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1. Introduction

I've had this game for a long time, and I'm one of the top players on TSC (see below list for link). This guide is to help you get an A-Rank in all stages. It's not all that in-depth. I'm just here to sum up how to get you all A-Ranks. I'll also tell you my insane scores. They will update with no change in version number. The following sites may host this guide:

www.gamefaqs.com
www.cheats.de
faqs.ign.com
www.neoseeker.com
www.aol.com
www.cheathappens.com
www.dlh.com
www.gamespot.com
www.supercheats.com
www.gamerhelp.com
www.soniccenter.org

Anyone else, no. Don't even bother asking.

To see all I have contributed to Gamefaqs, visit this link:

<http://www.gamefaqs.com/features/recognition/47695.html>

2. Version History

Version 1.0 (07/02/07): Guide created in two days.

Version 1.2 (08/31/07): Updated several of my scores as well as a few strats.

3. Stages

Objective: The thing you need to do to clear the mission.

Score needed for A: Minimum score you should aim for.

My score: The score I have. This score is usually difficult to beat.

Advice: Tips for A-Rank'ing the stage. If some tips apply to every mission, the advice will be listed right after the stage name.

3a. Westopolis

3aa. Dark

Objective: Defeat 35 GUN forces

Score needed for A: 30,000

My score: 42,590

Advice: Memorize the locations of the GUN forces. On the final fall, there's a gold GUN Beetle that will give you a handy 1000 points if you manage to destroy it. However, its health is twice that of the regular Beetle. Use the below checkpoint chart to make sure you're not missing any. The gold Beetle is the extra GUN in this level, so there's a grand total of 36 GUN in this stage. Chaos Blast is not necessary.

Checkpoint 2: 10

Checkpoint 3: 20

Checkpoint 4: 26

Checkpoint 5: 33

3ab. Normal

Objective: Find the Chaos Emerald

Score needed for A: 32,000

My score: 43,430

Advice: Learn the level. The door things that the explosions remove can be broken by shooting them. This can save a few seconds and help you get a better time bonus. If you do horrible at the level, build up the Hero Gauge so you can use Chaos Control. However, it is not needed.

3ac. Hero

Objective: Defeat 45 Black Arms

Score needed for A: 30,000

My score: 42,010

Advice: Memorize the locations of the Black Arms, and remember that some fall from the sky. Use this checkpoint chart I'm about to list so you can see if you missed any. Chaos Control is highly frowned upon here unless you use it after you grab one of the special weapons.

Checkpoint 2: 23

Checkpoint 3: 29

checkpoint 4: 33

Checkpoint 5: 42

3b. Digital Circuit

Advice: For both missions, three things will probably get your attention. Spotlights pull you towards them when you jump into the light. For a few spotlights, you will have to destroy some Beetles to get the light's attention. Firewalls are on the Light Speed Circuits. You can avoid them by changing paths. If you hit one, you lose 10 rings. However, firewalls sometimes block a faster path. Two instances are towards the end of the second Circuit (excluding the one you start on).

Beams of light work two ways. If they're vertical and stationary, you can use them like poles. For ones you need to climb up, do a full jump. When Shadow grabs on again, jump again. This is a faster method of ascending than climbing. If you can safely do so, skip the ones that you need to slide down. For moving horizontal ones, grab on as it goes up. Jump off before it disappears, though.

3ba. Dark

Objective: Destroy the core program

Score needed for A: 10,000

My score: 30,720

Advice: Use the spotlights to either the left or the right of the Chaos Emerald to go up. Spindash over to the spring and get in the warp hole. Hurry your way to the core room. Quickly get to the top, assuming you have a weapon, and blast away at the core. If you don't have a weapon, get them from the Beetles near the core.

3bb. Hero

Objective: Find the Chaos Emerald

Score needed for A: 16,000

My score: 36,010

Advice: Follow the general advice mentioned above and you will get an A-Rank in no time.

3c. Glyphic Canyon

3ca. Dark

Objective: Activate 5 temple jewels

Score needed for A: 24,000

My score: 35,540

Advice: Know where the five jewels are (they're real easy to find). Don't defeat too many Black Arms. Try to find out how to get to the fifth jewel without defeating the Black Arms guarding the spring up to it. If you A-Ranked the Normal mission, apply the method you used for that mission to this one.

3cb. Normal

Objective: Find the Chaos Emerald

Score needed for A: 28,000

My score: 38,850

Advice: Use the Light Dash when you can. Use whatever you know to get through the stage quickly.

