

# Sonic Adventure DX FAQ

by GavLuvsGA

Updated to v3.0 on Feb 17, 2004

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SONIC ADVENTURE DX
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FAQ by GavLuvsGA

Version 3: 17 February 2004

Write to: GavLuvsGA@aol.com OR XPhileScaper1121@aol.com with any comments or questions, but PLEASE put the name of the game in the subject heading, or I will delete your mail. Also, please READ the FAQ to see if your question is answered within. Also, please, no IMs or attachments. Please don't request foreign language FAQs either as I am not fluent in any other languages.

Revision History

Version 2 (9th November 2003)

Finished the mini game list; improved some of Sonic's A emblem descriptions and added to the chao section; also finished missions section.

Version 3 (17th February 2004)

Didn't add a lot, but I added to the Chao section (I forgot to mention how to copy chao and eggs).

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                                1. CHARACTERS
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1.1 PLAYABLE CHARACTERS

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SONIC THE HEDGEHOG

Sonic is the main character, and is the world's fastest hedgehog. Enough said!

MILES "TAILS" PROWER

Tails is Sonic's best friend; he is a two - tailed fox, who uses his tails to fly with. He is also very clever and is able to build things.

KNUCKLES THE ECHIDNA

Knuckles is the guardian of the chaos emeralds. He is gullible and is often tricked by Robotnik, but is good at climbing and digging.

AMY ROSE

Amy Rose is a hedgehog girl, obsessed with Sonic. She likes to follow him around and carries with her her Piko Piko Hammer.

BIG THE CAT

Big is a big cat. This is the first game in which he is a playable character (though he makes cameos in Sonic Adventure 2: Battle). He likes fishing and has a friend called Froggy, who is a frog.

E - 102 GAMMA

E - 102 Gamma is a robot, built by Robotnik. Although built for evil purposes, he is not himself evil, and has a good sense of free will.

## 1.2 NON - PLAYABLE

### CHARACTERS

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#### DR. ROBOTNIK

Dr. Robotnik, also known as Dr. Eggman, is Sonic's nemesis, who is constantly trying to take over the world.

#### CHAOS

Chaos is a liquid lifeform, who gets stronger each time he eats a Chaos Emerald.

#### TIKAL

Tikal is a female Echidna, who guards the Chao and appears frequently in flashbacks, visited by all of the characters during the course of the game.

#### ZERO

Zero is the robot who is chasing after Amy.

#### FROGGY

Big's best friend ate the lucky charm he keeps (a Chaos Emerald), which made him grow a tail.

#### CREAM

Cream, the rabbit from Sonic Advance 2, only appears in brief glimpses in parts of the game. See if you can spot her.

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## 2. ACTIONS

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### 2.1 COMMON ACTIONS

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Walk/Run: Use the control stick (duh!)

Jump: A button

Panning the Camera: L and R

Picking/Carrying Items: Use B or X when standing by them. Press B to put them down while standing still, or to throw them while running. Hold B or X to shake an item.

### 2.2 SONIC'S ACTIONS

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#### 2.2.1 Regular Actions

Spin Attack: Use the A button

Homing Attack: Press A in mid - jump to home in on enemies

Spin Dash: One of Sonic's best moves; hold down B or X and then release.

#### 2.2.2 Actions Involving Level - Up Items

##### Light Speed Dash

What it does: Allows Sonic to spin dash at light speed. Do this when near to a chain of rings. Sonic will speed through them all and collect them. Release B/X when Sonic says "Ready!"

How to Get It

After beating Windy Valley, return to Station Square and you can go along the road that was previously blocked by Police cars. There is an open hole you can jump down; you can use this to access the item. Exit using the button, which makes a chain of rings appear. You can exit through a shop. To get a better version, go to the hotel lobby and up the stairs. Press both the buttons and make some rings appear and open a door, then use the move on the rings. Get through the door for the Crystal Ring.

##### Light Speed Attack

How to Use: Hold down B or X until Sonic says "Ready" to attack enemies fast.

How to Get: Return to Mystic Ruins after beating Speed Highway and find this

near the Master Emerald Shrine.

## 2.3 TAILS' ACTIONS \*\*\*\*\*

### 2.3.1 Regular Actions

Flight: Press A twice; press A to go higher and B/X to go lower (you will go lower automatically if you don't press A).

Tails Attack: Press B or X

### 2.3.2 Actions Involving Level Up Items

#### Tail Spin

How to Use It: Hold down the B or X button for an improved tail attack

How to Get: When Tails is warped to the ancient temple (following Sand Hill), wander around the edges of the area and you should find the Rhythm Badge. Do this before talking to Tikal

#### Faster Flying

How to Use It: This allows you to fly faster!

How to Get: Go into the water behind the Twinkle Park entrance and go along the passage. At the end is a hole in the ceiling; fly into it to find the Jet Anklet.

## 2.4 KNUCKLES' ACTIONS \*\*\*\*\*

### 2.4.1 Regular Actions

Glide: Press A twice

Climb: Grab a wall while gliding and then climb using the control stick

Punch: Press B or X

### 2.4.2 Actions Involving Level Up Items

#### Digging

How to Use: Press A and B or A and X together.

How to Get: After beating Casinopolis, go to Mystic Ruins and find the tunnel with the caged monkey (near Tails' lab). You should find the Shovel Claw.

#### Maximum Heat Knuckles Attack

How to Use: Hold down B to store up energy

How to Get: Glide or climb around in the jungle area and the fighting gloves are above Big's house.

## 2.5 AMY'S ACTIONS \*\*\*\*\*

### 2.5.1 Regular Actions

Hammer Attack: Press B or X while walking or standing still to attack with the Piko Piko Hammer

Hammer Jump: Press B or X while running to use the hammer to allow Amy to make a high jump

Jump Attack: Press B or X in mid - jump to use the Hammer in Mid - Jump

### 2.5.2 Actions Involving Level - Up Items

#### Spin Hammer Attack

How to Use: Hold down B or X while rotating the control stick to make Amy swing the hammer in a circle. Don't spin for too long or Amy will become dizzy temporarily.

How to Get It: Beat the Hedgehog Hammer Game, and you are given the Warrior Feather

#### Long Hammer

How to Use: This simply gives you a bigger attack range

How to Get It: Get a new high score in Hedgehog Hammer, after beating Hot Shelter and being rescued from the ship by Tails

2.6 BIG'S ACTIONS  
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2.6.1 Regular Actions

Power Moves: Big is stronger than the other characters; press B or X repeatedly to lift, carry and throw large objects.

Casting a Line: Cast using B or X after facing the water. Press B or X to show the cast indicator and move it around with the control stick, then release when in the right place. If your lure sinks, you can go into fishing mode. Use the control stick to move around the line and press down on the control stick to hook a fish (or Froggy). Reel it in carefully and watch the pressure gauge; if it turns red there is too much pressure and your line could break, which causes you to lose a life. When the line starts to go red, let go of the button you are pressing and wait for the pressure to drop. A reels the line quickly, while B or X reels in slowly.

2.6.2 Actions Involving Level Up Items

Lure Attack

How to Use: Like casting, press B or X and then move the cast indicator around, then release to attack an enemy.

How to Get It:

You can get four lures

- 1) In Station Square, follow the passage near to the entrance to Twinkly Park (in the water). You will get the Lure.
- 2) In the area where Amy is imprisoned on the Egg Carrier
- 3) In the Mystic Ruins Jungle, in the dead end path near to Big's house (use the map)
- 4) By the dinosaur skull in Ice Cap (yes, that's right - it isn't in the Adventure Field). See my guide to Mission 60 for how to reach it

Floating

How to Use It: You do this automatically after getting the Life Belt. Press and hold A to dive; let go of A to surface.

How to get it: You find it outside Ice Cap.

Power Rod

How to Use It: It gives Big a longer line on his rod.

How to get it: Go to Big's house in the jungle and then lift up Big's bed to get it.

2.7 GAMMA'S ACTIONS  
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2.7.1 Regular Actions

Laser Gun: Hold down B and move the control stick around to lock onto multiple enemies. Release it and you will fire a homing missile, hitting all locked on enemies. Don't try to lock on for too long or you will lose the lock on. Locking on to more enemies gains you more time.

Rolling Mode: Gamma will perform this when he reaches full speed. Pressing A returns to walking mode.

2.7.2 Actions Involving Level Up Items

Hovering

How to Use: Press and hold A while jumping

How to Get: After you rescue Amy, Eggman will direct you to the armoury, which is on the upper area of the interior of the Egg Carrier. Go through the door to find the jet booster.

Laser Blaster

How to Use: This improves your firepower

How to Get: This is in the room opposite where you got the jet booster. You can only get it after fighting Sonic, though.

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Red Shoes: Gives you a temporary speed boost

Invincibility: Speaks for iteslf

Rings: Found scattered around the game, and also in item boxes. If you have at least one, then taking hits will not kill you (you will lose your rings, though). Getting 100 of these will get you an extra life.

Shield: Will protect you from damage once only. If you get a magnetic shield, it will attract rings to you.

Extra Life: Selt - explanatory

Hint Orb: Similar to Omochao in Sonic Adventure 2: Battle; gives you clues if you touch them

Light Speed Shoes (Sonic): Enable the light speed dash.

Crystal Ring (Sonic): Allow you to perform the light speed dash faster

Ancient Light (Sonic): Unleashes the Light Speed Attack

Rhythm Badge (Tails): Enables to Rapid Tails Attack

Jet Anklet (Tails): Allows Tails to fly faster

Shovel Claw (Knuckles): allows Knuckles to dig

Fighting Gloves (Knuckles): allows the Maximum Heat Knuckles Attack

Warrior Feather (Amy): Allows the Spin Hammer attack

Lure (Big): Allows Big to perform a lure attack; get all four

Life Belt (Big): Allows Big to float

Super Rod (Big): Allows Big to cast his line further

Jet Booster (Gamma): Allows Gamma to hover

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4. ADVENTURE MODE  
WALKTHROUGHS  
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\*\*\*\*\*4.1 SONIC\*\*\*\*\*  
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!!!!!!!!!!!!!!!!!!!!!!!!!!!!  
BOSS: CHAOS 0  
!!!!!!!!!!!!!!!!!!!!!!!!!!!!

This is pretty easy. Keep hitting Chaos' head until he is defeated, avoiding his attacks.

After this little introduction, Sonic will then head to Station Square to check in at the hotel. While sitting by the pool, he sees Tails crashing his plane and sets out to rescue him.

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STAGE 1: EMERALD COAST  
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Mission C: Rescue Tails

This is pretty simple and requires little explanation. Run through the level, avoiding falling into the water (really easy). Collect rings, and get to the end. The main obstacles are monkeys (Kiki) and spiked bars that keep falling, which you should avoid. When you reach the long boardwalk, make sure you don't stop as a shark will start to smash it up, Jaws - style (you should be able to use the boosters here). Also, as you pass the waterfall run up onto the curved wall and try and get the speed shoes. These should let you run through a shortcut and find a 1 up. When you reach the circle numbered 1, jump and keep jumping from disc 2, 3, etc. until you reach the next point. If you are too slow, you will return to the start of the disc sequence.

Other missions can be played if you return to the level or play Trial Mode from the main screen.

Mission B: Get 50 rings and touch the end of stage marker.

This is pretty easy on this level, so I won't explain further.

Mission A: Beat the level within 2 minutes

This can be tough. Spin dash wherever you can and use the shortcut in the

waterfall area, running up the cliff where the rings are and grabbing the shoes. After this, activate the checkpoint and run down the hill, through the corkscrew and onto the next island. Here, spin dash up the slope and hold right. If you do this correctly, you will skip a lot of the track and land near to the numbered pad sequence. Make sure you don't land in the deep areas of the sea while attempting this.

After beating this level, you unlock Tails!

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STATION SQUARE  
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Tails will show you his chaos emerald. Leave the Hotel and enter the Central Station. Get the train to the Mystic Ruins

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MYSTIC RUINS  
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Head over to Tails' workshop (that building in the distance) up the stairs. However, Robotnik will intercept you.

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BOSS: EGG HORNET  
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This is pretty easy. Avoid Robotnik's attacks and when he dives, he will get stuck in the ground, so attack him then. After a few hits, he is beaten. However, he takes Tails' emerald and feeds it to Chaos.

