



-Sky Deck.....	[A57]	
-Speed Highway.....	[A58]	
-----		
Knuckles the Echidna.....	[A60]	
-Speed Highway.....	[A61]	
-Casinopolis.....	[A62]	
-Red Mountain.....	[A63]	
-Lost World.....	[A64]	
-Sky Deck.....	[A65]	
-----		
Amy Rose.....	[A70]	
-Twinkle Park.....	[A71]	
-Hot Shelter.....	[A72]	
-Final Egg.....	[A73]	
-----		
E-102 "Gamma".....	[A80]	
-Final Egg.....	[A81]	
-Emerald Coast.....	[A82]	
-Windy Valley.....	[A83]	
-Red Mountain.....	[A84]	
-Hot Shelter.....	[A85]	
-----		
Big the Cat.....	[A90]	
-Twinkle Park.....	[A91]	
-Ice Cap.....	[A92]	
-Emerald Coast.....	[A93]	
-Hot Shelter.....	[A94]	
-----		
Super Sonic.....	[B10]	
Metal Sonic.....	[B20]	
-----		
Emblem List/Guide.....	[B30]	
Mission Guide.....	[B40]	
Chao (A-Life) Guide.....	[B50]	
Action Replay Guide.....	[B60]	
Contacting Me.....	[B70]	
Credits and Site List.....	[B80]	
Legal Info.....	[B90]	
-----		

\*\*\*\*\*

-----  
[A20]. Version History  
-----

\*\*\*\*\*

=====

Version .5 May 16, 2003: Almost 1 month from the release. Beginning of guide based on the Dreamcast version

=====

Version 1.0 June 19, 2003: Done with sonic's guide, working on tails. Should be finished by tomorrow

=====

Version 1.01 June 22, 2003: Done with the skeleton version of the guide telling how to get though the main game. Guide updates planned soon are:

1. Chao Guide
2. Finishing up of the Main guide
3. Mission Guide
4. Game Gear Guide

=====

Version 1.10 June 22, 2003: I added some info about the Mission Quest along with a pretty much complete section on each of the cards location. Still planned is:

- Chao Guide
- Finishing up the main guide
- Info on each mission
- Game Gear Guide

=====

Version 1.20 June 25, 2003: I added the rest of the character guide along with a basic form of a Chao guide. My objectives now are:

- Finishing up the Chao Guide
- Finishing up the main guide
- Info on each mission
- Game Gear Guide

Tonight, I will work on the mission info part of the guide

=====

Version 1.30 June 28, 2003: I added 17/60 missions along with some new AR codes to try. Next update should be Monday, and that should be:

- 23 more missions
- Emblem Guide
- Chao Animal Trick

=====

Version 1.40 July 13, 2003: After along time of not updating, I have finally got a checklist for the emblems as well as a guide for the field emblems up. As well as some new AR Codes to play around with.

Version 1.5 will have:

- The rest of the emblem Missions done
- effects of the new Ar Codes

You should see Version 1.50 in the following weeks.

=====

Version 1.50 August 15, 2003: Well, I finally finished the Main part of the guide with all of the emblems, as well as some info on super sonic and a rather old code for AR that can help you get M.S. easily. I also redid the level and boss space with a better divider. In the next update I plan on adding:

- a new layout for the whole mission
- more content on the mission
- possibility of a Game Gear guide

Until then...

=====

Version 1.42 September 19, 2003: Nothing much, just updating my email

=====

Version 2.0/2.1 October 2-3, 2003:

Hard to believe that the game has been out nearly 5 months. Anyways.. After the update yesterday, I saw some of the errors in the layout and fixed them. The new layout not only had that fixed, but dividers placed in between the missions to cut down on confusion AND spell check. I should get going on the missions sometime in November...

=====

Version 2.2 October 5, 2003: Well, we do have some new Mission info

11, 17, and 20 by Mat?s. If you have any other mission info, please email me and I will give you credit for it.  
=====

```
**_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_**
```

```
-----  
[A30]. Character/Upgrades Guide  
-----
```

```
**_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_**
```

SONIC THE HEDGEHOG  
-----

The main character of the game. Sonic's stages are based on the old genesis games (Getting to the end of the level and breaking the capsule). Sonic is the fastest character, and has the most stages.

```
+-----+  
|Control:    |  
+-----+
```

Homing Attack  
-----

Required Items: None  
Buttons used: A Button Twice  
The Homing attack is one of Sonic's most used moves. It's either used to destroy a enemy, get across a large gap, or giving more distance in a jump.

Spin Dash  
-----

Required Items: None  
Buttons used: Holding B and letting go  
The spin dash is a move used to take out a long range of enemies or to go faster in a area

Light Speed Dash  
-----

Required Items: Light Speed Shoes  
Buttons uses: Holding B until Aurora is blue  
The light speed dash is used to cross gaps by using rings in a straight line. It is rarely used, but good for crossing areas at very fast speeds

Light Speed Attack  
-----

Required Items: Ancient Light  
Buttons Used: Holding B until Aurora is blue  
The light speed attack is used either to attack enemies that are off the ground or attack enemies with a delayed response

```
+-----+  
|Upgrades:  |  
+-----+
```

```
-----  
|Name                    |Location                    |  
|-----|-----|  
|Light Speed Shoes      |In the sewers. You only have access to them after  
|                          |level 2.                    |  
|-----|-----|  
|Crystal Ring           |In the second floor of the hotel on the right.  |  
|                          |Use the light speed dash to get                    |
```

Ancient Power	On a rock near Red Mountain
---------------	-----------------------------

Emblems	
---------	--

Emblems	Total
10 Levels, 3 Emblems each	30 Emblems
1 Emblem from Sub Stages	1 Emblem
1 Emblem from the field	1 Emblem
<b>TOTAL: 32 Emblems</b>	

### MILES "TAILS" PROWER

Sonic's sidekick and main ally. Tails stages are composed of getting to the end before either sonic or Eggman. Tails is about as fast as sonic and has 5 racing levels.

Control:	
----------	--

#### Flying

Required Items: None  
 Buttons used: Holding A  
 Tails most important ability. Tails can fly for about 10 seconds until he gets tired and slowly falls to the ground. This is very useful to get past sonic/robotnik in the racing stages.

#### Tail Attack

Required Items: None  
 Buttons Used: B button  
 Tail's standard attack. It is really only used in boss battles

#### Rapid Tail Attack

Required Items: Rhythm Badge  
 Buttons Used: Holding A  
 Similar to the tail attack, only continuous until you let go of the B button.

Upgrades:	
-----------	--

Name	Location
Jet Anklet	In a room above the end of the sewer behind Twinkle park

Rhythm Badge	To the left of the entrance of the Echidna Temple in the past
--------------	---

+-----+  
|Emblems |  
+-----+

Emblems	Total
5 Levels, 3 Emblems each	15 Emblems
1 Emblem from Sub Stages	1 Emblem
5 Emblem from the field	5 Emblem
TOTAL: 21 Emblems	

#### KNUCKLES THE ECHIDNA

Sonic's rival and the guardian of the Master Emerald. Knuckle's levels are to hunt for the 3 pieces of the master emerald in a area of one of Sonic and Tail's levels. Knuckles is a little slower than sonic, but not by much, though he can glide and climb up walls.

+-----+  
|Control: |  
+-----+

#### Gliding

Required Items: None

Buttons used: Jumping and holding A

Gliding is one of knuckles best moves. Not only can he damage enemies, but he can get across a area very fast.

#### Digging

Required Items: Shovel Gloves

Buttons Used: A+B button at the same time

Used to either find items or pieces of the master emerald. It isn't used much.

#### Maximum Heat Attack

Required Items: Gold Gloves

Buttons Used: Holding B

Pretty worthless. It is rarely used as a standard attack.

+-----+  
|Upgrades: |  
+-----+

Name	Location
------	----------

Shovel Claws	In the cave west of Tails workshop
Punching Gloves	On a cliff above big's house in the Jungle

```
+-----+
|Emblems      |
+-----+
```

Emblems	Total
5 Levels, 3 Emblems each	15 Emblems
0 Emblem from Sub Stages	0 Emblem
1 Emblem from the field	1 Emblem
<b>TOTAL: 16 Emblems</b>	

#### AMY ROSE

Amy is the "so called" girlfriend of sonic, although he doesn't really like her. Amy's levels are similar to sonic's, only that you have to avoid a robot named ZERO that is following you for the bird. Amy is slower than every other character besides Big, but has a very high jump

```
+-----+
|Control:      |
+-----+
```

#### Hammer Attack

Required Items: None  
Buttons Used: B Button  
Amy's standard attack. She needs to use this in order to damage enemies

#### Hammer Whirl

Required Items: Warrior Feather  
Buttons Used: Holding B and rotating the control stick  
Not used much as a attack, but more used in hedgehog hammer.

#### Hammer Jump

Required Items: None  
Buttons Used: While running, Press B  
A useful move that gives more air when jumping and also damages any enemies that come in contact with it.

```
+-----+
|Upgrades:     |
+-----+
```

Name	Location
Warrior Feather	Get the high score in Hedgehog Hammer
Long Hammer	Beat the High Score of Hedgehog hammer again (In adventure mode only)

```

+-----+
|Emblems |
+-----+

```

Emblems	Total
3 Levels, 3 Emblems each	9 Emblems
2 Emblem from Sub Stages	2 Emblem
0 Emblem from the field	0 Emblem
<b>TOTAL: 11 Emblems</b>	

#### E-102 "GAMMA"

Second robot in robotnik's E-100 series in his quest to get the chaos emerald and Chaos's tail. E-102's stages are composed of the clock counting backwards, as in a timer. In order to get more time, you must hit several enemies at one time to get large amounts of extra time.

```

+-----+
|Control: |
+-----+

```

#### Laser Gun & Homing Missile

Required Items: None

Buttons Used: B Button to lock on, let it go to unlock

Gamma's attack used to damage and get more time.

#### Hovering

Required Items: Jet Booster

Buttons Used: Jump, then press A

Used to get over long gaps and to hover slowly down to the ground

```

+-----+
|Upgrades: |
+-----+

```

Name	Location
Jet Booster	In the room on the left of the deck below the egg carrier.



```

|-----|-----|
|Machine Gun          |In the room on the right of the deck below the |
|                    |Egg carrier after it crashes.                  |
|-----|-----|

```

```

+-----+
|Emblems          |
+-----+

```

```

+-----+-----+
|Emblems          |Total          |
+-----+-----+
| 5 Levels, 3 Emblems each | 15 Emblems    |
+-----+-----+
|0 Emblem from Sub Stages | 0 Emblem       |
+-----+-----+
|0 Emblem from the field  | 0 Emblem       |
+-----+-----+
|TOTAL: 15 Emblems      |
+-----+-----+

```

## BIG THE CAT

-----

A lazy cat with a house near the Echidna temple. Big's missions are composed of fishing for his frog, froggy. Big is the slowest character in the game, but he does have the most upgrades.

```

+-----+
|Control:          |
+-----+

```

### Casting

-----

Required Items: None  
 Buttons used: B Button  
 Used to cast your line. Press B to make a cursor appear and let go to cast.

### Hooking

-----

Required Items: None  
 Buttons Used: While a fish is biting, press down on the control stick.  
 Used to hook the fish and to reel them in.

### Reeling

-----

Required Items: None  
 Buttons Used: While a fish is hooked, press and hold B  
 Used to bring back the hooked fish. Watch the pressure meter, if it gets too high, let go of the B button to let it go down a little.

### Floating

-----

Required Items: Life Belt  
 Buttons Used: While in water. No buttons pressed.  
 Used to cast while in water

### Sinking

-----

Required Items: Life Belt

Buttons Used: While floating, press A

Used to go underwater when trying to either locate froggy or a big fish

+-----+  
|Upgrades: |  
+-----+

Name	Location
Power Rod	Under the bed in big's house
Life Belt	To the left after the entrance to the ladder to Icecap
Lure Upgrade I	In the sewer behind Twinkle Park
Lure Upgrade II	While in Icecap, use the springs to reach a hidden area where the upgrade is under water
Lure Upgrade III	In a cave south of Big's house
Lure Upgrade IV	In a cell on the Egg Carrier

+-----+  
|Emblems |  
+-----+

Emblems	Total
4 Levels, 3 Emblems each	12 Emblems
0 Emblem from Sub Stages	0 Emblem
0 Emblem from the field	0 Emblem
TOTAL: 12 Emblems	

## METAL SONIC

The Second enemy of Sonic CD, and made many appearances in other games. To unlock Metal Sonic, you need to get 130 Emblems. The only bad part is that he is really nothing more than a skin for Sonic's levels/Bosses.

+-----+  
|Control: |  
+-----+

### Homing Attack

Required Items: None

Buttons used: A Button Twice

The Homing attack is one of Metal Sonic's most used moves. It's either used to destroy a enemy, get across a large gap, or giving more distance in a jump.

Spin Dash

-----

Required Items: None

Buttons used: Holding B and letting go

The spin dash is a move used to take out a long range of enemies or to go faster in a area

Light Speed Dash

-----

Required Items: Light Speed Shoes

Buttons uses: Holding B until Aurora is blue

The light speed dash is used to cross gaps by using rings in a straight line. It is rarely used, but good for crossing areas at very fast speeds

Light Speed Attack

-----

Required Items: Ancient Light

Buttons Used: Holding B until Aurora is blue

The light speed attack is used either to attack enemies that are off the ground or attack enemies with a delayed response

Hover

-----

Required Items: None

Buttons Uses: Holding forward on the Control Stick

Hovering is Metal Sonic's special move that makes him different than Sonic. Once he gets enough speed, he will start hovering off the ground. It is slower than Sonic's max speed and has no traction, but you can control Metal Sonic somewhat better

```
+-----+
|Upgrades:      |
+-----+
```

```
-----
|Name            |Location                                               |
|-----|-----|
|None           |                                                       |
|-----|-----|
-----
```

```
+-----+
|Emblems         |
+-----+
```

```
+-----+-----+
|Emblems         |Total         |
+-----+-----+
|None           |               |
+-----+-----+
```

\*\*\*\*\*

\*\*\*\*\*

-----

When you first start up, you can see that sonic is the only one you can choose. Select him to view the opening movie of Sonic hoping from rooftop to rooftop to reach Station Square's city hall where the police are shooting at a liquid substance. Sonic then hop's down and trigger's a boss battle.

