Grab the pulley here, then jump on the spring on the wall to reach another area above. Roll in the other substance ahead to reach the third Save Point, then use the dash ramp and grind down the rail. Follow the path to the fifth Save Point.

Ride up the river and roll into the substance here. You'll need to use the Triangle Jump to jump between the walls here, then roll into the other substance and jump between the walls again. Once on the other side, break the crate at the left and pick up the gun inside. Blow up the wall in front of you, then slide down the pole and blow up the other wall. Defeat all the enemies here to use the spring, then grab the pulley and blow up the wall here too. Follow the path to find the Goal Ring at the end.

HERO

Drive off the black aliens

You'll have to destroy 50 black aliens for this mission. After meeting up with Rouge, defeat the two first ones right here (2/50), then go up for two more (4/50). Use the Spin Dash on the purple-ish substance to roll over to the area above and grab the pulley to find two more aliens above (6/50). Jump on the spring on the wall to reach the second Save Point where two more aliens are hanging around (8/50). There's a third one hidden near the springs too (9/50).

Then, use the springs to reach the area above with one more alien (10/50). Roll into the substance, then use the dash ramp and grind down the rail. A bit before the end of the rail, Rouge will tell you to jump off the rail in the area on your left. Do so to find three more aliens (13/50). Then jump on the spring and grind down the rest of the rail to find two aliens at the end and a few slimes (19/50). Follow the path and ride up the river to find more slimes (29/50) after the fourth Save Point.

Then use the springs to jump up and you'll come across three aliens (32/50). Ride up the river again for one more alien (33/50). Now you'll see another one of these purple-ish substance and also a spring. Ignore the substance and jump on the spring to find three aliens ahead (36/50). Then ride up the river again and you'll come to the sixth Save Point. Destroy the worm here (37/50), then roll into the purple-ish substance. Once above, don't Jump Dash between the walls; instead, drop down in the area below to find two aliens and a worm (40/50).

Then go back up using the springs and blow up the wall in front of you with the bazooka in the crate at the left. Destroy the five slimes on the wall ahead with it (45/50). Then slide down the pole and blow up the other wall. Destroy the five aliens behind it (50/50).

Secret Keys

1. After the first Save Point, after you come across Doom's Eye, use the pulley to go up, then jump on the spring on the wall and you'll bounce up against that elastic slingshot thing. Right before it throws you back, jump off it and you'll land on a platform with the key.

2. After the third Save Point, you'll grind down a rail made out of that alien substance. When you start grinding it, look at the right to see a platform with a cage and a few GUN soldiers. Jump off the rail and land on that platform. Look in the left corner to spot a pole going down from under the platform. Slide it down, then jump on the spring below and you'll land on another rail. At the beginning of that rail, jump off from it before the dash panel and try to land on one of the grey platforms below at the right. On one of them is the key.

3. After the fifth Save Point, ride up the river until you come to that place where you can either roll into the purple-ish substance or jump on the spring next to it. There is a wall at the right of that spring, you can blow it up with a gun; there's a key behind it.

4. After the sixth Save Point, roll into the purple-ish substance ahead and once in the area above, use the Triangle Jump to jump between the walls and grab the key on your way.

5. After getting the fourth key, slide down the pole ahead and blow up the wall below. In the room behind, go at the right or left edge of the area and blow up one of the wall panels there. Then look behind for a small waterfall and a key on a platform there. Or you could simply drop down from the platform above before grabbing the pulley and you'd fall on it.

THE ARK

DARK

Destroy the ARK's defenses

To help the attack forces break through the ARK, you'll need to destroy the four defense systems. After teaming up with Doom's Eye, pick up a gun from the crate nearby, then hop aboard the Black Hawk to take flight. After a bit,

Doom's Eye will inform you of the presence of a defense unit. Get off the Black Hawk before you actually see it and follow the path to the second Save Point. Then shoot the defense unit nearby with a gun until you destroy it completely (1/4). Hop on the other Black Hawk here and let it carry you a way until Doom's Eye tells you another defense unit is ahead. Get off the Black Hawk right before it, where the fifth Save Point is, and shoot down the defense unit with a gun from the crates nearby (2/4).

Hop onto the other Black Hawk here and fly until you come to the third defense unit, which is protected by a bunch of barriers. Jump off the Black Hawk to the platform below where the seventh Save Point is and use one of the guns from the crates to break the barriers (jump before shooting, if you want to reach them) and then destroy the third defense unit (3/4). Get aboard the Black Hawk behind the save point, and let it take you through the path until you pass through an opening with a yellow neon around it. Slow down from there and get prepared to shoot down the last defense unit ahead with the Black Hawk's missiles (4/4).

NORMAL

Get aboard the ARK

This level is really straightforward. Simply get on the Black Hawk at the start of the level, and let it take you to the end of the level where the Goal Ring is waiting for you. You don't actually need to do anything, just avoid the obstacles on the Black Hawk's way. You can get off it when you see platforms below to hit the Save Points, or if your Black Hawk is low on health, jump off it and you'll find a new one next to each Save Point.

Secret Keys

1. Right as you start the level, turn around and go backwards to find the first key behind you.
2. When you get to the fourth Save Point, go backwards on the path with the turrets (which is behind) and once on the last platform that has two turrets on, jump down on the parallel platform at the right with the rings on and look at the left extremity of it to find a key under the platform with the turrets.
3. After the fourth Save Point, you'll go through a tunnel with some yellow light around, then you'll fly straight ahead and pass close to the wall of the big structure ahead, right before some barriers. When you pass near that wall before the barriers, jump off the Black Hawk and you should land on a platform below if you jumped at the right spot. On that platform, turn around and look at its extremity that is behind you (so the opposite one to the one with the spring), and you'll find a key.
4. After the fifth Save Point, get on the Black Hawk and a bit further ahead, you'll see a tunnel below. Get off the Black Hawk once you pass above it to land on the roof of the tunnel. Then go inside it and look at the end of it to find a key.
5. When you get to the Goal Ring at the end of the level, bypass it and look at the end of the tunnel behind it to find the last key.

AIR FLEET

DARK

Destroy the President's escape pod

This mission is a bit of the same as the Hero Mission in Lethal Highway, only this time you need to destroy the President's escape pod, but either way, you need to make it fast. Pick up the best guns you can and follow the ship

throughout the level, shooting it as many times as you can whenever you have the opportunity to. Also use the turrets everytime you get to one. There is also a way to slow it down by making it switch path everytime you see an arrow at the junctions. Shoot the arrow and this will change the path the pod will take, so you'll have more time to take it down. It takes a lot of hits before you can shoot it down, so don't give up. It can be hard though, so you may want to wait until you get the Shadow Rifle (See all endings, then beat Last Story and you'll unlock it) and to pick it up from one of the black crates. With that weapon, you can take down the aircraft faster and get an automatic A Rank.