Go to Tails' lab and grab the green statue. Run down the steps and check the passageways until you find the pedestal where you can set the Statue. Jump into the wind.

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STAGE 2: WINDY VALLEY  
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Mission C: Reach the emerald.

Make your way through the valley. Again, there's not a lot I can say about this. Use your homing attack on the windmill platforms to find shortcuts; also on some sections you will have to run off cliffs and let the wind carry you. A little way in, you will be sucked into a hurricane. Don't worry - make your way up through this area and use the numbered discs again. The final section features music from Green Grove Zone (Sonic 3D). This mainly involves running along long paths, using boosters, and using the wind to blow you. Watch out for the spike ball at one point, though (you'll know what I mean when you see it).

Mission B: Get 50 rings and touch the end of stage marker.

Even if you hit the spike ball in the third stage, you should make it; straight after it is an item box with 40 rings. There is an item box near the marker if you end up a little short.

Mission A: Beat the stage within 3 minutes.

This shouldn't be too hard; use all the shortcuts you can. Near the start is a set of windmill platforms you can break with consecutive homing attacks; use these as a shortcut.

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MYSTIC RUINS  
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Return to the station.

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STATION SQUARE  
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First of all, you should head down the street that was previously blocked by police cars. You can jump down the hole there and you will find the Light Speed Shoes after searching around. Use the button to make rings appear to exit. Then, return to the hotel and go up the stairs, then press the button to make a chain of rings appear. Press the other button and use the light speed dash to get the rings and enter the doors before they close to get an improved light speed dash.

Go to the casino area and press the button to make rings appear. Light speed dash up to the button to open the door.

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STAGE 3: CASINOPOLIS  
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Mission C: Get to the emerald.

This is an unusual level. You can get rings by attacking the fruit machines,

but the main way to get them is to use the pinball machines. There are two:

Pinball & Slots

You can get rings by bouncing around, but you should also activate the pinball machine by using the flippers to go straight up. Like with Sonic 2's Casino Night, three Robotniks loses you your rings, but three of anything else gains you rings. Oh, and if you get three in a row diagonally, it also counts, so watch out!

Pinball & Cards

This is weird. Go straight up to grab a card and keep doing this until you get five cards. How many match determines your score. Also, there is an extra table that I've not figured out how to reach yet. If you leave this table, you end up in some strange world where Nights resides. You will eventually float back to the main table.

You get three tries at each table. If you finish with less than 100 rings, you will go to the sewers. At the start of this, use the light speed dash to get a long chain, then follow the path, avoiding spike balls and getting as many rings in the fan sections as you can. At the section with many spikes and obstacles, use light speed dash to get the rings overhead and an invincibility, then use the ladder to exit. When you think you have enough rings, find the room with the emerald and press the switch. You will have your rings shaken out of you and they form a ramp. If it is high enough (i.e. if you had enough rings), you will be able to get to the marker. If not, go back to one of the pinball machines. You need to deposit 400 rings. If you fall out of a pinball machine with 100 or more rings, you are warped back to the Casino area.

Mission B: Get 50 rings and get to the end of stage marker.

This is pretty simple. Get enough rings, lose them, then grab 50 more and go to the marker.

Mission A: Beat the level within 5 minutes

Don't spend too much time on the pinball tables. Leave them with less than 100 rings or you will not be taken to the sewers, which are the best way to get rings. When you return to the hotel, deposit your rings in the exit area and then go back to one of the pinball tables and repeat this.

When you leave the level, Robotnik will take one of your emeralds (which you drop). When Sonic and Tails come round, you will briefly see Cream in the distance (not that she's important, I just thought I'd mention it). Find the Blue Statue in the Casino Area and take it to the Mystic Ruins.

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MYSTIC RUINS  
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Enter the new tunnel that has opened and place the blue statue by the ice symbol. Enter the door that opens.

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STAGE 4: ICE CAP  
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Mission C: Get the emerald

A lot of this level involves climbing and avoiding spikes. You can jump and grab the overhead ladders. Also, watch out for retractable spikes. At the first bit, run down the slope and use the Light Speed Dash to reach the Disc No. 1, then jump from disc to disc to find a short cut. In the second room, you can use the icicles to cling on. After you find the switch at one point, it makes some platforms appear; run across these and run along the track ahead, round a loop. Use another set of numbered discs and at the end, a large icicle will fall, forming a platform for you to cross and reach the passage ahead.

The stage ends in the snowboarding mini game. This is good fun; try and collect as many rings as you can and jump at the end of the ramps.

Mission B: Get 50 rings and reach the End of Stage Marker

Mission A: Beat the level within 4 minutes

This is still pretty easy; use all the short cuts described above and you will be fine.

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MYSTIC RUINS  
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When you leave Ice Cap, head over to where the lake is (it is near to the Windy Valley entrance). Knuckles is there. He thinks Sonic and Tails are after the Master Emerald shards.

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BOSS:KNUCKLES  
!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

Knuckles is easy. Hit him three times to beat him. After two hits, he'll start gliding.

Knuckles will make Sonic drop the emeralds, where Robotnik takes them. He gives them to Chaos.

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BOSS: CHAOS 4  
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Chaos has turned into a fish. Run around, getting rings on the lily pads and jump to avoid Chaos' attacks. Attack Chaos when he surfaces. Four hits should do it.

If you haven't done so already, you will now unlock Knuckles!

Sonic and Tails decide to chase Robotnik, but Knuckles says he has some unfinished business - namely finding Master Emerald shards.

Follow Tails to his lab and Tails will appear in the Tornado (the same plane from Sonic 2, Sonic 3 and Sonic & Knuckles). After a spectacular cutscene where his runway appears, Sonic jumps aboard.

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SUB GAME: SKY CHASE  
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Simply shoot as many of the enemies as you can. It is as easy as that. Hold down A and move the crosshairs over multiple enemies to get more hits. Let go of A to fire.

After this, the plane is hit and goes down. Sonic will land in Station Square.

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STATION SQUARE  
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Go to the Casino Area and Amy will appear. She wants Sonic to look after her bird.

If you've not done so already, you will now unlock Amy!

Go out into the main area of Station Square. Notice that Big will be hanging around by the seafront. If you talk to him, you unlock him (if you haven't done so already).

Head over to the weird entrance that you can see, and Amy will rush up and point out that cute couples get in free. Zero will appear in pursuit. No time to wait - Sonic chases Amy into the next Stage.

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STAGE 5: TWINKLE PARK  
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Mission C: Find the end of stage marker

At the start, ram as many of the bumper cars as you can and jump in one. Now, go along the bumper car track, avoiding enemies and picking up rings. Recognise the music? It's from the Panic Puppet Zone of Sonic 3D.

At the end of that, there is a roller coaster ride, which is fun, though brief.

Now, go through the park on foot. Use the flippers to allow you to hit the pins in the bowling alleys before you can get past, and then go through the carousel to the next checkpoint. After you pass the castle, use the spring to reach the roof and hit the switches on the roof to make lines of rings appear to Light Speed Dash along. Then, spring up to the roof and make your way to the exit marker.

Mission B: Get 50 rings and find the end of stage marker.

This should be easy; get the rings on the roof of the castle and DON'T get hit by the enemies by the marker. Also, if you manage to knock down the skittles using the flippers, rings will appear from the crown in the next area.

Mission A: Beat the level within 3 minutes

Get through the car section as fast as possible and spin dash wherever you can (if you hold forward at the end, you'll shave a couple of seconds off your time). Be careful you don't fall as you make your way to the castle roof by jumping across the spinning roofs as taking the longer route will make it a lot harder to get to the end.

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STATION SQUARE  
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When you exit Twinkle Park, grab the pass that appears and head to the building close to the Twinkle Park entrance. Go in EITHER elevator.



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STAGE 6: SPEED HIGHWAY  
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Mission C: Reach the end of stage marker

Similar to Radical Highway from Sonic Adventure 2: Battle; speed along the roads without falling off. When you reach the helipad, grab the helicopter to be carried to the next section. This level also features a long run down a building. Careful positioning can get you extra rings. The final bit is through a busy street, where you should watch out for cars. Use the fountain to help you get to the marker.

Mission B: Get 50 rings and reach the end of stage marker

This should be a little hard, as you must look after your rings in the final section. Try and get up onto the roof tops to find rings; also, if you're a little short at the end, hit the bell to make rings appear.

Mission A: Beat the stage within 2 minutes 30 seconds

All you can do is spin dash and light speed dash wherever possible. There aren't any real short cuts, except do homing jumps on the line of spinners over the area with the rocket that takes you to the second area to skip part of the level.

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STATION SQUARE  
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When you leave this area, go to the Casino area. Amy will be carried above you by Zero; get the train. When Sonic reaches Mystic Ruins, Zero will be beamed up to the Egg Carrier, taking Amy with him.

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MYSTIC RUINS  
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Go along the passage to Ice Cap, but go past that and you will find Angel Island (home of the Master Emerald Shrine). Nearby is the Ancient Light. After getting it, use the Ancient Light Attack on the caged monkey close by and you open the next stage.

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STAGE 7: RED MOUNTAIN  
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Mission C: Reach the end of stage marker.

For the first stage, make your way up the mountain, using springs and rockets, and avoiding death pits and lava. If a rocket is locked, look around for a switch to unlock it. Then, head through the caverns; try to get the speed shoes near the start, then cross the lava pools and you should make it to the end with few problems.

Mission B: Get 50 rings and reach the end of stage marker.

As long as you don't take too many hits at the end, this should be no problem.

Mission A: Beat the level within 3 minutes

There are a few short cuts you can find at the start involving springs, but you will need to do this fast and spin dash wherever possible to get through this fast.

At the end, Tails appears in his new Tornado!

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SUB GAME: SKY CHASE  
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Again, shoot all the enemies that appear (more this time). When the back of Robotnik's spacecraft appears, shoot it. It is easy to beat.

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EGG CARRIER  
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After a bad landing on the Egg Carrier, Sonic and Tails find Robotnik transforms his Egg Carrier. Don't panic - enter the door directly ahead of Sonic.

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STAGE 8: SKY DECK  
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Mission C: Make it to the end of stage marker

For the first part, don't fall, or you'll die! You can make your way around the

hexagonal columns and later on, you should make your way up them by jumping. At the end, touch the missile and you will be taken to the second stage.

Here, avoid the strong winds (either grab something or keep jumping like mad). Destroy the gun turrets and near the end, get across the floor as it collapses. Fire a rocket at the big gun turret at the end when it turns towards you to progress (note: around the base of this are several gun turrets, some of which hide 1 ups).

For the last section, make your way across the deck, which tilts vertically halfway up, forcing you to use the springs and horizontal ladders to get past. At the top, run down the slope and press the button, then follow the new passage to the marker.

Mission B: Get 50 rings and find the end of stage marker.

This should be no problem, as the last section has few things that are likely to cause you to lose rings. Try and get as many rings as you can at the end.

Mission A: Beat the level within 5 minutes

There aren't many places you can do this fast; simply spin dash where you can. That's about all I can say. At the end, when the ship tilts, try to position yourself, so you get to the top as quickly as possible. The platform has a tendency to shake occasionally, so be careful.

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EGG CARRIER  
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After Sky Deck, get in the round yellow thing at the top of the steps (sorry, best description I can give), next to the letter buttons that allow you to access the Chao Garden (see Chao section).

When you exit, head towards the structure that is furthest from you and enter; press the button and light dash past the rings, then in the next room (the control room), jump on the chair to make it move forward, revealing a button. Press it to turn the ship back to normal. Exit and watch Robotnik take Amy's bird, and its chaos emerald. Robotnik then sets Gamma on you.

!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!  
BOSS:E102 GAMMA  
!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

Keep attacking him and avoiding his fire. After three hits...

Amy will stop you, explaining that Gamma is different. The ship will start to lose altitude, so Tails and Amy leave. Head towards the other end of the ship.

If you've not done so already, you will now unlock Gamma.

Robotnik calls Chaos, and Chaos has 6 emeralds, plus Froggy (Big is there too).

!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!  
BOSS: CHAOS 6  
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Hit one of the bombs that appears you you can pick it up and throw it into Chaos mouth, freezing him (his "frozen" position looks SOOOO wrong). Hit him again. To make things easier, Robotnik will yell: "I don't believe this" if Chaos is frozen. He will also try and suck you up, which occasionally leads to him swallowing a bomb, which has the same effect as usual. Four hits and he is dead. Or is he?