-----  
BOSS : Chaos 0 : BOSS  
DIFFICULTY : Easy : DIFFICULTY  
DAMAGE : 3 Hits : DAMAGE  
-----

~ STRATEGY ~

Chaos 0 is a very easy fight. Before starting to attack him, get a few rings to be safe. Just use your Homing attack (A and then A again) to damage him. After two hit's, he will start to hop on the light post and attack you with it's tentacles. Wait until it get's down and attack it again to kill it.

-----  
After that is done, you will appear near a pool at the Station Square Hotel. You then see Tails crashing into a nearby beach. This is when you get control of sonic again. Go to the direction Tails was flying at and go down the path to start your first level, Emerald Coast.

-----  
[A41]. Emerald Coast  
-----

Mission C: Rescue Tails

This mission is pretty easy. Since the level is the first, you should get to know the control's of the game. The first area is full of springs. When you see a series of springs, jump on the nearest one to get across. The second part of the level has a whale you have to run from. Keep on pressing forward on the control stick to go forward when he is chasing you.

In the last part, you are introduced to jump pads. Press A while on the first to go to the next pad. You must press A once you get on the next one, or you will fall. After that part, the level is straight forward.

-----  
Mission B: Collect 50 Rings and break the capsule

This is a extremely easy mission. Chances are, you can get 200 rings and not get hit. If you do get hit, collect the rings you lost and continue. There is enough rings near the end to complete this mission.

-----  
Mission A: Break the Capsule in less than 2:00:00 minutes

This is somewhat hard due to the level being quite big. Do NOT stop for anything and try not to get hit. You have a slim chance of getting the time limit if you get hit, so be careful. A good shortcut is when you get to the waterfall part, head on the upper path to the life instead of going on the lower path. That will save some time.

-----  
After you do Mission C, Tails will tell you about his new plane, the Tornado, and that it is fueled by a Chaos Emerald and to go to his shop in the Mystic Ruins. After that cutscene, you are in control of Sonic again.

^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

NOTE-After the cutscene, you can now play as Tails

^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

Once you are in control again, go to the Station Square Train Station (The building next to the hotel) to go to the Mystic Ruins.

MYSTIC RUINS

-----  
Once you are in the ruins, go to the right to find a large hill. Go up the stairs to start a cutscene, and then a boss fight with Robotnik/Eggman.

-----				
BOSS	:	Egg Hornet	:	BOSS
DIFFICULTY	:	Easy	:	DIFFICULTY
DAMAGE	:	3 Hits	:	DAMAGE
-----				

~ STRATEGY ~

The Egg Hornet is a easy boss. It always follows a set pattern of attack, attack, and opening to hit. The first thing it will do is launch missiles at you. Run around to dodge them and if one gets close to hitting you, do the homing attack to quickly get away. The second thing it will do is use it's spikes to try to stab you into the ground. When it does this, dodge it and then attack Eggman with a homing attack. After each hit, he will launch more missiles and will do the spike attack faster. Do this 3 times to defeat him.

-----  
After you defeat Eggman, he will steal your chaos emerald and give it to Chaos, making him Chaos 1. Tails then recommends that you get the emeralds before Eggman so that chaos will not transfer to it's perfect form.

After the cutscene, go up to the front of the workshop to find a green stone. That is the wind stone, pick it up and bring it to a cave with blowing wind to the right, near the waterfall. Put it in the key slot to open the next level, Windy Valley.

-----  
[A42]. Windy Valley  
-----

Mission C: Get the Chaos Emerald  
The level is broken up in three parts. The first part is simply going forward to the end where a tornado sucks you up. One thing: When you see a windy path in the beginning, take it and try to point your control stick forward so you don't run the risk of falling. The second part is the tornado. You need to bounce up on the springs to reach the top so you can bounce out. The third part is a long race to the end. Get the Chaos emerald at the end to beat the level

-----  
Mission B: Get 50 Rings and Break the Capsule  
This is pretty easy. You can get around 200 rings on average if you do not get hit, and the last part of the level, once again, has plenty of rings. What also makes this easy is that there is few enemies in the end, so that shouldn't be much of a problem.

-----  
Mission C: Break the Capsule in 3:00:00 Minutes  
You have no room for error in this Mission. You need to NOT stop for anything and continue going. To save time, go to the left until you reach a small hill with wind propellers. Use the homing attack on each one to bypass much of the beginning.

You should hit 40 seconds at the end of the first part, 60 seconds in the end of the second, and try to get 2:00:00 at the last check post, that way you can easily get to the Capsule in 2:30:00.

---

After the level, you must go back to Station Square. Head on the train to go back to the Train Station.

#### STATION SQUARE

---

Remember the area where you fought Chaos in the beginning? The police block is now gone and you can head to that area. look for a manhole on the left and drop into it to head below Station Square.

Go forward and jump onto the balcony with the door to head to a hall with a new ability, the light speed dash. Press the switch to make rings appear and hold down B until you have a blue aurora around you. Let go near the rings and you will be on a ledge with a door. Go through the door to wind up in a shop near City Hall.

At this point, it is dark, but there is one more thing you should do before you head to the Casino. Head to the second floor of the hotel where you can see two switches. Charge up a light speed dash to activate both (makes a path of rings appear along with making the door on the other side open).

Stand on the one you use to open the door when you are fully charged and then use it on the path of rings to get through the door. Inside is the Crystal ring, a item used to cut the time used for the Light Speed Dash in 1/2.

Head to the casino area (Either via the path on the left inside the train station or right of the doors to the pool area in the hotel). Hit the switch near the casino to make a path of ring's appear. Use the light speed dash to hit a switch on the casino to open up the casino to the third level.

---

#### [A43]. Casinopolis

---

Mission C: Get 400 Rings in the Emerald Storage area and get the Emerald  
This mission is very different from others. There is 3 ways to get rings. The first is NIGHT's pinball, or Pinball and cards. The object of this game is to get two of a kind cards. The more pairs you have, the more rings you get. The more of one card you get, the more you get. The second is Slot's and Pinball.

The slot's give you special properties, while the pinball part gets you rings. The third is if you get less than 100 rings in either of the games, you can go down to the sewer and get the rings. On average, you get 100-150 rings per play, meaning that you can play 3 games of either to get enough rings.

---

#### Mission B: Get 50 Rings and Break the Capsule

The exact same as Mission C, only go back and get 100 rings from one of the games before you break the capsule.

---

#### Mission A: Break the Capsule in 5:00:00 Minutes

This mission is almost impossible without the sewer. You can either

be VERY quick in pinball and get the 400 you need, or go through the sewer 2 times and get enough rings.

-----  
After Mission C, Eggman will attack you, steal your emerald, and put you to sleep for the night. When you wake up, you find that your emerald is gone.

^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^  
NOTE-After the cutscene, you will see Cream flying to the Casino  
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

Get the Ice Stone on the right of the Casino down a path, and head on a train to the Mystic Ruins

#### MYSTIC RUINS

-----  
After you arrive, you will see a cutscene where a stone wall will fall down. Head to the stone wall area and up the wind shaft to head to a new area.

Around half way down the path, you will find a Ice door with the Ice stone slot. Put the stone in the slot to open the Ice door. Jump past the water stream and go up the ladder to head to the fourth level, Ice Cap.

#### ----- [A43]. Ice Cap -----

Mission C: Get the Emerald  
The first part is a straightforward path. When you head to a area with Ice Sickles, hop on the first one and make sonic face the other one with his back and press A to hop to the next one. The second part of the level is Snowboarding. Nothing special, just get to the end and get the emerald

-----  
Mission B: Get 50 Rings and break the Capsule  
This is very easy. The level has very few enemies and although there is not that many rings, you can still easily get 50 Rings by the second part. If you do not have 50 Rings by the second part, try to take your time to get most of the rings in the level.

-----  
Mission A: Break the Capsule in 4:00:00 Minutes  
The best way to complete this level is to take the short cut. After the first enemy in the snow field, go south to find a trail of rings. Use the light speed dash to reach a jump panel. Use the panels to reach a ledge to the next area that will shave off a few seconds.

-----  
After Mission C, go back to the Mystic Ruins main area to face Knuckles.

-----  
BOSS : Knuckles : BOSS  
DIFFICULTY : Easy : DIFFICULTY  
DAMAGE : 3 Hits : DAMAGE  
-----

#### ~ STRATEGY ~

This is VERY easy. Just keep hitting him until he dies. Nothing special

-----  
After that, you will see a cutscene where Eggman steals the 2 Chaos Emeralds you collected and feeds them to chaos 2, to make him Chaos 4.

Time for your next boss battle.

```

-----
BOSS      :                      Chaos 4                      :          BOSS
DIFFICULTY :                      Medium                      :  DIFFICULTY
DAMAGE    :                      4 Hits                      :          DAMAGE
-----

```

~ STRATEGY ~

The battle starts out with Chaos 4 doing a random attack (Either a water splash attack, trying to hit the Lilly pads in trying to hit you, etc). When Chaos 4 pokes his head out of the water, do a Homing attack on him. 4 hits should put him out of commission. Try to jump up when he is doing attack.

After the boss battle, Tails will tell you to go after him and go to his workshop. Head up to his workshop to start a cutscene, and the next level: Sky Chase

^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

NOTE-After the Chaos 4 battle, you can now play as Knuckles

^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

```

-----
[A44]. Sky Chase: Act I
-----

```

Emblem 1: Beat the level in story mode

All you really need to do is keep your health up to the end. Try to use rapid fire (repeatedly pressing A) to hit more than one enemy.

Emblem 2: Get 8000 Points

You need to hit every enemy you can to get this one. Try to take out the formation fighters instead of dodging them, take out the missile gunners, etc. A good trick is to hold B and use the target on your screen to put a target on enemies and release to launch missiles.

```

-----
STATION SQUARE
-----

```

After the level, you will crash near the pool area. After the cutscene, go to the City Hall area to meet up with Amy. After the cutscene, go to the Twinkle Park area (South of the Hotel)

After meeting up with Amy and after the cutscene, you will enter your next level, Twinkle Park.

```

-----
[A45]. Twinkle Park
-----

```

Mission C: Break the Capsule

The first part of the mission is to get a bumper car and run down the race track to the rollercoaster. Use a homing attack to kill the driver of a bumper card and jump in the seat to control the bumper car. The second part is straightforward.

When you get to a area with pins and a ball compressor, try to aim it to the center so you can get a strike and get a bonus amount of rings. The end section is jumping from platform to platform to get to the end.



Try to take it slow in this area and time your jumps right.

---

Mission B: Get 50 Rings and Break the Capsule

The major problem with this level is the enemies. You need to watch out for there attacks and try to avoid obstacles. One of the best ways to get the 50 rings is to do the bowling game described in Mission C. That way, you can get around 50 rings each time you come across one (There are two in the level). Be careful at the end: There is several enemies near the capsules that can screw you up.

---

Mission A: Break the Capsule in less than 3:00:00 Minutes

You need to keep going in this stage to win. At the beginning, take out a driver and get a kart as fast as you can. QUICKLY get past the bumper kart race and continue. When you get to the bowling section, press A the second you enter ball mode so you don't waste time. Try to go as fast as you can in the last section and try to stay on the rooftop section of the final part, that way you can easily get around 2:30:00.

---

After Mission C, a ID Card will appear near the grass in the center of Station Square. Get the ID Card and go to the garage section to open the garage doors to the next level, Speed Highway

---

[A46]. Speed Highway

---

Mission C: Break the Capsule

This is one giant level that keeps going forward. One of the things you need to watch out on in this level is the gaps on the sides of the roads. It's really easy to fall if you are careless. The first part is running to the end. The second part is when you break though a glass floor. In the second part, try to avoid the helicopters to save your rings and obstacles to keep up your speed. The third part is a short path to the capsule.

---

Mission B: Get 50 Rings and Break the Capsule

This is really hard, since there is so many enemies in the level. You need to try to get 50 Rings in the first part before you go to Part 2 and 3, due to the fact of the lack of rings. Always be alert in this level and not try to kill enemies unless you have to.

---

Mission A: Break the Capsule in 2:30:00 Minutes

The key to this level is to keep going. Do not stop to kill enemies, do not stop for anything. You may barely get past this mission if you follow those rules.

---

After Mission C, go to the Casino area to see a cutscene of Amy getting kidnapped by ZERO. After the cutscene, go to the Mystic Ruins.

---

MYSTIC RUINS

---

After the cutscene of Amy getting beamed up to the Egg Carrier, go to the area where you played the Ice Cap level. Go down farther to find the path to the Angel Island Crash site is open. Go down a little ways until you come to a rock with a skill upgrade on it. That is the Light Speed attack. Go to the monkey guard and charge up the light speed attack to destroy him and open the next level, Red Mountain

-----  
[A47]. Red Mountain  
-----

Mission C: Follow the Egg Carrier and Break the Capsule

This level is quite long. The first part is straight forward, but it goes into a long trek of using pulleys and hopping from ledges to ledges. Once you get to a pulley and a line, stand on the top to go on the pulley.

Once you get to a section where you need to hop from a revolving gate to the next, go at the end until the end of the gate on top is open. The second area is a lava area that is straight forward to the capsule area.

-----  
Mission B: Get 50 Rings and Break the Capsule

There are a few enemies in this level that can mess you up, so pay attention. Fortunately, there is plenty of rings in this level to mess up once or twice.

The worst part of the level is the lava area, since it can strike you when you are not paying attention. Try to get past the lava area quickly so that you only have to worry about the enemies.

-----  
Mission A: Break the Capsule in less than 3:00:00 Minutes

Several rules of thumb will help with this level. After the first rocket, there should be a spring that launches you into the next section faster than running.

Try to use the spin dash in the lava section to cut down on time. I barely made this mission in 6 seconds doing this, so it may take a few tries.