3cc. Hero

Objective: Defeat 60 Black Arms

Score needed for A: 26,000

My score: 43,830

Advice: There are a little more than 60 Black Arms here. I'm unsure of the exact number. Chaos Control is not recommended unless you use it at the third jewel. You can use at another area, but you need to get there super fast.

Checkpoint 2: 15

Checkpoint 4: 25

Checkpoint 5: 27

Checkpoint 6: 34

Checkpoint 7: 44

3d. Lethal Highway

3da. Dark

Objective: Escape from the city

Score needed for A: 22,000

My score: 40,810

Advice: Learn the level, because you will want to move quickly along the road. Try to get past every explosion before they destroy the road. It's possible, but the second one might be a bit tricky. I don't recommend using Chaos Control, since it doesn't recover enough time lost from filling up the gauge.

3db. Hero

Objective: Destroy the Black Arms' tank

Score needed for A: 22,000

My score: 51,880

Advice: Let me tell you a ridiculously cheap way to get an A-Rank. There are two gun crates near the first group of Death Leeches. Get the weapons from them. Fire all 40 shots and make sure all of them hit the tank. Hopefully you didn't hit the checkpoint. It won't matter much, but it will make it easier. Lose a life and you'll return to the start. Repeat until you have one life left. On this life, get only one of the guns and fire only 14 shots. On your next life, jump when you're about to hit the tank. If you got in enough shots before, you'll destroy it in one jump. You might have to grab a weapon and shoot it a couple times if you missed too many shots. Regardless, you'll get a 50,000-point time bonus and A-Rank it easily.

3e. Cryptic Castle

Advice: When using the balloons, jump off when there's a spot to land. Use the torches to light the lanterns you see. There are two rideable Black Hawks on this stage. Get on the one on the bottom at the point, regardless of which mission you're doing. You'll get to the next area in a better position. If you're having serious trouble getting an A-Rank on any of the 3 missions here, get all 5 keys so you can access the key door. Behind the door is a helpful shortcut that can cut almost a minute off of your time.

3ea. Dark

Objective: Light 5 giant lanterns

Score needed for A: 14,000

My score: 34,600

Advice: Memorize the locations of the giant lanterns. Then try to find fast ways to get to them. If necessary, defeat some of Eggman's robots (oddly, despite Eggman being the Dark mission character, defeating his fleet gives you Dark points).

3eb. Normal

Objective: Escape from the mysterious castle

Score needed for A: 18,000

My score: 38,580

Advice: Triangle Jump across the hall to the final section of the level for the mission. When you get on the rail, mash the X button to increase your speed. Stay on the middle rail as you mash X.

3ec. Hero

Objective: Find Cream and Cheese

Score needed for A: 18,000

My score: 39,060

Advice: Do what you did for the Normal mission, but make sure you don't forget to find Cream. When you get the wall at the end to move back, make sure you stay against the wall as it moves. Come in contact with Cheese as soon as you can to avoid losing time.

3f. Prison Island

3fa. Dark

Objective: Defeat 40 GUN forces

Score needed for A: 28,000

My score: 43,840

Advice: Memorize the locations of GUN. There are a couple more than 40. Chaos Blast is not recommended, but use the invincibility of Dark Shadow to your advantage.

Checkpoint 2: 5

Checkpoint 3: 12

Checkpoint 4: 18

Checkpoint 5: 38

3fb. Normal

Objective: Find the Chaos Emerald

Score needed for A: 28,000

My score: 43,320

Advice: Stick to the Normal path. Use Chaos Control a bit before the second disk. When you land on a jump panel, run off the back of it. You'll take damage, but this is intentional. To your left is a rail thing with a red light. Get this to fill your Dark Gauge. Use the invincibility to run along the toxic river.

3fc. Hero

Objective: Find 5 top secret disks.

Score needed for A: 22,000

My score: 40,840

Advice: Memorize the disk locations. You'll also want to use Chaos Control at the same spot as you did for the Normal mission. However, you need to hear the sound of Shadow collecting the disk while you Chaos Control. If you don't hear the sound, start over.

3g. Circus Park

3ga. Dark

Objective: Defeat 20 GUN forces

Score needed for A: 30,000

My score: 45,390

Advice: Memorize the locations of GUN. There is a gold Beetle above the fourth gong. After hitting the gong, homing-attack the Beetle twice to get 1000 points. Do not use Chaos Blast.