NORMAL

Find the Chaos Emerald

Follow the path to the first Save Point, then make it to the second Save Point (it's pretty straightforward anyways) and grind on the rail ahead. Defeat the alien here to unlock the gate, then go through the passage with the fan by either using the poles above or Spin Dashing really quickly once the fan stops. After the third Save Point, jump on the platforms and climb up the pole to reach the door above. Defeat the giant alien in the large room ahead to unlock the gate to get to the fourth Save Point, then follow the path until you come to the fifth Save Point.

Grind on the rails ahead, get across the path with the fan, and you'll come to the sixth Save Point. Defeat the black creatures in the room ahead to unlock the gate, then go right in the next room and blow up the crates to reveal a small opening at the bottom of the door. Spin Dash to go through it, then work your way across the next part and you'll come to the seventh Save Point and another large room. Go around it to find the locked gate and defeat the alien here to unlock it. Get on the elevator to go down, then Spin Dash through the small hole at the bottom of the door below and you'll find the Goal Ring in the last room ahead.

HERO

Protect the escape pod from the black creatures

To do so, you'll need to defeat the 35 black creatures scattered through the level. When you start the level, don't go too fast, wait before going through the first gate and two aliens will fall from above (2/35). Then go through the path ahead and two aliens will smash through the windows (4/35). Keep going and grab the pulley at the end of the path to find two more aliens above (6/35). Use the Triangle Jump to get past the next part, then you'll find the first Save Point. Keep going and you'll find two more aliens on the path ahead (8/35), then you'll arrive at a junction. Take the left path to find two aliens (10/35), then keep going on that path to find five giant aliens farther ahead (15/35). Keep going for four more (19/35), then go through the passage at the left to find the second Save Point.

Grind on the rail ahead and you'll find an alien right after (20/35), then you'll find the third Save Point at the end of the path. Make your way across to the door above the platforms, then follow the path until you get to a large room. Make sure to look all around that room to find three black creatures (23/35). Then go through the door for the fourth Save Point. There will be another junction right after; take the path going right to find a giant alien (24/35). Then go down the path and you'll find four more ahead (28/35). Go up the path for one more (29/35), then go through the passage at the right to find the fifth Save Point at the end. Work your way through the next section and you'll come to the sixth Save Point. In the room ahead, you'll find three giant aliens (32/35). Then go right in the next room and blow up the crates to reveal a small opening at the bottom of the door. Spin Dash to go through it, then work your way across the next part and you'll come to another large room. Look

around it to find the three last aliens (35/35).

Secret Keys

1. Before the first Save Point, you have the opportunity to Traingle Jump between the two close walls. Do so and make it to the other side to find a key.
2. After the first Save Point, you'll eventually come to a junction in the path. Go right, then go through the passage with the lasers, and you'll get to another room with a path with some GUN robots on. Look at the left of that path and go forward until you spot the first big brown crate on your left. Jump on that crate and break the little one on top of it to reveal a key.
3. After the third Save Point, you'll eventually get to a large room with a big chasm in the center. Go right in that room and Spin Dash on top of the red transit flow to get to the ledge above. Follow that ledge until you see two barriers with a key between them.
4. After the fourth Save Point, there will be another junction in the path. Go right and follow the path until you come across a gun turret on your way. Blow up the crates at the left of it to reveal a key.
5. After the seventh Save Point, you'll come to another large room. Find the red transit flow in that room and Spin Dash on top of it to get to the ledge above. Follow that ledge until you see two big brown crates with the key hidden between them.

IRON JUNGLE

DARK

Eliminate the GUN robots

To help Eggman, you'll need to find and destroy the 28 GUN robots. After the first Save Point, there are two beetle sentries right in front of you (2/28), then three more ahead (5/28). You'll find three more again after the second Save Point (8/28), then destroy the robots to open the door ahead and also destroy the enemies inside so you can get out of there. After using the rocket outside, you'll find a huge GUN robot (9/28), then keep following the path to the third Save Point. Now there's a really easy to miss beetle sentry here, that I always forget, so I tell you now, right after the third Save Point, turn the camera around to look over to your left and you'll see the beetle sentry flying over there (10/28).

Then, go ahead and home attack the three beetle sentries ahead (13/28), then Light Dash through the line of rings and you'll find one more beetle sentry (14/28). Jump on the moving platforms here and you'll reach the fourth Save Point after Light Dashing through the line of rings. Two more beetle sentries ahead (16/28), then destroy the robots to open the door. Destroy the Shadow clones inside, then you'll reach the fifth Save point. Don't grind down the rail ahead, instead home attack the two beetle sentries above it (18/28). Keep following that path for two more beetle sentries and one GUN robot (21/28). Then shoot down the two other beetle sentries ahead (23/28) and cross over to the seventh Save Point. In the room ahead, there are three beetle sentries as you slide down the pole and one GUN robot below (27/28). Then jump on the spring to get out of there and you'll reach the last area. Take down the last GUN robot here (28/28).

NORMAL

Find the entrance to Eggman's base

Head straight ahead until you reach the first Save Point, then keep going

straight and grind down the rail ahead to reach the second Save Point. Destroy the robots here to open the door ahead and get inside. A bunch of robots and Shadow clones will be inside; destroy them all to lift the platform in the center and grab the pulley to leave this place. Use the rocket to reach the next section and destroy the huge robot over there to open the cage with a spring inside. Then keep following the path to reach the third Save Point.

Use the jumping mech in the next section to cross over to the fourth Save Point. You'll once again need to destroy the robots here to open the door ahead, and once inside, destroy the Shadow clones to leave this place. Grind down the rail after the fifth Save Point to reach the sixth Save Point. Then use the poles inside the room ahead to leave the room and use the rocket outside to reach the next area. Jump on the weight here to reach the path above with the Goal Ring.

HERO

Shoot down Eggman's airship

This mission is a bit of the same as the Hero Mission in Lethal Highway, only this time you need to destroy Eggman's airship, but either way, you need to make it fast. Pick up the best guns you can and follow the ship throughout the level, shooting it as many times as you can whenever you have the opportunity to. Also use the turrets everytime you get to one. It can be hard, so you may want to wait until you get the Shadow Rifle (See all endings, then beat Last Story and you'll unlock it) and to pick it up from one of the black crates. With that weapon, you can take down the airship pretty fast and get an automatic A Rank.