If you have not done so already, you will now unlock Big!

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MYSTIC RUINS  
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After the cinema, go to the minicar near the lake in Mystic Ruins, which takes you to the jungle. Head to the temple in the middle and enter the passage.

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STAGE 9: LOST WORLD  
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Mission C: Get to the center of the ruins

This is a very fun stage. First of all, run along the passages, avoiding flames, until you reach the snake room. In the snake room, you can make your way up using the stone snake, and use the round buttons to raise the water level. Find the three buttons that open the door too. Be careful you don't fall to your death.

The next section involves mirrors. When Sonic grabs one, rotate it until it reflects light off the other mirrors, lighting up the room, making it easier to traverse.

You'll then go along a river and down a waterfall; make your way along the

passage to a scene straight off Raiders of the Lost Ark.

That's right, a big rock will start rolling after you. Run to avoid it.

In the last room, use the switches to move the panels until they light up, allowing you to walk on them (really impressive), walking up walls. After this, use the switch the light dash across the room and you've made it.

Mission B: Get 50 rings and find the end of stage marker

Once you get near the end of the level, getting 50 rings should be easy. I'll say no more.

Mission A: Beat the stage within 4 minutes and 30 seconds.

What? That sounds impossible! Well, of course it isn't. You will need to spin dash a lot (there are some good opportunities at the start) and beat the snake area as fast as possible; after hitting the last water switch, do homing jumps down the snake's body to the red switch; this saves a lot of time. In the mirror room, don't touch the mirrors; in the final room, there is a short cut. After you get past the row of spikes that attacks horizontally, you will find a ledge with a switch on. You can jump to a nearby one that is set into the wall; if you make it, you will find you are on the ledge with the button to make the row of rings appear on.

\*\*\*\*\*  
FLASHBACK SEQUENCE  
\*\*\*\*\*

After this, the hint orb will appear and Sonic will be warped to the master emerald shrine. It looks different, but this is because it is a flashback (well, Sonic has been transported back in time). Talk to Tikal, and then you will be warped back to outside the temple.

\*\*\*\*\*  
MYSTIC RUINS  
\*\*\*\*\*

Next, head towards the cliff and enter the door into the metal bridge that you see. In the next area, press the six buttons that you find if you search until each of them is lit. Pressing a switch lights it, but turns off any switches immediately by it if they are it (or turns them on if unlit). When you manage this, you will access the last level.

\*\*\*\*\*  
STAGE 10: FINAL EGG  
\*\*\*\*\*

Mission C: Get to the End of Stage Marker

First of all, run along the corridor, breaking the things that are generating the lasers. Carefully cross the conveyor belt section; this bit is straightforward.

The second section involves a deep shaft, and here, to prevent you from taking short cuts, Sonic CAN fall by falling too far within the level (i.e. without falling off the bottom) - a Sonic first.

Make your way across the floating platforms until you reach a tunnel, then make your way down and across some more. When you reach the bottom, press the switch, opening up another shaft. Cross yet more floating platforms, avoiding swinging hammers (expert timing is needed). Then take the elevator down to a new area, and cross even more floating platforms to an area with an elevator which leads to the last area.

Now, things are getting tough. If you end up in a room with lots of exploding robots heading at you, get out of there fast. Be careful crossing the fans, and at the point where you drop down the long shaft, land in the middle and make your way up and you should find a way out. At the end of the level, you meet Robotnik.

Mission B: Get 50 rings and tough the end of stage marker

The only tip I can give you is - don't get hit by the enemies right at the end. You will regret it. If you are a little short, you will make it up with the final light speed dash.

Mission A: Beat the level within 4 minutes 30 seconds

Umm - spindash a lot. Otherwise there are no real shortcuts; simply practise beating this one without any mistakes.

Sonic will leave using a rocket. Now for the ultimate battle (or is it?).

!!\*\*!!\*\*!!\*\*!!\*\*!!  
FINAL BOSS: EGG VIPER  
!!\*\*!!\*\*!!\*\*!!\*\*!!

The arena consists of two floating platforms. If you fall, you die. Robotnik will fly past you three times and try and shoot you, then he will cockily make

himself into a sitting target. Use homing jumps to get to him. The second time he'll fire a laser straight at you before making himself into a target (this time, you must use more homing jumps). After three hits, he will appear at one end of the platform and shoots you with lasers (be careful).

After the fourth hit, he changes his attack. He will hover at one end, taking out a platform and fire one of his two spiked platforms at you. Jump on it and you will be carried back to him, then hit him. Be careful, because if you miss he will take out more pieces of the platform. He is even faster after the fifth hit, so beware. After the final hit, watch him as he will crash through one of the platforms. Don't stand there or you will die. If you survive, you have beaten Sonic's game.

\*\*\*\*\*  
\*\*\*\*\*4.2 TAILS\*\*\*\*\*  
\*\*\*\*\*

Watch the cinema, where Tails crashes and is rescued by Sonic. After Tails shows Sonic his chaos emerald, head to the Mystic Ruins by train and go to Tails' workshop. Robotnik is there.

!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!  
BOSS: EGG HORNET  
!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

This is pretty easy. Avoid Robotnik's attacks and when he dives, he will get stuck in the ground, so attack him then. After a few hits, he is beaten. However, he takes Tails' emerald and feeds it to Chaos.

Take the green stone from outside your workshop and take it to the entrance to Windy Valley (same as in Sonic's game).

\*\*\*\*\*  
STAGE 1: WINDY VALLEY  
\*\*\*\*\*

Mission C: Find the emerald before Sonic

This is fairly easy. In all Tails' stages, you must beat Sonic to the goal. Jump off to the right to skip the loop in the track, on to the platform below for a short cut and then get to the end before Sonic. Use the green rings as boosters.

N.B. If you die, then wherever you restart, Sonic will be in the same place as you.

Mission B: Get 50 rings and beat Sonic

Getting 50 rings is pretty easy, so you should have no problem.

Mission A: Beat an even faster Sonic.

Again, this is easy. Using the same tips I gave for Mission C, you should be able to beat it. As long as you have the jet anklet, Tails' Mission As should be no problem.

\*\*\*\*\*  
MYSTIC RUINS  
\*\*\*\*\*

Head back to Station Square

\*\*\*\*\*  
STATION SQUARE  
\*\*\*\*\*

Go to the casino area (go down the stairs from the station). Fly up to the switch to open it.

\*\*\*\*\*  
STAGE 2: CASINOPOLIS  
\*\*\*\*\*

Mission C: Find the emerald before Sonic

This takes place in the sewers. Simply run forward and hit the bomb item box to kill all the enemies, and then run along, collecting rings and going through the fan rooms. You have a good chance to get ahead at the end by flying.

Mission B: Get 50 rings and beat Sonic

This is pretty easy, as there are lots of rings on this level. However, make sure you avoid getting hit right at the end, by the swinging maces.

Mission A: Beat an even faster Sonic.

He isn't THAT much faster, so this should again be easy. Again, fly over the last section to get a good lead).

\*\*\*\*\*

STATION SQUARE  
\*\*\*\*\*

After Casinopolis, Robotnik will steal an emerald and gas Sonic and Tails. When you come round, notice the flying figure appearing out of an alley. A common mistake is to think that it is Tails and the game is glitched; it is Cream. Enter the alley for the Ice Stone and head to the station and take it to Mystic Ruins.

\*\*\*\*\*  
MYSTIC RUINS  
\*\*\*\*\*

Enter the passage that conveniently opens, and place it on the blue slab you see to enter.

\*\*\*\*\*  
STAGE 3: ICE CAP  
\*\*\*\*\*

Mission C: Find the emerald before Sonic

Beat Sonic skiing. Use the ski jump ramps and find short cuts. This is pretty easy.

Mission B: Get 50 rings and beat Sonic

There are plenty of rings on the slope, and - since I've never once taken a hit here, you should have no problem.

Mission A: Beat an even faster Sonic

If you make as many jumps as you can and take short cuts, this should be a piece of cake.

\*\*\*\*\*  
MYSTIC RUINS  
\*\*\*\*\*

After this, head towards the pond in Mystic Ruins, where you will find Knuckles. He thinks you and Sonic are after the pieces of the Master Emerald.

!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!  
BOSS:KNUCKLES  
!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

Knuckles is easy. Hit him three times to beat him. After two hits, he'll start gliding.

Knuckles will make Tails drop the emeralds, where Robotnik takes them. He gives them to Chaos.

!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!  
BOSS: CHAOS 4  
!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

Chaos has turned into a fish. Run around, getting rings on the lily pads and jump to avoid Chaos' attacks. Attack Chaos when he surfaces. Four hits should do it.

If you haven't done so already, you will now unlock Knuckles!

\*\*\*\*\*  
MYSTIC RUINS  
\*\*\*\*\*

Sonic and Tails decide to chase Robotnik, but Knuckles says he has some unfinished business - namely finding Master Emerald shards.

Go to Tails' workshop and Tails will prepare the Tornado (the same plane from Sonic 2, Sonic 3 and Sonic & Knuckles). After a spectacular cutscene where his runway appears, Sonic jumps aboard.

~~~~~  
SUB GAME: SKY CHASE  
~~~~~

Simply shoot as many of the enemies as you can. It is as easy as that. Hold down A and move the crosshairs over multiple enemies to get more hits. Let go of A to fire.

After this, the plane is hit and goes down. Tails will be knocked unconscious when he lands in the Mystic Ruins.

\*\*\*\*\*  
MYSTIC RUINS  
\*\*\*\*\*

When Tails wakes up, head for the mincart and you will be taken to the jungle area. If you fly across the jungle, you will see a temple. However, head to the

left of where you started and you should find an emerald. However, Froggy will take it. Chase him, and you should find a path leading into a tunnel. Now, fly up to find the switch that opens the passage ahead.

~~~~~  
SUB GAME: SAND HILL  
~~~~~

Use your sand board to get to the end. Try and go through as many gates as you can; the more gates you go through, the higher the multiplier at the top right will be; watch out, as if you take too long to get to the next gate, this will reset to zero.

\*\*\*\*\*  
FLASHBACK SEQUENCE  
\*\*\*\*\*

Tails will get the emerald from Froggy, only to suddenly be transported back in time. You stand before a temple. Actually, it is the same temple that is in the jungle. Echidnas are everywhere. Search around the outside for the Rhythm Badge (you need it to continue). Then, head to the temple, where you will meet Tikal. After talking to her, you will return to Mystic Ruins, where Big appears. Tails will drop Froggy in fright, but has the emerald.

If you've not done so already, you will now unlock Big.

Tails builds a new plane, using the emerald as his power supply, and goes to find Sonic.

~~~~~  
SUB GAME: SKY CHASE  
~~~~~

Again, shoot all the enemies that appear (more this time). When the back of Robotnik's spacecraft appears, shoot it. It is easy to beat.

\*\*\*\*\*  
EGG CARRIER  
\*\*\*\*\*

After a bad landing on the Egg Carrier, Sonic and Tails find Robotnik transforms his Egg Carrier. Don't panic - enter the door directly ahead of Tails.

\*\*\*\*\*  
STAGE 4: SKY DECK  
\*\*\*\*\*

Mission C: Reach the end of stage marker before Sonic

Considering you can fly and Sonic cannot, this stage should be no problem. Use the boosters to get through the level. At the very start, you can also take a massive shortcut across the stage by flying (impossible for Sonic). At the end, make your way to pillar no. 4 and make your way up and the marker is nearby.

Mission B: Get 50 rings and beat Sonic

This is again pretty easy; make sure you aren't hit by the missiles at the end.

Mission A: Beat an even faster Sonic

This isn't a lot harder than Mission C. You should be able to clear it with little fuss. Again, simply fly across the first section of the level. This is one of the easiest A missions in the game.

\*\*\*\*\*  
EGG CARRIER  
\*\*\*\*\*

After you exit, use the transporter thing in front of the letter switches to access the deck and head towards the building furthest from you, then fly up through the hole in the ceiling. Find the switch by jumping on the chair and making it move forward, press it and exit.