Checkpoint 2: 4
Checkpoint 3: 10
Checkpoint 4: 13
Checkpoint 5: 15

3gb. Normal

Objective: Find that damn fourth Chaos Emerald
Score needed for A: 23,000
My score: 39,830

Advice: Go through the level multiple times and find the fastest route you can. Use Chaos Control slightly after the long tightrope section to skip the long tent section.

3gc. Hero

Objective: Collect 400 rings
Score needed for A: 26,000
My score: 45,150

Advice: Wanna know a cheap way to get enough rings? Hurry to the third gong and ring it for 50 rings. Use the checkpoint here to warp to any other checkpoint you've hit. Warp back and use one of the springs slightly behind the gong to hit it again. Repeat until you finish the mission. You can get a time of under 1:35 if you do everything correctly, as I have (1:33.64).

3h. Central City

Advice: You have eight minutes to complete one of the missions in this stage. The level can get confusing, but you can get through easily once you know your way. Stick to a set path. Remember to skip sliding down poles and make sure you do continuous jumps to ascend these poles.

3ha. Dark

Objective: Detonate 5 giant bombs
Score needed for A: 28,000
My score: 46,580

Advice: Memorize the locations of the giant bombs. Don't use Chaos Blast. Instead, use the invincibility you gain to cross the toxic green liquid.

3hb. Hero

Objective: Properly dispose of 20 small bombs
Score needed for A: 18,000
My score: 45,010

Advice: Follow a pre-planned route through the city. If possible, use trial

and error to find which bombs to ignore.

3i. The Doom

3ia. Dark

Objective: Defeat 60 GUN forces

Score needed for A: 28,000

My score: 36,500

Advice: Memorize the locations of GUN. Don't use Chaos Blast.

Checkpoint 2: 14

Checkpoint 3: 19

Checkpoint 4: 35

Checkpoint 5: 45

Checkpoint 6: 50

3ib. Normal

Objective: Escape GUN's raid

Score needed for A: 30,000

My score: 50,190

Advice: Try to find the best route you can find. If you have the Heal Cannon unlocked (and upgraded), use this. When you get to the location with 3 Beetles floating above a pit, use Chaos Control. This will drop you off at the Goal Ring.

3ic. Hero

Objective: Save the 10 captured researchers

Score needed for A: 4,500

My score: 36,420

Advice: Use the Heal Units on the first two researchers ONLY! Use the Heal Cannon for the rest of the researchers. Your score should crush the 4,500 points needed, as mine has. Don't even bother trying to A-Rank this without using that special weapon.

3j. Sky Troops

Advice: Use Chaos Control at the third battleship and again at the key door. If you don't have all 5 keys, don't worry. The instant you reach Hero status, Jump Dash to the side of the hall the key door is behind. Use Chaos Control here and you should clear the pit the key door route crosses. Since it'd take forever to defeat some enemies, I suggest you attempt this with the Shadow Rifle.

3ja. Dark

Objective: Destroy Eggman's 5 battleships

Score needed for A: 16,000

My score: 32,390

Advice: It's difficult, but possible, to destroy all five battleships using the Shadow Rifle. For the second battleship, I'd recommend you use the cannon to destroy the ship, since it's very difficult to hit with the Shadow Rifle. If your score is pretty low if you use Chaos Control, lose a life at the second to last checkpoint to wipe out your Hero score.

3jb. Normal

Objective: Get to Eggman's flagship

Score needed for A: 25,000

My score: 35,510

Advice: Follow the general tips listed above.

3jc. Hero

Objective: Destroy 5 temple jewels

Score needed for A: 30,000

My score: 44,100

Advice: Do the exact same thing for the Normal mission as you did for Hero. However, don't forget to destroy the jewels. For the fifth one, after you let go of the rocket, mash B while holding Forward. One of the shots will hit the jewel.

3k. Mad Matrix

Advice: You'll see colored tiles. Touch one and it'll change colors. The colors change in this order: yellow, green, blue, red, repeat.

3ka. Dark

Objective: Detonate 30 bombs

Score needed for A: 4,000

My score: 26,980

Advice: Honestly, I can't give advice. It's almost impossible to not get an A-Rank here. Unless you die (and I don't see how you can), you'll A-Rank this no problem.

3kb. Normal

Objective: Escape from the digital realm

Score needed for A: 27,000

My score: 37,930

Advice: Try to find a fast route through the grid. Remember, that you're going in the red tower.