-----  
After Mission C, you will be in a cutscene, and then in the next level:  
Sky Chase: Act II.

-----  
[A48]. Sky Chase: Act II  
-----

First Emblem: Complete the Level

There is more enemies this time around, and you must go around the Egg Carrier Twice, and then a very easy boss battle. Try to do the rapid fire attack to take out other enemies and keep your help up. Try to keep your health up above 50% by the second part, that way it would be easier. After the boss, you will beat the stage.

-----  
Second Emblem: Get 20000 Points

You need to take out almost everything to complete this. Just like Act I, try to take out the formation fighter pilots to get a good score, the missile cannons, and the sky bombs. It may take a few times to complete.

-----  
After the second part is the next boss battle:

-----  
BOSS : Egg Carrier Beam Cannon : BOSS  
DIFFICULTY : Very Easy : DIFFICULTY  
DAMAGE : 1 Hits : DAMAGE  
-----

-----  
~ STRATEGY ~  
-----

This really isn't a boss, and isn't that hard, but some people do have problems with this, so here 痴 a strategy for it. The first thing it will do is launch several missiles at you. After it does this, it will launch the beam cannon at you. When it opens up, head to the very right of the screen and hit the fire button to destroy the cannon.

-----

After the boss battle, you will watch a cutscene, and you will be on the Egg Carrier.

EGG CARRIER

-----

Head to the center of the giant turbine to see a cutscene of the Egg Carrier turning into defensive mode. After that, head up the stairway on the far side to reach the door to the next level, the Sky Deck.

-----

[A49]. Sky Deck

-----

Mission C: Break the Capsule

You need to be very careful in this level. The paths are very small and it is very easy to fall.

The first part is going from area to area without falling.

The second area is getting to the end without everything falling apart, and the third is trying to climb to the top of the area.

One tip: when trying to cross, do it while the atmosphere is normal and not dark. When it is normal, the cannons will not fire at you. When it is dark, they will.

-----

Mission B: Get 50 Rings and Break the Capsule

There is plenty of rings in this level, but the main problem is the hazards in this level. The enemies are very numerous and falling is very easy in this level. Try to get a magnet shield in the beginning in order to collect a large ammount of rings. Fortunately, the last section has quite a few rings, so try to get at least 20-30 in the second section.

-----

Mission A: Break the Capsule in 5:00:00 Minutes

The main problem with this level is the normal time to complete this level is 10-15 minutes. In order to cut down in time, you need to swiftly bypass the beginning and don't take time up. It is best that you carefully scan the level a few times though and go from there. There are very few shortcuts that can really help, so memorizing the level like any other A mission is necessary.

-----

After Mission C, go on the lift to the top of the Egg Carrier to start a cutscene, and a boss battle.

-----  
BOSS : E-102 "Gamma" : BOSS  
DIFFICULTY : Easy : DIFFICULTY  
DAMAGE : 3 Hits : DAMAGE  
-----

~ STRATEGY ~

Same as Knuckles. Dodge his blast and hit him 3 times in order to beat him.

---

After the boss, you will see a cutscene and have a new objective: return the egg carrier to the way it was when you first got here. After the cutscene, you will take control of Sonic again.

^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

NOTE-After the boss, you can now play as E-102

^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

Go to the door to the north of the battle area. Go though to find a switch that creates a path of rings. Use the light speed dash to go up the path to enter the bridge. Get on the giant chair to move it, and hit the switch under it to change the ship back. Now go back to the giant turbine area

When you get there, you will see Eggman, Big, and Chaos 6. After the cutscene, you will face your next boss.

---

BOSS	:	Chaos 6	:	BOSS
DIFFICULTY	:	Medium/Hard	:	DIFFICULTY
DAMAGE	:	5 Hits	:	DAMAGE

---

~ STRATEGY ~

Chaos 6 has several attacks. It's first one is to suck in air and try to swallow you. The second is to hop in the air and come down with a shock wave, destroying any grounded enemies that may have been hit. The third is to go into a Jelly-like state, launch tentacles at you, and then hit you with his tail. To damage him, you need to hit one of the freeze bots that Robotnik throws out and throw it at it's mouth when it's open (Either when it is sucking in air or when it goes from a pattern of opening and closing it's mouth). Repeat until he is dead

---

After the boss, you will go after Eggman and wake up in the Mystic Ruins. You will see a cutscene of the next level opening, The Lost World

---

[A5a]. Lost World

---

Mission C: Get to the Center of the Ruins

This is a long level, so listen up. The first part of the level is a straight forward path to the second part, the water area. In this area, there is a water snake, and several switches. The first thing you must do is go to the left and hit the round switch to both raise the water level and make the water snake to appear. Ride the water snake to the gate switch (A square switch with light around it) and hit it. Then go to the second water switch and so forth.

You will eventually get to a red gate switch. Hit that to open the door to the next area. In the second area, you must use lights on the mirrors to light the path ahead. Be careful in this area: there is fire arrows that can damage you. Do that until you get to a waterslide to the third

area.

In the third area, you must use the switches to line up the tiles and make the center have a pink triangle. When that happens, use the homing attack on the tile to be able to walk up it. Do this until you are in the 4th area: trying to outrun a boulder. After the 4th area, you will be in the center.

-----  
Mission B: Get 50 Rings and break the Capsule

This is pretty easy, compared to mission A. There are a ton of rings in the later sections, so it shouldn't be too bad if you get hit.

-----  
Mission A: Break the Capsule in 4:30:00 Minutes

The key to this level is, don't fool around. A good majority of the players will take around 10 seconds before the limit is up to get the level done.

In the fire tunnel section, try to use your spin dash to bypass most of it. In the snake section, make sure you do not take too much time in hitting the switches.

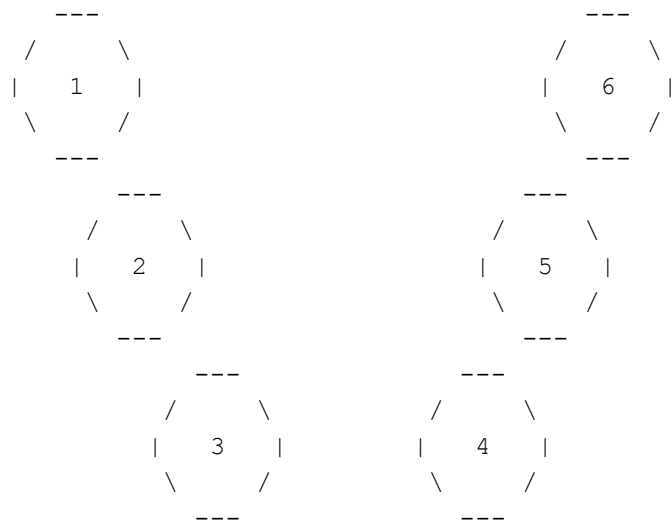
At most, only allow the snake to pass once on each switch, otherwise restart. In the mirror room, you may want to practice a few times and memorize where the mirrors are so that you don't spend too much time in this section.

In the water slide section, make sure you use the springs, so that will save you a few seconds. Finally, in the wall section, the only advice is to stay sharp and restart from the last checkpoint if you are taking too much time on the walls.

-----  
MYSTIC RUINS

-----  
After Mission C, you will begin a cutscene and be in a new area: The master emerald shrine. Go in front of the shrine to start a cutscene about Tikal and the Master Emerald. After that cutscene, you will see another one of Robotnik going to the north of the ruins. After that, you will be in control of sonic.

Go to the north of the ruins to find a path to the Egg Carrier II. Enter the passage to be in a new area (Note the Metal Sonic and the Mecha sonic in the tubes). Go past them to find a floor puzzle. The Puzzle should look like this:



Hit 5 first, then 4, then 3, then 2, and then the door to the last level will open

---

[A5b]. Final Egg

---

Mission C: Get to the Center of the base

This level can sometimes take up to 15 minutes if you take too long. The first area is straightforward. When you get to the moving platform section with the spikes and moving turbines, dodge the spike paths and hop to the next moving platform. In the next area, you need to hop from platform to platform. The first section has moving platforms, and the second has hammers swinging back and forth and moving platforms.

The third area has wind fans that blow you up. You need to travel on these fans in the order they are in, or else you will fall. When you get to rooms with many purple robots, do not bother to kill them. There is either a ladder, a path, or a door to the next room and they will replenish anyways. Head to the center to end the stage.

---

Mission B: Get 50 Rings and Break the Capsule

The main enemy here is the..well..enemies. You need to check each room when you enter and watch the movements of the enemies. Same with the environment.

It is very easy to fall into a pitfall, so it is wise that you memorize the level 2 or 3 times before attempting the 50 ring run.

---

Mission A: Break the Capsule in less than 4:30:00 Minutes

The key here is to not mess with the enemies, especially in the rooms with the purple blob enemies. Know your path and don't take time to look around unless it is necessary. In the beginning with the obstacles, only let the platform go up once or twice, or you may want to restart from the last checkpoint.

---

After the battle, you will see a cutscene, and the final battle for sonic.

---

BOSS	:	Egg Viper	:	BOSS
DIFFICULTY	:	Hard	:	DIFFICULTY
DAMAGE	:	6 Hits	:	DAMAGE

---

~ STRATEGY ~

Egg Viper is a extremely hard boss if you do not know what you are doing. The first thing it will do is fire a laser at you two times. Dodge it, and then wait for robotnik to make a path to his cockpit. Time your jumps right, and use the homing attack on the lights in order to reach the cockpit and damage him.

The second time, he will do the same as the first, only use a tracking laser that will fire after a few seconds, and then do the damage path again. The third time, he will go to the platform area you are in and fire lasers at you, and then open the path again. The fourth time, he will do a new attack: a spiked platform charge. When the platform comes near you, jump on it and hit robotnik.

When he is down to one hit, he will take out the other side of the



concern for falling, along with the lack of enemies.

---

Mission A: Beat a Faster Sonic to the Capsule

You need the Jet Anklet to beat this level easily. The key to nearly all of tails A levels (Besides Casinopolis and Icecap) is to the green rings accessible by flying. When you fly into one of the green rings, you get both a speed boost and usually ends you up in the next section or near another green ring. You really can't beat sonic on foot, so flying is your best bet.

---

After the level, go back to the train to go back to Station Square

STATION SQUARE

---

Go through the hotel or the Train Station to the Casino Area. Fly to the switch on top of the Casino to open the next level, Casinopolis.

---

[A52]. Casinopolis

---

Mission C: Beat Sonic to the Emerald

Once again, very easy. It takes sonic several seconds to get up the stairs when you can fly over them and get ahead. When you get near a door in the wind area to the next area, keep on pressing A to get up there faster. In the final area with the spikes, just fly over them to the emerald, where as sonic has to spend time dodging the spikes.

---

Mission B: Get 50 Rings and Break the Capsule

Very easy again. Nearly all the narrow paths have ring capsules in them, meaning that you can pick up the rings very quickly. Just be cautious of the spike balls and the final area full of hazards.

---

Mission A: Beat a faster sonic to the Capsule

The best way to beat this mission is to get a head start. Fly in the beginning instead of climbing. Make sure that the path you go down doesn't take too long to get to via the wind. Fortunately, the final area slows sonic down dramatically so you can use that to your advantage.

---

After Mission C, you will see the cutscene where Eggman knocks you out and steals your emerald. After the cutscene, go down the ally on the right and get the Ice Stone. Head on the train to the Mystic Ruins.

MYSTIC RUINS

---

After you arrive, the rocks blocking the path to Ice Cap will fall. Take the stone to the Ice Door a little down the long ice hall after the wind shaft and put it in the slot to open the ice door. Go up the ladder to start level 3, Ice Cap.

---

[A53]. Icecap

---

Mission C: Get to the Emerald Before Sonic

This level is a bit different than the rest. In this one, you need to dodge the walls and not crash into the ice, which will slow you down. The best way to get ahead is to use the jump ramps and press A when



your about to go off to do a trick. The trick will make you travel faster. Another short cut is the ramp's near the end that are in the middle. If you can hit those 3 ramps, you can get to a small short cut that can save time.

-----  
Mission B: Get 50 Rings and Beat Sonic to the Capsule

This mission can be a bit hard. Although there are little to no enemies in the snowboarding part, there are very few rings. It is best that you try to get every ring you see. It's also best that you stay in the top part of the level so you can get the rings easier.

-----  
Mission A: Beat a faster sonic to the capsule

This is pretty hard, but there is a easy way to complete this mission. In the beginning, try to avoid all of the obstacles (As in the ice, turns, etc) and stay in the middle of the track. The upper part of the level (As in using the ramps) is the best way to gain a lead on Sonic.

-----  
After this level, go back to the Mystic Ruins main area to see a cutscene and face Knuckles again.

-----  
BOSS : Knuckles : BOSS  
DIFFICULTY : Easy : DIFFICULTY  
DAMAGE : 3 Hits : DAMAGE  
-----

~ STRATEGY ~

Same as sonic, keep on hitting him until he dies. It shouldn't take long.

-----  
After that, you will see a cutscene where Eggman steals the 2 Chaos Emeralds you collected and feeds them to chaos 2, to make him Chaos 4. Time for your next boss battle.

-----  
BOSS : Chaos 4 : BOSS  
DIFFICULTY : Medium : DIFFICULTY  
DAMAGE : 4 Hits : DAMAGE  
-----

~ STRATEGY ~

Same method as sonic, only now you can fly over all the attacks. Fly in the air until Chaos 4 pokes his head out, and then hit him with a Tail attack.

-----  
After the cutscene, go to Tail's workshop to do the Sky Chase level again

^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

NOTE-If you haven't unlocked Knuckles yet, you will unlock him after the battle.

^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

Mission I: Complete the level with 8000 points

Same as sonic's Sky Chase, only this time you need 8000 points to get a

Emblem. If you don't get enough points, you can go back on the main screen and select the level from there.

-----  
After the first sky chase, you will land in the Mystic Ruins. Take the cart to the north to the Ruin Site. In this area, go down the ladder and go to the left until you see a cutscene of Froggy eating a chaos emerald. Once you start up, go in the sand cave area and hit the switch to clear the sand away and open up another sub level, Sand Hill.

