

# Sonic Adventure 2: Battle FAQ/Walkthrough

by Sasha Slutsker

Updated to v1.1 on Feb 13, 2003

This walkthrough was originally written for Sonic Adventure 2: Battle on the GC, but the walkthrough is still applicable to the DC version of the game.

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| This FAQ is dedicated |
| to all the people who |
| lost their lives on   |
| September 11, 2001   |
| and to all the fireman |
| who risked their lives.|
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Sonic Adventure 2: Battle

FAQ/Walkthrough

Version 1.1

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Last updated:

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<See end of FAQ>

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////      I. Introduction      \\\\\\
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This is an FAQ for Sonic Adventure 2: Battle. The game is really good. I bought it back when it came out and I started the Walkthrough a year later. I've beaten it many times, so this seems like the right thing to do. It is meant to help you get through the game and also has a Multiplayer Mode. Anyway, on to the FAQ!

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//// II. Version History \\\生\\  
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Version 1.1 (?? KB) 2/13/03

- Added Kart Race

Version 1.0 (77 KB) 2/10/03

- Started FAQ

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//// III. Hero Story (Code 1001) \\\生\\  
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Level One

City Escape  
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This level starts with you falling from the sky. Sonic is able to make a perfect landing on the road. Remember that while he is falling, you don't need to touch the joystick. As a matter of fact, it will be bad if you do. Make sure to go really fast forward, and then press A while you are on the ramp to do a trick. The faster you go, the better this trick will be. Continue going down the mountain.

Do tricks on all the platforms and you will be on your feet soon. Go to the left and run up the stairs. Press A twice (the homing attack) to destroy this enemy. Go along the wall here to get the rings. Then, break the boxes, and grind down the rail and jump from rail to rail. At the end, go to the left and go up the stairs.

There is a checkpoint here. Anyway, go through it and onto the street. Run down it and do tricks off of the ramps. Eventually, you will get to a ramp that allows you to do a trick and, if you have enough speed, get a shield thing. Then, jump up the few stairs here and homing attack the enemy at the end to continue on to another street. Continue on the road, going fast. Grind the rail at the end. Go to the right, kill the robots, go down the stairs, and go up the hook.

Go down the road and around the loop. You will start speeding down a building. At the end, go forward and up the two sets of stairs. Go to the right and cross the gap, you can use a homing attack to speed up the process. Go down the rail, up the stairs, and through the checkpoint. Get ready to run away from a truck.

A truck will begin to chase you. Run down the road, away from the truck. You can get the coins and do a trick on a ramp to the left. At the end, touch the end ring to be done.

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| Boss Battle: F-6t BIG FOOT |  
| | |  
| This guy is very easy. He shoots missiles at you from his ship and |  
| you need to dodge them. Then, jump on a box and homing attack the |  
| glass of his cockpit. He will eventually land. At this point you can |  
| hit him from the ground. When you do hit him, he will be red. After |  
four hits, he is dead. Easy!

Level 2  
Wild Canyon

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You have to hunt down the three pieces of the Master Emerald. Since this is your first time, I'll explain how it works. You have to look around for a randomly selected and placed emerald piece. Green on the radar means you are kind of close, yellow is close, and red means you are there. Anyway, in the walkthrough for these levels, I will merely describe the level.

You start out at the bottom of a pit with four pillars and you can get to the top by being blown there. Here, you can jump to the left and right, which both lead to different areas. You can fall through a pit to get back under. The level is really straight-forward, without any needed upgrades, so that is all I need to say.

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Boss Battle: Dr. Eggman	
The first battle was easy, but this the easiest battle in the whole	
game. Just rapidly press B while pointing in Eggman's remote	
direction and you can beat him in about nine seconds. Wow...	

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Level 3  
Prison Lane

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Shoot the three guys at the start of the level and continue on. Go through the door, shoot the enemy, and go to the left. Shoot the enemy here. Go up the platform and continue on the path. Go up the next platform too. Shoot the enemy on the right to be able to open this door and continue.

Continue on, shooting the enemies, and go up the platform. Jump up and go to the right. Shoot the boxes and kill the enemy that pops up. Go up the platform. Up ahead, there is an enemy. Hold B to target all the parts of the enemy and shoot it for multiple points. Continue on to find the first checkpoint.

Shoot the enemy ahead and then continue on. Here, shoot the enemies on the other side of the fence and continue on. Go onto the platform and continue on the path. (You can shoot through the fence on the right to get a Chao Box.) Destroy the enemies at the end of the path. Go forward and onto the big platform. You can shoot the multiple enemies from here. Go through the checkpoint at the end.

Go forward and destroy the boxes. Kill the enemies and continue on the path. After killing another enemy and continuing on, you will get to a pretty big area. Go up the platform that will take you to the "roof." Glide to the left and destroy the multi-part enemy here to continue on. Go up the two platforms here and destroy the other multi-part enemy.

Destroy the enemy over the gap and head through the gate and you will be on a path. Continue on, destroying the enemies, and get you will find the goal ring. That is the end of the level.

Level 4  
Metal Harbor  
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Sit back and let the level "automatically" take you into the loop. Then, go around the corner and across the gap. (Using the spring.) Continue on by going forward and go on another spring. Go past a checkpoint and another spring that will start a chain reaction and let you end up far away. Homing attack across the gap to end up in a special place.

Go up the chain to the top. Get the light dash here and jump back down. Use the light dash to navigate the rings here. Cross this long road and light dash the rings at the end. Cross the checkpoint at the end and continue on. If you want you light dash around the corner. Then, navigate the loop and spring across the gap. Go under the metal bar and continue up the chain.

Go up another chain and through a loop. Continue on and go under the metal path thing again. Go under another metal thing and then navigate a gap by using the homing attack. Cross the checkpoint and then use the rocket to get to the FINAL CHALLENGE. (Okay, that was just stupid.)

Here, you need to get to the end of the short, circular path in under 15 minutes. Use the speed boosts and go on the spring at the end to make it. You will skate through the rocket. Get the coins along the way and then go through the loop at then end to shoot yourself toward the goal.

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| Boss Battle: Shadow |  
| | |  
| This guy is pretty easy. Just use the homing attack a lot to beat |  
| him. You could also do the occasional light dash, but homing attacks |  
| really are your main weapon. Try attacking from the back. When you |  
have killed him, you are ready for Level 5.

Level 5  
Green Forest  
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This level must be completed in eight minutes. That is not even a small problem. Completing it in two minutes is easy. Start by going really fast forward and up the boost jump. Go forward and go through the "tunnel" and destroy the enemies. Go through the boost jump at the end to get across a gap and to a checkpoint.

Go through the checkpoint, through the boost jump, and on the green vine to cross the gap. Homing attack the enemies here and then spring onto a green vine across the gap into a path. Speed down this path and onto the loop. Then, boost jump over the gap and kill the three enemies here. Go back for the rings if you want and then go through the loop. Go forward through the checkpoint.

Go really fast through here and go onto the green vine to land on a big platform. Homing Attack to cross this platform area and then run down the path really fast. Speed around the loop and start going up the big tree. Jump on the springs and land on the platforms on your way up. When you are almost at the top, homing attack the enemy and then onto

the top. Go through the checkpoint.