When you exit, head towards the structure that is furthest from you and enter; press the button and light dash past the rings, then in the next room (the control room), jump on the chair to make it move forward, revealing a button. Press it to turn the ship back to normal. Exit and watch Robotnik take Amy's bird, and its chaos emerald. Robotnik then sets Gamma on you.

!!!!!!!!!!!!!!!!!!!!!!!!!!!!  
BOSS:E102 GAMMA  
!!!!!!!!!!!!!!!!!!!!!!!!!!!!

Keep attacking him and avoiding his fire. After three hits...

Amy will stop you, explaining that Gamma is different. The ship will start to lose altitude, so Tails and Amy leave.

If you've not done so already, you will now unlock Amy and Gamma.

\*\*\*\*\*  
STATION SQUARE  
\*\*\*\*\*

After you land in Station Square, Robotnik will decide to destroy it with a missile, which turns out to be a dud. You must beat him to it. Follow him through the door he busts down and enter either elevator.

\*\*\*\*\*  
STAGE 5: SPEED HIGHWAY  
\*\*\*\*\*

Mission C: Find the missile before Robotnik

At the start, fly towards the right and take the road there, and use the boost rings if you can. You should end up on the area with the glass roof and the moving platform ahead. Use another set of boost rings to go faster, then head to where the shield is. From this point, fly towards the line of rings in mid air and fly onto the road ahead of them (this skips a lot of the level). When you reach the helipad, use boost rings again, and for the final section, keep using the boost rings. If you fly fast enough, you can fly all the way across from the last checkpoint to the missile.

Mission B: Get 50 rings and beat Robotnik

As long as you don't die near the end, getting 50 rings in here should be easier than it seems.

Mission A: Beat an even faster Robotnik

You should have the Jet Anklet for this. Take all the shortcuts you can, as Robotnik will take these too. Otherwise, the tips I gave for Mission C should suffice. Tails' emblems are very easy to get.

Tails will deactivate the missile. Robotnik isn't finished, though.

!!\*\*!!\*\*!!\*\*!!\*\*!!\*\*!!  
FINAL BOSS: EGG WALKER  
!!\*\*!!\*\*!!\*\*!!\*\*!!\*\*!!

This isn't as hard as it looks. Avoid all of Robotnik's attacks, and then wait for him to stamp one of the legs of his Egg Walker. Jump to avoid the shockwaves, then hit (Tail Spin) the light that is on the leg, making him fall over. Hit him then. After that, he will stamp two legs each time, and the last time, he will stamp three. You must get all three, so be ready. As soon as the shock wave from the last one passes, run and hit all three legs (the lights you must hit will glow).

You have now beaten Tails' game!

\*\*\*\*\*  
\*\*\*\*\*4.3 KNUCKLES\*\*\*\*\*  
\*\*\*\*\*

Knuckles' game starts with Knuckles alone on Angel Island (the floating island from Sonic 3). The Master Emerald is shattered by the sudden appearance of Chaos and the island falls. Knuckles must find all the pieces.

Knuckles' game is significantly different from Sonic and Tails' game; when you reach Station Square (you go there automatically), you must first of all go to the City Hall area, and punch down the yellow cordon which is where Sonic fought Chaos 0. Go through the door.

\*\*\*\*\*  
STAGE 1: SPEED HIGHWAY  
\*\*\*\*\*

Mission C: Find all the pieces of the Master Emerald

There are three pieces, and - unlike in Sonic Adventure 2: Battle, the radar will bleep when ANY of them are near. Watch the radar; if you are getting close, one of the emeralds will turn blue. As you get closer, it will turn to green, yellow, and then red. All the emeralds will be in plain sight at the moment, or hidden within bad guys or items that you can smash open. Get all three to beat the stage.

This stage takes place in the last section of Sonic's Speed Highway, and the main dangers are vehicles and motorcyclists on the roads. Most emerald shards are high up.

Mission B: Get all the emerald pieces without using any hintballs.

This is pretty easy, unless you accidentally hit a hintball, in which case you should immediately press restart (you'll keep all emeralds you have, but you'll restart from the point where you go the last one).

Mission A: Get all the emerald pieces in 1 minute

How you do on this depends on where the emeralds are hidden. If you are taking

a while to find one emerald, you can always press restart, and you'll return to the point just after you got the last piece, and the time on the clock will be the same as it was when you got this piece too.

\*\*\*\*\*  
STATION SQUARE  
\*\*\*\*\*

After beating this, head to Casinopolis (don't say you don't know where it is, as you will have to have gone there in Sonic or Tails' story to unlock Knuckles) and climb up the wall with rings on, then glide to the button to open it.

\*\*\*\*\*  
STAGE 2: CASINOPOLIS  
\*\*\*\*\*

Mission C: Find all the pieces of the Master Emerald

You can't enter the pinball machines, but you can use the springs to get to places Sonic can't, including the pirate ship (with robot pirates you can kill) and a big lion head, which sometimes has an emerald in its mouth). Sometimes one will be inside the giant golden Sonic in the middle, in which case you must smash it by punching it (the Gold Sonic does not appear in Sonic's game at first, until you start depositing rings, then if you look, you can see its legs have appeared and you build it all if you get enough rings).

For Missions B and A, refer to my advice above. There's nothing much more I can say to help.

\*\*\*\*\*  
FLASHBACK SEQUENCE  
\*\*\*\*\*

After you beat Casinopolis, leave and you will be warped back to the temple area. You will find Tikal, who is begging her father to listen to her.

\*\*\*\*\*  
STATION SQUARE  
\*\*\*\*\*

After the flashback, you will see Sonic and Tails unconscious. Cream can be seen flying around, though she has no purpose in Knuckles' game. Enter the hotel and follow Robotnik into the elevator. You will end up in the restaurant. (This is the one and only time you can access this area, so make the most of it).

Robotnik will call up Chaos, and feed him an emerald.

!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!  
BOSS: CHAOS 2  
!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

Run away from him when he turns into a ball and glide into him to turn him back to normal; after that, you must hit his head by either sneaking up behind him to avoid him using his shield, or by attacking him just after he uses an attack (these include turning into a deadly puddle and seeping over the floor).

After Chaos is beaten, Robotnik will tell Knuckles that Sonic is after the emerald shards too.

\*\*\*\*\*  
STATION SQUARE  
\*\*\*\*\*

Go to the station and board the train.

\*\*\*\*\*  
MYSTIC RUINS  
\*\*\*\*\*

Run along towards the steps leading to Tails' workshop, only run past them and along the passage; ignore the minicar, run along the other passage, where you will be locked in. Get the Shovel Claw. Use it in the area with the Robotnik face hovering over it, and get the monkey blaster. Set it under the monkey cage to open the door, then take it again. Go to the Master Emerald shrine area and use the monkey blaster on the monkey guarding Red Mountain.

\*\*\*\*\*  
STAGE 3: RED MOUNTAIN  
\*\*\*\*\*

All three missions can be cleared in the same way as before. However, some emeralds may be buried. Fortunately, you will now have the shovel claw. Press A and B together to use it. The other main hazards on this level are lava and falling to your death.

\*\*\*\*\*  
MYSTIC RUINS  
\*\*\*\*\*



Head towards the pond (the same one where you fought Knuckles as Sonic and Tails). Sonic and Tails are there.

!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!  
BOSS: SONIC  
!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

Yes, the time has come to fight Sonic. Punch him three times to beat him. He's not too hard.

Knuckles will make Sonic drop the emeralds, where Robotnik takes them. He gives them to Chaos.

!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!  
BOSS: CHAOS 4  
!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

Chaos has turned into a fish. Run around, getting rings on the lily pads and jump to avoid Chaos' attacks. Attack Chaos when he surfaces. Four hits should do it.

\*\*\*\*\*  
MYSTIC RUINS  
\*\*\*\*\*

After Sonic and Tails leave, take the minicar nearby to the jungle area. Glide towards the right to find a ledge with the Fighting Gloves on.

You must also get two statues. One of these is right at the point where you enter; the other can be found if you climb down the ladder and head towards where Sand Hill is. You should find a cul - de - sac with an eggman face appearing out of some soil. The other statue is buried there (if you can't follow my directions, use the map). Take both statues to the podiums on the side of the temple (they look like the ones outside Windy Valley and Ice Cap).

\*\*\*\*\*  
STAGE 4: LOST WORLD  
\*\*\*\*\*

This is a pretty simple level; if you beat the last three, you should manage this one with no problems. The stage consists of the room where you can run on the tiles when they are lit. There are very few places you can stand in this level without being close to one of the emerald shards, plus you can glide through the level quickly, making it Knuckles' easiest stage in my opinion.

\*\*\*\*\*  
FLASHBACK SEQUENCE  
\*\*\*\*\*

You are at the Master Emerald shrine. Talk to Tikal again.

\*\*\*\*\*  
MYSTIC RUINS  
\*\*\*\*\*

The Master Emerald shrine - again. Knuckles realises that he has to restore the emerald. There are a few pieces missing. Better get them.

Knuckles will follow Gamma, who appears from Red Mountain.

If you've not done so already, you will now unlock Gamma.

Go back to the jungle area, and go past the temple and you should find the bridge leading to Final Egg.

\*\*\*\*\*  
EGG CARRIER  
\*\*\*\*\*

Knuckles will board the Egg Carrier as it rises. Once aboard, you should find a room with a (drained) swimming pool. If it isn't drained, leave the room and run across the ship until the Egg Carrier transforms, then go back. Enter the door at the bottom of the swimming pool and Knuckles will sense the master emerald. Enter the next door.

\*\*\*\*\*  
STAGE 5: SKY DECK  
\*\*\*\*\*

Very different from Sonic and Tails' versions. Here, you must use the lever to tilt the ship to get some emeralds. If you pull the lever towards you (relative to where you start), the containers near the start will open and you can enter them (these may have emeralds inside). The ones further down the deck can be opened by pulling the lever to the right as you face it the first time. Also, it may be under one of the moving platforms, which you can slide across the deck by moving the lever. All I can really suggest here is trial and error. For a change, you get 2 minutes in which to beat Mission A, meaning you may manage that one without even using the restart trick.

\*\*\*\*\*  
FLASHBACK SEQUENCE  
\*\*\*\*\*

Talk to Tikal yet again.

\*\*\*\*\*  
EGG CARRIER  
\*\*\*\*\*

Exit the swimming pool and run towards the other end of the ship. Sonic has apparently beaten Chaos. However, when Sonic and Robotnik leave, guess who returns!

!!\*\*!!\*\*!!\*\*!!\*\*!!\*\*!!  
FINAL BOSS: CHAOS 6  
!!\*\*!!\*\*!!\*\*!!\*\*!!\*\*!!

As with Sonic, throw bombs into his mouth or let him suck them up, but watch out as portions of the battlefield are damaged and you cannot tread on them. Also, watch out for Chaos' attack where he turns into some sort of laser like thing and tries to attack you with an energy beam (jump to avoid this). This is a pretty easy boss, though.

After beating Chaos 6, he is \*apparently\* dead. You have beaten Knuckles' game!

\*\*\*\*\*  
\*\*\*\*\*4.4 AMY\*\*\*\*\*  
\*\*\*\*\*

\*\*\*\*\*  
STATION SQUARE  
\*\*\*\*\*

After watching the cinema of Amy finding her bird and being chased by Zero, before hiding in the Burger Bar, head to the Casino Area which you can access from the hotel. There you meet Sonic.

Now, leave the Casino Area and head towards Twinkle Park. Despite being chased by Zero, Amy will encourage Sonic to take her into the park.

\*\*\*\*\*  
STAGE 1: TWINKLE PARK  
\*\*\*\*\*

Mission C: Evade Zero and reach the balloon

You must avoid Zero. You can hit him with your hammer, but do this too much and he will become invincible. To start off, press all three switches to open the castle.

Inside the castle, run along the corridors and be careful in the mirror rooms, especially the second one as the camera angle can be confusing. Once you get the directions right (for the second mirror room, look at the second image from the front and you should get the controls right). Avoid the spike balls, and keep ahead of Zero. Then, as you cross the roof of the castle, avoid the collapsing floors (to make it easier, these are not visible in the mirror). After the castle, avoid more balls and TNT barrels and grab the balloon.

Mission B: Evade Zero and collect 50 rings

A good tip here is to get the shield hidden behind the hedge by the castle door. Other than that, try and get as many ring boxes at the start as you can and try not to lose rings at the end.