Secret Keys

1. After the third Save Point, turn the camera around so you can have a look over to your left. You should see a beetle sentry and a little alcove in the wall. Jump over there and behind the crates is a key.
2. After the fourth Save Point, drop down in the room ahead with the Shadow clones and turn the camera around to look at the wall behind you. You should see a door and behind, a small room with a key behind some crates.
3. After the fifth Save Point, grind down the rail ahead and you'll come to the sixth Save Point. Drop down in the room ahead with the Shadow clones and turn the camera around to see two crates behind you. There is a key behind those crates.
4. After the fifth Save Point, home attack the beetle sentries above the rail to take the upper path. Then head along the way and you'll come to the seventh Save Point. Drop down in the room ahead with the pole and once there, look at the chasm behind the caged spring behind the GUN robot to spot a platform with a key down below (you can't see it until you're at the edge).
5. Destroy the barrels at the left of the Goal Ring to reveal the key behind.

SPACE GADGET

DARK

Destroy the defense systems

This is one of the missions I hate the most. There is no correct way to get to the defense systems, considering the gravity switches. I'll give you my method, but you could also get them any other way. There are six defenses systems to destroy. After the first Save Point, move straight ahead and you should spot the first defense unit right in front of you. Pick up a gun from the crates

nearby, and shoot it down (1/6). Then keep following the path until you get to a part where you're walking on the green defense system barriers. Look on the left to spot the defense unit and shoot it down (2/6).

This should deactivate the barriers you're standing on, so you'll fall down in another area below. Move ahead and hit the gravity switch, then use the transit flow to cross over to the next area. Head down the slope straight ahead, then use the dash panel on the left to get to the transporter that'll bring you inside the ARK. Use a saucer to cross to the second room. Here, get on the platform with the GUN robot and destroy the barrier in front of you with a gun. Then shoot down the defense unit behind (3/6). Move out to the next room once you're done. There is a gravity switch in this room, but don't touch it, it will just complicate things if you do. Jump on the spring instead and leave this room.

In the next room, you'll see green barriers in the center and a defense unit on the left. Before shooting down the defense unit, use the barriers to cross over to the other side of the room. Once there, shoot down the defense unit from where you are (4/6). Now get to the next room. Here you won't have any choices but to hit the gravity switch if you want to make it out of the room. You'll then hit a few gravity switches along the way and will end up in a reversed room. Jump down to the bottom of the room and hit the switch to make a platform move up. Get on it to reach the door. In the next room, you'll find a defense unit at the bottom of the room (5/6).

Then move on to the next room with the beams and platforms. Avoid the beams and use the platforms to cross over to the other side. In the next room ahead, there should be a barrier right in front of you and the last defense unit behind (6/6). Take down the barrier with a gun first, then the defense system.

NORMAL

Find the Chaos Emerald

Starting from the first Save Point, move ahead and follow the path until you get to the second Save Point. The third Save point will follow shortly after. Then jump on the springs at the right and keep following the path, using the gravity switches along the way. Use the transporter at the end to get inside the ARK. Inside, use the saucers to cross the green fluid rivers. If you fall down in one of the rooms, a platform will bring you back up. After the fourth Save Point, you'll come out of the ARK. Grind on the rail ahead, then hit the gravity switch, and grind down the next rail to find the Goal Ring at the end.

HERO

Find the Chaos Emerald

This mission is actually the same as the Normal one, but you have 5 minutes to get to the Goal Ring at the end. It can be a little difficult, but if you're really fast, you'll make it with no problem. Check the Normal mission above if you need a walkthrough.

Secret Keys

1. A bit after the first Save Point, right after hitting the very first gravity switch, you'll land on a platform with a slope ahead. Instead of going down the slope, stand at the beginning of the platform and perform a Spin Dash. Right before the slope part, press the Jump button and you should be sent off flying in the air. Land on the platform over the slope and head down it to find a key

above the dash panels.

2. This key is right above the second Save Point, on the platform over it. I'm actually not too sure how you're supposed to get it, but it's there. You could either get the key in Expert Mode since it's placed differently and easier to get, or try one of the following strategies.

(Strategy from Nate Shapiro:

From the second save point, walk over to right in front of the edge of the platform the key is on. Jump on the edge of the platform Shadow is standing on (the edge of the platform has a very small elevation that makes the difference). From here, jump onto the gray device that has a bluish-white light to it (it should be on the side of the platform the key is on). Make sure you don't use your homing attack or the device will explode. After a couple tries, you should manage to jump on the upper edge of the device and from there you can make a quick jump onto the platform itself and walk over to the key.)

(Strategy from Christian Hudson:

I found that if you homing attack the defence system next to the platform, you can reach enough height to get on the platform, just try not to destroy it.)

(Thanks to Andrew Webster, too.)

3. When doing the Normal or Hero Mission, when you get to the last part where you're grinding down a rail right before the Goal Ring, jump off of it and hold forward while falling down in direction of the Goal Ring. You should spot in the key floating over the Goal Ring. Try to grab it as you fall towards.

4. In the room where the fourth defense unit is (Dark Mission -- check walkthrough above) after the sixth Save Point, jump on the green defense system barriers in the center like they were normal platforms, and look on the left in the corner above the green fluid to spot a key. Use the homing attack to get there, or Spin Dash from the bottom floor to the key, on the little beam beside the wall to go up.

5. In the room right after the last Save Point (where the last defense unit is -- Dark Mission), drop down below and use the springs on the other side to get back up. Then, jump on the spring at the right of the platform and land on the beam above. The key is on the other beam. The way to get to that key is pretty obscure; try spin dashing on the sloping part of the wall at the right, facing the other beam to land near it.

LOST IMPACT

NORMAL

Get to Gerald's laboratory

In the room you begin the mission in, use the Triangle Jump to jump between the walls to cross the pit ahead. Then, go past the artificial chao and in the next room, roll under the wall using the Spin Dash. Hop into the turret in the next room and you'll arrive in another room after the ride. Hop into the other turret in that room and ride it to the next room. In that room, go through the left door (not the one in front of the save point). There will be an intersection in the corridor here. Take the left junction, then go through the hole in the wall and go right. Another intersection here. Take the left path again, then go right.

You'll be in another room with a turret. Hop into that turret and ride it to the next room. Get into the other turret in that room and ride it to the next. Shoot down the meteorites on your way to avoid collisions. In the room here, go up the ramp and go through the door at the right. Turn on the switch here to open the door and go through. You'll be in another big room. Drop down below and get into the turret to reach yet another room. Hop into the turret here, then at the end of the track hop into the other turret and you'll arrive in the last room. Go through the door at the left to find the Goal Ring.

HERO

Defeat the Artificial Chaos

There are 35 artificial chaos to find and destroy. When you begin the mission, get across the pit with the red walls using the spring to find the first one (1/35). In the next room, roll under the wall using the Spin Dash. You'll then arrive in a room with the first Save Point. The second artificial chao is right next to it (2/35). Use the lifts in this room to go up and you'll find the third artificial chao (3/35). At the top of that room, go through the room with the bomb and in the next one, you'll find the fourth artificial chao (4/35).