Go down a long path and then zoom yourself at the end of it. You will go on a green vine which let you end up in a place where you can go fast forward and through a checkpoint and then a loop. Run down the long path and then spring onto the green vine at the end. Navigate the moving platforms and use the springs to get to the end.

Level 6

Pumpkin Hill

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Another Knuckle level. Okay, straight in front of you is a balloon with 10 coins. There is also a Shovel Claw here. A missile is located to the left of you and you can use it to get to the top of the tower. Here, you can down as much as you want. There may be an emerald here.

There are also pumpkin towers on the sides of the area. You will also find a "train place" in the level. You should look everywhere for the emeralds. When you get all three, you have beaten the level.

Level 7

Mission Street

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Quickly target and kill all the enemies at the start of the level. Keep walking and then turn to the right. Keep destroying the enemies. Go to the left on the green path. Walk along the path, destroying the boxes on the way. There is some health at the end of the path. You will exit the green path and a ton of enemies will appear. Destroy them all and continue on.

There is a gap here. Go down under the gap and continue on until you get to something that lets you go up. Get the Booster Upgrade. Then, go up to the top by riding the moving platform. Use the spring thingy to take yourself to the top. Jump onto each of the platforms to maneuver to the VERY top of the section. The best way to do this is to wait until they are halfway to you. Also, there is a golden beetle on the side near the end of them.

Go through the checkpoint and continue on the road. Jump over the two really big gaps and then go to the left. Here, use the rocket to break the stuff on the other side. Glide over there to continue on. Go forward and destroy the enemy. Glide over the next gap and you will be at a place with many pillars. Destroy them and the enemies.

Keep going, making sure that the pillars do not hit you. (They hit me once.) At the end is a long bridge. It will cave in, but you can still safely cross it. At the end, use the boxes to get to the top of the structure and then, after destroying the enemies, cross the gap to the other side of the gap. Destroy the enemies and police cars (if you want to) and then continue on.

Here I have one piece of advice. STAY AWAY FROM THE SHADOWS. There are many traps, so beware of the shadows. Let them hit, and then cross. Also, shoot the towers and enemies on the sides. At the end of the bridge, you must cross a hard-looking gap. Just don't look at those platforms and glide without touching them. This will get you across.

Destroy thee enemy and continue on to a multi-platform complex. Jump up it to try to get to the end. Continue on and turn right for a checkpoint. Run down the path and glide across the huge gap. Destroy the towers and use one of them as a bridge to cross the gap. Continue on the path, destroying the enemies and towers. Then, when you are trying to cross the bridge, it will cave in on opposite directions. You can still cross it.

Walk along this green path, destroying the boxes and the enemies. You will exit this path and go onto the main road. Continue forward and then to the left. Go to the right, destroying enemies and reaching the goal. Good job.

## Level 8

### Aquatic Mine

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The first thing you have to do is get the upgrade. These will let you swim under water without worrying about breath. It is called the Air Necklace. Okay, behind you at the start of the level you will see two switches which you can use to lower the water level. Ignore them. Go straight forward and glide onto the structure. Climb up and hit the Level 3 Switch at the top. Get back on the ground... which is much lower now.

Now, this level is split into three levels. And each level has a switch. You just hit the Level 3 Switch, which made the water as low as possible. Go down to Level 2. There are two "caution" pipes on the sides of this level. Go down the one with a switch on the bottom. Here, go into the water. Swim really quickly under the water. Follow the path and when you think you have reached a dead end, go down and go under the section. Keep swimming and go up at the end to get the Air Necklace. Now, calmly return to the start.

By getting the necklace, you have just seen most of the level. There are also stuff on Level 3, that can only be accessed when the water is Level 2 or 1. However, with the air necklace, that doesn't matter. Swim down there and go through the pipe. At the bottom is a entrance with spikes above. Move on if it is flashing. If it stops at any time, go back. There could e something here.

That's about it. You should also climb all the walls around the level. There could be something in those places. Also, the place with the Level 3 switch is reason for suspicion. Once you are done finding everything, you have beat the level!

## Level 9

### Route 101

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This level is really a race on a go-kart thing. Well, I'll just give some strategies. First of all, this is a timed run. But don't really worry about that. You might be kind of close if you mess up the first lap (like 10-20 seconds before the checkpoint) but by the second lap you should be farther ahead. (Like 99 seconds after the checkpoint.) Anyway, try not to hit the sides as they slow you down. Also, try to make good turns by letting go of A and then regaining it when facing the direction. This will make for a smoother turn.

Continue on and on. After the first two checkpoints, you won't see a third. Instead you will go on for a bit longer and eventually see a limo. This is the President's limo and coincidentally the one that you are looking for. You have beat Level 9, one of the easiest levels!

Level 10

Hidden Base

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From the start of this level, go forward and shoot the enemies here. Up ahead of you is a pile of boxes. Shoot them. Then, jump up and keep going. Jump and glide over this long gap. Then, shoot under the platform to lower it. Shoot the circular thing and glide over the gap. Jump up onto the top of this.

Here, shoot the door and it will break. After it has broken, walk through it and continue on. Destroy the pillar on the left and the platform will fall. Glide onto the platform. Shoot the next platform and it will fall. Jump on it too. Jump on the last platform, walk to the end of it, and break the door to continue on.

Here, shoot the two enemies on your left and right. Shoot the door in front of you, jump down, shoot the next door, and walk through. Walk down this long hallway, shooting the boxes if you want. At the end of it, shoot the door and you will find yourself on a bridge. There is an enemy on your left, right, and front. Shoot them all. To shoot the ones on the sides, you must stay near the start of the bridge.

Continue forward and shoot the door on your left. Walk forward and shoot all the enemies around you and walk through the checkpoint. Shoot and glide to the next platform and continue on. Break the two doors and then glide onto a raised platform. Glide to the right platform and shoot the enemy on the left one. Then glide to where the enemy was.

Glide onto the platform directly in front of you. Then, go to the left and glide onto the moving platforms. Jump over the moving platform and shoot the big platform down. Glide onto it. Go forward and onto the next platform. Go to the right twice. Shoot the platform and then use the thing to ride to the top of it.

At the top, go forward and then just glide over both platforms. Ride to the top and then continue on. Go forward and through the left door at the end. Go to the left and go up the thing again at the end of the path. Quickly shoot all the monkeys here. Then glide to where they were. Go to the path which is behind the thing you used to ride.

Here, go forward and glide over the entire stage. Then, destroy the two doors. .Destroy There will be bomby things on your path. (Hey, what can I call them?) Get past them and glide to the checkpoint. Shoot the door and continue on. Jump onto the platforms to cross this area. On the last platform, ride to the top. Here, quickly kill all of the monkeys and glide to where they were.

Then, ride to the top again and you will be at the very top. Destroy the door and move on. Quickly destroy every enemy here and go onto the spring. When you are on the platform, shoot the door and then glide through it. Here, go to the right and shoot the door. Shoot the weird door in front of you and continue continuing on. Walk along and shoot

the door on the left for the checkpoint.

Jump across these platforms and then ride at the end. Glide from it to the next one. Destroy the monkey and go to the side of him. Destroy the brown box here and then ride to the top. Walk down this path, destroying all of the enemies. At the end, jump across the platforms to make it to the end and get onto the bridge after you shoot it.