-----  
[A55]. Sand Hill  
-----

Mission I: Complete the Level

Very simple, just complete the level like normal and you will get a emblem.

-----  
Mission II: Get 10000 Points

This can be tricky. You need well over 25-20 gates in a row to get around 5000, and the other 5000 comes from time. This will take you a few tries to complete.

-----  
After the level, you will then be transported to the Ruins in the Past. The first thing you need to do is get the Rhythm Badge. Go to the left of the area at the start and look for a upgrade field.

It should be in one of the dirt circles. After you get the badge, go to the stairs of the ruins to start a cutscene with Tikal. After that, you will see a cutscene with big and start Sky Chase: Act II.

^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

NOTE-IF you haven't unlocked Big yet, you will unlock him after the cutscene

^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

-----  
[A56]. Sky Chase: Act II  
-----

Mission I: Get 20000 Points

Once again, lock on to multiple targets and use missiles to whip them out fast. This level can be easy as long as you kill everything. Once again, you will not get a emblem since you already got one as sonic.

-----  
After the second part is the next boss battle:

BOSS	:	Egg Carrier Beam Cannon	:	BOSS
DIFFICULTY	:	Very Easy	:	DIFFICULTY
DAMAGE	:	1 Hits	:	DAMAGE

-----  
~ STRATEGY ~

This really isn't a boss, and isn't that hard, but some people do

have problems with this, so here痴 a strategy for it. The first thing it will do is launch several missiles at you.

After it does this, it will launch the beam cannon at you. When it opens up, head to the very right of the screen and hit the fire button to destroy the cannon. If you haven't noticed yet, this is the exact same as Sonic's fight.

-----  
After the boss battle, you will watch a cutscene, and you will be on the Egg Carrier

EGG CARRIER

-----  
Head to the center of the giant turbine to see a cutscene of the Egg Carrier turning into defensive mode. After that, head up the stairway on the far side to reach the door to the next level, the Sky Deck.

-----  
[A57]. Sky Deck

-----  
Mission C: Break the Capsule Before Sonic

This is EXTREMELY easy. Since Sonic takes so long trying to climb around to the main path, you can easily fly and get ahead. Just be careful of falling: Sonic will reappear at the checkpoint you are at when you die. In the last area, you can easily cut across to the center where the Capsule is.

-----  
Mission B: Get 50 Rings and Break the Capsule Before Sonic

This mission can be a bit hard, but not because of Sonic, but because of the pitfalls and large amounts of enemies. It is best that you be very careful about not falling and if you feel that Tails is about to fall, try to land. If you do lose rings, look around the final area for some capsules.

-----  
Mission A: Beat a faster Sonic to the Capsule

Same as mission C. Sonic may be faster, but he is greatly slowed down by the obstacles. Your best bet is to fly.

-----  
After Mission C, go on the lift to the top of the Egg Carrier to start a cutscene, and a boss battle.

-----  
BOSS : E-102 "Gamma" : BOSS  
DIFFICULTY : Easy : DIFFICULTY  
DAMAGE : 3 Hits : DAMAGE

-----  
~ STRATEGY ~

Same as Knuckles, and the same as Sonic's fight. Dodge his blast and hit him 3 times in order to beat him.

-----  
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

NOTE-After the battle, if you haven't unlocked Gamma, you will unlock him.

^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

After the cutscene, you will see a series of cut scenes of the Egg Carrier exploding and Eggman threatening to blow up Station Square without chaos.

After the cutscene, you will start your last stage: Speed highway

-----  
[A58]. Speed Highway  
-----

Mission C: Beat Dr. Robotnik to the Missile

This is a bit different than the sonic stages. Dr. Robotnik is faster than sonic and can fly over areas and obstacles. The best way to beat him is to use the Green Speed Rings in the sky to boost your speed up. Another good way is to get to the last checkpoint when you are a little behind and kill yourself, meaning that he will start at the checkpoint you were last at.

-----  
Mission B: Get 50 Rings and Beat Robotnik to the Missile

This can be a bit hectic. It is best that you be careful about where you fly and be aware of any enemies around you. It's also best that you stay away from robotnik if he is near you, if you hit him, you will lose your rings.

-----  
Mission A: Beat a Faster Dr. Robotnik to the Missile

Robotnik is much faster than A Emblem sonic, so the only way you can really beat this level is to fly and use the Green Rings. A good trick to use is to kill yourself if he gets too much of a lead, that way, he will wind back up at the same point as you.

-----  
After the stage, you will see a short cutscene, and face the last boss for Tails.

-----  
BOSS : Egg Walker : BOSS  
DIFFICULTY : Medium : DIFFICULTY  
DAMAGE : 4 Hits : DAMAGE  
-----

~ STRATEGY ~

Although Egg Walker seems difficult, he is quite easy. Several of his attacks are to stomp on the ground and cause a shock wave, a short range flamer thrower attack, and to scatter bombs around and detonate them. To damage him, go near his legs and make him do the shock wave attack. When he does that, dodge is and hit the glowing joint on his legs after he does the attack. After you do this, the cockpit part will fall to the ground, strike the cockpit with a tails. attack. Each time you do this, more joints will light up, meaning you have to be faster. Beat Egg Walker to view Tail's ending.

-----  
After beating egg walker, you will view tails ending and get a emblem for Tail's Story. Now on to Knuckles.

\*\*---\*\*---\*\*---\*\*---\*\*---\*\*---\*\*---\*\*---\*\*---\*\*---\*\*---\*\*---\*\*---\*\*---\*\*---\*\*---\*\*

-----  
[A60]. Knuckles Guide  
-----

\*\*---\*\*---\*\*---\*\*---\*\*---\*\*---\*\*---\*\*---\*\*---\*\*---\*\*---\*\*---\*\*---\*\*---\*\*---\*\*---\*\*

STATION SQUARE

-----  
After the Intro for knuckles talking about how the Master Emerald was stolen, go to the City Hall area. Go to the area where you fought chaos as sonic and you will see a barricade blocking the door. Press B

to break the door and enter Knuckle's first stage: Speed Highway

---

[A61]. Speed Highway

---

Mission C: Get the 3 Pieces of the Master Emerald

As you can see, you are in the last part of Sonic's Speed Highway. If you are new to Sonic Adventure and have played Sonic Adventure 2, one of the things that was added was the ability to track all of the Emeralds at once, not one at a time like Sonic Adventure 2. The emeralds are scattered randomly, so look in containers and high ledges that require climbing. After you get all 3, you will complete the level.

---

Mission B: Get all 3 Shards of the Master Emerald Without using a Hint Ball

All of Knuckles B missions are pretty easy. Just don't run into a Hint Ball and find the shards.

---

Mission A: Get all 3 pieces in 1:00:00 or less

Knuckle's A missions are pretty hard, or near impossible, but there is a trick to getting them. Find each shard, but DO NOT TOUCH THEM!!! Pinpoint there location and press start and restart. Now the timer will be at 0 and you know where the shards are. Rush to the shards as quick as you can, and you will beat the mission.

---

After the level, go to the casino area either via the train area or through the hotel. Climb the side of the movie theater so you can glide into the switch and start level 2: Casinopolis

---

[A62]. Casinopolis

---

Mission C: Get the 3 Pieces of the Master Emerald

Once again, the shards are randomly scattered. Some of the places you can find them are:

1. Inside the giant sonic statue
  2. In one of the enemies
  3. In the Golden lions mouth at the top
  4. In the water fountain
- 

Mission B: Get all 3 Shards of the Master Emerald Without using a Hint Ball

Once again, easy. Just watch out for the Hint Balls and get the shards.

---

Mission A: Get all 3 pieces in 1:00:00 or less

Knuckle's A missions are pretty hard, or near impossible, but there is a trick to getting them. Find each shard, but DO NOT TOUCH THEM!!! Pinpoint the relocation and press start and restart. Now the timer will be at 0 and you know where the shards are. Rush to the shards as quick as you can, and you will beat the mission.

---

After the level, go to the hotel to see Robotnik go in on the right elevator. Go up the elevator to start a cutscene, and a boss battle

---

BOSS : Chaos 2 : BOSS  
DIFFICULTY : Medium : DIFFICULTY

DAMAGE : 4 Hits : DAMAGE

-----  
~ STRATEGY ~

Chaos 2 is a bit different from his other forms. At first, he will bounce around the room as a giant blob and try to crush you. The he will walk around for a little bit and then charge up a tentacle attack. After he does that attack, quickly hit him with your punch attack to damage him. As he goes further into the battle, he will try to flood the arena with water. After he does this, jump into the air and glide to avoid it.

-----  
After the battle, Eggman will tell you that sonic is also looking for the shards. After the cutscene, go on the train to the Mystic Ruins.

#### MYSTIC RUINS

-----  
After you get on the train, go north to start the boss battle with Sonic.

-----  
BOSS : Sonic : BOSS  
DIFFICULTY : Easy : DIFFICULTY  
DAMAGE : 3 Hits : DAMAGE  
-----

~ STRATEGY ~

Same as sonic and Tails fight, just change the name and it will be the exact same.

-----  
After that, you will see a cutscene where Eggman steals the 2 Chaos Emeralds Tails and Sonic collected and feeds them to chaos 2, to make him Chaos 4. Time for your next boss battle.

-----  
BOSS : Chaos 4 : BOSS  
DIFFICULTY : Medium : DIFFICULTY  
DAMAGE : 4 Hits : DAMAGE  
-----

~ STRATEGY ~

Same method as sonic and tails, and just like tails, you can glide over all his attacks. Fly in the air until Chaos 4 pokes his head out, and then hit him with your punch attack.

-----  
After the battle, go to the cave west of Tails workshop to get the shovel claws. After getting them, go to the spot that keeps on showing Robotnik's crest to dig up a switch. Throw it at the KiKi cage to open it. For some reason, the switch also disappears, so get on a train and come back and dig it up and go to the Angel Island crash site. Throw it at the KiKi cage near the entrance to the level to start level 3: Red mountain.

-----  
[A63]. Red Mountain  
-----

Mission C: Get the 3 Pieces of the Master Emerald  
Once again, the Emerald Shards are random. Several spots are;

1. The top of the volcano
2. Inside Enemies
3. Underground (Press A+B to dig)
4. In areas to the side of the volcano

-----  
Mission B: Get all 3 Shards of the Master Emerald Without using a Hint Ball

Once again...just watch out for the hint balls and get the shards....Not hard...

-----  
Mission A: Get all 3 pieces in 1:00:00 or less

Knuckle's A missions are pretty hard, or near impossible, but there is a trick to getting them. Find each shard, but DO NOT TOUCH THEM!!! Pinpoint there location and press start and restart. Now the timer will be at 0 and you know where the shards are. Rush to the shards as quick as you can, and you will beat the mission.

If you can't tell by now, I am just copy and pasting the same strategy... since it is all the same...

-----  
After Mission C, go back to the main area and go on the mine cart to the jungle area to the north. After you get off the cart, you will see a golden statue. Pick it up and go to the side of the ruins. Put it in the golden statue slot.

For the second statue, look at your map for a small path to a area on the right that stops. Go there to find another one of those dig spots. Dig up the statue and put it at the silver statue slot at the side of the ruins to open up level 4: Lost world.

-----  
[A64]. Lost World  
-----

Mission C: Get the 3 Pieces of the Master Emerald

Once again, the shards are randomly scattered in sonic痴 third part of lost world. Some of the places you can find them are:

1. In the crates
2. In the enemies
3. In the beginning, go down to a area with some sand and water. Dig in front of the shrine there for a piece if the radar is detecting it.
4. On the walls

-----  
Mission B: Get all 3 Shards of the Master Emerald Without using a Hint Ball

...You should know the drill by now  
-----

Mission A: Get all 3 pieces in 1:00:00 or less

Knuckle's A missions are pretty hard, or near impossible, but there is a trick to getting them. Find each shard, but DO NOT TOUCH THEM!!! Pinpoint there location and press start and restart. Now the timer will be at 0 and you know where the shards are. Rush to the shards as quick as you can, and you will beat the mission.

-----  
After lost world, you will see a cutscene with the Echidna ruins back in the past. Go to the north to start another cutscene and to start a

cutscene of the angel island shrine.

After that, you will see E-102 go back to the egg carrier. Go back to the jungle area and go north to find the site of the egg carrier. After the cutscene, you will wind up in level 5: Sky Deck.

-----  
[A65]. Sky Deck  
-----

Mission C: Get the 3 Pieces of the Master Emerald

This mission is a bit different than the others. When you first start out, you will see a lever. This level controls the tilt of the ship. Some of the emeralds can only be got when the ship is at a certain tilt. Here's some of the locations:

1. Inside Enemies
2. Inside the doors where the trash comes out
3. Dig under the moving containers
4. On Ledges
5. In the center of the big crane

-----  
Mission B: Get all 3 Shards of the Master Emerald Without using a Hint Ball

...Same as always. Just be careful of the Hint ball near the beginning of the level and you will be fine...

-----  
Mission A: Get all 3 pieces in 2:00:00 or less

\*One small note before I copy and paste again. You now have 2 minutes instead of the one. That is because of going back to the beginning and changing where the ship tilts.

Knuckle's A missions are pretty hard, or near impossible, but there is a trick to getting them. Find each shard, but DO NOT TOUCH THEM!!! Pinpoint there location and press start and restart. Now the timer will be at 0 and you know where the shards are. Rush to the shards as quick as you can, and you will beat the mission.

-----  
After the battle, go to the center of the egg carrier to see a cutscene, and face knuckles final boss: Chaos 6.

-----  
BOSS : Chaos 6 : BOSS  
DIFFICULTY : Medium : DIFFICULTY  
DAMAGE : 5 Hits : DAMAGE  
-----

~ STRATEGY ~

Chaos 6 has several attacks. It's first one is to suck in air and try to swallow you. The second is to hop in the air and come down with a shock wave, destroying any grounded enemies that may have been hit. The third is to go into a Jelly-like state, launch tentacles at you, and then hit you with his tail. To damage him, you need to hit one of the freeze bots that Robotnik throws out and throw it at it's mouth when it's open (Either when it is sucking in air or when it goes from a pattern of opening and closing it's mouth). Repeat until he is dead.