3kc. Hero

Objective: Access 4 terminals

Score needed for A: 3,000

My score: 25,760

Advice: Get the Heal Cannon located to the left of the blue tower in the grid. Use Chaos Control at the checkpoint in the green tower to skip this long section. Don't try to defeat any Egg Pawns.

3l. Death Ruins

3la. Dark

Objective: Escape from the forest

Score needed for A: 35,000

My score: 50,340

Advice: Use Chaos Control at the area where the path splits into upper and lower for the first time. If everything goes your way, you can get a time under 1:30.

3lb. Hero

Objective: Defeat 50 Black Arms

Score needed for A: 32,000

My score: 44,910

Advice: Memorize the locations of all the Black Arms. Don't forget about the ones in the big section past the third checkpoint. I don't recommend using Chaos Control.

Checkpoint 2: 6

Checkpoint 3: 10

Checkpoint 4: 19

Checkpoint 5: 36

3m. The ARK

3ma. Dark

Objective: Destroy 4 defense units

Score needed for A: 36,000

My score: 43,520

Advice: I suggest you use the Shadow Rifle for this. Use it on the first defense system. Tag the next 2 on the Black Volt. Attack the last one in an odd way. Hit the last dash ring (at minimum) and fly forward for about another second, then jump off. Hold forward and mash B. Hopefully the defense unit is destroyed before you hit the kill plane.

3mb. Normal

Objective: Get on the ARK

Score needed for A: 37,000

My score: 39,850

Advice: Stay on the Black Volt. Put the pedal to the metal.

3n. Air Fleet

3na. Dark

Objective: Destroy the President's escape pod

Score needed for A: 20,000

My score: 50,290

Advice: Attempt to A-Rank this when you have the Shadow Rifle unlocked. Get the Rifle as early as possible. When the escape pod appears later down the line, fire a shot. Delay your shots to one per second. You might not get under 1:30 with this, but it'll be enough to get an A-Rank. Take the red path just in case you run out of ammo.

3nb. Normal

Objective: Find the Chaos Emerald

Score needed for A: 20,000

My score: 37,670

Advice: Take each of the electrified rails. I don't care if you take damage, because you will. Don't ride the rails to the weapon vaults. Jump off before the rail ends. Find a couple good spots to use Chaos Control. Charge a spindash at the fan areas and release when the fan stops. Take the green paths when you see the switches.

3nc. Hero

Objective: Defeat 35 Black Arms

Score needed for A: 33,000

My score: 55,880

Advice: Memorize the locations of the Black Arms and use Chaos Control at a couple good areas. Use it after you defeat the last Black Oak on each of the green paths. I suggest you use the Shadow Rifle.

Checkpoint 1: 7

Checkpoint 2: 20

Checkpoint 3: 21

Checkpoint 4: 24

Checkpoint 5: 30

Checkpoint 6: 33

3o. Iron Jungle

3oa. Dark

Objective: Defeat 28 GUN forces

Score needed for A: 30,000

My score: 46,840

Advice: Memorize the locations of GUN. When the path splits to a rail or an upper route, take the upper route. Don't use Chaos Blast, but try to get Chaos Control slightly past the first Big Foot you encounter. But make sure you have Eggman as your mission character or you'll go down the wrong path.

Checkpoint 2: 5

Checkpoint 3: 9

Checkpoint 4: 14
Checkpoint 5: 16
Checkpoint 7: 23

3ob. Normal

Objective: Find the entrance to Eggman's base
Score needed for A: 30,000
My score: 50,720

Advice: Use Chaos Control at the same spot as you did for the Dark mission, but have Omega as your mission character to go down the lower route.

3oc. Hero

Objective: Destroy the Egg Balloon
Score needed for A: 28,000
My score: 52,720

Advice: Get in a cheap win. Hurry to the second checkpoint and activate it. Wait for the Egg Balloon to show up then lose a life. Grab the Shadow Rifle and fire 9 shots at the thing (delay your shots by a second). Hurry along to the rocket and fire another shot at the Egg Balloon. You should get an easy under-1:30 time and an A-Rank.

3p. Space Gadget

3pa. Dark

Objective: Destroy 6 defense units
Score needed for A: 20,000
My score: 32,680

Advice: Know where the defense units are and try to destroy them as fast as you can. Try to clear the mission in under five minutes.