Destroy the three doors and continue on. Here, go forward all the way and to the right. Glide over the sand stuff. Glide to the next platform. Shoot the pillar and continue on. Glide forward and jump up to the door. Shoot it and continue on.

Jump onto the first platform. Then glide to the right platform. Glide to the next platform and then to the right and ride to the top. Ride the next one and you are at the top. Ride the next and then use the spring. Then, destroy the door and run through the end.

Level 11  
Pyramid Cave  
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Run forward at the start and go through the rings if you want points. You will be going really fast, since you went through the boost. Keep going and go off the spring at the end. Here, go through the checkpoint and run down. Hit the switch and go under the door. Then, ride on up! Here, jump onto the top area.

Run down the path and use the swing at then end. To do this, jump on it and then let go at the right time to get to the next one. Do this on the next one to be across. Go through this area fast (a half loop, I guess) and then boost off of a boost and land on a path. Jump and get the bounce upgrade. Continue on.

Kill the two enemies and jump up. Do this again. Use the time door thing and jump up and use the spring. Run under the door. Here, you need to get a white thing. It is in the red circle. Pick it up and put it in the white circle to open the door. Go through the checkpoint and onto the rail.

Grind down the rail to the very end. You will see one circle, but not the red one. Go to the right to look for it. Grind the rail and jump off at the end. Run down the path. You will see a red circle with a white thing in the center again. Pick it up and head back. It is harder this time, because you can not grind.

Use the switch to get under the door. At the end, jump up twice and then use the boost to get over the ramp thing. Insert the white thing to open the door. Start the timer and then run down this as fast as you can. At the end, go around the outside and through the door before it closes. Here, start the timer and go through the three doors. If you don't make it, don't worry, there are rails to grind.

After this, go under a door and up a boost. Then, you will go around a half loop. You will end up on another path. Boost yourself around a loop and then a gap. Here, bounce up the ledge. Run down and bounce over the white thing. At the other side, run down the path and then grind a rail to the other side. Here, start the timer and then get into a ball to make it in time. Then go on two loops and boost yourself to the end.



Level 12  
Death Chamber

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Turn around. Hit the switch and go under the door. Do not go under the next door. Hit the boxes on the right to get the Iron Clawes. Now that you have those, you won't suffer like I did the first time. It took me so long to find them. Anyway, this level opens up once you get the Clawes. Not a hard one at all.

Now if you go back to where you started this level you will see metal boxes on the right and left. Each open up paths to the other areas. If you look at the map, the jewels will either be at the green, red, or blue areas. They could also be in between and in the center white area. It is now pretty straight-forward. Just look around the areas until you find them.

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Boss Battle: King Boom Boo	
The trick here is to use the sunlight against him. Run around away	
from him, but not too fast, until he starts shooting fire. Then,	
quickly go behind him and hit the small ghost to let the sun in.	
Now, use drill claw (A+B) on him to make him appear. Easily catch	
up with him and punch him to cause damage. You need to do this four	
times and he will start to use the walls later on. Good luck!	

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Boss Battle: Egg Golem	
This guy is very easy. While he is attacking you, jump around the	
stage trying to get around him. Then, when he freezes, jump up the	
platforms on him back and hit him on the head. Do this four times.	
Also, if you fall off, you can save yourself by pressing A until	
you can ride up. Good luck on this guy!	

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Level 13  
Eternal Engine

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Destroy the two enemies at the start and then walk through the door that will open. Walk forward here, picking up the rings. Destroy all the enemies that are in the air here. Go forward and then go to the right, through the door. Shoot the enemies and then go to the left. Walk through the door. Destroy the box on the right and go up the spring. Ride to the top and then glide onto the next one and ride it.

Dismount and glide onto ground. Go forward here and then destroy the enemy at the end of the path. Go through the checkpoint. Now, go to the left and continue walking. Shoot the enemies in the air and then go around the red lines. Destroy the enemy and move on. Here, go through the door in front of you and hit the switch behind the boxes.

Return to where you were and go through the other door. Walk down the path, destroy the enemies, and glide over the gap you may create. Walk straight forward here and go through another door. Shoot the enemies

flying around here. You'll have to go onto one of the two that are going toward you in order to hit the rocket. Then, go onto the single one to go through the area and continue on.

Walk down the path and go through the door. In this room, let the big boulder hit and then hit the switch to make it go back up. Then, spring up to it and land on it. Ride up on the riding thing. Glide onto the next one and then through the checkpoint. Go forward here and then destroy the blue enemy. Go to the left and destroy another blue enemy.

Go around the red lines and through the door. Go to the left and jump up here. The trick to pass this area is to the jump on the first one right after it goes above the red lines and then to repeat with the next one. Then, hit the balloon and glide to safety and a checkpoint.

Go forward and to the right here. Destroy the enemies in front of you and continue onto a bridge. Walk along this bridge until you get to the end, where you can ride up to the top. Keep walking and attacking the enemies. Then, ride up again. There will be a checkpoint here.

Head forward and around the red lines. Hear, go forward and through the door. Go forward past this bridge to hit a switch. Under the switch area, you can get the Bazooka. Then, head down and blow up the metal blocks to move on. Go forward and around the red lines. (That's original.) Destroy the blue thing in the next room.

Ride the thing up. Glide to the next one and ride it up. Jump on a platform which will take you up. Glide through the door and continue on. Go through the checkpoint and you will be outside. You will be in space, where you can float your way across the big gap. At the other end is land, land, and land.

Destroy the enemies here and continue on. In the next room, destroy the blue enemy. Then, fall down the pit. I suggest gliding here to avoid hitting the red lines. Also, avoid the attacks. At the end, land on the platform. Here, you need to shoot the power generator. (The thing in the middle.) Then, the Goal will appear and you can head through it.

#### Level 14

#### Meteor Head

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This is a very easy level. There is a big barrier in the center and a bunch of space around it. In the barrier is where the fun lies. Here, you can rocket up to the top area of the level. This is all space where you can jump around. Look for the emerald here and down there.

That's basically it. You can rocket around the space area, dig around. There is really not that much to explain. Also, try not to get to the place under the spring, but if you do, just find the extra springs. Anyway, good luck finding the emerald!

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| Boss Battle: Rouge |  
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| Rouge is very easy. Just start attacking her from the very start. |  
| Use the punchy attack and glide. You can also get above her and go |  
| down. Also, sometimes you can use a special B attack. If you don't |  
| kill her very quickly the fire might come. Don't worry though. You |

| will only flout if you get too close, you won't hit it. Good luck! |

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Level 15

Crazy Gadget

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Go forward, grab the rings, and go through the door. In the next room, destroy the two enemies and move on. Destroy the enemy in the next room and go to the left. Slide down the rail and destroy the blue enemy in the next room. (These are really easy with Sonic.) Reverse the gravity with the switch and continue on. Run down and hit the gravity switch to make it normal again. Move on and destroy both enemies. Then, ride on up!

At the top, jump onto the next riding thing to get to the top. Here, smash the thing open and go into it. It will take you far away. Here, cross the gap by homing attacking the enemies. Go forward here and change the gravity again. Destroy the boxes and spring up. Then, roll under the gap and pass the checkpoint to move on.