Now go back to the bottom of the room with the Save Point and hop into the turret. You'll find the fifth artificial chao on your way and the sixth one a little further ahead (6/35). You'll then arrive in another room with two artificial chaos right in front of you (8/35). Hit the second Save Point, then hop into the other turret. Look at the right of the track for the ninth artificial chao (9/35) and a little further ahead, two more on each side of the gate (11/35). In the room ahead, there's one more right in front of you (12/35).

Get off the turret and hit the third Save Point. Use the lifts in this room to go up and hit the spring near the top of the room. Climb up the pole and defeat the artificial chao here (13/35). You'll then find two more at the top of the room (15/35). Now go back to the bottom of that room and go through the left door (not the one in front of the save point). There will be an intersection in the corridor; take the right junction. In the room at the end, shoot down the artificial chao above the pit (16/35).

Now go back to the intersection and take the left path this time. Go through the hole in the wall to see another artificial chao (17/35). Follow the corridor and you'll come to another intersection. Take the left junction with the rings and you'll come across another artificial chao (18/35). Then go right and you'll end up in a room with the fourth Save Point and two artificial chaos (20/35). Shoot the bomb next to them to take them down. Then, go back up the ramp from where you came and go through the other door at the right. Roll under the wall in the room there, then you'll find one more artificial chao in the next room (21/35).

Go back to the room with the fourth Save Point and hop into the turret here. Right after passing through the gates, you'll face two artificial chaos (23/35). Now the two next ones are easy to miss, so go slowly. There's one at the right of the track a little further ahead and another one at the left of the track a bit after that one (25/35). You'll then arrive in another room with the fifth Save Point. Hop into the next turret and at the end of the track, as you go through the first gate, an artificial chao will pop out of nowhere, so don't go too fast (26/35).

In the room after that, go up the ramp and go through the door at the right (sixth Save Point in the left room). Hit the switch in the room here, then go through the door and in the next room, you'll find an artificial chao on your right (27/35). Then, drop down to the bottom of that room and hop into the turret here. There are five artificial chaos along that track (32/35). You'll then arrive in a room with another artificial chao on your right (33/35).

Get off the turret now and hop into the other one. You'll find one more artificial chao at the end of that track on your right (34/35), then get into the other turret and you'll find the last one right before the gate (35/35).

Secret Keys

1. In the room with the first Save Point, take all the lifts up to the top floor of the room and you'll see a pole here. Climb up to the very top of that pole, and you should spot the key in a light near the ceiling.
2. In the room with the third Save Point, go through the door in front of the save point and jump up the springs to reach a small room above. There's a key near the ceiling of that room; you can jump on the pillars to reach it.
3. After the fifth Save Point, hop into the turret in the room here and as soon as you pass through the last gate leading outside (it's the area right before the meteorites), jump off the turret to stop the platform and look on your right to see another platform with a rocket. That rocket will bring you to another platform with a key on.
4. In the room with the last Save Point, there is a key on the ledge above the gate you come in from with the turret. To reach it, go up the ramp in the room and jump on top of that green board thing above the gate.
5. Also in the room with the last Save Point, go up the ramp and go through the door at the right. There is a crack in the wall here; blow up that wall with a few attacks, then go in the room behind to find a key at the back.

GUN FORTRESS

DARK

Destroy the core of the base

To destroy the core of the base, you'll need to destroy three Mother Computers. Follow the straightforward path at the beginning until one of these doors block your way. You can smash through these doors with a gun blow or one of your normal attacks. Then keep following the path and past the first Save Point, jump over the blue lasers. You'll then arrive in a large room with a blue arrow pointing right on the wall. So go right and follow the trail of rings to get on top of the structure in the center. Use the turrets here to take down the two GUN robots on the ledge around the room. This will open the cage behind you. Grab the pulley inside to reach the ledge around the room and go through the door. Jump over the lasers and follow the path until you come to the second Save Point where you'll meet up with Doom's Eye. The first computer is here; defeat the enemies around, then hop into the turret and blow up the blue thing above the door ahead (1/3).

Then keep following the path and slide down the pole ahead. Once below, grab the pulley to get to the next section. Use the mech here to walk under the lasers, then go up the path and in the next large room, go up on the structure in the center and walk to the ledge around the room. Go left and grab the pulley there, then go through the door to find the third Save Point. Use the rocket behind the door, then push forward to land on one of the platforms below. You'll find the fourth Save Point here. Don't grab the pulley in the next room, go through the door straight ahead instead. Go through the path, then you'll arrive in another room with one of the computers. Defeat the enemies around here, then use one of the turrets on the sides to blow up the computer above the door in front of you (2/3).

Then go ahead and follow the path until you come to a pulley. Grab it to reach the path above. Triangle Jump between the walls here, then you'll reach the fifth Save Point. In the next room, grab the pulley and avoid the lasers along the way until it takes you to a door below. Grind on the rails ahead and you'll come to the seventh Save Point. Go through the path ahead, then you'll come to a room with the last computer. Defeat the enemies first, then use one of the turrets on your left/right to blow up the computer above the door in the middle of the path (3/3).

HERO

Find the Chaos Emerald

Follow the straightforward path at the beginning until one of these doors block your way. You can smash through these doors with a gun blow or one of your normal attacks. Then keep following the path and past the first Save Point, jump over the blue lasers. You'll then arrive in a large room with a blue arrow pointing right on the wall. So go right and follow the trail of rings to get on top of the structure in the center. Use the turrets here to take down the two GUN robots on the ledge around the room. This will open the cage behind you. Grab the pulley inside to reach the ledge around the room and go through the door where you'll meet up with Rouge. Jump over the lasers and follow the path until you come to the second Save Point.

Keep following the path and slide down the pole ahead. Once below, grab the pulley to get to the next section. Use the mech here to walk under the lasers, then go up the path and in the next large room, go up on the structure in the center and walk to the ledge around the room. Go left and grab the pulley there, then go through the door to find the third Save Point. Use the rocket behind the door, then push forward to land on one of the platforms below. You'll find the fourth Save Point here. Grab the pulley in the next room to reach the path above. Go through the path, blowing up the doors along the way, and follow the path until you come to another pulley. Grab it to go up, then Triangle Jump between the walls and you'll reach the fifth Save Point.

In the next room, grab the pulley and avoid the lasers along the way until it takes you to a door below. Grind on the rails ahead and you'll come to the seventh Save Point. In the room here, jump on the crates at the right of the Save Point to find some poles. Jump on them to find a door above. Go through that path and follow it until you reach the Goal Ring at the end.