-----  
Mission C: Grab the Balloon and Evade ZERO

This is quite a lengthy level. When you get to a crank, push B to hold the crank and rotate the control stick counterclockwise to open the door. You continue doing this until you get to a section with four cubes and colored slots.

You need to put the colored cubes in the right slots to open up the next area. Not far from the colored cube puzzle is another cube puzzle. This time, three of the cubes are on the floor, and the other one is on a metal beam on the air.

Look for a spring and use it to reach the metal beam above and get the cube and put it in the slot to open the door. After that puzzle is the balloon.

-----  
Mission B: Get 50 rings and grab onto the balloon

Defiantly the hardest of Amy's B missions. There is many enemies and a lack of rings in this level, plus ZERO follows you around 3/4 of the level. Be aware of your surroundings and be careful.

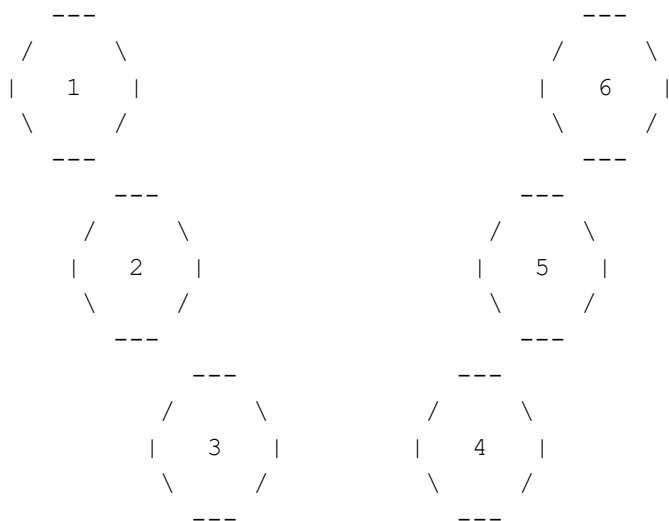
-----  
Mission A: Grab the Balloon in less than 6:30:00 Minutes

This level is quite long, and difficult at times with little shortcuts. It's best that you just run though the level as fast as you can, and if that doesn't work, try to practice so that you can find out when it is best to do a certain action at the right time.

-----  
After that, you will see a long cutscene about the egg carrier exploding and birdie's missing family. After the cutscene is done, go to the Mystic Ruins

MYSTIC RUINS

-----  
Go to the north of the ruins to find a path to the Egg Carrier II. Enter the passage to be in a new area (Note the Metal Sonic and the Mecha sonic in the tubes). Go past them to find a floor puzzle. The Puzzle should look like this:



Hit 5 first, then 4, then 3, then 2, and then the door to the last level will open, Final Egg

-----  
[A73]. Final Egg  
-----

Mission C: Grab the Balloon and Evade ZERO

For a final level, it is quite short. The first area is similar to Sonic's first area of Final Egg until you get to the part with the two paths. Go down the open one to find a switch and crates on both sides. Hit the switch and hide so ZERO doesn't find you.

After about 10 or so seconds, the elevator will appear. Head up and continue until you get to a part where there is 5 doors. The Green Door is always the right path. Go down the green door to continue. After a little ways, you will come to a section where the path is out of reach and there is a Oil can.

Either use your Hammer Jump to get up to the path or bring the oil can and jump on it to continue. After that is the balloon.

-----  
Mission B: Get 50 rings and grab onto the balloon

The only area that really has any enemies is the beginning area. After that, your only major concern is to avoid ZERO. Fortunately, the final area (The room with the balloon) has some rings capsules, so if you do lose some rings, as long as you have around 20 or more, you should be fine.

-----  
Mission A: Grab the Balloon in less than 2:30:00 Minutes

The key to this level is to just keep on going forward. Do not stop for anything and just keep going. You should finish this one without much trouble

-----  
After mission C, you will see a cutscene where Amy says that you need to go to the Egg Carrier crash site. Go back to the main area of the Mystic Ruins and go under the train station to find a boat dock. Go on the boat to head to the Egg Carrier crash site.

EGG CARRIER  
-----

Once you are on the Egg Carrier, a cutscene will play and then Amy's final (and only) boss. It's none other than ZERO!!!

-----  
BOSS : ZERO : BOSS  
DIFFICULTY : Easy : DIFFICULTY  
DAMAGE : 3 Hits : DAMAGE  
-----

~ STRATEGY ~

For a final boss, it is quite sad. ZERO uses the same attacks he uses in the levels and he uses them just as stupidly. He has a lock on attack where he will lock on and then fire his hand at you, a shock wave attack he almost always uses, and that's about it...To damage ZERO, keep on hitting him with your hammer to knock him back, and keep doing that so he hits the electric field. When he does that, the top of his head will open and expose a button. Hit it to damage him. Repeat until dead.

-----  
After the boss, you will see Amy's boring ending and get her emblem.  
Next is E-102

\*\*\*\*\*

-----

[A80]. E-102's Guide

-----

\*\*\*\*\*

After the intro cutscene, Robotnik will tell you to go train in Final Egg, your first level.

-----

[A81]. Final Egg

-----

Mission C: Destroy the Sonic Doll

The way the level is done is a bit different than the normal stages. You are given a time limit and you must either destroy/capture the target in that time limit. To get extra time, you must target more than one enemy. Here's how it goes:

- 1 Enemy: 1 Second
  - 2 Enemies: 3 Seconds
  - 3 Enemies: 6 Seconds
  - 4 Enemies: 9 Seconds
  - 5 Enemies: 15 Seconds
  - 6 Enemies: 30 Seconds
- More than 6: 5 Seconds more to the 30

Anyways, the path to the sonic doll is very quick and shouldn't take you long. Normal dolls take 1 hit to destroy, but the sonic doll takes 3.

-----

Mission B: Get 50 rings and destroy the Sonic Doll

Although the level has very few rings, the final area with the Sonic Doll has several Capsules on the ceiling. Look for a spring and use that to launch yourself up.

-----

Mission A: Beat the level in the allowed time

Gamma's A missions are a bit confusing, but here is how that works. In the Mission Description, it will give you a certain amount of seconds you must finish in.

What that means, is that you have to beat the level with that amount of time left on the clock. For example, if it says 180 Seconds, that means that you must have 3:00:00+ minutes left on the clock when you finish the level, or you will fail. In order to get great amounts of time, you must lock on to multiple enemies and release the fire button at the same time.

-----

After mission C, you will see a cutscene and a boss battle with E-101.

-----

BOSS	:	E-101 "Beta"	:	BOSS
DIFFICULTY	:	Easy	:	DIFFICULTY
DAMAGE	:	4 Hits	:	DAMAGE

-----

~ STRATEGY ~

Beta is easy, but you need to be quick in the beginning. Beta will fire a laser at you when the battle starts, so quickly gather

some rings, target the missile and destroy it. Beta can hover, but that shouldn't be much of a difference.

---

After the battle, you will see a cutscene about becoming part of Robotnik's elite force and about capturing froggy. After the cutscene, you will be in station square.

#### STATION SQUARE

---

Go to the hotel and go to the pool area via the left door. Shoot down the three targets on the gate to Emerald Coast and enter to start level 2.

---

#### [A82]. Emerald Coast

---

##### Mission C: Capture Froggy

This is a very short and easy level. You start out on Sonic's emerald coast until you get to the loop de loop. After that, it is a straight forward path to Froggy

---

##### Mission B: Get 50 rings and Capture Froggy

Although there are few rings in this level, as long as you pick up all the rings you see and not get hit, you will be fine.

---

##### Mission A: Beat the level in the allowed time

There is not much I can say about this level, besides that it is very hard to complete. The only real strategy is to lock on to many enemies at one time and fire at the same time.

---

After Mission C, you will go into Gamma's Ruin Past sequence. Go up to the alter to start a series of cut scenes with Tikal and then a cutscene with Robotnik telling you to get the bird that Amy has.

After another cutscene with Beta, go into the right door to start another one with Amy. After that, go to the main part to hear a message to get the jetpack.

Go up to the right upper part and go through the door to the booster. After that, take the hover cart up to the deck to start a boss battle with sonic.

---

BOSS	:	Sonic	:	BOSS
DIFFICULTY	:	Easy	:	DIFFICULTY
DAMAGE	:	3 Hits	:	DAMAGE

---

#### ~ STRATEGY ~

Sonic is really easy. Just keep targeting him and shooting him and he will quickly die.

---

After that, you will see a cutscene of the Egg Carrier exploding and E-102 deciding to "free" the E-100 series and to not take orders from Robotnik anymore. After that, you will land in the mystic ruins. Go to Tails Workshop and get the Wind Stone and put it in the key slot in the Wind Cave to start level 3

-----  
[A83]. Windy Valley  
-----

Mission C: Destroy E-103 "Delta"

This level is pretty much straightforward to Delta. There are quite a few robots that you can lock onto several times and get around 30+ seconds each time. Once you get to the end, you will face E-103.

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

The level has plenty of rings, but the main problem is Delta. Before going into the fight, make sure you have a shield so if you get hit, you don't lose all your rings. It's also best that you kill Delta as fast as you can.

-----  
Mission A: Defeat the level in the allowed time

The easiest of Gamma's A missions. There are many enemies that you can lock onto multiple times and get around 30 seconds per enemy. If you do that and get most of the enemies, you should have well above 5:30:00+ minutes when you defeat Delta.

-----  
Once you get to the end, you will face E-103 as a boss.

-----  
BOSS : E-103 "Delta" : BOSS  
DIFFICULTY : Easy : DIFFICULTY  
DAMAGE : 5 Hits : DAMAGE  
-----

~ STRATEGY ~

Delta is easy. Just keep hitting him until he is dead. At the beginning, he will fire a missile at you, so target and hit that and then target and hit Delta

-----  
After that, the rocks that block the path to the Ice Cave will fall. Enter the ice cave and go all the way to the Angel Island Crash site and enter the Red Mountain entrance to start level 4.

-----  
[A84]. Red Mountain  
-----

Mission C: Destroy E-104 "Epsilon"

This level is pretty much straightforward to Epsilon. The level takes place in Sonic's Lava part of Red Mountain, so it shouldn't take that long. Beat E-104 to complete the level.

-----  
Mission B: Get 50 rings and destroy E-104 "Epsilon"

The problem with this level is that there is many things that can outright damage you. The many enemies, the lava, etc. Make sure you pick up some of the shields to help you with getting rings.

-----  
Mission A: Defeat the level in the allowed time

This level can be as hard as Emerald Coast. You need to lock onto multiple enemies in order to beat this level, and do not waste time on Epsilon either.

-----  
When you get to the end, you will face E-104

-----  
BOSS : E-104 "Epsilon" : BOSS  
DIFFICULTY : Easy : DIFFICULTY  
DAMAGE : 4 Hits : DAMAGE  
-----

~ STRATEGY ~

104 is just like 103, keep hitting him to kill him. He's the exact same as Beta and Delta.  
-----

After that, you will see a cutscene of E-102 saying that E-105 "Zeta" is aboard the Egg Carrier crash site.

Return to the main area of the Mystic Ruins and go to the boat docks. Go on the boat to head to the Egg Carrier Crash Site.

#### EGG CARRIER

-----

Head back to the room with the 3 doors that you found Amy and Beta in. Head in the middle door to start E-103's last level, the Hot Shelter.

-----  
[A85]. Hot Shelter  
-----

#### Mission C: Destroy E-105 "Zeta"

A very interesting level. The path is straightforward until you get to the part where you have to stand on the switches and get picked up. On the first one, activate the switch and stand there to be picked up.

On the second, stand in the spot of the crane and use your laser blaster to hit the switch. After the second, you will be in a moving cargo train area. In this area, you need to hop from cart to cart until you cannot fly and have to jump to the left or right cart, or you find the switch on the right.

After it stops, it will be at a checkpoint. Head through the checkpoint and blast the boxes to expose a hole. Jump down and avoid the moving spike balls. In the room below, destroy all the KiKi and blast the box before the ramp to expose a speed ramp. Jump on the speed ramp to hit the last checkpoint before E-105, Zeta.  
-----

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

Defiantly the hardest of Gamma's B Missions. There are MANY enemies and hazards in the level that can harm you, along with Zeta. The only thing that can really help you is that there is many ring capsules in the falling area with the KiKi's.  
-----

#### Mission A: Beat the level in the allowed time

Not much I can say..besides this level is hard. Try your best to make haste in the area's and lock onto as many enemies as you can, and to be quick with Zeta.

-----  
Get to the end to face Zeta.

-----  
BOSS : E-105 "Zeta" : BOSS  
DIFFICULTY : Medium : DIFFICULTY  
DAMAGE : 5 Hits : DAMAGE  
-----

~ STRATEGY ~

This is a bit different from the other E-100 series. The first thing Zeta will do is fire around 5-6 missiles at you. Destroy the missiles and aim for the cannons. One hit to one of the cannons will damage Zeta. Do this 5 times to destroy him.

-----  
After Mission C, you will see a cutscene where E-101 fly痴 overhead to the giant turbine. Go to the turbine to start E-102's last battle.

-----  
BOSS : E-101 MK II : BOSS  
DIFFICULTY : Hard : DIFFICULTY  
DAMAGE : 4 Hits : DAMAGE  
-----

~ STRATEGY ~

E-101 can be a bit tricky if you are not careful. He will start off with firing several missiles at you. After he does that, he will charge up a mecha hand charge and thrust at you.

After he does this attack, shoot him. In his next wave of attacks, he will introduce a new attack: The camera will switch to a overhead view and he will fire a energy blast at you. Dodge and wait until he does the mechanical hand attack.

After each damaging blow, he will increase the ammount of energy blast. Defeat him to see E-102's sad ending.

-----  
After you beat E-101, you will see E-102's ending and get his story emblem. Now on to Big.