Here, grind the rail to a new area. Here, hit the gravity changer on the right side. Run down this area and get onto the rail. Grind on it (While listening to Eggman's voice) and then destroy the blue enemy and head to the right onto a path with a bunch of enemies. Run down to the bottom. Here, destroy the mother of all the enemies by Homing Attacking. If you do this, they all get killed. Once they are dead head through the checkpoint.

Grind down and then go left at the end. Destroy the shielded guy if you want and then go down the rail to be at the end of the path. Jump up the boxes and you will be at the top. Cross the gap by using the homing attack when they do not have their force field up. Continue on through the checkpoint.

Ride the long pipe to a new part of the level. Go forward here and destroy the blue enemy. Use the gravity to get to the bottom of the level. Turn around to get the Flame Ring. Then, go back and destroy the boxes in your way. Put the gravity the other way and roll under. Use the spring here to jump and get onto a place where you will get on the rail. Ride the rail to another place.

Here, destroy the blue enemy and jump onto another place that you have to light dash through. It is very hard. Break the metal box and spring to the ground. Attack the blue thing and move on. Use the light dash to get across this space. Then, kill the mother like you did earlier. Grind down the rail and then get into the pipe.

Walk down this path. Destroy the blue enemies at the end and walk through the door. Walk across the narrow bridge, trying the dodge the narrow spike. Go through the door at the end. Go forward here and destroy the enemy at the end. Walk through the door and hit the checkpoint.

Go through the boost and through the door at the end. Hit the Gravity Switch. Now, you will be on a purple path. Follow the path until the very end. Then, jump onto the red path. Run on this path and then hit the gravity switch to get onto a purple path. Here, run to the end and jump onto the yellow path. Hit the spring and then land on the yellow path.

Now, get onto the green block. Hit the spring on the green block (I know you want to) and you will land on another purple block. Light dash through the many rings. You light dash a lot in this level. Anyway, you need to change the gravity, get on the purple block, and hit the switch. What does this do? Open the missile up.

Hit the gravity switch to be on the red platform. Go straight forward and change the gravity. The missile is here. Launch it and go through the place it destroyed and you have reached your goal. A certain surprise is at your goal...

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| Boss Battle: Dr. Eggman |  
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| This battle is only a little different from the first one. Eggman |  
| is stronger now and he has a few more attacks. If he uses his |  
| special attack, get out of the way and attack him. Attack him as |  
| much as you can and he will be dead. Easy! |  
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Level 16  
Final Rush  
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This level starts you out on a rail. Ride the rail until it stops. When that happens, jump on the next rail and then jump on the ground. Get onto the next rail as soon as this happens. Now, boost and get onto the next rail. At the end of it, spring onto the top platform. Walk along the path and jump onto the rail. Ride this rail and then jump off of it at the end, through a checkpoint.

Run down this long path and onto a rail at the end. Ride this rail until you get to a platform with a spring. Use the spring and then jump onto the most right rail. Ride it down. Keep riding it until you hit a spring which marks the end of the rail. Go down the next rail. Use the spring on the next platform and then go through the checkpoint.

Run forward and use the rocket to jump onto the rail. Grind it and then use the boost/spring combo at the end. Then go up here and go up the rail by pressing A twice when near it. Do this again and then go forward and onto the rail. Jump onto the next rail before the one that you are on now curves. Then, jump again over the gap. Then, make one final jump onto land. Go through the checkpoint.

Grind up the rail and then destroy the blue enemy. Then, break the middle box and boost yourself here. Ride the rail to the path. Grind up the rail in front of you. Now, go to the right and grind up the rail. Walk along this path and grind up another rail. Jump onto a platform and then grind up another rail.

Now, grind a short regular rail, use the spring, and grind another short rail. Grind up another rail and then use another spring. Keep jumping up these platforms. Grind up another rail and then instantly use another spring. Go through a checkpoint.

Grind up the rail directly in front of you. Here, jump up onto the above platform and then grind up the rail. Turn around and jump up onto the platform with the spring. Use the spring to get onto the long runway. Run down this and go up the rail at the end. Jump onto the next

platform and destroy the blue enemy there.

Jump onto the next platform and then destroy the blue enemy. Then, grind up the rail. Turn around and jump up the two platforms. Grind up the rail again. This will start a chain reaction involving many springs and resulting in you being on a rail. Grind down it and then go through the checkpoint at the end.

Run down the path and onto the rail. Grind it and when it stops, get onto the next one. Then, you will be on land. Grind the rail at the end and after some grinding there will be a boost on the ground which will let you go up on the air and then, with a lot of speed, grind a REALLY long rail up. Hit the spring at the end and land on the land. Grind down the left rail and then run on the runway at the end of it. Go through the checkpoint and onto the rail.

Grind down this for a while and eventually transfer onto the next one. You will be on land very soon after this. Go down the next rail, which will transfer to another rail and end in a spring. Use the spring to land on the path or the rail above. If you get on the rail above, you will be on the path very soon. Here, use the springs on the left side to get onto a pathway with a blue enemy. Kill him.

Jump onto the two platforms to your left to cross the gap. Then, grind up the rail and quickly get onto the rail. At the end, go on the path and destroy the enemy. Then, use the springs to continue on. Grind up the rail and run to the end to spring to an area with three boxes. Use the middle one again.