Secret Keys

1. In the very first room you start in, look at the left of the door for some large brown crates. Behind one of them is a key.
2. Sometime after the first Save Point, you'll come to a large room with an arrow on the wall and a structure in the center with a cage on top. After taking down the robots around with the turret, grab the pulley that was inside the cage and once on the ledge around the room, go right and you'll find a key between some brown crates.
3. A bit after the second Save Point, you'll come to another large room similar to the previous one. Go on the ledge around the room and head left. Go past the pulley and keep following the path to the end, where a key is.
4. After the fourth Save Point, go through the door straight ahead (don't grab the pulley) and at the end of the path, you'll arrive in a big room where the second computer is (Dark Mission). Look behind the cubic door where the computer is on (from where the enemies are coming out from) and you'll find the key behind it.
5. At the place where you need to Triangle Jump between the two closing walls sometime after the fourth Save Point, there is a key on the other side if you make it there.

BLACK COMET

DARK

Exterminate the GUN forces

Work your way through the first room, but don't enter the tunnel at the end, instead go right and up the slope there. There are two GUN robots on the path here (2/50), then go at the end and jump on the platform to cross where another robot is (3/50). Keep following the path for a fourth one (4/50), then use the transit flow to go down where another robot is (5/50). On the bridge at the left is another one (6/50). Then get on the saucer and go down. Keep following the path for two more robots (8/50) after the second Save Point. Then jump on the platforms to find another robot above (9/50). Go on the path below after that and get on the saucer to cross the area ahead. Go right and follow the path. You'll need to defeat an alien to make platforms appear so you can cross. Then jump in the warp at the end of the path to reach the next area where the third Save Point is.

There is a robot ahead (10/50), then get on the saucer and go down. Follow the path until you get to the fourth Save Point. There are two robots in front of you (12/50) and one at the end of the path on the left (13/50). Then walk to the door to find another one (14/50). In the next area, get on the saucer and go left. There are five robots along the path here (19/50) and one on a platform in the center (20/50). Jump in the warp at the end of the path to get to the next area where the fifth Save Point is. Move ahead to find a robot hovering above (21/50). Then get on the saucer and cross over to the other side. Now there are 13 GUN robots along the path ahead. Just make sure to shoot the ones on the bridges above (34/50). At the end of the path, jump on the springs and get in the warp to reach the sixth Save Point.

Go straight ahead and jump on the rail. There are 7 GUN robots in this room, just use the rails to go down and you'll find them along the way (41/50). Then in the next area, there will be one right on your path, another one a bit further ahead, and one on the left (44/50). Go down and get on the saucer, then follow the path below. In the room here, destroy the three aliens to reveal a passage ahead. Then go right in the next room, up the slope, and defeat the alien to make a platform appear. Cross over to find the seventh Save Point, then follow the path to find four robots (48/50). There are five more robots in the next room ahead (50/50).

HERO

Find the center of the Black Comet

Follow the path straight ahead to reach the second Save Point. Keep going straight, then go right and jump on the platforms to go up. Jump on the path below ahead and use the saucer at the end to cross over to the door at the right. Follow the path to go up, defeat the alien here and some platforms will appear. Cross to the other side and jump in the warp to reach the third Save Point. Keep following the path ahead up to the fourth Save Point. Go straight ahead through the door, then get on the saucer and go left. Follow the path and get in the warp at the end to reach the fifth Save Point.

Move ahead until you get to another warp at the end of the path which will bring you to the sixth Save Point. Go straight again and grind down the rails ahead. Go down in the next room, and here defeat the three aliens to reveal the path ahead. Go up the slope at the right in the next room and destroy the alien to make a platform appear. Cross to reach the seventh Save Point. From there move ahead and destroy the robot at the end of the path to make some platforms appear. Cross, then go through the next room and follow the path at the left. There's a small passage on the left in the next room. Then go down and follow the path ahead to find the Goal Ring at the end of the path.

1. In the very first room, don't go through the tunnel ahead, instead go up the slope at the right of the room and follow the path until it brings you to a red/purple alien transit flow. Ride it down, then go on the bridge at the left and look at the extremity, behind a rock, for a key.
2. In the room where the second Save Point is, get on the saucer and ride it over the toxic water. Instead of going straight ahead like you'd normally do, go right or left and follow the wall until you find an alcove with the key at the end.
3. After the sixth Save Point, go ahead through the room with the rails until you reach the next room with three GUN robots ahead. Just as you enter this room, look on your left to find a key in plain sight.
4. After the seventh Save Point, move on until you get to a room where you need to defeat an alien to make a platform appear. The key is right behind the alien, in plain view.
5. In the last room with the Goal Ring, stay on the saucer and jump off the edge of the platform to drop down in the toxic water area around. Look behind the tentacles there to find a key behind one of them.

LAVA SHELTER

DARK

Activate the volcanic defense systems

Follow the rails until you reach the first Save Point, then use the Triangle Jump to jump between the walls and cross over. Grind on the rail ahead, then you'll come across Dr. Eggman who'll ask you to activate all the volcanic defense systems, so shoot or attack the first one in this room until it's activated (1/5). This will result in having the normal path ahead being flooded, but you can use another path to get across. A few platforms will appear at the left of the normal path, so jump on them to cross over. Light Dash through the line of rings after the second Save Point, then make it across the next part and grab the pulley at the end to go up to a path above. At the end of the path, hold forward while jumping down to reach the door below. You'll arrive in a room with the second defense system (2/5).

Then look at the right of it to find a dash panel and a rail that will bring you to the third Save Point. Grind on the rail ahead, then Jump Dash between the two walls to cross over. Use the next rail ahead, then jump off it and jump on the platforms in the lava to cross to the other side where you'll find the fourth Save Point and another volcanic defense system (3/5). After the path gets flooded, some platforms will appear on the left. Use them to reach the ledges in the wall and you'll reach the fifth Save Point. Go through the next part and you'll come to the room with the fourth defense system (4/5). Then use the platforms that will appear behind to reach the ledges in the wall and work your way to the top of the room. From there, keep going on ahead and you'll reach the last defense system (5/5).

HERO

Find the center of the base

Pretty straightforward compared to the other mission. Follow the rails until you meet up with Omega and reach the first Save Point, then cross over to the next room. Go straight ahead to find the second Save Point, then grind on the rail ahead and cross the next part. Grab the pulley at the end to go up to another path, then drop down below at the end and go through the room ahead to reach the third Save Point. Grind on the rail ahead, then make your way across the next part until you reach the fourth Save Point. Go straight ahead and use the pulley to reach the door above, then grind on the rails following that part to reach the Goal Ring.

Secret Keys

1. After the first Save Point, Jump Dash between the walls ahead to find the key on the other side.
2. After the second Save Point, go through the passage ahead, then grab the pulley at the end to reach the other path above you. At the beginning of that path, lift up the wire netting part of the floor to reveal a secret path below. Head down it to find a key.
3. After the third Save Point, grind on the rail, then Jump Dash between the walls ahead to find a key on the other side.
4. After the fifth Save point (Dark Mission), work your way to the top of the room with the fourth volcanic defense system and you'll find the key behind the door at the top.
5. After the seventh Save Point (Hero Mission), you'll grind down a long rail circling down around a huge room with robots on the sides. Right after that part, the rail will split in three. Switch to the rail on your right to grab the key along the way.