Mission A: Find the balloon within 2 minutes

At the start, head to Amy's right and round the lake that way, pressing the buttons. You waste less time. This level doesn't really have short cuts, so my only advice would be to not waste time, especially in the mirror rooms.

\*\*\*\*\*  
STATION SQUARE  
\*\*\*\*\*

Amy is kidnapped by Zero!

\*\*\*\*\*  
EGG CARRIER  
\*\*\*\*\*

Amy will meet E102 Gamma, who has been sent for the bird. Amy manages to convince him to free her instead.

If you've not done so already, you will now unlock Gamma!

~~~~~  
SUB GAME: HEDGEHOG HAMMER  
~~~~~

You must beat this to get past. To be precise, beat Robotnik's score of 2000. This is kinda disturbing; you must hit the Sonics that appear with your hammer, and you get 100 points (Super Sonics get you 500 points). Hitting a Robotnik loses you 200 points. Stand in the middle and keep hitting and you should manage it eventually.

You will be awarded with the Warrior Feather.

After leaving the room, use your hammer to hit the switch by the door next to you to open it.

\*\*\*\*\*  
STAGE 2: HOT SHELTER  
\*\*\*\*\*

Mission C: Evade Zero and grab the balloon

Wow, a level Sonic cannot access! This is Amy's hardest level in my opinion; Zero will repeatedly crash through walls in a manner similar to Mr. X from Resident Evil 2. A few points to note; when you see a lever, rotate it, usually clockwise, to open the door ahead. After the room full of cogs (at the end, find a switch to reverse the last two cogs to be able to get to the next room, where you must carefully get to the button to press it without falling; you will be taken round on the rotating platform; when it stops, make your way to the next door.

In the next room, pick up each of the four coloured blocks and place them in the spaces with the corresponding colour; Zero will make a spectacular entrance by crashing through the TV screens. You must do the box sequence again at the end, this time with Zero chasing you. Here, one of the blocks is on a narrow ledge above you, which you must use a spring to reach (careful you don't fall to your death).

The balloon is through the door that opens.

Mission B: Evade Zero and get 50 rings

There are plenty of rings in this level, and keeping hold of them is not as bad as it seems, as long as you hit Zero if you need to, and get all the shields you can. Towards the end, there aren't that many bad guys, and as long as you dodge the monkeys at the end (use the bomb item box), this should be easy.

Mission A: Find the balloon within 6 minutes, 30 seconds

This is pretty easy really. You should easily be able to clear this level in under 6 minutes. When you open the gates, stop doing so when they are high enough to lift themselves the rest of the way. This should shave off a few seconds.

\*\*\*\*\*  
FLASHBACK SEQUENCE  
\*\*\*\*\*

Go to the Master Emerald Shrine, where Tikal tells you about Chao. Suddenly, Chaos appears from the water.

\*\*\*\*\*  
EGG CARRIER  
\*\*\*\*\*

Run out of the swimming pool area and you will meet Sonic and Tails, and Gamma. Robotnik takes the bird, and its emerald, and Amy stops Gamma and Sonic fighting. The ship will start to lose altitude, so Tails leaves with Amy, after a touching moment between Amy and Gamma. After Tails curtly leaves Amy in Station Square, Amy will decide to find the bird's family, and you will go to Mystic Ruins.

\*\*\*\*\*  
MYSTIC RUINS  
\*\*\*\*\*

Go to the minecar and get in. In the Jungle, go over to the bridge that has appeared on the other side (the one leading to Final Egg) and get into Final Egg the same way as you did with Sonic.

\*\*\*\*\*  
STAGE 3: FINAL EGG  
\*\*\*\*\*

Mission C: Evade Zero and grab the balloon

This is probably Amy's easiest stage! At the start, avoid the lasers (hit the pods at the end of the lasers to turn them off) and avoid the robots. At the end of the corridor, press the button and wait for the lift. Zero will appear again at the top of the lift shaft. There is also a room with five doors and only one of them leads to the next point; whichever one it is is random. After this, get space to do a big run up and hammer jump to the next passage (this can be tricky), and the balloon is ahead. Kill the robot and get it.

Mission B: Evade Zero and get 50 rings

This is actually quite easy! If you're in trouble, run round the side of the room with the balloon to find four item boxes with random amounts of rings inside!

Mission C: Grab the balloon within 2 minutes, 30 seconds

This is pretty easy, as long as you don't stop for anything and don't take too long over the point where you have the option of five doors, or the hammer jump before the balloon. Remember, you can restart to return to the last checkpoint.

\*\*\*\*\*  
MYSTIC RUINS  
\*\*\*\*\*

Go back to the station, but take the door under it. This leads to a raft that takes you to the Egg Carrier (now floating in the sea). You will find the bird's family, but Zero appears again and attacks the bird. Amy's had enough! She attacks Zero!

!!\*\*!!\*\*!!\*\*!!\*\*!!  
FINAL BOSS: ZERO  
!!\*\*!!\*\*!!\*\*!!\*\*!!

Actually, this is Amy's ONLY boss! Keep hitting Zero and attack him again when his top opens. This only takes three hits, but watch for his shockwave attacks. Also, after two hits, watch for hit attack where he extends his arms and spins around. Keep jumping to avoid this.

The bird looks like he's dead at first, but he's okay. He flies off with his family and Amy decides she'll teach Sonic to respect her.

\*\*\*\*\*  
\*\*\*\*\*4.5 BIG\*\*\*\*\*  
\*\*\*\*\*

Big's story starts with Froggy meeting Chaos and somehow gaining a tail, then going off with Big's lucky charm - a Chaos Emerald. Big goes to Station Square.

\*\*\*\*\*  
STATION SQUARE  
\*\*\*\*\*

Enter the sewers behind Twinkle Park to get the lure; go to the City Hall area and you will see Froggy going under a car that is annoyingly, and illegally, parked over the sewer. Pick it up and drop into the sewer, then follow the path to a door. You can get into Twinkle Park this way.

\*\*\*\*\*  
STAGE 1: TWINKLE PARK  
\*\*\*\*\*

Mission C: Fish for and catch Froggy

Stand at the side of the lake and start fishing (see section on Big's moves). Eventually, you should catch Froggy. Carefully reel him in, pressing A and the control pad, letting go if the pressure becomes too high.

Mission B: Catch a 1000g fish and Froggy

Simple as that. Before you catch Froggy, get a fish that weighs 1000g. If Froggy grabs the line when you don't want him to, either restart or somehow make him let go.

Mission A: Catch a 2000g fish and Froggy

I believe you need all four lures before doing this. This will allow you to get a bigger fish in this level. Remember, the 2000g fish will put more pressure on the line, so be careful catching it.

The goal in Big's B and A missions is always the same.

\*\*\*\*\*  
STATION SQUARE  
\*\*\*\*\*

Cream will fly past as you leave. If you look around, you will also see Amy and you will unlock her (if you haven't already) if you speak to her. Go to the area behind Twinkle Park and get the Ice Key, which Cream dropped for you. Go to Mystic Ruins.

\*\*\*\*\*  
MYSTIC RUINS  
\*\*\*\*\*

I believe you can find Knuckles near the pond, but since you will have already unlocked him before unlocking Big (I don't think it is possible not to), it is not vital that you speak to him. Go to Ice Cap, via the tunnel that opens (as usual).

Outside, you will get the lifebelt.

\*\*\*\*\*  
STAGE 2: ICE CAP  
\*\*\*\*\*

Use one of the boulders or jump on the crack in the ice to break a hole. Use this to catch Froggy. There's not a large amount of room, but try and you should succeed. If you jump into the water and follow the underground passage, you will find an area with a dinosaur skeleton. There is a lure powerup here, but you need to get out of the ice and find a set of springs that takes you to it. For more information, see what I have said regarding Mission 60 (in Missions section). There is also a lake in the hidden area that has some bigger fish in; useful for your B and A missions (but the main lake here has a low ceiling, which makes casting your line a nuisance). However, the area with Froggy in does have a couple of bigger fish in that will likely suffice for the harder missions.

\*\*\*\*\*  
MYSTIC RUINS  
\*\*\*\*\*

Big finds Tails has Froggy, but Tails lets go in fright from seeing Big. Now, you might as well go to the Jungle using the minecart and pick up one of Big's upgrades and the Power Rod (see Big's item section for the locations). Now, go to Station Square.

\*\*\*\*\*  
STATION SQUARE  
\*\*\*\*\*

Go to the hotel pool and enter Emerald Coast.

\*\*\*\*\*  
STAGE 3: EMERALD COAST  
\*\*\*\*\*

Froggy is usually in the area of water to Big's right as he enters the stage. Hopefully you should have no problems clearing this one without too many hints. This stage also has some bigger fish to help you with the B and A missions. There is a secret passage that you can find if you look carefully; head around the pool to Big's left as you start, and you should see an area of water with an island in the middle. The passage is under the island. I recommend you use this for the 2000g fish.

After you get Froggy, it gets taken by E102 Gamma. Big will follow him to the Egg Carrier.

If you've not done so already, you will now unlock Gamma.

\*\*\*\*\*  
EGG CARRIER  
\*\*\*\*\*

Head towards the group of three doors. The one on the right will take you to a prison area where your last lure powerup is (step on the switches to open the doors). The one in the centre takes you to the last stage.

\*\*\*\*\*  
STAGE 4: HOT SHELTER  
\*\*\*\*\*

This makes a change! You must make your way through the area Amy goes through. However, you don't have to open any doors this time as they open by themselves. When you reach the switch that drains the water, Big will spot Froggy in the tank. When you drain the water, he will end up in the area around you. Fish as normal; the shape of the fishing area may make it a little awkward, but it isn't too hard. Here, there are plenty of big fish (e.g. sharks) so the other missions should be no problem.

\*\*\*\*\*  
FLASHBACK SEQUENCE  
\*\*\*\*\*

Big's flashback involves Tikal asking Chaos if he trusts her. After this, you are warped back to...

\*\*\*\*\*  
EGG CARRIER  
\*\*\*\*\*

The only way out here is to use the monorail. Step on one of the pressure pads on the floor (there is a monitor by it). Once on the deck, make your way to the area where you fought Chaos 6. Robotnik will take Froggy, who spits up his emerald. After powering up Chaos, Robotnik gets him to eat Froggy, who is possessed by Chaos' tail.

!!\*\*!!\*\*!!\*\*!!\*\*!!\*\*!!

Don't get too excited. Big's ONLY boss is very easy. Keep casting your line into Chaos' body until you hook Froggy. On my last attempt I managed it in 17 seconds.

To finish, take Big to Tails' crashed Tornado, and Big will fly it out.

You have now beaten Big's game.

\*\*\*\*\*  
\*\*\*\*\*4.6 E-102 GAMMA\*\*\*\*\*  
\*\*\*\*\*

The game opens with Gamma meeting his Creator, Robotnik. When the cutscene ends, walk over to Robotnik and he will tell you to go to the shooting range.

\*\*\*\*\*  
STAGE 1: FINAL EGG  
\*\*\*\*\*

Mission C: Destroy the Sonic Doll

This level is very disturbing. If you have beaten Sonic's game you will have seen this area. It is full of Tails and Knuckles dolls, which act as targets. This level is actually quite easy; make your way along the path and at the end, shoot the Sonic Doll three times to destroy it. Shooting the targets also gets you extra time; you have a limited time to finish each stage, although in most levels it is easy to beat the level without worrying about this.

Mission B: Collect 50 rings and destroy the Sonic Doll

What's that? You can't find 50 rings? Well, there are some hidden cunningly; about half way through the level are some springs you must use to progress; as you use them, turn round and fire in the direction you came from and you'll hit a load of ring boxes that are otherwise hard to reach. Don't get hit by the robots ahead, though.

Mission A: Destroy the Sonic Doll with more than 150 seconds remaining.

Keep shooting the targets to get extra time. This is a dead easy mission.

Now, Robotnik will get E - 101 Beta and E - 102 Gamma to fight to see who is worthy to serve on board the Egg Carrier.

!!!!!!!!!!!!!!!!!!!!!!!!!!!!  
BOSS: E - 101 BETA  
!!!!!!!!!!!!!!!!!!!!!!!!!!!!