Run away from that thing that is chasing you by pushing in the opposite direction. At the end, boost to the finish ring. Prepare to battle SHADOW!

```
-----  
| Boss Battle: Shadow |  
| | |  
| This guy isn't actually that hard. It might be a little difficult |  
| to kill him but it is very easy to stay alive. Anyway, the trick is |  
| to run along the runway. Do not fall behind. Then, use the homing |  
| attack on him right away. The first two attacks should hit easily. |  
| Then, he starts defending himself. When this happens, it gets |  
| harder. Just keep light dashing the rings. Sometimes, he will fall |  
| behind and appear in front of you. You can keep light dashing the |  
| rings until you hit him. Or wait until he use a "B" attack on you |  
| and then Homing Attack him. Keep doing this until he is dead. Good |  
| luck! |  
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//// III. Dark Story (Code: 1002) \\\\  
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Level 1  
Iron Gate  
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Go forward at the start and destroy the multiple enemies in front of you. Continue on and destroy a few more enemies. Then, destroy the door in front of you. To do this, lock on to all four corner and shoot. Go through the checkpoint that is on the other side of the door.

Head over to the right and destroy all the enemies. Then, head onto the lift to go up the level. Destroy the boxes and continue on. Destroy all the enemies here and head over to the left. Walk down this path destroying everything in sight. Destroy the door at the end of the path. Here, walk onto the path and ride down. While riding, destroy all the enemies.

At the end, walk down the path and destroy the door. Head to the right and walk down the path. There is yet another door to destroy here. Head to the right, onto the bridge. Destroy the enemies on the sides. Now, jump down and go to the right, onto a boost. Head to the left, walk down the path, and destroy the enemies. Jump down and destroy the enemies that are located here. Destroy the enemies and then go through the checkpoint.

Destroy the door directly in front of the checkpoint. Walk down this hall and onto a platform you can ride down. Destroy the enemies on the way if you want to. Then, walk across the platform at the end and destroy the door. Walk along this path and destroy the door at the end. Jump down and destroy all the enemies here.

Now, head to the left and destroy the two doors. Then, drop down from the path. Here, destroy all the enemies and then destroy the door on the right. Walk down this path and then ride up to the platform. Shoot the missile and then run down the path to the goal.

-----  
| B-3x HOT SHOT |  
| | |  
| This guy is basically the same as Big Foot. He has one new weapon, |  
| which is the ray. He charges it and shoots it while in the air. |  
Other that, he is the same.

Level 2  
Dry Lagoon  
-----

If you want a description for Rouge/Knuckles levels, check out Level 2 of Hero Mode. Anyway, this level has two big areas. You start out in a really big area that you can climb to the top of. It is really big, with many walls and enemies. At the very top, there are many boxes to break.

Anyway, the jewel may not be anywhere in the first area. When this happens, go to the well. Find the turtle shell. Destroy the enemies around the shell and the turtle will go into the water. Jump on him and press B to ride to the Oasis.

The Oasis is small compared to the first area. It is mainly water but you can climb up the walls or the pillars and glide to the side, which is a separate section of the Oasis. There is water here, too. There is also a statue and some other stuff. Gliding the other way goes to another slightly differently set up area. Anyway, look everywhere for that emerald!

-----  
| Boss Battle: Tails |  
| | |

| The battle is as easy as it was with Eggman being your enemy. Well, |  
| just rapidly press B while pointing in Tails's remote direction and |  
| you can beat him in about nine seconds. Wow... |

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Level 3  
Sand Ocean  
-----

Start this level by going forward on the path of rings. At the end of the short path is a moving pillar-like thing. Jump on it when the long part gets close to you and then jump off the other side. Here, ride across on the two platforms. Jump up and shoot the pillar in order to make it into a bridge. Cross the bridge and then drop down. Destroy the circular pillar and then drop down once again.

Here, shoot the pillar and jump up. Walk a little to the left and then jump down. Here, walk along and then shoot to make the bridge fall and then cross it. Shoot the enemy and then shoot the pillars. Then, jump up the steps. Here, shoot the pillar to make yet another bridge. Then, cross the bridge and go through the checkpoint.

Jump onto another swinging platform. Now, jump across these platforms to get to a little area with a bridge you can make. Make it and cross it. Now, go to the left and cross the platforms. Walk down the path and onto the spinning platform. Get off and then go through the checkpoint that is located at the start of the path.

Walk down the path and cross the platforms. Make another bridge. (I'm sick of making these all the time.) Cross the bridge and then you will be in a big area. Head over to the left side of this area and go up the stairs. Then, shoot the enemies and go to the right. Cross the platforms and then try to go around the bomby thing.

Jump up the stairs and get past another bomby thing. This time it is easier since you can easily just sneak around it. Continue on the path and then jump up across the path to your left. Destroy the circular thing in your way and move on. Jump up here and then cross the multiple platforms here. Then, get onto the spinning platform. Jump off the spinning platform to two platforms followed by a checkpoint.

Continue on and destroy the enemies. Then, go through the boost and land in a new area. Make another bridge. Then cross it and make another one. Then cross this one and make another one. Yep, three more to add to the list. Now, ride up the platform. (Make sure it does not hit you.) Walk down the path, destroy all the enemies, and reach the goal.

-----Random Statistic: You have made eight bridges-----

Level 4  
Radical Highway  
-----

Start the level by going forward and onto the spring. Then, run down the highway. Run down the left path and keep going fast as you hit all the boosts and go through the loop. After the next boost, you will be in a place with an enemy. Destroy him and run down to a pulley you can ride up.

Here, run down, destroy the enemy, and spring up onto the highway. Run up the highway, destroying the enemies on your way. At the end, take a pulley up to a platform with a rocket. Use the rocket. Go through the checkpoint here.

Go under this block and go down the highway. Go through the loop and onto the springs. If you let go while on them, you will land on a road. Run up this road destroying the enemies. Then, roll under the pillar at the end. Go to the left and homing attack to cross the gap.

Now, run down the highway and swing on the pillar to land in a place. Here, destroy the enemies and then spring onto a pulley. At the top, run into a rocket. This will take you to a new area with a checkpoint.

Run down the highway, through the two loops. Then, do a trick off the ramp and onto the top area. Here, destroy the enemy and swing to the pillars. When they are not flashing with electricity, homing attack them. Then, homing attack two more and go under a pillar. Rush down this highway and through a beautiful checkpoint.

Now, head down this path by jumping over the obstacles constantly. Then, go under the pillar and through the loop. This should let you hit a spring which will let you start swinging. Swing over to the next swing and then onto the highway. If you don't make it, just destroy the boxes and spring up.

Run down this highway. It will loop very soon. Then, keep running and it will loop again and again. Keep running and you will boost off to a new area with the goal. Beware of the enemy that will jump right in front of you. Good job, anyway!

## Level 5

### Egg Quarters

-----

Start by going straight forward. There is an enemy here, so go around him. Continue on and jump up when you need to. Then, jump down and enter a new room. There is a rocket here. Use it. Then, follow it's path and enter that room, where you will find the pick nails. Use them to dig and stuff.

Now, in getting that upgrade, you have seen most of the level. From the start you can also go to the left and right, which will lead to other areas in the level. It is pretty straight-forward. Good luck getting those pesky keys!

## Level 6

### Lost Colony

-----

Start by blowing up the door right in front of you. Then, walk right through it. Keep walking and destroy the enemy at the end. Then, head to the left. Walk along this path and destroy the two enemies at the end. Then, cross the bridge to the pulley. Ride down and shoot the door open. Then, drop down and go through the door.

Walk down this path and destroy the enemy in your way. Then, walk through the door at the end. Here, go to the left and destroy the



boxes. Then, hit the switch and head through the door. Go forward and go up the left platform to reach the checkpoint.

Here, get to the top of the center area by jumping on the metal boxes. This will get you the Jet Engine, which lets you hover. Now, hover to the next platform, which has a rocket. Use it to blow up the area, so that you can hover into it.