COSMIC FALL

DARK

Find the Chaos Emerald

Gotta love timed stages. So the ARK is falling apart, and you've got to find the Chaos Emerald. At the start, you'll fall down on a platform with debris falling all around you, and there seems to be no place to jump. Though you should spot, if you wait a bit, some flying enemies nearby. Home attack them to reach another platform. Wait a bit again, and you should see a platform falling nearby, with the first Save Point on. Jump to it, then use the pulley to go up. Jump on the falling platforms around here, then look around to see other platforms falling and home attack the flying enemies to cross over. You should finally reach a platform with a giant enemy on. Use the spring behind it to jump on the platform above, then stand at the extremity and look below to spot more platforms. Jump on them until you reach the platform with the dash panel, use it, then Light Dash through the line of rings and use the transport to reach the second Save Point.

Go through the next ahead and jump to the door at the right. Then go through the next room and jump over to the door behind the Artificial Chao. You'll then use another transport and will be back outside, right on the third Save Point. Jump on the spinning platforms ahead, then jump on the platforms below, but watch out as they are collapsing; be quick. Then stay on the last platform as it falls down until you see another platform fall nearby, with the fourth Save Point on. Jump on it, then you'll spot more spinning platforms ahead. You can use them to cross over if you want, but it's kind of hard, so instead, drop down below where some more platforms are. Keep jumping on the platforms below, then use the springs to reach a platform with a transport, which will bring you to the fifth Save Point.

Now go through the room ahead and jump on the platforms, but watch out for the beams coming from below. If you fall down, a platform will bring you back up in the corner of the room. So cross over that room and on the other side, do a Spin Dash to roll under the door. In the next room, look down to find the Goal Ring.

HERO

Find the computer room

Just as the other mission, you have 15 minutes to find the computer room while the ARK is falling apart. At the start, you'll fall down on a platform with debris falling all around you, and there seems to be no place to jump. Though you should spot, if you wait a bit, some flying enemies nearby. Home attack them to reach another platform. Wait a bit again, and you should see a platform falling nearby, with the first Save Point on. Jump to it, then use the pulley to go up. Jump on the falling platforms around here, then look around to see other platforms falling and home attack the flying enemies to cross over. You should finally reach a platform with a giant enemy on. Use the spring behind it to jump on the platform above, then stand at the extremity and look below to spot more platforms. Jump on them until you reach the platform with the dash panel, use it, then Light Dash through the line of rings and use the transport to reach the second Save Point.

Go through the next ahead and jump to the door at the right. Then go through the next room and jump over to the door behind the Artificial Chao. You'll then use another transport and will be back outside, right on the third Save Point. Jump on the spinning platforms ahead, then jump on the platforms below, but watch out as they are collapsing; be quick. Then stay on the last platform as it falls down until you see another platform fall nearby, with the fourth Save Point on. Jump on it, then you'll spot more spinning platforms ahead. You can use them to cross over if you want, but it's kind of hard, so instead, drop down below where some more platforms are. Keep jumping on the platforms below, then use the springs to reach a platform with a transport, which will bring you to the fifth Save Point.

Now go through the room ahead and jump on the platforms, but watch out for the beams coming from below. If you fall down, a platform will bring you back up in the corner of the room. So cross over that room and on the other side, do a Spin Dash to roll under the door. You'll find the Chaos Emerald in the next room, but just ignore it and Jump Dash between the panels above to cross over to the door at the right of the room. A transport will then bring you to the sixth Save Point. Here, hop on the vehicle nearby which will allow you to jump higher. Use it to jump on the platforms above, then grab the pulley and jump from pulley to pulley until you reach a platform with an Artificial Chao on.

Follow the path here with the Artificial Chaos, then grab the pulley and jump through the dash panel, then Light Dash through the line of rings and use the dash panels ahead to reach a platform with a rocket. Use it and the next rocket to reach the computer room.

Secret Keys

1. Right before the second Save Point, you'll be riding a transport. Half-way through, hold left and you should grab the key along.
2. After the third Save Point, after going through the spinning and the collapsing platforms, you'll end up on a platform falling down with a trail of rings above. Stand in the top right corner of it and you should spot a key while it falls. Try to stand at the right spot so you can quickly grab it.
3. After the fourth Save Point, you'll see some rotating platforms ahead. This part is quite hard, but if you manage to jump on all of these platforms and make it through, you should reach one with the key on at the end.
4. After the sixth Save Point, use the jumping vehicle to jump on the platforms above and grab the pulley. Then jump on the other pulleys until you reach the platform with an Artificial Chao. On that platform, go right (opposite side of where you'd normally head) and you should see a rotating platform there. Jump on it to grab the hard to reach key.
5. A bit before reaching the computer room (Hero Mission), you'll go through

some dash panels and then fall down towards the platform with the rocket. While you're falling down over there, try landing on the second big pillar at the right of the platform right before the rocket one. There's a key on top of it.

FINAL HAUNT

DARK

Activate all of the Black Comet's shields

Move forward until you come to a dead-end. Enemies will drop down from above; defeat them all to open the cage with a spring inside. Use that spring to jump above, and in the next room, jump below and follow the path to reach the second Save Point. Go forward and look at the left to see an alien holding some kind of gun that sucks things in. Take it from him and use it on the wall nearby to pull out a block out of it. Now go to the other side of the room and head up the slope. Cross over and use the block you pulled out of the wall to cross to the other side.

In the next room, ride down the alien transit flow, then hit the shield switch in front of you (1/4). Then go across the bridge on your left and get on the Black Hawk. It will carry you across a large room. Then move forward and jump down to find the third Save Point. Keep following the path and use the rocket at the end, then Jump Dash between the walls ahead to cross. After the fourth Save Point, hit the shield switch ahead (2/4), then go straight and get on the Black Hawk to reach the next room. Here, you'll need to hit the yellow switch floating around to open the door ahead.

Go through that door once you've unlocked it and jump down to reach the next area. A platform will come down after you defeat the four aliens; jump on it to reach the area above, then spin dash in the transit flow to reach yet another area. Defeat the giant alien here and a line of rings will appear. Light dash through it to reach the next part and jump down. Grind down the rail ahead to reach the sixth Save Point. Then move forward and as you enter the next room, look on your left to find another shield switch; hit it (3/4). Then go through the path and get on the Black Hawk to reach the next section. Move forward to get to the end of the stage where the last shield switch is (4/4).