3pb. Normal

Objective: Find the Chaos Emerald in 5:00.00 or slower
Score needed for A: 26,000
My score: 30,020

Advice: If you've completed the Hero mission, do the same for this, but wait until the timer gets to 5:00 before you finish. If you wish to get over 30k points, go all the way to the 3rd checkpoint, then warp back to the 2nd. Take the entire Dark path and try to collect as many rings and extra lives here as you can to boost your Normal score. Make sure you finish in 5:00.xx for the full time bonus.

3pc. Hero

Objective: Find the Chaos Emerald in 4:59.99 or faster
Score needed for A: 34,000
My score: 41,810

Advice: If you're having major trouble getting an A-Rank, get all five keys so you can access the key door. It has a major shortcut that can get you an A-Rank if you're fast enough. Good luck getting the second key, though. :P

3q. Lost Impact

3qa. Normal

Objective: Get to Professor Gerald's lab

Score needed for A: 34,000

My score: 40,790

Advice: Ride the lifts as fast as you can. Focus on speed. There's one shortcut, but it's not easy to pull off. It's one that's hidden until you know where everything is. Don't worry about it, though.

3qb. Hero

Objective: Defeat 35 Artificial Chaos

Score needed for A: 16,000

My score: 27,640

Advice: Use the map on GameFAQs for the locations of the Artificial Chaos. If you gain Chaos Control when you're getting on a gun lift, use Chaos Control. It will defeat all the Artificial Chaos on the lift trail. Don't defeat too many GUN forces. It will harm your score.

Checkpoint 1: 1

Checkpoint 2: 8

Checkpoint 3: 12

Checkpoint 4: 21

Checkpoint 5: 25

Checkpoint 6: 26

Checkpoint 7: 27

Checkpoint 8: 33

3r. GUN Fortress

3ra. Dark

Objective: Destroy 3 cores

Score needed for A: 20,000

My score: 66,410

Advice: There are so many GUN forces here, it's ridiculous. I suggest you use the Shadow Rifle to destroy the cores. Use the key door if you must.

3rb. Hero

Objective: Find the Chaos Emerald

Score needed for A: 18,000

My score: 34,410

Advice: Use the key door and take the lower routes. The routes through the surveillance rooms will be faster.

3s. Black Comet

3sb. Dark

Objective: Defeat 50 GUN forces

Score needed for A: 28,000

My score: 49,250

Advice: There are slightly more than 50, and I suggest using the Shadow Rifle. Do not use Chaos Blast.

Checkpoint 2: 6

Checkpoint 3: 9

Checkpoint 4: 10

Checkpoint 5: 20

Checkpoint 6: 34

Checkpoint 7: 44

3sc. Hero

Objective: Get to the center of the comet

Score needed for A: 18,000

My score: 37,490

Advice: Focus on speed. Try to get Chaos Control at whatever spot you think is good. Due to this, use the Shadow Rifle.

3t. Lava Shelter

3ta. Dark

Objective: Activate 5 volcanic defense systems

Score needed for A: 26,000

My score: 37,200

Advice: Try to use Chaos Control at the fourth defense system. Use the spindash jump to try to take shortcuts.

3tb. Hero

Objective: Find the Chaos Emerald

Score needed for A: 32,000

My score: 46,190

Advice: Move quickly on the rails. Mashing X is a very good thing to do here.

3u. Cosmic Fall

Advice: As the first ARK internal transport line reaches the end, do a full jump off the line before it reaches the end. Hold forward while doing so and Jump Dash after about a second at the jump's peak. Shadow hopefully will land on the platform near the first checkpoint, but the platform will be invisible. Before you reach the third transport line, there's a pulley hanging above the pit. Grab on to it and you'll be taken up to a blue light. Grab it to become Hero Shadow. Get on the line and, after outside, let the camera change to

behind Shadow. Jump off and use Chaos Control to skip a long section.

3ua. Dark

Objective: Find the Chaos Emerald

Score needed for A: 24,000

My score: 41,240

Advice: Follow the general advice above to get you to the Emerald.

3ub. Hero

Objective: Find the computer room

Score needed for A: 15,000

My score: 39,250

Advice: Follow the above advice and use the key door. Light Dash all the rings that appear. You'll save a ton of time.

3v. Final Haunt

3va. Dark

Objective: Activate 4 shields

Score needed for A: 18,000

My score: 34,560

Advice: When you reach the final shield, hit the checkpoint first. Then lose a life. When you return, activate the last shield.