Go through the door and onto the right platform to jump onto the top. Walk onto the platform to get and then hover across the bug gap. Go through the door and kill the enemy. In the next room, go to the left. Destroy the boxes and then hit the switch. Go through the door.

Destroy the enemy and continue onto a bridge. You will need to cross the large gaps here by hovering. Then, at the end of the bridge, go through the door. Ride down the platform and then hover across the gap. Go through the door here and through the checkpoint.

Cross the bridge while shooting enemies and then jump onto the platform. You can get major points by shooting the enemies on the way up. Blow up the door and head through it. Then head through the next door. Then, destroy the enemy and hover down. Here, destroy the door.

Now, head backwards and hit the missile. Go back to where you were and head through. Head through the door and you will see a goal ring at the end. Head through it.

Level 7

Weapons Bed

-----

Can you shay points? Shoot every enemy here for 2000 points. (That's 18.) Wow. Head to the right around both obstacles. Then, get 2000 points again. Go forward and to the left, in an alley, for an upgrade. This will let you destroy metal boxes. Go forward and destroy the metal boxes. Use this to jump on them and go through the checkpoint.

Glide on to a platform with boosters on it. Use them to get to the next platform. Walk to the end of this platform and then hover to the left. Destroy the metal boxes and then walk to the end of this platform. Now hover to the left. Proceed and then destroy the metal boxes. Now, hover to where they were before you blew them up.

Walk to the end here and go on the springs. Destroy the metal boxes and hover on. Use the pulley on the end to move on. Now, move forward (you can get 800 points on the way, not 2000, but still good) and don't forget to dodge the bomby things. At the end, hover to the platform far a way and quickly destroy the enemy. Then, hover to the checkpoint.

Then walk to the end of the platform and hover to the next one. Do this again and then walk to the end of the platform and jump up. Turn to the right here and hover all the way there. Pass the next two platforms by hovering. Then go through the checkpoint at the end of the last one.

Go up the pulley after the checkpoint. Run to the end of this road and use the pulley to go up. Shoot the enemies and drop down. Now, hover across the long gap. Destroy the enemies here and hover again. Walk to the end of the platform and shoot the boxes on the left. Walk to the end of this platform and go up the spring. Run to the end of this and

to the goal ring.

-----  
| Boss Battle: Tails |  
| |  
| The battle is as easy as it was with Eggman being your enemy. Well, |  
| just rapidly press B while pointing in Tails's remote direction and |  
you can beat him in about nine seconds. Wow...

Level 8  
Security Hall  
-----

This level is pretty straight-forward. You can climb and dig all around the area you start out in. You can fire a rocket from the central area. Then, there is always the pulley that takes you to a whole new area. This one can also be explored.

Basically, look here and there for the emeralds. The other area has many tunnels, while the first area is pretty open. The other area has a big area, if you climb near the switch, where everything is blowing. Follow your sensors and you should be fine.

-----  
| Boss Battle: Flying Dog |  
| |  
| To beat this, you need to climb the walls on the sides. Then, you |  
| must glide over and attack the Flying Dog. He will shoot missiles |  
at you and charge a beam. Avoid him and attack. He is easy.

Level 9  
White Jungle  
-----

Start by running forward and then use the spring to get onto the green vine and swing around. Land on dry land and go up the springs. Run forward destroying the enemies and then go under the wood. Run down this path and then go up the plant spring. Go through the checkpoint.

Run through the loop as fast as you can. Then, boost yourself somewhere else. Then, use the springs to start a chain reaction which will get you all the way forward. Run here and go under the wood to boost yourself far forward. Run into a plant spring here.

Run down here and over a smasher. Then, run all the way down this path and go onto a spring. Then, go onto a plant spring. Go under the wood and continue on this path. Eventually, you will get to the end, where a checkpoint will lie.

Start running down this hill as fast as you can. You will go through a loop and then boost yourself far away. Go under the wood and then go forward and boost yourself through the loop. Now, break the boxes and go through the checkpoint.

Run down this path until you get to a spring, when you can get onto a green vine. You will go much farther and land somewhere. Break the box and go under for an upgrade. Go back up and then light dash. This will take you to land, where you will do a loop.

Then, you will spring onto a green vine that will take you to a new place. Run down this area and then plant spring across. Go over the smasher and then under the wood to a spring. Then, quickly use three plant spring's and get to the goal ring.

-----  
| Boss Battle: Sonic |  
| | |  
| This guy is pretty easy. Like the last time. Just use the homing |  
| attack a lot to beat him. You could also do the occasional light |  
| dash, but homing attacks really are your main weapon. Try attacking |  
from the back. When you have killed him, you are ready for Level 5.

Level 10  
Route 280  
-----

Just do what you did last time. This time it is a little harder, though, because there are gaps in the course. Just try to time your turns well (or as my race team instructor says, "turn earlier") and also let go of your brakes when turning.

Don't let the gaps surprise you, be aware of them. Be aware of the course. Try not to hit anything. It's really a very easy course. Just use some of the strategies I mentioned in Level 9 Hero. Good luck!

Level 11  
Sky Rail  
-----

You start this level by grinding. You will be off the rail soon. Then, boost and spring off to the main part of the next part. Here, use the homing attack to ride the circular thing up (from now on know as driding.) Now jump up and cross the gap to the rocket. Rocket off to a new area, where a checkpoint is located.

Grind the rail (the right is the best choice, since it is easiest to transfer, but the left one is the way the boost goes) and at the end go to the right rail to move on. Then, use a spring to get up. Destroy the enemy and dride up. Here, dride up and go through the checkpoint.

Here, grind the right rail. At the end, go to the left and go up the stairs. Homing attack to cross the small gap and then dride up. Continue on by driding again. Then, jump over a really small gap and then dride up. Jump onto the top and boost through a checkpoint onto a rail.

Grind this rail. It will stop and you will have to easily transfer to another one. At the end, you will be in a new area. Cross this area and then dride up. Then, continue on and basically keep going. Grind the right rail. Then, go forward at the end and reach the goal.

-----  
| Boss Battle: Egg Golem |  
| | |  
| The battle is a little different from the time you were controlling |  
Sonic. This time you must wait until he stops attacking and then

| shoot him a lot. He will open up holes and you should shoot them. |  
| Keep doing this until he is dead. Also, if he falls, land on the |  
| platforms. Eggman isn't as good as Sonic. |

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Level 12  
Mad Space  
-----

From the start, go up to the top of the start area. Use the rocket to go to the planet that looks like a moon. Here, go to the structure to get an upgrade. Now, look for the emeralds. Remember that the switches activate rockets that you can use to exit planets. Good luck!

---

| Boss Battle: Knuckles |  
| |  
| Knuckles is very easy. Just start attacking him from the very start. |  
| Use the punchy attack and glide. You can also get above him and go |  
| down. Also, sometimes you can use a special B attack. If you don't |  
| kill him very quickly the fire might come. Don't worry though. You |  
| will only flout if you get too close, you won't hit it. Good luck! |

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Level 13  
Cosmic Wall  
-----

The physics go wacky here. Anyway, "glide" up with the arrows at the start of the level. Then, shoot the green enemies and go up again. There, shoot them again. Then, go up again, follow the path, and go up yet again. There is a blue enemy under the path, so beware. When you are on the path, shoot the blue enemies on the sides. Glide over the Smasher, shoot the enemies, and glide up again. Shoot the enemies here and go through the checkpoint.

Jump onto the platforms and then glide up at the end. You can't go up that far, so you will need to shoot the pyramid thing and then glide there. From there, you can get to the top. Jump up two platforms and then go through the checkpoint.

Glide up from here and shoot the pyramid thing. Jump up once, destroy the blue thing, and then go up. Go up twice more and then use the spring on the platform. Use another spring and keep going up. On the very last one, use the pulley.