HERO

Find Black Doom

Move forward until you come to a dead-end. Enemies will drop down from above; defeat them all to open the cage with a spring inside. Use that spring to jump above, and in the next room, jump below and follow the path to reach the second Save Point. Go forward and look at the left to see an alien holding some kind of gun that sucks things in. Take it from him and use it on the wall nearby to pull out a block out of it. Now go to the other side of the room and head up the slope. Cross over and use the block you pulled out of the wall to cross to the other side.

Whatever you do, make sure you don't hit the shield switch in the next room; it would block the path ahead. Drop down below instead and jump on the platforms to reach the next section. Jump Dash between the walls here, then in the next area, use the alien weapon you got previously to suck the wall in and pull out a block. Jump on it, then ride up the alien transit flow. Do the same in this area; pull out the blocks from the walls and jump on them to reach the area above. Then go down to find the third Save Point. Follow the path until you get to a rocket. Below, Jump Dash between the walls, then you'll reach the fourth Save Point.

Make sure you don't hit the shield switch in the room ahead and jump down below. Defeat the aliens in the next room to open a cage with a spring inside. Defeat the rest of the aliens to open another cage in the center with a weapon to suck things in inside. Pick up that weapon if you didn't have it anymore, then use it on the wall next to the spring to pull out a block. Jump on the spring, then on the block and jump over to the ledge nearby. There are some lasers beside it. Pull out the block in the wall behind them, then get on the other side of the ledge and do the same with the block here. This will shut down the lasers. Go through the passage in the center.

In the next room, pull out the block in the left wall, then go up the slope at the right and cross using the block. You'll reach the fifth Save Point. At the end of the path ahead, defeat the alien to make some platforms appear to cross. Make your way across the next area, then you'll be in a room with more lasers. Pull out the block from the wall where the lasers are to shut them down, then go through the passage. Jump down below in the next room, and in the room after that, a platform will come down after you defeat the four aliens; jump on it to reach the area above, then spin dash in the transit flow to reach yet another area. Defeat the giant alien here and a line of rings will appear. Light dash through it to reach the next part and jump down. Grind down the rail ahead to reach sixth fifth Save Point. Now keep following the bottom path and keep going straight until you reach the Goal Ring.

Secret Keys

1. Right after the second Save Point, defeat the two black creatures down the slope ahead, then turn around and go behind the big platform the Save point is on. Behind is a cage that should now be open with a key inside.
2. After the third Save Point, run through the loops, then in the room just after that, go up the path at the right and look behind the rocks for a key.
3. After the fourth Save Point (Hero Mission), jump down below in a room on your left with a few aliens. Go past the cage in the center and stop at the wall in front of you. Then turn right and go at the end of the path to find a key.
4. After the fourth Save Point (Dark Mission), hit the shield switch ahead to open the path with the Black Hawk. Hop on it and let it carry you to a large room with five big platforms connected together. On one of them is the key.
5. Sometime after the fifth Save Point, you'll come to a huge room where you need to work your way to the top using a platform and at the end a line of rings to light dash through. After light dashing through that line of rings, jump on the platform ahead to cross over to the other side and go left to find a key.

THE LAST WAY

This is one easy level for a final stage, if you put the timer aside for an instant. It's pretty straightforward, so just rush through it. After the first Save Point, weaken the Black Hawk and get on it to fly over to the second Save Point. Then go left and jump on the red stream and grind it down. Now there's a big shortcut here. Instead of loosing all that time grinding down the streams around the room, simply jump down to the lower floors underneath, then to the bottom one with the door. Then run down the hallway to the third Save Point.

From there, go straight, then right and go up the slope here. In the area above, you'll come to a dead-end. The only way to get through is to use Chaos Control, and for that, you'll need to fill up your Hero Gauge. Destroy all the

aliens around to fill it up, and once it's full, use Chaos Control to get past. You'll skip a small portion of the level. Here again, go at the end of the path and you'll face another dead-end. Fill up the Hero Gauge by destroying the slimes, then use Chaos Control to get past this place.

In the next area, jump up the steps at the right, then use the dash panels to reach the fifth Save Point. Go straight again, home attack the flying creatures to cross over, then light dash through the line of rings. At the end of the path here, you'll come to another dead-end. Defeat some more enemies, then use Chaos Control. You'll then have to use the Triangle Jump to jump between the two walls ahead. Yet another dead-end after that part. Use Chaos Control again, then run straight ahead to find the end of the stage.

Secret Keys

1. Near the beginning of the level, after going through the first room with the black creatures' spaceship, you'll go through another smaller room with an alien transit flow on the right wall. Jump down to the left instead and defeat the two worms to open a cage containing a key.
2. Right after the first Save Point, you'll ride a Black Hawk through a room. He'll drop you on a bridge at the end of the room. Instead of going right where the door is, go left and you'll find a key at the end of the path.
3. Right after the second Save Point, you'll go through a large room with some red stream rails going down in circles around the room. In the room right after that, you'll notice some platforms with aliens on. Jump on these platforms to reach the path on the other side and look at the end of it for a key.
4. After the third Save Point, you'll need to use Chaos Control to reach the next room, which should be a long straightforward path filled with worms. At the end of that path, you're supposed to use Chaos Control again. Fill up your gauge, then when you get Chaos Control, wait until the gauge is almost empty and back up a bit where a yellow worm is. Use Chaos Control near that worm when the gauge is almost empty, and if done correctly, you'll have just enough power to reach the ledge above, without passing through the door. So go through that door and at the end of the path, look at the left to see some flying creatures. Home attack them to reach the other side where a cage is. Defeat the aliens here to open the cage and find a key inside.
5. Right after the fourth Save Point, you'll go through a few loops, then end up in a room with three giant aliens and a path on the right. Go up that path, then instead of using the dash panels, continue to the left and at the end of the path, defeat the giant alien to open the cage with a key inside.

5. Bosses

BLACK BULL

first time (Lethal Highway)

The first time you'll meet Black Bull, he'll circle around a square of buildings. His weak point is pretty obvious, it's his eye. After attacking you (either he'll breath fire or send a wave of flames), he'll throw out a few flying enemies. Home attack them, then hit Black Bull's eye and keep home attacking it repetively the most you can. Repeat the process with the flying creatures until your Hero Gauge is almost full. Go around the buildings until you find the three aliens holding guns. Defeat them and steal their guns. Now go back to Black Bull and shoot at his eye until your Hero Gauge is full. Use the Chaos Control to stop the time and while Black Bull can't move, finish him

off by shooting his eye repetively with the gun. If done fast enough, this should warrant you an A-Rank.

second time (Death Ruins)

You'll meet with Black Bull a second time in the forest, but he's a lot easier this time. Now what you're supposed to do is to use the spring to get on the vine above and while you're circling around Black Bull, either home attack his eye or shoot it with a gun. But that technique doesn't work all that well, since it's hard to avoid Black Bull's attacks while on the vine. Instead, start by defeating the alien holding a gun and take it from him. Another alien should appear, take his gun too. You should have enough ammo with that. Now jump on the spring, but don't land on the vine. Just jump on the spring and while in the air, shoot Black Bull's eye as much as you can. Then fall back on the spring, bounce back up, and shoot again. Keep doing that until you take Black Bull down. It goes pretty fast; you can take him down under 45 seconds with that strategy and get an automatic A-Rank.