You don't really need a guide for this, but - shoot him three times to beat him. Desite his hovering moves and firing his gun at you, he is really easy to beat.

Robotnik takes E - 101 anyway, for spare parts. He will then dispatch you to find Froggy, who has Chaos' tail.

\*\*\*\*\*  
STATION SQUARE  
\*\*\*\*\*

Make your way to the swimming pool (try talking to people and they'll think you're in costume promoting a movie). Shoot the targets to knock down the barrier.

\*\*\*\*\*  
STAGE 2: EMERALD COAST  
\*\*\*\*\*

Mission C: Capture Froggy

Make your way along the level, shooting enemies again. This is a very short level, which you should have no trouble in beating. Froggy is next to a gang of monkeys at the end.

Mission B: Get 50 rings and capture Froggy

This is another fairly easy one, as long as you get every ring that you can see.

Mission A: Capture Froggy with 180 seconds remaining on the clock

This can be tough due to lack of targets. Get as many multiple lock - ons, and take as many shortcuts, as you can.

\*\*\*\*\*  
FLASHBACK SEQUENCE  
\*\*\*\*\*

Go to the Master Emerald Shrine where Tikal tells you to leave the Chao alone before sensing that Gamma is not evil.

\*\*\*\*\*  
EGG CARRIER  
\*\*\*\*\*

After Gamma brings back Froggy, Robotnik warps the other robots off the ship, then sends Gamma to get Amy's bird. Gamma enters the wrong room where he sees E - 101 Beta being dismantled. Unable to comprehend this, he leaves, and goes to Amy's cell where she convinces him to let them go. Leave the area and Robotnik tells you to get the Jet Booster. Go to the upper part of the room (use the stairs and enter the door that is on the opposite side of where you entered the prison area. Get the booster. After this, use the transporter platform (the platform Robotnik stood on when addressing the robots earlier) to reach the deck, where Sonic and Tails are. Amy is there too; Robotnik has taken her bird. Robotnik tells you to kill Sonic.

!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!  
BOSS: SONIC  
!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

Simply shoot him three times. He's quite easy to beat.

Amy will stop the fight, and then the Egg Carrier will start to lose altitude. Tails, Amy and Gamma will make an escape. Gamma now reprograms himself to hate Robotnik, and plans to free the birds trapped inside the other robots in the E series.

\*\*\*\*\*  
MYSTIC RUINS  
\*\*\*\*\*

Go to Tails' workshop and get the Wind Stone. Take it to the entrance to Windy Valley.

\*\*\*\*\*  
STAGE 3: WINDY VALLEY  
\*\*\*\*\*

Mission C: Destroy E - 103 Delta

Windy Valley is an easy level. Shoot the dynamite packs to blast away walls, but watch you don't shoot the supports on the bridges as this can send you falling to your death if you are not careful.

!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!  
BOSS: E - 103 DELTA  
!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

He is pretty easy to beat. His attacks are only marginally stronger than yours. Shoot him about four times to kill him.

Mission B: Get 50 rings and destroy E - 103 Delta

Getting 50 rings should be easy. There are a few shields to grab too, so you don't need to worry so much about taking hits from Delta (not that it is likely).

Mission A: Destroy E - 103 Delta with 150 seconds remaining on the clock.

This is a joke. Since getting multiple lock ons on the Caterkillers (giant caterpillars) can get you up to 40 seconds extra time, beating this mission is ridiculously easy.

\*\*\*\*\*  
MYSTIC RUINS  
\*\*\*\*\*

Go through the passage that opens and kill the monkey outside Red Mountain.

\*\*\*\*\*  
STAGE 4: RED MOUNTAIN  
\*\*\*\*\*

Mission C: Destroy E - 104 Epsilon

This is only marginally harder than Windy Valley, but only marginally. Make your way along the level, avoiding falling into the lava, and then confront Epsilon at the end.

!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!  
BOSS: E - 104 EPSILON  
!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

Slightly tougher than Delta, Epsilon will fire homing missiles at you, as well as hovering. He is still easy to beat, though.

Mission B: Get 50 rings and Destroy E - 104 Epsilon

Get the shield near the start and try not to lose it. Again, there aren't any great tips I can give you other than careful while fighting the boss.

Mission A: Destroy E - 104 Epsilon with 180 seconds remaining on the clock

You're going to have to go quickly as possible, and get as many multiple lock ons as you can to beat this one. Good luck. It's not that hard, as there a lots of spinners and sticks of dynamite.

\*\*\*\*\*  
MYSTIC RUINS  
\*\*\*\*\*

Head to the station, but go through the passage marked "boat". You will reach the Egg Carrier. Go inside the Egg Carrier and enter Hot Shelter.

\*\*\*\*\*  
STAGE 5: HOT SHELTER  
\*\*\*\*\*

Mission C: Destroy E - 105 Zeta

This is Gamma's hardest level. Most is straightforward until you get towards the Cargo Train. Just before this, you must press two switches to activate claws that appear from the ceiling and lift you up (the second is in a box you must destroy, and the claw lowers nearby). On the Cargo Train, keep moving along the carriages, killing enemies (you can move along the track if necessary). Then, after you pass this area, drop down the shaft, shooting monkeys, and then destroy all the boxes blocking the boosters and zoom up the ramp. At the end is the boss.

!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!  
BOSS: E - 105 ZETA  
!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

He is the first boss who manages to be challenging. A lot bigger than he used to be, he sits in the middle of the room and attacks you with small clones of himself that you can lock onto like normal enemies. Keep shooting him when you get the chance and you should make it.

Mission B: Get 50 rings and destroy E - 105 Zeta

This can be tough. You will need to get shields wherever you can (there are plenty), and try to get through the level without taking lots of hits. Careful with the boss.

Mission A: Destroy E - 105 Zeta with 120 seconds remaining

Thank goodness for the low time requirement. Unlike the previous mission, the number of enemies will help you considerably in getting extra time.

Exit Hot Shelter and you will see E - 101 Mk II (a robot made from Beta's parts) fly overhead. Head to where you fought Chaos 6 as Sonic, Knuckles and Big (and Zero as Amy).

!!!!!!\*!!\*!!\*!!\*!!\*!!\*!!  
FINAL BOSS: E - 101 MK II  
!!!!!!\*!!\*!!\*!!\*!!\*!!\*!!

You have just three minutes to do this! The only way to hit him is to get behind him; this is easiest if you dodge him when he charges and quickly run to him before he turns. After two hits, he will start teleporting and firing missiles at you from a distance, so be careful. Four hits and he's dead - almost.

MAJOR SPOILER AHEAD

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After he is beaten, E - 101 Mk II will get revenge by hitting Gamma, before "dying". The bird that appears is one of the birds that Amy's bird is searching for. Gamma will at this point remember that he has a bird inside him (the other bird at the end of Amy's game). The game ends with Gamma self - destructing, and the three birds being reunited.

\*\*\*\*\*  
\*\*\*\*\*4.7 SUPER SONIC\*\*\*\*\*  
\*\*\*\*\*

You unlock this when you beat all Characters' stories.

This shows the true ending.

Robotnik will encounter Chaos, who is still alive, and Angel Island will fall.



Tails will run to find Sonic to tell him what happened. Go to Angel Island, and talk to Robotnik and Knuckles. Now, Robotnik realises he has to stop Chaos. Sonic will go into a flashback where he witnesses Tikal's father trying to take the Master Emerald, which angered Chaos. Tails realises the last emerald is in his plane. Head towards Big's house.

Too late; Chaos will take the emerald. The next cinema shows him using them to become Perfect Chaos.

At this moment, Robotnik will start attacking Chaos (he doesn't succeed, of course), and Tails, Knuckles, Amy and Big will appear with the Chaos Emeralds. You will also discover that the orbs you have seen are Tikal, who has been trying to show Sonic and his friends why they need to stop Chaos.

Sonic's friends will explain that Chaos only used the emeralds' negative powers. Sonic can still become Super.

!!!!!!!!!!!!!!!!!!!!!!!!!!!!TRUE FINAL BOSS!!!!!!!!!!!!!!!!!!!!!!!!!!!!

PERFECT CHAOS

Station Square has been flooded, and Super Sonic can only hurt chaos if he runs into him at top speed. Run along the flooded streets, grabbing the rings as your ring total is depleting (once it hits zero, you die, as in the tradition set by Sonic & Knuckles' Doomsday Zone and the Finalhazard from Sonic Adventure 2: Battle (yeah, yeah, I know - this game came out on Dreamcast before Sonic Adventure 2 - just saying that to fend off any fussy types).

Chaos will protect himself using mini tornadoes and a giant laser. Try and dodge the tornadoes and the laser (jumping also works). If all goes well, and you don't get stopped, you will enter Chaos (not meant to sound filthy) and give damage. After three hits, he is dead - not.

He reappears with even stronger attacks than before. Another three hits will see him off for good.

Chaos will return to being Chaos 0, and will stop being evil now. Tikal will explain to Sonic how he has bought peace to the Chao once more. She and Chaos will then ascend to the sky.

This really is the end.

\*\*\*\*\*  
\*\*\*\*\*4.8 ADVENTURE FIELD EMBLEMS\*\*\*\*\*  
\*\*\*\*\*

Twelve emblems can be found in the Adventure Field. Here they are:

\*\*\*\*\*  
STATION SQUARE  
\*\*\*\*\*

\*1\*

Location: City Hall Area  
Obtainable with: Anyone

Enter the burger bar in the City Hall area for this easy emblem.

\*2\*

Location: City Hall Area  
Obtainable with: Tails, Knuckles

In the area where you fight Chaos 0 with Sonic, go to the group of palm trees that is nearest to the shop with the golden egg. Dig between them for an emblem. Alternately, you can Tail spin with Tails.

\*3\*

Location: Casino area  
Obtainable with: Tails

In the area where you found the ice key, fly straight up to get this (Knuckles can't climb the buildings in this area making it impossible with him)

\*4\*

Location: Station  
Obtainable with: Anyone?

This is on the ledge opposite the station platform. I believe it is possible to get round there with all the characters, but it is easiest to simply fly across with Tails.

\*\*\*\*\*  
MYSTIC RUINS  
\*\*\*\*\*

\*1\*

Location: Outside Tails' workshop  
Obtainable with: Tails, Knuckles

It sits on a ledge near Tails' workshop. Fly or glide to it.

\*2\*

Location: Angel Island  
Obtainable with: Knuckles (advisable), Sonic?, Tails?, Gamma?

It is advisable to use Knuckles. The emblem is floating in the air near Angel Island. Glide to it. Although I have not tried, it is probably possible with Sonic and Gamma, though this will lead to you falling to your death. I've read it is possible with Tails, though I don't know how. Either this uses a glitch or you can get it by visiting the shrine in Tails' flashback. Knuckles is your best bet.

\*3\*

Location: Jungle  
Obtainable with: Anyone

Run around near to Big's house and you should find it.

\*4\*

Location: Near Big's House  
Obtainable with: Tails, Knuckles

Fly or climb up the hollow tree by Big's house to find this one inside the trunk.

\*\*\*\*\*  
EGG CARRIER  
\*\*\*\*\*

\*1\*

Location: Private Quarters  
Obtainable with: Sonic, Tails

In one of the rooms near to where you change the shape of the Egg Carrier (you can enter it from outside, or from the room under the control room by pressing the buttons and going to the doors) is a switch. Press it to reveal an emblem.

\*2\*

Location: Bridge  
Obtainable with: Tails (advisable), Knuckles?

This is on top of the highest point of the tower thing in the middle of the deck. I think it may be possible with Knuckles, but it is easier to use Tails and fly up there.

\*3\*

Location: Swimming pool  
Obtainable with: Tails, Knuckles

This is on a platform above the swimming pool.

\*4\*

Location: Bridge  
Obtainable with: Sonic

Visit the bridge while the Egg Carrier is in its altered mode (by pressing the button in the control room). But how do you visit the bridge? Use the transporter to go into the lower deck, and use the monorail (only Sonic and Tails can go to the bridge while the Egg Carrier is in this state). Look at the cannons on the bridge. Three have metal boxes in front of them; get in one that doesn't and you will be fired at the box opposite breaking it; one of these has an emblem inside.

\*\*\*\*\*  
\*\*\*\*\*4.9 SUB GAME EMBLEMS\*\*\*\*\*  
\*\*\*\*\*

Emblems can be obtained in the following sub games.