Jump onto the platform and use the spring to get up. Here, shoot the pyramid thing and then land on it. From here, go up two more platforms to find a spring you can use to get to the other side. Shoot the many enemies here if you want to. The important thing is to land at the bottom. There, you can shoot the blue enemies and move on through the checkpoint.

Here, go forward to start a ride. While riding, you can shoot the multiple enemies you see. This is a very good way to get points. Just keep hitting that B button! (And moving the joystick.) At the end, go forward and through a checkpoint.

Shoot the two pyramids in front of you and get onto the platform. Get onto the next platform and use the spring to destroy the pyramid on the

next platform. Land on that platform and go up to the left to land on a platform after destroying a blue enemy. Now, to the final platform, the one with the smasher. Go over the top and fall onto the platform. Take care of a few enemies and then fall all the way to the bottom. Go through the checkpoint.

Now glide over the gap. Take care of a few enemies and then glide over another gap. Go up here. Run forward and go up again. Jump over a gap and then glide up again. Run to the end of this path and then glide over the smasher and use it to glide to the top. Walk to the end here and glide again.

Destroy a few enemies at the top. Then, glide up three times. (The second and third times around a pyramid.) Now, glide over a big gap. The second big gap has a blue enemy in the way. It also has a checkpoint.

Destroy the enemy, go up the spring, and then glide up to the platform. Do this again with a pyramid. Then, do this two more times. Then, destroy a pyramid and use a spring. Pulley time! Grab on to it for a ride. Glide twice to get to a spring.

Then, go up another pulley and you can glide to a new platform. Use the springs there. Use another pulley that will take you over this time. Then, you will start falling. There is a checkpoint at the end of this.

It's time for another ride! Do what I told you to do last time. This one is a bit wackier, so beware. It will end with an enemy following you. Shoot it to keep it away from you. Then, you will be at the goal.

-----  
| Boss Battle: Tails |  
| | |  
| This battle is only a little different from the first one. Tails |  
| is stronger now and he has a few more attacks. If he uses his |  
| special attack, get out of the way and attack him. Attack him as |  
much as you can and he will be dead. Easy!

Level 14  
Final Chase  
-----

This level starts out on a rail. Just ride this rail for a while and it will eventually end in a spring. This will put you in the air. When you land, go through the checkpoint.

Then go as fast as you can down the hill and then boost at the end. You will see a blue enemy. Kill him. Now, you need to go up the arrow thing. Do this by jumping onto it and then running around it to the top. This will be know as bridging from now on. At the top, destroy the shielded robot and move on using the spring.

Destroy the blue enemy and spring up. Here, destroy the shielded robot. Run down here and then bride to the left and then bride onto a platform with a spring. Use the spring to bride to the long platform. Run down here, destroy the blue enemy, and then bride up and go onto the pulley.

Jump onto the long platform. Bride up to the spring and use it to land on the platform. Then, boost to some long bride-able platforms and

bride them. Then, jump onto a vertical one and bride it. When bridging, remember that gravity lets you transfer between the bride-able platforms. At the top, spring to the long platform with a checkpoint.

Run down this long platform and start falling at the end. When falling, try to dodge the big boulders. At the bottom, land on the platform. Run to the end and start bridging across the platform. Dodge the enemy by going under him. Then, you will need to time your turns correctly to go under the two things. At the end, jump onto the platform. Run down this platform and through a checkpoint.

Run to the end of this and go to the right. Bride up and then destroy the blue enemy and go down the middle hole. You will go through many boost and then land on a platform. Homing Attack and then bride up. At the top, homing attack onto another bride-able platform. Bride up it. Destroy the blue enemy on the platform.

Now, bride up the next bride-able platform. At the top, forget about all the enemies and platforms. Just homing attack onto the distant bride-able platform. Bride up it. Homing attack the distance again. Bride up the next platform. Get off on the platform unless you are looking for the mystic melody challenge. (Then get to the top of here and bride.)

Anyway, go forward here and use the boosts to get onto a spring and go up. Destroy the shielded enemy. Then, homing attack the blue enemy and get onto the bride-able platform. Now, this part is tricky. You will need to homing attack the blue enemy. Then, land on the platform.

Now, bride up the next bride-able platform. Then, homing attack the enemy and land on the platform. Now, bride up and then jump onto the platform. Then, jump onto the next one and spring onto the long platform. Then, go through the checkpoint.

Grind down the long rail and then run down the platform at the end. Then, use the spring to get onto the rail. Transfer to another rail and then jump onto the platform. Jump down to another platform. Now jump to the bride-able platform on your right. Bride from each of the platforms to the next one using a homing attack. Then, get onto the long platform and through the checkpoint.

Boost down this long platform and then spring onto a new one. Run down this and it will stop. Land on the platform to your right and jump onto the next one. Now, jump onto another platform and use the spring that is there. Run down the platform you will land on now. Drop down and then grind the rail you will see.

At the end of the rail, start bridging on the bride-able platforms. Then, jump onto the long platform. Go down the right rail and you will end up at a bunch of bride-able platforms. Bride them using the gravity to switch between them. Jump off the last one to be on a long platform. Boost onto a rail that will take you up a middle hole. Drop down and go through the checkpoint here.

Now, bride the platforms. The second one will have a spring that will take you to another platform. Use the spring there and press forward really hard to get to another platform with a pulley at the end. This will take you to a place where you should destroy the blue enemy and then bride up. Then, go over the next pulley, ignoring it, and land on a regular platform. Use the rocket here.

Bride down the very long bride-able platform. Then, transfer to another platform at the end. Ride this to the end and then carefully homing attack the switch, because the gravity of the bride-able platform will try to attract you. The spring will take you to a long platform with the goal.

-----  
| Boss Battle: Sonic |  
This guy isn't actually that hard. It might be a little difficult	
to kill him but it is very easy to stay alive. Anyway, the trick is	
to run along the runway. Do not fall behind. Then, use the homing	
attack on him right away. The first two attacks should hit easily.	
Then, he starts defending himself. When this happens, it gets	
harder. Just keep light dashing the rings. Sometimes, he will fall	
behind and appear in front of you. You can keep light dashing the	
rings until you hit him. Or wait until he use a "B" attack on you	
and then Homing Attack him. Keep doing this until he is dead. Good	
luck!	
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//// V. Last Story (Code: 1003) \\\生\\  
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Tails  
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Destroy the four corners of the door so that it will open up. Then, destroy the shielded enemy and move on. Shoot the enemy in the next room and go to the left. Freeze the time by shooting the thing on the ground and cross the room.

Enter the next hallway and shoot the enemies that are in it. Then, move forward and onto the platform to ride down. Destroy the enemies on the way. At the end, destroy the door. Glide through the door. Now, freeze the time and quickly cross this area, destroying the enemy on the way if you want to.

At the end of the path, glide down onto the moving platforms. Destroy the enemies here if you want to and then slowly glide down to the door so that you can destroy it. Glide through the door and destroy the enemy in it. Walk down this path and destroy the enemies. Now, go through the door on the right.

Now, carefully aim at the time stopper high on the wall, located on the other side of the room. Hit it and then maneuver around the smashers and through the door. Destroy the enemy here and then hit the time stopper. Once you have hit the time stopper go to the right and then stay there until the time stopper runs out.

Jump onto the platform and get off at the ledge. Wait until the smasher is on the ground and then hit the time stopper again. Now, use the smasher to jump up to the top and rapidly press B to destroy the wall. There are two layers. When you are done, it's Eggman's turn.

Dr. Eggman  
-----

Follow the path of rings and then destroy the three shielded robots. Then, destroy all the robots that appear here and go to the left. Destroy the enemy and then hop onto the platform. It will take you up in a ride. While it is going up, attack the enemies. At the top, go through the door.