3vb. Hero

Objective: Reach Black Doom

Score needed for A: 25,000

My score: 65,810

Advice: Honestly, I don't see how you could NOT A-Rank this. There are Black Arms everywhere. Anyway, you'll want to aim for all of the Black Arms in the level.

4. Bosses

Time needed for A: The time you need to beat in order to A-Rank the boss

My time: My fastest time. As with scores, this is often difficult to beat.

4a. Black Bull

4aa. Lethal Highway

Time needed for A: 1:40

My time: 35.08

Advice: Get the guns from the Black Warriors behind where you start. When you

get them, attack Black Bull when it breathes fire at the ground. Chase it when it flees. Keep attacking until you get Chaos Control. Use it and finish the boss.

4ab. Death Ruins

Time needed for A: 2:00

My time: 14.51

Advice: Get the guns from the two Black Warriors that appear. Grab them, get on one of those white platforms, and keep mashing B. You'll get Chaos Control, but just keep shooting.

4b. Egg Breaker

4ba. Cryptic Castle

Time needed for A: 2:00

My time: 20.96

Advice: Get some Egg Gun ammo. Try to keep attacking. It shouldn't take you long to get an A-Rank.

4bb. Mad Matrix

Time needed for A: 3:20

My time: 48.69

Advice: Get ammo and attack while Eggman is doing the "more the merrier" attack. It might get annoying, so mute the volume if you must. Keep at least one ring and you can easily A-Rank it.

4bc. Iron Jungle

Time needed for A: 0:45

My time: 6.81

Advice: Get in the turret behind you, aim, and mash B.

4c. Heavy Dog

Time needed for A: 1:50

My time: 41.24

Advice: Use Homing Attacks to have it drop a 4-shot RPG. Keep shooting it to make it drop more ammo. Be careful of its Particle Beam Cannon.

4d. Blue Falcon

Time needed for A: 1:50

My time: 54.71

Advice: Grab the gun on the floor, then ascend. Shoot the boss until you run out of ammo. Try to have it drop some 4-shot RPGs. Go down, grab them, and

keep attacking until the boss is down.

4e. Sonic & Diablon

Time needed for A: 4:00

4ea. GUN Fortress

My time: 1:40.39

Advice: Grab a pistol and keep attacking Diablon without shooting. When Shadow reaches Dark status, don't use Chaos Blast. Keep sniping with the pistol until you win.

4eb. Black Comet

My time: 24.48

Advice: 4 minutes is WAY too much time. It's easy. Find the plasma shot (it fires circular shots). Attack Diablon until he falls to the ground (roughly 10 shots). Find the capsule that changes its contents. Hit it when it shows invincibility. Begin mashing B to destroy Diablon.

4ec. Final Haunt

My time: 1:15.53

Advice: Mimic the method used on the GUN Fortress one.

4f. Black Doom

Time needed for A: 2:00

4fa. GUN Fortress

My time: 40.75

Advice: Grab the 4-shot RPG. Hope for Doom to use Swift Strike and keep attacking him until he disappears. Keep this up. Use Chaos Control if you need to.

4fb. Cosmic Fall

My time: 9.24

Advice: Run to the gun crate on the other side of where you start. Hope that Doom uses Swift Strike. Run up to him, jump, and hold B. Keep this up for an easy win.

4fc. Final Haunt

My time: 4.64

Advice: You probably crapped yourself when you saw the above time. It's real simple. Get the Refractor behind you (if you Jump Dash into the crate, it'll save a ton of time, but only if you grab the gun without stopping). Hope for Doom to move to the platform to the left of you. Run towards him, jump, and mash B. Adjust your aim as he moves and you could be able to defeat him before he even has a chance to attack. This is assuming, however, you Jump Dashed into the crate. If you didn't, make sure he uses Swift Strike.

4g. Egg Dealer

Time needed for A: 3:20

My times: 1:07.66 (Black Comet) 59.76 (Lava Shelter) 59.58 (Cosmic Fall)

Advice: When Ring Fever comes up, ignore the rings that appear. When you get Shadow Fever, use Chaos Blast. This boss is all about luck. Should be easy to A-Rank.

5. Conclusion

If you have any corrections or other tips you would like me to add, please e-mail me at [groudon_199{at}yahoo{dot}com](mailto:groudon_199@yahoo.com).

Thanks to:

The Sonic Center, the site that gave me good competition for this game.

Sonic Team, for putting together a different kind of Sonic game.

I rule at this game and I've written this guide. This is WHO I AM!

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