\*\*\*\*\*

-----  
[A90]. Big's Guide  
-----

\*\*\*\*\*

STATION SQUARE

-----  
After seeing the intro about Froggy getting Chaos tail and eating a chaos emerald, you will start in station square. Go to the city hall area to see a cutscene of froggy going under a car. Go up to the car and press B to lift it up and go under it.

While in the sewer, go back to find a path to the right. Jump on the box and then on to the ledge to get to the elevator. Go into the elevator to go to the upper part of Twinkle Park. Head down the path to Twinkle Park to start level 1.



---

[A91]. Twinkle Park

---

Mission C: Catch Froggy

Although it seems simple, it may take you a few tries.

To cast: stand still and press B to make a cursor appear.

Let go of the button to cast.

When a fish or froggy is biting, press down on the control stick to hook them, and hold A to reel them in. Watch the pressure meter: If it gets too high, let go of the A button until it get's down. If you don't, you will lose a life. Catch Froggy to end the level.

---

Mission B: Get a 1500g fish and Catch froggy

Not much I can say on big's B and A emblems besides to get all of the lures and catch all of the big looking fish before restarting.

---

Mission A: Get a 2000g fish and Catch froggy

Honestly, I have NO IDEA HOW PEOPLE CONCIDER THIS TO BE HARD. Anyways, the best advice I can give is to get all the lure upgrades and to try to catch the metal fish. Another tip is that you can catch as many fish as you like, but as long as one of those fish was 2000g, then you are fine.

---

After mission C, the Ice Stone will appear behind the Twinkle Park entrance. Get the Ice stone and go on the train to the Mystic Ruins.

MYSTIC RUINS

---

When you arrive in the Mystic Ruins, the rocks blocking the path to the Ice cave will break. Go down to the Ice Door and put the ice stone in the key slot to open it.

While going to the ladder, look around for a ability upgrade, the Life Vest. It allows you to stay underwater and see where Froggy is. Head up the ladder to start level 2, Ice Cap.

---

[A92]. Ice Cap

---

Mission C: Catch Froggy

Before you start, you may want to get the hidden lure in this level. Use the springs to reach the hidden area with the lure.

After that, go back down to the bottom, pick up the boulder, and throw it at the ice to break it and expose a fishing spot. Froggy should be down below that section. Catch froggy to end the level.

---

Mission B: Get a 1500g fish and Catch froggy

...Not much I can say, but you can find 1500g fish in the frozen pond near the beginning.

---

Mission A: Get a 2000g fish and Catch froggy

Getting the 2000g fish may take some time in Big's Icecap. Anyways, try the frozen pond, or try the hidden area near the hidden lure for 2000g fish.

---

After Mission C, go back down to the main area to see a cutscene with Tails. After that, take the Train back to Station Square.

#### STATION SQUARE

---

Go to the pool area via the hotel's left door and go to the emerald coast entrance to start level 3, Emerald Coast.

---

#### [A93]. Emerald Coast

---

##### Mission C: Catch Froggy

Froggy can be in one of two places. He can either be in the beginning part of the level to the right, or in the hidden part where you would need the life belt. Either way, once again, catch froggy to end the level.

---

##### Mission B: Get a 1500g fish and Catch froggy

Look for Sharks, Metal Fish, and any other fish that may look big...The best spot to find a 1500g+ fish is the hidden cave area.

---

##### Mission A: Get a 2000g fish and Catch froggy

...I don't know why, but I found this harder than Twinkle Park. Try the hidden area and any fish that may look big...that痴 all the advice I have...

---

After Mission C, you will see a cutscene of Gamma taking Froggy. After that, you will see a cutscene of the Egg Carrier going into the sky and you will be in the Egg Carrier

#### EGG CARRIER

---

After the cutscene, go down to the area with the 3 door. Go into the right one to the cell area so you can get a lure upgrade, and go to the middle door to start the last level, the Hot Shelter.

---

#### [A94]. Hot Shelter

---

##### Mission C: Catch Froggy

Wow...the first level where you have to walk a little ways to get to froggy. Anyways, just like Amy, when you get to a crank, press B to hold it and move the analog stick counterclockwise to open the door.

After a little ways, you will wind up in a giant circular room where froggy is in. Jump on the switch to open the water release doors and to get froggy into the room. Catch froggy to end the level.

---

##### Mission B: Get a 1500g fish and Catch froggy

It really shouldn't be hard at all to find a 1500g fish. A good majority of the 2000g+ fish are in the area froggy is in, so try to go after the bigger fish...

---

##### Mission A: Get a 2000g fish and Catch froggy

Same a Mission B...nearly all of the giant fish are in the area

froggy is in...(Yea, I haven't been a big help with all of big's missions, so sue me..)

-----  
After that, you will see Big's Ruins past sequence. Go up to the shrine to start a cutscene and to return to the egg carrier. Hit the monorail button to make the monorail appear and get on to go to the deck of the Egg Carrier. Head to the giant turbine area to start a cutscene and to battle big's final (and only), boss.

-----  
BOSS : Chaos 6 : BOSS  
DIFFICULTY : Very Easy : DIFFICULTY  
DAMAGE : 1 Hits : DAMAGE  
-----

~ STRATEGY ~

This is a sad, sad battle. You don't even attack chaos 6, you only have to get froggy to end it. Cast your lure near where froggy is to catch him...and that's it. CONGRADULATIONS!!! You beat Chaos 6....

-----  
After you "beat" chaos 6, you will see Big's ending and get his story emblem. Now on to the last story, SUPER SONIC.

\*\*-----\*\*

-----  
[B10]. Super Sonic's Guide  
-----

\*\*-----\*\*

Mystic Ruins

-----  
After you see the Intro movie, Tails will come get you and say that Angel Island fell again. Go down the Ice Cave and to the front of Angel Island to start a cutscene and another dream sequence to the past.

In the dream sequence, go up to the emerald shrine to start a cutscene where Tikal is refusing to let her father steal the chaos emeralds and chaos appears and absorbs the emeralds. Go up again to see another cutscene with Tikal and the Master Emerald.

After the dream sequence is done, go back to the main area and go on the north mine cart to start another long cutscene, after that, you will go to your super form, Super Sonic, and face Perfect Chaos!!!

-----  
BOSS : Perfect Chaos : BOSS  
DIFFICULTY : Medium/Hard : DIFFICULTY  
DAMAGE : 6 Hits : DAMAGE  
-----

~ STRATEGY ~

Any old vet of the sonic world should know about Super Sonic. He can only stay in his super form as long as he has rings. To damage Perfect Chaos, you must be at top speed (Your Aurora must be blue) when you

hit him to damage him. He will try to throw hazards in your way to slow you down, so try to dodge them. Once you do 3 hits, Perfect Chaos will throw more hazards at you. Hit him six times to beat him

-----  
After that, you will see the final ending and get Super Sonic's emblem

\*\*---\*\*

-----  
[B20]. Metal Sonic's Guide  
-----

\*\*---\*\*

\*-Note: Instead of getting a emblem for completing a stage, you get a mark put next to a Mission that has been completed.

It is not required that you get all the emblems, nor does it unlock anything as far as we know. A key difference is that any of the missions that you have to save someone or get a emerald is now to break the capsule.

-----  
Stages  
-----

Emerald Coast: (3 Emblems)

- []-Mission C: Break the Capsule
- []-Mission B: Get 50 Rings and Break the Capsule
- []-Mission A: Get to the Capsule in 2:00:00 Minutes

Windy Valley: (3 Emblems)

- []-Mission C: Break the Capsule
- []-Mission B: Get 50 Rings and Break the Capsule
- []-Mission A: Get to the Capsule in 3:00:00 Minutes

Casinopolis: (3 Emblems)

- []-Mission C: Break the Capsule
- []-Mission B: Get 50 Rings and Break the Capsule
- []-Mission A: Get to the Capsule in 5:00:00 Minutes

Icecap: (3 Emblems)

- []-Mission C: Break the Capsule
- []-Mission B: Get 50 Rings and Break the Capsule
- []-Mission A: Get to the Capsule in 4:00:00 Minutes

Twinkle Park: (3 Emblems)

- []-Mission C: Break the Capsule
- []-Mission B: Get 50 Rings and Break the Capsule
- []-Mission A: Get to the Capsule in 3:00:00 Minutes

Speed Highway: (3 Emblems)

- []-Mission C: Break the Capsule
- []-Mission B: Get 50 Rings and Break the Capsule
- []-Mission A: Get to the Capsule in 2:30:00 Minutes

Red Mountain: (3 Emblems)

- []-Mission C: Break the Capsule
- []-Mission B: Get 50 Rings and Break the Capsule



[]-Mission C: Break the Capsule  
[]-Mission B: Get 50 Rings and Break the Capsule  
[]-Mission A: Get to the Capsule in 3:00:00 Minutes

Sky Deck: (3 Emblems)

[]-Mission C: Break the Capsule  
[]-Mission B: Get 50 Rings and Break the Capsule  
[]-Mission A: Get to the Capsule in 5:00:00 Minutes

Lost World: (3 Emblems)

[]-Mission C: Get to the center of the ruins  
[]-Mission B: Get 50 Rings and Break the Capsule  
[]-Mission A: Get to the Capsule in 4:30:00 Minutes

Final Egg: (3 Emblems)

[]-Mission C: Break the Capsule  
[]-Mission B: Get 50 Rings and Break the Capsule  
[]-Mission A: Get to the Capsule in 4:30:00 Minutes

Last Boss

[]-Destroy the Egg Viper and view the ending

Total: 31 Emblems total

-----  
[X]. Tail's Emblems  
-----

Windy Valley: (3 Emblems)

[]-Mission C: Beat Sonic to the Emerald  
[]-Mission B: Get 50 Rings and Break the Capsule before Sonic  
[]-Mission A: Beat a Faster Sonic to the Capsule

Casinopolis: (3 Emblems)

[]-Mission C: Beat Sonic to the Emerald  
[]-Mission B: Get 50 Rings and Break the Capsule before Sonic  
[]-Mission A: Beat a Faster Sonic to the Capsule

Icecap: (3 Emblems)

[]-Mission C: Beat Sonic to the Emerald  
[]-Mission B: Get 50 Rings and Break the Capsule before Sonic  
[]-Mission A: Beat a Faster Sonic to the Capsule

Sky Deck: (3 Emblems)

[]-Mission C: Beat Sonic to the Capsule  
[]-Mission B: Get 50 Rings and Break the Capsule before Sonic  
[]-Mission A: Beat a Faster Sonic to the Capsule

Speed Highway: (3 Emblems)

[]-Mission C: Beat Robotnik to the Missile  
[]-Mission B: Get 50 Rings and Get to the Missile before Robotnik  
[]-Mission A: Beat a Faster Robotnik to the Missile

Last Boss:

[]-Destroy the Egg Walker and view the ending

Total: 16 Emblems Total

-----  
[X]. Knuckle's Emblems  
-----

-----  
Speed Highway: (3 Emblems)

[]-Mission C: Get the 3 pieces of the Master Emerald

[]-Mission B: Get the 3 pieces of the Master Emerald without using  
hint balls

[]-Mission A: Get the 3 pieces of the Master Emerald in 1:00:00 Minutes

Casinopolis: (3 Emblems)

[]-Mission C: Get the 3 pieces of the Master Emerald

[]-Mission B: Get the 3 pieces of the Master Emerald without using  
hint balls

[]-Mission A: Get the 3 pieces of the Master Emerald in 1:00:00 Minutes

Red Mountain: (3 Emblems)

[]-Mission C: Get the 3 pieces of the Master Emerald

[]-Mission B: Get the 3 pieces of the Master Emerald without using  
hint balls

[]-Mission A: Get the 3 pieces of the Master Emerald in 1:00:00 Minutes

Lost World: (3 Emblems)

[]-Mission C: Get the 3 pieces of the Master Emerald

[]-Mission B: Get the 3 pieces of the Master Emerald without using  
hint balls

[]-Mission A: Get the 3 pieces of the Master Emerald in 1:00:00 Minutes

Sky Deck: (3 Emblems)

[]-Mission C: Get the 3 pieces of the Master Emerald

[]-Mission B: Get the 3 pieces of the Master Emerald without using  
hint balls

[]-Mission A: Get the 3 pieces of the Master Emerald in 2:00:00 Minutes

Last Boss:

[]-Destroy Chaos 6 and view the ending

Total: 16 Emblems Total

-----  
[X]. Amy's Emblems  
-----

Twinkle Park: (3 Emblems)

[]-Mission C: Evade ZERO and get the balloon

[]-Mission B: Get 50 rings and get the balloon

[]-Mission A: Get the Balloon in 2:00:00 Minutes

Hot Shelter: (3 Emblems)

[]-Mission C: Evade ZERO and get the balloon

[]-Mission B: Get 50 rings and get the balloon

[]-Mission A: Get the Balloon in 6:30:00 Minutes

Final Egg: (3 Emblems)

[]-Mission C: Evade ZERO and get the balloon

[]-Mission B: Get 50 rings and get the balloon

[]-Mission A: Get the Balloon in 2:30:00 Minutes

Last Boss:

[]-Destroy ZERO and view the ending

Total: 10 Emblems Total

---

[X]. Big's Emblems

---

Twinkle Park: (3 Emblems)

- Mission C: Catch Froggy
- Mission B: Catch Froggy and a 1000 G fish
- Mission A: Catch Froggy and a 2000 G fish

Icecap: (3 Emblems)

- Mission C: Catch Froggy
- Mission B: Catch Froggy and a 1000 G fish
- Mission A: Catch Froggy and a 2000 G fish

Emerald Coast: (3 Emblems)

- Mission C: Catch Froggy
- Mission B: Catch Froggy and a 1000 G fish
- Mission A: Catch Froggy and a 2000 G fish

Hot Shelter: (3 Emblems)

- Mission C: Catch Froggy
- Mission B: Catch Froggy and a 1000 G fish
- Mission A: Catch Froggy and a 2000 G fish

Last Boss:

- Destroy Chaos 6 and view the ending

Total: 13 Emblems Total

---

[X]. E-102's Emblems

---

Final Egg: (3 Emblems)

- Mission C: Destroy the Sonic Doll
- Mission B: Get 50 Rings and destroy the Sonic Doll
- Mission A: Destroy the sonic doll in the time limit

Emerald Coast: (3 Emblems)

- Mission C: Get Froggy
- Mission B: Get 50 Rings and get Froggy
- Mission A: Get Froggy in the time limit

Windy Valley: (3 Emblems)

- Mission C: Destroy E-103
- Mission B: Get 50 Rings and destroy E-103
- Mission A: Destroy E-103 in the time limit

Red Mountain: (3 Emblems)

- Mission C: Destroy E-104
- Mission B: Get 50 Rings and destroy E-104
- Mission A: Destroy E-104 in the time limit

Hot Shelter: (3 Emblems)

- Mission C: Destroy E-105
- Mission B: Get 50 Rings and destroy E-105
- Mission A: Destroy E-105 in the time limit

Last Boss:



-Destroy E-102 MK II and view the ending

Total: 16 Emblems Total

\*-Note: If you have the time's you need to beat for E-103, please email me.