Destroy the two enemies here and go through the door on the right. Now, drop down and then ride the pulley all the way down. Here, destroy the two shielded enemies and walk through the door. Walk down this path of rings. Three blue enemies will appear at the end. Shoot them.

Now, hit the time stopper. Cross this room and enter a room full of green stuff. Wait until the platform to your left is about to enter and then hit the time switch. Carefully maneuver across the room onto a platform going up. Then, when the time starts, go through the door.

Walk down this path destroying the enemies. There will be a time stopper in your way. Hit it and walk all the way down the path. At the end, there will be a checkpoint on your right. Carefully walk through this checkpoint and move on.

Time to fall! You will need to fall down this while dodging the red lines. Do this by gliding and maneuvering around the lines. At the end, stop the time, and land on the platform. Go through the door at the end of these platforms. Destroy the two blue enemies and walk into the next room.

Here, hit the time while the platform in front of you is pretty far to the right. Use it to jump across to land. Here, hit the timer when the one that is going up is in the middle. Jump on it and then to the top. Brake the three layer door to finish.

Rouge

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There are four pillars here. To get to the top, you must glide on all four. Each of them has X amount of layers. When it is done with all of them, it has an empty top. These are the ones you glide to. So climb up the first one with an empty top and glide to the next one with an empty top, which happens to be on the other side. Climb this and keep gliding. When you get to the very top, hit the switch.

Look at the waterfall. Glide to the bottom of it and go through with the time stopped. Destroy the enemy on this path and move on. Here, glide to where the box is coming out. Wait until it comes out and then hit the switch under it. Go through the tunnel and come out the other room. Destroy the blue enemy here and then jump up and stop time. Destroy the blue enemy and hit the switch.

Now, stop time again and go back through the tunnel. You must do this very quickly so use the spring on the platform. When you are back at the start, just hit the switch by jumping on it to be finished with Rouge.

Knuckles

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You should be able to breath underwater. If you can't, go back to Level 8 of Hero. Now, go under the water and go to the time stopper. Stop the time and quickly come back up and go to where the metal boxes are. Break them to reveal a spring. Use the spring to get to a pulley.

Use the pulley to hit a switch will pull down some barriers. Go under the water and through the door you have opened up. Walk down this path and then stop time in the next room. Quickly go down the next path and you will be in a room with many red lines.

Fall down this room, avoiding the red lines. At the bottom, hit the time stopper and head into the tunnel. Walk down the path really quickly and hit the second switch. Walk really quickly until the end. Here, destroy the blue enemy. Then, hit the switch. Time for Sonic.

Sonic

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Start by stopping time. Now, homing attack the blue enemies to cross thus gap. Then, destroy the mother of the multiple enemies to kill them all. Go through the door. Here, destroy the two shielded enemies. Now, homing attack the blue enemy in the air and then quickly land back on the ground.

Now, head back to where you were. Go through the door and destroy the two robots. Then, destroy the mother again to destroy them all. There is a lot of water here flowing in the opposite direction. Bounce across it and stop time at the other side. Now, make your way safely across.

Now, you will find yourself on a slide. Now, this can be good or bad. If you want to beat the final level of the game this is good. Otherwise, it is very bad. Well, either way, the slide ends at the end of the level Good job!

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| Boss Battle: The Biolizard |  
| |  
| This guy is the hardest boss in the game. Damn, he is annoying. |  
| Anyway, to beat him you need to grind up the rail and homing attack |  
| the red circle. To do this you need to continually run away from |  
| him and then when he curls, start grinding! |

| |  
| After the first time, it will become harder to do this. He will |  
| start shooting circles at you and then later create a bunch of |  
| bubbles. Then, you will need to homing attack those bubbles to get |

| to the red thing. Also, one thing about the terrain, there are two |  
| rivers on the sides of the monster. One is fine to jump in, the |  
| other will kill you. |

| The final stage of him will make the gravity go bye bye. Just float |  
| up to him and homing attack the red circle again. This will kill |  
| him and you will move on to a much easier boss. |

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| Boss Battle: The Final Hazard |

| |

| This guy is very easy for a final boss. You will fight him as Super |  
| Sonic and Super Shadow. To beat him, get close to him and press B |  
| near the "swelling" area. Then, you will take control of the other |  
| person and have to do that again. Later, he will start attacking |  
| you. |

| This will consist of a single purple ray. After a few more hits, he |  
| will start shooting two rays at you. Later, dots will protect him. |  
| Either go under or just dodge these. After two rounds of the dots, |  
| you should be able to kill him. Enjoy the end! |

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//// VI. Multiplayer Mode \\\

#### Action Race

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There are four different levels in Action Race. Each of them has multiple stages that are basically mini versions of the single player counterparts. The exception being Level 1. The Downtown Race is basically a boarding race where you can have some fun on a board.

The grind race is basically a grinding session. That's literally all that there is. Just grinding on two really long rails. The rest are taken from single player, but made smaller. Also, they all have special attacks. Metal Sonic can not do special attacks, so be aware of that.

One really useful attack is Time Stop/Chaos Control. This attack stops the clock and freezes the other person it time for some time. It is a great way to get ahead. There is also a lightning strike among other attacks. Have fun!

#### Treasure Hunt

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This is very similar to Action Race in terms of the setup. There are four levels and each of them have stages. They are all taken from the game except Level 1. The first stage is one big pool that looks like a really small part of Level 8 of Hero. The second one is a planet taken directly from Level 14 Hero.

The rest of them are taken directly from the single player game. Also, this game also has special attacks. The lightning is here, but the time stop is absent. Have fun!

#### Shooting

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This has four levels too, but is set up a bit differently. The first level has two races that involve shooting obstacles. The rest involve shooting your opponent. Instead of outlining the stages, I will tell you strategies.

You should try to hover a lot during the battle. Try to stay away from your opponent. Also, when you shot shoot rapidly, and keep moving. Get as much coins as you can as they heal you. Good luck and I hope you

beat your friend!

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//// VII. Kart Racing \\\生\\  
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Well, Kart Racing is also a multiplayer activity. However, it is also a single player activity. Therefore, I will cover it in it's own special section devoted to it. First, let us start by describing each and every track. Have fun!

Beginner - This track is very easy. It is mainly straight with some small turns. Don't worry about it.

Standard - This gets harder since it introduces more turns. Some of them are really sharps, so you need to brake and restart quickly. Definitely a hard stage.

Expert - Very difficult. So many turns, jumps, and obstacles. Only the best Kart Racers need apply. Have fun and good luck!

Now, let's move on the characters. There are many characters in the Kart Racing Mode. To be exact, there are four characters. However, Rouge is like Knuckles, Sonic is like Shadow, and Eggman is like Tails. They have only very small differences.

Sonic		Shadow	
Speed:	4	Speed:	4
Acceleration:	3	Acceleration:	3
Break:	2	Break:	2
Grip:	1	Grip:	1

Tails		Eggman	
Speed:	2	Speed:	4
Acceleration:	4	Acceleration:	3
Break:	3	Break:	2
Grip:	3	Grip:	1

Knuckles		Rouge	
Speed:	3	Speed:	3
Acceleration:	3	Acceleration:	3
Break:	3	Break:	3
Grip:	3	Grip:	3

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//// VIII. Credits \\\生\\  
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I would like to thank:  
God, My parents and friends, GameFAQs, and EA.

If you want to contribute anything to this FAQ, please send an e-mail to: [Sasha@thegnn.com](mailto:Sasha@thegnn.com) Do not ask for help, this FAQ covers everything.

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//// IX. Legal Info \\\生\\  
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It is currently on:

<http://www.thegnn.com>

<http://www.gamefaqs.com>

<https://www.neoseeker.com>

<http://www.ign.com>

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