EGG BREAKER

first time (Creepy Castle)

This boss is the easiest. He only has one attack, which you can easily avoid by jumping over. Simply pick up the guns from the robots around the area, and wait for Egg Breaker to use his attack, jump to avoid it, then shoot him a few times. Repeat... and voila, A-Rank.

second time (Mad Matrix)

This time, Egg Breaker's attacks are a bit harder to avoid, but he's still very easy. Defeat the robots that appear around the area and pick up their guns. Then continiously shoot at Egg Breaker after avoiding his attacks and defeat more robots to get more ammo. Be fast and you'll get an A-Rank pretty easily.

third time (Iron Jungle)

Egg Breaker is fairly more difficult this time. Well, he is if you decide to simply use the rockets and guns to attack him, but there's a quicker and easier way to defeat him. When you start the fight, Egg Breaker will be on a platform in the center of the stage. Look behind you from where you start to find a turret. Quickly use it before Egg Breaker destroys it and shoot at him as much as possible. This will damage him severly and he will get off from the platform he was standing on. (There's another turret on the other side of the area if you need another). Once the turret gets destroyed, it should drop a machine gun. Pick it up and quickly attack Egg Breaker with it until you finish him up. This will grant you an A-Rank. My personal record for this boss is 16 seconds.

HEAVY DOG

To defeat this boss, home attack the mines he drops behind him and once you catch up on him, home attack him a couple of times. If you home attack one of his cannons a few times in a row, he should drop down a home-attack gun. Pick it up and try to aim at all of his cannons at the same time. This should do a lot of damage. Pick up the other guns he leaves behind to get more ammo and keep attacking him with it until you defeat him. To get an A-Rank, try to get the gun as soon as possible at the start of the fight.

BLUE FALCON

Start by picking up the machine gun from the crate around the area, then use the spring to get on the highest platform at the top. Attack one of Blue Falcon's cannons with it when he passes next to you and he should drop down a

home-attack gun. Jump down below and pick it up, then go back up. Aim at his cannons with it and attack him a couple of times. Then go back down to pick up another gun and keep attacking him until you defeat him. You can also home attack him, but the guns are much more effective. Using the guns he drops, you can easily get an A-Rank.

EGG DEALER

This is one boss I hate. Not that he's hard, but he's annoying. You'll have to face him four times if you go for all the endings, but the principle is the same each time. He'll move around the area, and will activate the three buttons on his cockpit. When he has time to activate all three, he'll pull off one of his attacks, randomly. You can prevent him from attacking by hitting one of the buttons before he does, to mess up the slot machine. This will also inflict him some damage, as the attack will be sent back against him instead of you. The other way to attack him is to hit the three buttons to get the Shadow Fever (three Shadow heads). Once you get it, use Chaos Blast on him while he tries to run away (you have time to use it three times, if you're quick). Now about these buttons, there are two ways to hit them. You can either wait for Egg Dealer to pass by you and hit one, then you wait, hit another one, or you can be quick and home attack them in a row after he stops or changes direction (when he's facing towards you). You can also use guns to damage the cockpit directly and take down Egg Dealer faster, but for that, you'll need to get three different symbols with the slot machine.

SONIC & DIABLON

Another annoying boss. When Diablon has his shield around him, you can't damage him. The only times you can attack him are when he's about to attack or right after an attack. At the start of the fight, go to one of the corners of the area and pick up a gun from the crates. Diablon will be hovering above the area, so you can't reach it. You'll first need to home attack Sonic, then while you're in the air, Diablon should prepare an attack and drop his shield while he does. Home attack him at this moment a few times, then repeat until he drops to the ground. You can also use the gun, but make sure to keep at least a few ammunitions for later (there are other guns in the other corners of the area). Continue to attack Diablon the same way, after each of his attacks, until you get your Dark Gauge filled up. Don't use Chaos Blast though. While the Dark Gauge is full (and until it empties), you'll be invincible and have unlimited ammunition. So that's why you need to make sure you still have the gun. Since you have unlimited ammo and are invincible, shoot Diablon like there's no tomorrow. Then keep on damaging him until you finish him up.

BLACK DOOM

This one's not too hard. Black Doom only has two different attacks, which are both pretty easy to avoid if you jump over them. He can also warp around the area, so you can't always hit him. The only time you can is after one of his attacks. You can home attack him, or simpler and quicker, use the guns around the area. There is one per crate in each corner of the area. After each of Black Doom's attacks, shoot him a few times before he disappears. Also, don't use Chaos Control as it messes up your aim.

DEVIL DOOM

Finally, the final boss. You're in your Super Shadow form for this battle, so you can fly around, but remember that you can only stay Super Shadow while you're holding rings on you, so keep an eye on that (you lose one every second) and collect more rings by shooting the red balloons. Now to defeat Devil Doom, you'll need to fly around him and look for which of his two heads

has the eye. Once you've found which one it is, charge up the Chaos Spear (hold down the attack button), then release it on his eye, but make sure you're not standing too close to him or he'll warp someplace else. After hitting him, he'll switch the eye to the other head, so you'll have to fly around again. You'll also notice that you can hit his wings, but don't lose your time with that. You can also use Chaos Control when your Hero Gauge fills up. And remember to refill on rings whenever you see a balloon. With all that in mind, keep attacking Devil Doom with Chaos Spear on the head with the eye, and eventually, he'll be no more.

6. Disclaimer

If you wish to contact me, may it be questions, comments or suggestions, please do so using this email address:

wishingtikal(at)gmail(dot)com

Replace (at) by @ and (dot) by . This is to avoid spam. Make sure you put Shadow FAQ or something similar in the subject line of your mail, or else I won't know what you're talking about. I have many other FAQs for different games.

or visit

<https://www.youtube.com/WishingTikal>

All trademarks and copyrights contained in this document are owned by their respective trademark and copyright holders.

Game basics were taken from the instruction manual.

This FAQ is copyright © 2005-2006 Gen "WishingTikal" B.

This may be not be reproduced under any circumstances except for personal, private use. It may not be placed on any web site or otherwise distributed publicly without advance written permission. Use of this guide on any other web site or as a part of any public display is strictly prohibited, and a violation of copyright.

No hedgehogs were harmed in the making of this FAQ.

<https://www.youtube.com/WishingTikal>