-----  
[X]. Super Sonic's Emblems  
-----

Last Boss:

-Destroy Perfect Chaos and view the ending

Total: 1 Emblem

-----  
[X]. Chao Emblems  
-----

-Chao Race 1

-Chao Race 2

-Chao Race 3

-Chao Race 4

-Chao Race 5

Total: 5 Emblems

-----  
[X]. Sub game Emblems  
-----

Sky Chase

-----  
-Beat Act I

-Get 8000 points in Act I

-Beat Act II

-Get 20000 points in Act II

Sand Hill

-----  
-Beat it as Tails

-Get 10000 points as Sonic or Tails

Twinkle Circuit

-----  
-Beat it once as any character

-Beat your own score

Hedgehog Hammer

-----  
-Get a High Score

-Beat your High Score

Total: 10 Emblems

-----  
[X]. Field Emblems  
-----

Station Square:

-----  
[]-As Tails, fly upward in the area where the Ice Key was found to get it

[]-As Any Character, go to the train station and go to the left or right side and go against the wall until you get to the other side with the emblem

[]-As any character, go inside the burger shop and go down the isle to find it

[]-As Tail's, go to City Hall and cut the grass until you find the emblem

Mystic Ruins:

-----  
[]-As Tails or Knuckles, go to the Tails Workshop area and face the left to find a cliff. Fly/glides over there to get the emerald

[]-As any character, go down the right path to big's house to find it in the jungle

[]-As Tails or Knuckles, climb/fly up the tree in the back of big's house and go inside the tree to find the emblem

[]-As Knuckles, go to the Master Emerald Shrine area and look on the left side of the bridge for a emblem out in the middle of the air. Glide out there to get it

Egg Carrier

-----  
[]-As Sonic in Offence mode (Wings out), go to the green turbine area where you fought chaos 6 and enter one of the cannons there until you crash into the right box with the emblem in it

[]-As Tails, switch the ship into defense mode (Wings in) and fly to the top of the yellow disk platform outside to get the emblem

[]-As sonic or tails in offence mode, go into the other door where you used the light speed dash to find Eggman's bedroom. Hit the switch in the room to make the bed come down, exposing a emblem

[]-As Tails, go to the pool section where Knuckles went to access Sky Deck and fly up to the high dive board to find the emblem

\*\*\_\_\*\*

-----  
[B40]. Mission Guide

\*\*\_\_\*\*

-----  
[X]. Before You Begin

-----  
A new addition to Sonic Adventure is mission mode. In mission mode, you go around the 3 fields and collect mission cards and then complete the objective on the card. Here's the several rules of mission mode

-To unlock a characters mission mode, you must complete there story in Adventure mode to unlock there missions.

-Mission cards can only be found on the Adventure fields and not in any of the levels (Although many of the actual missions take place in the levels)

-Only certain characters can get certain cards, and they cannot complete the missions of other characters

-You can collect field emblems in mission mode, but not level emblems.

-----  
[X]. Card locations  
-----

Sonic's Cards:

#	Location	Description
---	----------	-------------

Station Square Mission Cards (10 Cards)

#1	In front of the Train Station	Bring the man who is standing in front of the hamburger shop!
#3	Pool Area	Collect 100 rings and go to Sonic's billboard by the pool!
#9	Behind the Entrance to Twinkle Park	Get the balloon floating behind the waterfall at the emerald sea.
#13	Near Casinopolis	I can't shower like this! Do something
#17	In the gold Chao egg shop	Aim and shoot all the medallions with a Sonic Ball.
#23	Near the door across from the entrance to Twinkle Park	Go for the wooden horse and collect 10 Balloons!
#27	In the Hamburger Shop	Collect 100 rings and head to the Heliport!
#28	Second Floor of Hotel	During the morning traffic, use the fountain to get the balloon
#49	In the Sewer after the ring switch	Scorch though the tracks and get all the flags
#55	After the Twinkle Park elevator go left	Run down the building and get all The balloons!

Mystic Ruins Mission Cards (11 Cards)

#3	Outside the entrance to the train station	Get the Balloon in the skies of Mystic Ruins!
#15	Past the barricade fence near	My Medallions got swept away by the

	the Train Station	Tornado! Somebody help me get them	
		back!	
+---+	-----+	-----+	-----+
#20	In pool near the Ice Cap level	Get all the medallions within a time	
		limit! It's really slippery, so be	
		careful!	
+---+	-----+	-----+	-----+
#30	On the right steps of the	A fugitive has escaped from the jail	
	Echidna Temple	of burning hell! Find the fugitive!	
+---+	-----+	-----+	-----+
#40	Inside Tail's Workshop	What is hidden in the area that the	
		giant snake is staring at?	
+---+	-----+	-----+	-----+
#41	Near the Echidna Temple	Look Carefully as you fall from the	
		waterfall!	
+---+	-----+	-----+	-----+
#45	In the Sand Hill entrance cave	Go to a place where rings are laid	
		in the face of Sonic's face!	
+---+	-----+	-----+	-----+
#46	In a cave south of Big's House	A secret base that's full of	
		mechanical traps. Pay attention, and	
		you might see...	
+---+	-----+	-----+	-----+
#53	Near entrance to Ice Cap	Get the balloon with 3 super high	
		jumps using the ski slope	
+---+	-----+	-----+	-----+
#57	On a rock near Red Mountain	Peak of the volcanic mountain! Watch	
		out for the lava!	
+---+	-----+	-----+	-----+
#58	Behind the bottom of the ladder	The big rock starts rolling at you!	
	leading to the ruins	Try to get all the flags!	
+---+	-----+	-----+	-----+

Egg Carrier Mission Cards (3 Cards)

+---+	-----+	-----+	-----+
#33	In the pool	Shoot yourself out of the cannon and	
		get the balloon!	
+---+	-----+	-----+	-----+
#34	After the egg carrier is in	Can you get the balloon that is	
	defense mode, exit the bridge	Hidden on the ship's bridge?	
	to find a card at the top		
+---+	-----+	-----+	-----+
#36	In a green light above the 3	Fighter aircraft are flying	
	doors (Hot shelter, prison)	everywhere. Somebody get me out of	
		here!	
+---+	-----+	-----+	-----+

-Station Square: 10 Cards

-Mystic Ruins: 11 Cards

-Egg Carrier: 3 Cards

TOTAL: 24 Cards

Tail痴 Cards:

+---+	-----+	-----+	-----+
#	Location	Description	
+---+	-----+	-----+	-----+

Mystic Ruins Mission Cards (5 Cards)

#4	Near the Train Station	Weeds are growing everywhere! I must get rid of them!
#16	In the cave south of Tail's workshop	Get the flags from the floating islands!
#37	Near the mine cart to the jungle	Fly over the jungle and get all the balloons
#47	Near Tail's house	Get 10 balloons on the field under the time limit!
#54	Near the Ladder to Ice Cap	Slide downhill in a blizzard and get all the flags!

Station Square Mission Cards (3 Cards)

#10	In the Hotel	What's that sparkling in the water?
#24	In the Ice Key location	"I hate this dark and filthy place! Can you find it?"
#31	In the train station, on top of clock near the trains	Get the Balloon as you float in the air with the trash!

Egg Carrier (None)

-Station Square: 3 Cards  
 -Mystic Ruins: 5 Cards  
 -Egg Carrier: 0 Cards  
 TOTAL: 8 Cards

Knuckle's Cards:

#	Location	Description
---	----------	-------------

Station Square Mission Cards (4 Cards)

#5	Near Casinopolis	I lost my balloon! It's way up there now!
#25	Near City Hall	What is hidden under the Lion's right hand?
#26	Near City Hall	What is that on top of the ship's mast that the pirates are protecting?
#48	On a lamp post near city hall	Can you get the medallion that the giant sonic is staring at?

Mystic Ruins Mission Cards (4 Cards)

#12	On the plateau near Tail's	Who is Chao good friends with? And
-----	----------------------------	------------------------------------

	workshop	what is hidden underneath it?	
+---	-----+	-----+	-----+
#32	On the bridge leading to the   Master Emerald Shrine	Can you get the balloon that is  hidden under the bridge?	
+---	-----+	-----+	-----+
#38	On the ledge above big's house	A message from an ancient people: In  the direction where the burning  arrow is pointing. You will see...	
+---	-----+	-----+	-----+
#56	Down a path right of the fallen   rocks	Relentless eruption occur in the  flaming canyon. What could be hidden  in the area she is staring at?	
+---	-----+	-----+	-----+

Egg Carrier (1 Cards)

#59	In the pool	Watch out for the barrels and find  the hidden flag inside the container	
+---	-----+	-----+	-----+

-Station Square: 4 Cards

-Mystic Ruins: 4 Cards

-Egg Carrier: 1 Card

TOTAL: 9 Cards

Amy's Cards:

#	Location	Description	
+---	-----+	-----+	-----+

Mystic Ruins (2 Cards)

#6	Near the Train Station	He is going to drown! Help the man  in the water!	
+---	-----+	-----+	-----+
#50	Near final egg entrance, on   a table at the top	Select a road that splits into 5  paths before time runs out!	
+---	-----+	-----+	-----+

Station Square (2 Cards)

#18	In Train station, in the right   cube at the bottom of the right   stairs	During the night, at the amusement  park, pace your jumps on top of one  of the tables	
+---	-----+	-----+	-----+
#19	On top of the music store   leading to City Hall	What is behind that mirror?	
+---	-----+	-----+	-----+

Egg Carrier (1 Card)

#43	In the first prison cell in   the prison room	Fortress of steel. High jump on 3  narrow paths. Be careful not to fall	
+---	-----+	-----+	-----+

-Station Square: 2 Cards

-Mystic Ruins: 2 Cards

-Egg Carrier: 1 Card

TOTAL: 5 Cards

E-102's Card's

#	Location	Description
---	----------	-------------

Mystic Ruins (3 Cards)

#7	After the cart to the jungle	Lonely Metal Sonic needs a friend... Look carefully
#21	Near Final Egg	Protect the Sonic Doll from Spinners surrounding it!
#51	On the Echidna Temple	Gunman of the Windy Valley! Destroy all the Spinners under a time limit!

Station Square (1 Card)

#39	in room where Crystal Ring is	Treasure hunt at the beach! Find all the medallions under a time limit!
-----	-------------------------------	--

Egg Carrier (1 Card)

#42	In a cell in the prison room	I can't get in get into the bathroom! How can I let something like this happen to me!
-----	------------------------------	---

-Station Square: 1 Card  
 -Mystic Ruins: 3 Cards  
 -Egg Carrier: 1 Card  
 TOTAL: 5 Cards

Big痴 Cards

#	Location	Description
---	----------	-------------

Station Square Mission Cards (4 Cards)

#8	Near Twinkle Park	The medallion fell under there! No Illegal parking please!
#14	Near Twinkle Park	I am the keeper of this hotel! Catch me if you can!
#22	In Hotel	Find the flag hidden in the secret passage under the emerald ocean!
#29	Near Town Hall	I am the keeper of this canal. Catch me if you can!

Mystic Ruins Mission Cards (3 Cards)

#35	Near the monkey switch	I am the keeper of this Icy Lake!
-----	------------------------	-----------------------------------

			Catch me if you can!	
+---	+-----	+-----	+-----	+-----
#52	Near Big's house		Get 3 flags in the jungle under the	
			time limit!	
+---	+-----	+-----	+-----	+-----
#60	In front of the train		Something is hidden inside the	
			Dinosaur's mouth. Can you find it?	
+---	+-----	+-----	+-----	+-----

Egg Carrier: (1 Cards)

+---	+-----	+-----	+-----	+-----
#44	To the right of the door to the		I am the keeper of this ship! Catch	
	pool		me if you can!	
+---	+-----	+-----	+-----	+-----

-Station Square: 4 Cards

-Mystic Ruins: 3 Cards

-Egg Carrier: 1 Card

TOTAL: 8 Cards

If there is any cards I missed, Please email me.

[X]. Mission Guide

Current Missions listed: 17/60

Next Update: 23\60 (40/60)

Key:

*-Easy (or means mission info is not available in	
this update)	
**-Medium	
***-Hard	
****- Very Hard	

Mission #1

Character: Sonic

Location: In front of the train station in Station Square

Difficulty: \*

Objective: Get the Man from the burger shop and put him on the target

Info: Bring the statue of the old man in front of the burger shop and put him down on the spot in front of the Train Station.

Mission #2

Character: Sonic

Location: Near the waterfall in the Mystic Ruins.



Difficulty: \*

Objective: Get the balloon by using a light speed attack on the spinners

Info: When you get to the waterfall area, you will see a line of spinners and a balloon. Use the Light Speed Attack to get to the balloon.

---

Mission #3

---

Character: Sonic

Location: Near the Pool at the hotel in Station Square.

Objective: Get 100 rings and bring it to the Sonic X sign near the pool

Difficulty: \*\*

Info: You need to collect 100 rings from the field (not the levels) and bring it to the Sonic X sign by the pool. Try to get the rings from:

1. The light speed dash switches (Hotel and Sewer)
2. Ring Boxes (Egg Carrier: pool area, etc)

---

Mission #4

---

Character: Tails

Location: Mystic Ruins: Tails Workshop

Objective: Use the tail attack to get all the weeds.