\*\*\*\*\*  
SKY CHASE  
\*\*\*\*\*

Emblems 1 & 2: Beat both acts.

Emblem 3: Get 8000 points in Sky Chase act 1

Emblem 4: Get 14000 points in Sky Chase act 2

\*\*\*\*\*  
TWINKLE CIRCUIT  
\*\*\*\*\*

You can get two emblems on this one. To reach it in the Adventure Field, enter the door by the Twinkle Park entrance. If you are playing as Tails, Knuckles or Gamma, you can find a circuit pass on the way to the City Hall area.

The first one can be got by beating a time of ten minutes; beating your previous time gets you your second one - I think.

\*\*\*\*\*  
HEDGEHOG HAMMER  
\*\*\*\*\*

Emblem 1: Get 2000 points

Emblem 2: Beat your previous total

The best way to get these is to simply hit things like crazy. Don't wait for Sonic and Super Sonic to show up; you may hit Robotnik a few times, but I find this method often works.

\*\*\*\*\*  
SAND HILL  
\*\*\*\*\*

Emblem 1: Beat the stage in Adventure Mode (Tails only)

Beat the stage, which is a piece of cake.

Emblem 2: Get 10,000 points or more

This is easiest in Tails' version (at least, for me it is). Keep going through gates and your multiplier will increase by one. If you take too long reaching the next one, however, your multiplier will reset. The higher you get this figure, the better your chance of beating this are.

\*\*\*\*\*  
\*\*\*\*\*4.10 EMBLEM LIST\*\*\*\*\*  
\*\*\*\*\*

Sonic's Adventure Mode:	10	
Tails' Adventure Mode:	5	
Knuckles' Adventure Mode:	5	
Amy's Adventure Mode:	3	
Big's Adventure Mode:	4	
Gamma's Adventure Mode:	5	
Sonic's Other Missions:	20	
Tails' Other Missions:	10	10
Knuckles' Other Missions:	10	
Amy's Other Missions:	6	
Big's Other Missions:	8	
Gamma's Other Missions:	10	
Sub Games:	10	
Adventure Field Emblems:	12	
Chao Races:	5	
Endings:		7
TOTAL:	130	

\*\*\*\*\*  
5. MISSIONS  
\*\*\*\*\*

To get missions for each character, simply beat the game with that character. You must find the mission cards before you can carry out that mission! This section is currently incomplete. Please do not offer to tell me the locations of missions I am missing.

1 (SONIC): Get the man who is standing in front of the Hamburger Shop

Location: Outside the station

Self - explanatory. Go to the City Hall area and take the statue from by the burger bar and take it to the station area, and place it in the green circle.

~

2 (SONIC): Get the balloon in the skies of Mystic Ruins

Location: Mystic Ruins Station

You will see a balloon in the sky by a chain of robots. Kill all the robots with homing jumps and get the balloon.

~

3 (SONIC): Get 100 rings and go to Sonic's billboard by the pool.

Location: By the hotel pool

Get 100 rings in Station Square; you can use the switch in the hotel lobby, or the switch near where you got the Light Speed Shoes, or the one outside Casinopolis. The rings will keep appearing. After that, go to the billboard by the hotel swimming pool.

~

4 (TAILS): Weeds are growing all over my place! I must get rid of them!

Location: Mystic Ruins Station

Use your tails to cut down all the weeds outside Tails' lab. Easy.

~

5 (KNUCKLES): I lost my balloon! It's way up there now!

Location: Outside Casinopolis

Climb a wall and glide over and burst the balloon above where you got this.

~

6 (AMY): He is going to drown! Help tje man in the water!

Location: By the hut in Mystic Ruins

Pick up the man in the pond and take him to the hut.

~

7 (GAMMA): Lonely Metal Sonic needs a frined. Look carefully.

Location: Outside Final Egg

Simply go down the stairs and pick up the man and place him by Metal Sonic (Metal Sonic has a circle in front of him)

~

8 (BIG): The medallion fell under there! No illegal parking please!

Location: Outside the hotel

Pick up the car that is parked over the sewer and drop into the sewer to get the medallion.

~

9 (SONIC): Get the balloon floating behind the waterfall at the Emerald Sea

Location: Behind the Twinkle Park access point

In Emerald coast, go to the big waterfall (at the start of the second section) and use homing jumps on the robots and hit the spring to get to the balloon.

~

10 (TAILS): What is that sparkling in the water?

Location: Hotel lobby

Go into the Station Square Chao Garden, and get the medallion in the water.

~

11 (SONIC): Destroy the windmill and proceed. Find the balloon in orbit.

Location: The pond in Mystic Ruins

Go to Windy Valley; neary the start is a sequence of windmills that you can destroy with a homing jump; use this technique to reach the balloon.

~

12 (KNUCKLES): Who is Chao a good friend with? And what is hidden underneath it?

Location: Near Tails' lab.

Two billboards will appear. Go to the Cream billboard and dig under it until you find a medallion.

~

13 (SONIC): I can't take a shower like this! Do something!

Location: Outside Casinopolis

No, you don't see Amy or anyone else taking a shower. Go to the shower room in Casinopolis and kill all the enemies in there.

~

14 (BIG): I am the keeper of this hotel! Catch me if you can!

Location: Outside the Station Square Station

Catch the robot fish in the hotel swimming pool!

~

15 (SONIC): My medallions got swept away by the tornado! Somebody get them back!

Location: Next to the Mystic Ruins station, on the cliff top.

This is easy. Go to Windy Valley and get all five medallions in the tornado section.

~

16 (TAILS): Get the flags from the floating islands!

Location: Near to the Mystic Ruins Chao Garden

In Windy Valley, get all eight flags, which are on floating islands.

~

17 (SONIC): Aim and shoot the medallions with a Sonic Ball!

Location: The shop where the Gold Egg is located (where you exit from getting the Light Speed Shoes)

Go to the Slot & Pinball table in Casinopolis and grab the five medallions!

~

18 (AMY): During the night, at the amusement park, place your jumps on one of the tables!

Location: Station Square Station, at the bottom of the steps

Go to Twinkle Park. In the first area, a platform has appeared over the lake. Jump to it and jump towards the spring. Press B to use your hammer and you should propel yourself into a balloon.

~

19 (AMY): What is behind that mirror?

Location: Near the newspaper stand in Station Square; get it with a hammer jump.

During the last mirror section, you will see a balloon reflected in the mirror. Use the reflection as a guide to grab it.

~

20 (SONIC): Get all the medallions within the time limit! It's really slippery, so be careful!

Location: In the water outside Ice Cap

In ice cap, press the switch and then get the medallions while jumping from icicle to icicle. This is really easy.

~

21 (GAMMA): Protect the Sonic Doll from the spinners surrounding it!

Location: Outside Robotnik's base in the jungle.

Go to Final Egg and shoot all the spinners around the Sonic Doll, without destroying the doll.

~

22 (BIG): Find the flag hidden in the secret passage under the Emerald Ocean!

Location: Up the stairs in the hotel.

Enter the secret passage and get the flag (see the walkthrough for where the passage is).

~

23 (SONIC): Go around the wooden horse and collect 10 balloons

Location: In the Twinkle Park lobby area

Get to the carousel and get all the balloons. Easy as that.

~

24 (TAILS): "I hate this dark and filthy place!" Can you find it?

Location: Where you got the Ice Key

In Casinopolis, fly towards the ceiling at the start. Towards the left of the level, at the top of the second pillar is a Cream billboard. Touch it.

~

25 (KNUCKLES): What is hidden under the lion's right hand?

Location: Outside City Hall, on the ledge on the same side as the Burger Bar; climb to get it

In Casinopolis, get the flag under the Lion's right paw when it is raised (the paw that is, not the flag)

~

26 (KNUCKLES): What is that on top of the ship's mast that the pirates are protecting?

Location: Outside City Hall, opposite the card for Mission 25.

Get the flag on the ship's mast in Casinopolis.

~

27 (SONIC): Collect 100 rings and head to the heliport!

Location: Inside the hamburger shop

Go to speed highway and collect 100 rings before reaching the helicopter (make sure you don't get hit), then make it to the helipad with the rings intact.

~

28 (SONIC): Use the fountain in the morning traffic to get the balloon.

Location: Outside the hotel

Enter Speed Highway and get to the end. Go to the fountain and use it to boost yourself to the spring, which you should use to get at the balloon.

~

29 (BIG): I am the keeper of this canal! Catch me if you can!

Location: Outside the City Hall

In the sewers outside Twinkle Park, catch another robot fish

~

30 (SONIC): A fugitive have (sic) escaped from the jail of burning hell! Find the fugitive!

Location: Between the two statue pedestals on the ancient temple

Halfway through the fire caverns in Red Mountain, you will see a load of spinners you can destroy with homing jumps. At the end is the "fugitive".

~

31 (TAILS): Get the balloon as you float in the air along with the trash.

Location: Central Square Station

In Casinopolis, float with the trash in the second trash section, and you should find a balloon if you search around.

~

32 (KNUCKLES): Can you get the balloon that is hidden under the bridge?

Location: The bridge that accesses Angel Island (the Master Emerald Shrine)

Glide under the bridge; the balloon is surrounded by enemies and springs. Glide carefully into it to get it, then glide to a wall to prevent yourself from falling to your death.

~

33 (SONIC): Shoot yourself out of the cannon and get the balloon!

Location: Robotnik's swimming pool on the Egg Carrier

As you leave the swimming pool, jump in the cannon to Sonic's right. It should take you to the balloon.

~

34 (SONIC): Can you get the balloon that is hidden on the ship's bridge?

Location: Near to where you fought Chaos 6

You will see a balloon and a line of rings. Stand with the spring between those and yourself, facing the balloon and charge up a light speed dash. When Sonic says: "Ready!", move him forward onto the spring and then release the light speed dash, and you should get the balloon.

~

35 (BIG): I am the keeper of this icy lake! Catch me if you can!

Location: Next to where you get the Monkey Blaster with Knuckles

Catch the fish in the lake outside Ice Cap (this one is a heavy one, so be careful).

~

36 (SONIC): Fighter aircraft are flying everywhere! Someone get me out of here!

Location: Above the entrance to Hot Shelter.

Use the monorail to get the Sky Deck while the Egg Carrier is in its altered state (only way possible). At the start of the second section, pick up the man and carry him to the next checkpoint and then place him in the circle (watch out when the speed increases so you aren't blown off).

~

37 (TAILS): Fly over the jungle, and get all the balloons!

Location: The jungle entrance

Fly over the jungle and get all 5 balloons - easy!

~

38 (KNUCKLES): A message from an ancient people. In the direction where the burning arrow is pointing, you will see...

Location: The ledge where the fighting gloves can be found

In Lost World, turn round as you enter and run through the passage to reach an area with two sets of flaming arrows. Dig right under where the paths of the arrows cross to get a medallion.

~

39 (GAMMA): Treasure hunt at the beach! Find all the medallions within the time limit!

Location: Shoot the door above the reception in the hotel and then go behind it.

In Emerald Coast, shoot the switch near the end and five medallions appear. The first is under where the switch is, the second is in the air past the spring (if you miss it, you must restart; try hovering). The next two are in plain sight, and the last one is behind the area where Froggy is.

~

40 (SONIC): What is hidden in the area that the giant snake is staring at?

Location: Inside Tails' workshop.

In Lost World, get the water to the highest level and stand on the snake's head, and then look out for the line of rings. Time a light speed dash to get the rings; press nothing and you will make it to the balloon.

~

41 (SONIC): Look real carefully just as you fall from the waterfall!

Location: On the steps of the temple in the Jungle (outside Lost World)

In Lost World, after the mirror room, head towards the waterfall. As the camera angle changes, as you fall down, hold left and Sonic should hit the balloon. If not, restart.

~

42 (GAMMA): I can't get into the bathroom. How could I've (sic) let something like this happen to me?

Location: Prison area on the Egg Carrier

In Hot Shelter, enter the bathroom - to be precise, the one that has enemies in it. Shoot the enemies to beat the mission.

~

43 (AMY): Fortress of steel. High jump on 3 narrow paths. Be careful not to fall.

Location: The Egg Carrier's prison area

In Hot Shelter, make your way to the last section where you must fit bricks into the same coloured holes and use the spring to reach the three high paths. You will see another springs. Run along one of the paths and do a Hammer jump towards the spring, and you should hit a balloon.

~

44 (BIG): I am the keeper of this ship! Catch me if you can!

Location: At the back of the Egg Carrier, to the right of the building with the swimming pool (as you face it).

Catch the fish in the Egg Carrier swimming pool.

~

45 (SONIC): Go to a place where the rings are laid in the shape of Sonic's face!

Location: Outside Sand Hill

In Final Egg, get to the area where Gamma destroys the Sonic doll. With a careful homing jump, you can jump to where the doll was, and use the spring to find a set of rings that look like Sonic's face. Get the flag to clear the mission.

~

46 (SONIC): A secret base that's full of mechanical traps. Pay attention and you might see...

Location: In the jungle up the dead end path closest to Big's House (use the map)

In Final Egg, as you fall down the shaft near the end, try and grab the balloon (trial and error is needed).

~

47 (TAILS): Get 10 balloons on the field under the time limit!

Location: Second floor of Tails' workshop

Press the switch and you have three minutes to get all 10 balloons. One is directly above you, and one is at the end of the runway. The others are in clear positions.

~

48 (KNUCKLES): Can you get the medallion that the giant Sonic is staring at?

Location: On top of a lamp post by the shop where the golden egg is on sale (see Chao section)

In Casinopolis, get to the Pirate Ship using the springs. You can see the medallion in front of the giant Sonic statue. Be careful gliding to it as it is surrounded by springs!

~

49 (SONIC): Scorch through the track and get all the flags!

Location: Near where you got the Light Speed Shoes

Get all the flags in the circuit at the start of Twinkle Park. If you miss one, you can turn round (just to make things easier)

~

50 (AMY): Select a road that splits into 5 paths before time runs out!

Location: Near to Metal Sonic (outside Final Egg)

In Final Egg, press the button in the room where you have a choice of routes; this gives you 10 seconds to run up one of them. If there is a Sonic billboard, touch it to beat the mission. If not, try again. If you come across the



checkpoint, restart.

~

51 (GAMMA): Gunman of the Windy Valley! Destroy all the spinners under a time limit.

Location: Outside the temple in the jungle.

Shoot the target you see (it is at the point where you must drop down, half way through). Start hovering and shoot all the spinners, quickly!

~

52 (BIG): Get 3 flags in the jungle under the time limit!

Location: Big's house

Press the switch and you have three minutes to get the flags. They are all on the other side of the jungle, near to Sand Hill. One is on the path leading to where Knuckles got the silver statue.

~

53 (SONIC): Pass the line of rings with 3 super high jumps on the ski slope

Location: Where you got the Ancient Light

I believe you have to do three big jumps on the ramps at the end of Ice Cap to pass the really high row of rings. You will need to jump at the last possible moment on the third ramp. too late and you'll miss the jump; too early and you won't go far enough.

~

54 (TAILS): Ski downhill in a blizzard and get all the flags!

Location: Outside Ice Cap!

You will have to pay attention here if you want to get all the flags on the ski slope. Miss one and you can go back for it, but you must do this BEFORE Sonic reaches the marker (and going back is not easy).

~

55 (SONIC): Run down the building to get all the balloons!

Location: Near twinkle park, outside the exit Big takes from the sewers.

In Speed Highway, as you run down the buiding, try and get all eight balloons. This isn't as hard as it sounds.

~

56 (KNUCKLES): Relentless eruptions occur in the flaming canyon. What could be hidden in the area she's staring at?

Location: Near the station in Mystic Ruins

Find the Cream Billboard in Red Mountain, then look in the direction it is facing. Glide towards the area it is facing at (a small platform with a circle of rings). Dig to find a medallion!

~

57 (SONIC): Peak of the volcanic mountain! Watch out for hot lava!

Location: Behind a rock that is to the left of the Master Emerald shrine as you face it from Red Mountain.

When you reach the highest point in Red Mountain (it has a lava pool and an exploding rock), find the springs that boost you in the direction of a balloon.

~

58 (SONIC): the big rock will start rolling after you! Try to get all the flags!

Location: Behind the ladder that you climb up to exit the Jungle area in Mystic Ruins

In Mystic Ruins, find the bit where the rock chases you (you will be running towards the screen) and get all the flags as you do so. This may take a few attempts. There are 36 flags, in groups of three. To help you, here is the pattern of the flags (as you look at the screen).

Left  
Right  
Centre  
Right  
Centre

Left  
Centre  
Left  
Right  
Right  
Centre  
Left

Don't let yourself be hit. Even with rings, you'll be knocked forward and probably miss some flags.

~

59 (KNUCKLES): Watch out for the barrels and find the hidden flag inside the container.

Location: The diving board of the pool in the Egg Carrier

Enter Sky Deck and pull the lever to Knuckles' right. Head to the other end of the level, where a set of compartments should be jettisoning barrels. One has a flag. Glide in and grab it.

~

60 (BIG): Something's hidden inside the dinosaur's mouth. Can you find it?

Location: Jump on top of the train in the Mystic Ruins station and go onto the track from there (heading towards Tails' workshop, of course). By the train is a Mission Card.

Go to the dinosaur skull in Ice Cap; to do this, jump into the frozen lake and go along the passage. Emerge using the springs, then walk up the backbone and go towards another lake. There is a spring nearby; jump to it, press nothing and you should be bounced to another lake. Jump on the crack in the ice to break it and go into one of the eyes of the skull to get a flag. One of Big's Lure Upgrades is nearby, if you still need it.

\*\*\*\*\*  
6. THE CHAO GARDEN  
\*\*\*\*\*

Q. Where can I find it?

A. There are three of them. Here are the locations.

Station Square: Enter the elevator on the left.

Mystic Ruins: Use the minicar near to where Knuckles gets the Shovel Claw

Egg Carrier: Inside are a set of letters. Press them to spell "EGGMAN" to access the garden.

\*\*\*\*\*

Q. What is in each garden?

A: You will find two Chao eggs in each garden, a transporter to move Chao to different files, or to your Gameboy Advance (with a Gameboy Advance Cable), and some teleporters to access the other gardens (only usable in Mission Mode).

\*\*\*\*\*

Q: How do I enter the Chao races?

A: Enter the door in the Station Square Garden. Your chao must have good stats to beat the races, though?

\*\*\*\*\*

Q: What do the stats do?

A: Swimming increases your Chao's swimming skills (at level 10 and above, your Chao can swim properly)

Flying increases your Chao's flying skills, which is useful when running off a cliff

Power increases your Chao's climbing ability

Running allows your Chao to run; reaching level 5 for running allows your Chao to walk rather than crawl around

Stamina: The more of this your Chao has, the longer it will take to run out of energy and slow down.

\*\*\*\*\*

Q: How do I increase my Chao's stats?

A: All but Stamina can be boosted by giving Chao animals you rescue in the levels. Different animals will affect different skills:

Swimming - Seal, Penguin, Otter  
Flying: Bluebird, Parrot, Peacock  
Running: Rabbit, Kangaroo, Deer  
Power: Lion, Gorilla, Elephant  
Miscellaneous: Mole, Koala

\*\*\*\*\*

Q: Where is the Black Market?

A: In Station Square Garden. You can only buy one item per visit, and you can transport them to other gardens using the teleporters. The Black Market sells fruit, eggs and toys for your Chao.

\*\*\*\*\*

Q: What kinds of fruit are there?

A: Normal fruits include Cubicle Fruits, Triangle Fruits and Round Fruits. Some Chao don't like all kinds, though. Chao Fruit will increase skill levels while Hero and Dark fruits will cause Chao to turn into Hero or Dark Chao depending on how much of what type you give them.

\*\*\*\*\*

Q: Where are the eggs hidden in the Adventure Field?

A: Black Egg (Egg Carrier): In the prison area; open the cell door by pressing the switch (using Amy, Big or Gamma) to get it.

Silver Egg (Mystic Ruins): If you see it floating in the pond, grab it

Gold Egg (Station Square): It is on display in the shop, but if you pick it up, the security gate will close. The get round this, pick up the rock near where the Chaos 0 fight took place, and switch it for the Gold Egg in the shop. Voila!

\*\*\*\*\*

Q: My Chao Data corrupted after I collected those eggs! Are they gone forever?

A: You can retrieve them - sort of. Start another file and collect them, then transfer them to your Gameboy Advance (use Gameboy Advance Cable) without a game inserted. This will copy the eggs and you can put them on any file.

\*\*\*\*\*

Q: Does that work with Chao too?

A: You can of course do this with Chao. But when you turn off your Gameboy Advance, the Chao copy will be lost so don't turn it off before you put it onto other files. If a Gameboy Advance Sonic game is inserted, you will simply transfer your Chao to the Tiny Chao Garden and no copy will be made.

Q: How do I earn emblems?

A) First of all, beat all the beginner races. When all four are beaten, you unlock the Emerald course, and beating that unlocks the Jewel Races. You need pretty high stats to beat those, but you get an emblem for each one you beat.

Pearl Course: Power is good for this one; your Chao must push a ball along and run to the finish

Amethyst Course: Flying skills are good, but so are running and swimming. Sometimes, the Chao will jump off the bridge half way and swim to a later point, but this is risky unless your chao are strong swimmers.

Sapphire Course: Flying, Power and Swimming are both useful. After scaling a cliff, the chao must dive off another and swim to the finish.

Ruby Course: Good swimming stats are the only thing needed to beat this one; the Chao swim all the way

Emerald Course: The Chao run the whole length of the course, so it is almost a combination of the other four. Good stamina is recommended, and well - rounded Chao are ideal. The ball pushing from Pearl is replaced by shaking nuts down from trees (also tests power)

\*\*\*\*\*

Q) Why does my Chao fall asleep during the race

A) He's tired. Go outside and if the chao is asleep in the garden, wait for it to wake up and then race it again

\*\*\*\*\*

Q) What type of Special chao are there?

A) See below

SONIC CHAO

Give your Chao mainly animals that increase running and you should see it growing "Spikes". Keep it neutral by not giving it Hero or Dark fruits. When ity first evolves, it will turn Green (if a regular Chao). Don't panic, this is normal. Keep giving it mainly running items and it will turn blue.

SHADOW CHAO

Same as a Sonic chao only give it dark fruits to make it dark. It will start off having green streaks, but eventually they will turn red.

NIGHTS CHAO

Keep your Chao neutral and give it mainly flying animals. It will end up looking like Nights (the guy in the Casinopolis card & slots shrine).

CHAOS CHAO

You must let your chao make it to its third incarnation (by that I mean, it must die and be reborn twice). Then, keep it neutral and give it one, and only one of each animal.

ANGEL/DEVIL CHAO

Same as Chaos Chao except you must make it a hero Chao to be an Angel Chao and a Dark Chao in order to get a Devil Chao.

\*\*\*\*\*

Q) How long can my Chao live?

A) About five years, in garden time. When it dies, a cocoon will appea over it (like when it first evolves). If it was treated well enough an egg will appear and the chao will be reborn. I

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7. SECRETS  
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SPOILERS AHEAD

YOU HAVE BEEN WARNED

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METAL SONIC

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You saw him outside Final Egg, and now you can play as him. He is accessible when you get 130 emblems.

With Metal Sonic, you can re - do all of Sonic's challenges (except your only goal is a prison egg), and instead of Emblems you get a mark next to the mission in Trial mode to show you beat it.

A second secret is rumoured, but no one knows for certain.

UNLOCKABLE MINI GAMES

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These are unlocked when you receive:

- 20 emblems
- 40 emblems
- 60 emblems
- 80 emblems
- 100 emblems
- 110 emblems
- 120 emblems
- 130 emblems
- 20 missions

40 missions  
60 mission  
130 emblems AND 60 missions

The games (in order) are:

1. Sonic the Hedgehog
2. Sonic Drift
3. Sonic Chaos
4. Sonic Spinball
5. Sonic Labyrinth
6. Sonic the Hedgehog 2
7. Dr. Robotnik's Mean Bean Machine
8. Sonic Triple Trouble
9. Sonic Drift 2
10. Tails' Skypatrol
11. Sonic Blast
12. Tails' Adventures

A FAQ detailing the unlockable games may also be submitted in the near future.

END OF FAQ. Please write to the address given at the top.

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