Difficulty: \*

Info: You need to get all the weeds near Tail's Workshop to complete the mission. The weeds are scattered around the house and in the water mill pond.

---

Mission #5

---

Character: Knuckles

Location: Station Square: Casino Area

Objective: Get the balloon above the little kid

Difficulty: \*

Info: Climb the area you did to access Casinopolis and look near the Train Station. Use the glide attack on the balloon above the little boy to end the mission.

---

Mission #6

---

Character: Amy

Location: Mystic Ruins: Main Area

Objective: Get the man in the waterfall area and put him on the blue spot

Difficulty: \*

Info: Go to the center of the waterfall area in the main area of the main area. Bring the old man statue from the middle to the spot in front of the explorers cabin to end the mission.

---

Mission #7

---

Character: E-102

Location: Mystic Ruins: Egg Carrier Base

Objective: Get the old man statue and put it in front of the Metal Sonic tube.

Difficulty: \*

Info: Go to the Egg Carrier base near the Echidna ruins and find the Metal Sonic tube. Go down below to find a Old Man statue on one of the platforms and pick it up. Drop it on the spot in front of the tube to end the mission.

---

Mission #8

---

Character: Big

Location: Station Square: Sewers

Objective: Get the Medallion under the sewers

Difficulty: \*

Info: Go to the City hall area and find the car blocking the sewers. Lift it up and go in the sewers and find the medallion to end the mission.

---

Mission #9

---

Character: Sonic

Location: Emerald Coast: Waterfall area

Objective: Get the balloon by using the homing attack on a line of spinners

Difficulty: \*

Info: Go to the waterfall area (The area with the KiKi and the speed up box). Right after the checkpoint, look for a line of spinners to the right. Use the Homing attack or the Light speed attack on the spinners to reach the balloon.

---

Mission #10

---

Character: Tails

Location: Station Square: Chao Garden

Objective: Get the Coin in the Chao pond

Difficulty: \*

Info: The one (and only) Chao mission. Go to the Chao garden  
(The left elevator in the hotel) and go to the pond  
section to the left. Look behind the Chao statue in  
the middle to find the coin.

---

Mission #11

---

Character: Sonic

Location: WINDY VALLEY

Objective: Get the Balloon

Difficulty: \*

Info: at the beginning of the stage you will see  
a line of floating little windmills, do the light  
speed attack until you reach the the yellow  
balloon.

\*Done by Mat?s

---

Mission #12

---

Character: Knuckles

Location: Mystic Ruins Main Area: Near tails workshop.

Objective: Dig below the Cream & Cheese Sign

Difficulty: \*

Info: Go to the area where Sonic and Tails fought the egg  
hornet to find several signs (Sonic Mega collection,  
Sonic Advance 2, Sonic X, etc) Find the sign with  
cream and cheese (A girl bunny and a Chao from  
SA2) and dig below it to find a coin, ending  
the mission

---

Mission #13

---

Character: Sonic

Location: Casinopolis: Shower Area

Objective: Defeat all the spinners in the showers

Difficulty: \*

Info: In the Shower area of Casinopolis, you will find spinners  
in the showers. Defeat them all to beat the mission.

---

Mission #14

---

Character: Big

Location: Station Square: Hotel Pool

Objective: Catch the Robot fish in the pool

Difficulty: \*\*

Info: Before this mission, it may be wise to get some of the lure upgrades. Anyways, you need to catch the robot fish (Which is X4 the weight of froggy) to end the mission.

---

Mission #15

---

Character: Sonic

Location: Windy Valley: Tornado Area

Objective: Get all 5 medallions in the tornado area

Difficulty: \*

Info: After you get swept into the tornado, look for the 5 medallions. There should be 1 or 2 in each of the 3 main sections of the tornado area.

---

Mission #16

---

Character: Tails

Location: Windy Valley

Objective: Get all 8 Flags on the double islands

Difficulty: \*\*\*

Info: When racing sonic, there should be a flag on each of the double islands (Two islands connected together) above the track. Try to be slow on the track and look for the double islands with flags on them.

---

Mission #17

---

Character: Sonic

Location: CASINOPOLIS

Objective: Get all 5 Medallions in the Slot Pinball Area

Difficulty: \*

Info: if you are bad at pinball this mission will take you some time, but if you are good you will have no problem



One of the newest editions to the Sonic series was the A-Life Chao system that was first shown in Sonic Adventure for the Dreamcast back in 1998 in Japan.

Ever since then, Chao have become the basis for each sonic game after Sonic Adventure for the Dreamcast. Chao are 3D virtual pets that are, in a way, a simplified pet that expresses different moods depending on the situation.

Although Chao raising is not required to complete story mode, it is required to get all 130 emblems, Metal Sonic, and all of the Game Gear games.

---

### Raising a Chao

---

In order to raise a Chao, you must first hatch it from a Chao Egg. The color of the Chao will depend on the color of the Chao egg you are hatching it from, and how close it will get to you will depend on how you hatch it.

If you pick up the egg with X and, at the same time, press the control stick to the upper right or left part, you will rock the egg. Do this for several minutes and then put it down for the egg to hatch.

This is the best way to hatch a Chao. The other ways are to either throw the egg against the wall (The worst way), or let it hatch by itself (it is neither for or against you when you do this.)

After it is hatched, the Chao will begin the most important part of it's life, childhood. Childhood determines the path the Chao will go and what type it will turn into depending on what you do.

There are many types of Chao based on the different areas of growth. In all, there is 7 different types of Chao: Swim, Fly, Run, Power, Normal, Hero, and Dark. Your infant Chao will evolve into one of those 7 categories.

Just like real pets, Chao eat and sleep. A normal sign that a Chao is hungry when it lies on the floor, pound it's arms and feet, and cry. Another way is if when you give your Chao a fruit, it will eat it's food in great haste (or that could be a sign of one of the personalities, big eater).

Normal fruits grown on the palm trees will only raise Stamina, but different fruits will do different effect. Shaped fruits will make a Chao happy if that chao's personality likes that fruit. Hero and Dark fruits will change your Chao appearance to either darker or lighter, and based on how many fruits you gave it, may evolve into either a hero or dark Chao. Status fruits like Chao fruits and mushrooms help all status.

When your Chao sleeps, it is best that you do not wake it up, or it will be angry at you. If you leave the room and a Chao that was sleeping is in the water now, it will get out and go back to sleep.

---

### Raising a Chao's Status

-----

One of the most important things in Chao raising is the level of it's status. When you go near a Chao, it's screen will appear like this:

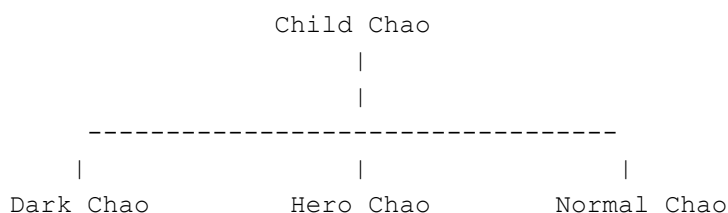
```
+-----+
| (Chao's Name)      |
|                    |
| Swim              Lv. ? |
|000                |
| ( ) ( ) ( ) ( ) ( ) ( ) ( ) ( ) |
|                    |
| Fly              Lv. ? |
|000                |
| ( ) ( ) ( ) ( ) ( ) ( ) ( ) ( ) |
|                    |
| Run              Lv. ? |
|000                |
| ( ) ( ) ( ) ( ) ( ) ( ) ( ) ( ) |
|                    |
| Power           Lv. ? |
|000                |
| ( ) ( ) ( ) ( ) ( ) ( ) ( ) ( ) |
|                    |
| Stamina         Lv. ? |
|000                |
| ( ) ( ) ( ) ( ) ( ) ( ) ( ) ( ) |
+-----+
```

Swim status improves how well it can swim while either in the Chao garden pool or races. Fly shows the distance a Chao can travel in a race. Run shows several things:

When a Chao can walk and not crawl (Normally Level 4-6), if it trips or not, and how fast in can run in the Chao garden/race. Power shows if a Chao can climb up the side of the wall (Pool, race, etc). And Stamina shows how much a Chao can take before giving up on a race and lay down.

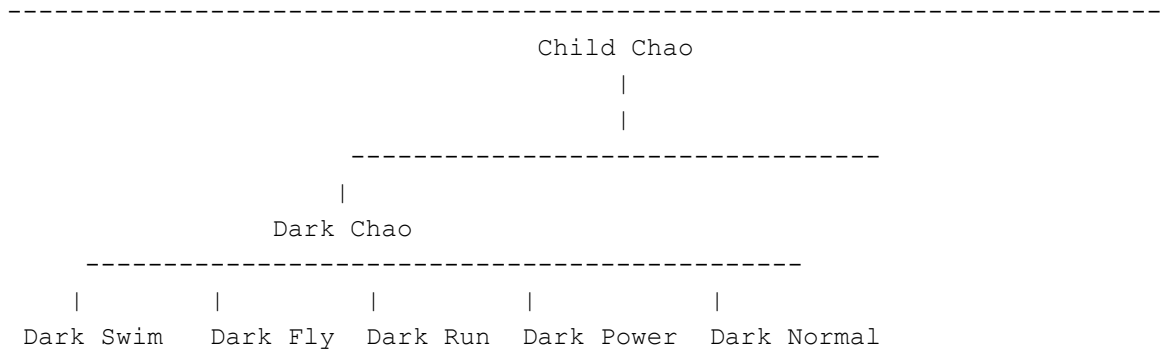
\*Update- Sonicmaster4 has informed me of a few things I knew and I didn't. Chao learn to Swim, Fly, and Run when there status level for those reaches level 100 (The status level is under the name of the status and the level). He also said that when a Chao dies, it will go into a grey cocoon, and when it is going to reincarnate, it will develop a pink cocoon.

Along with the different types of status is the types of Chao that come out of the different status when it evolves. Here is a chart on how Chao can evolve:

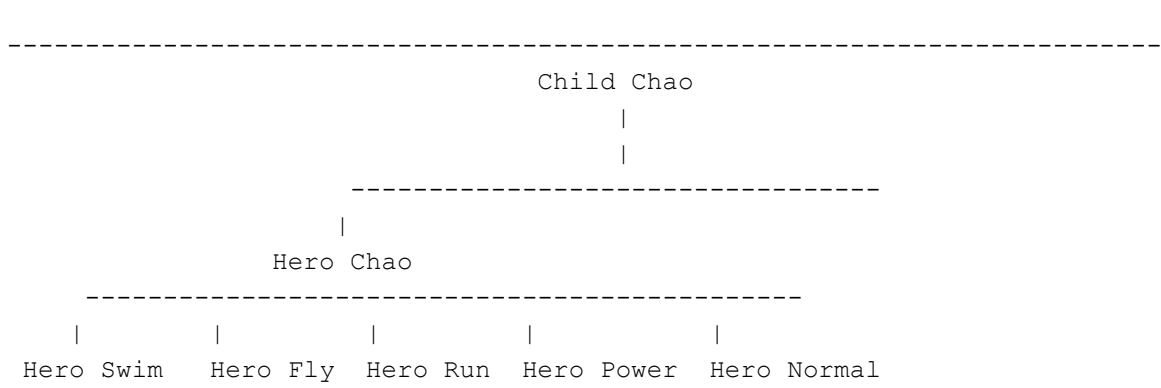


There is also another variation of the chart, the different type's of Chao. It looks like this:

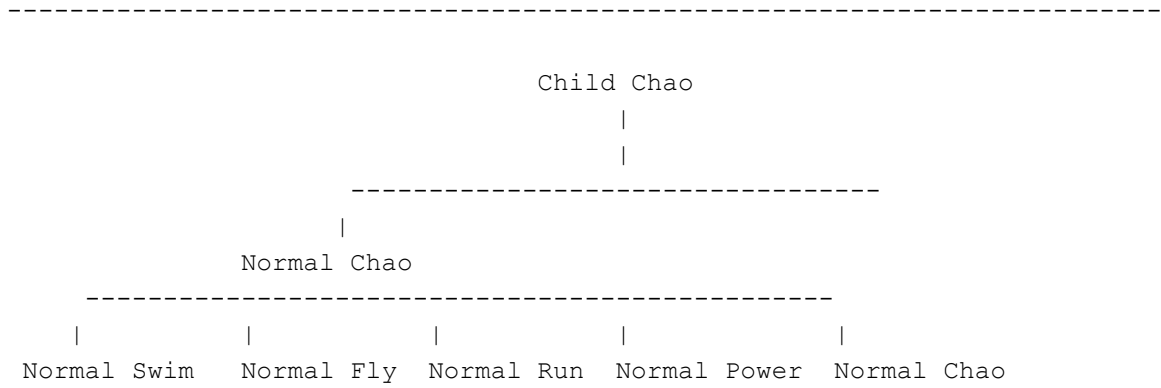
Dark Chao:



Hero Chao:



Normal Chao:

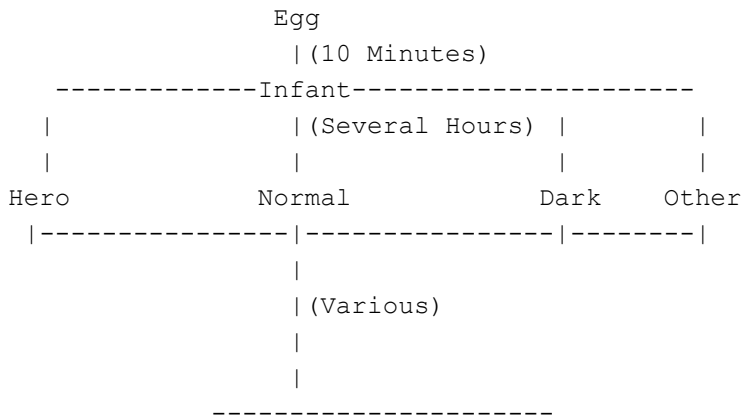


As you can see, there is a Swim, Fly, Run, Power and Normal variations for each type of Chao, whether it is Hero, Dark, or Normal

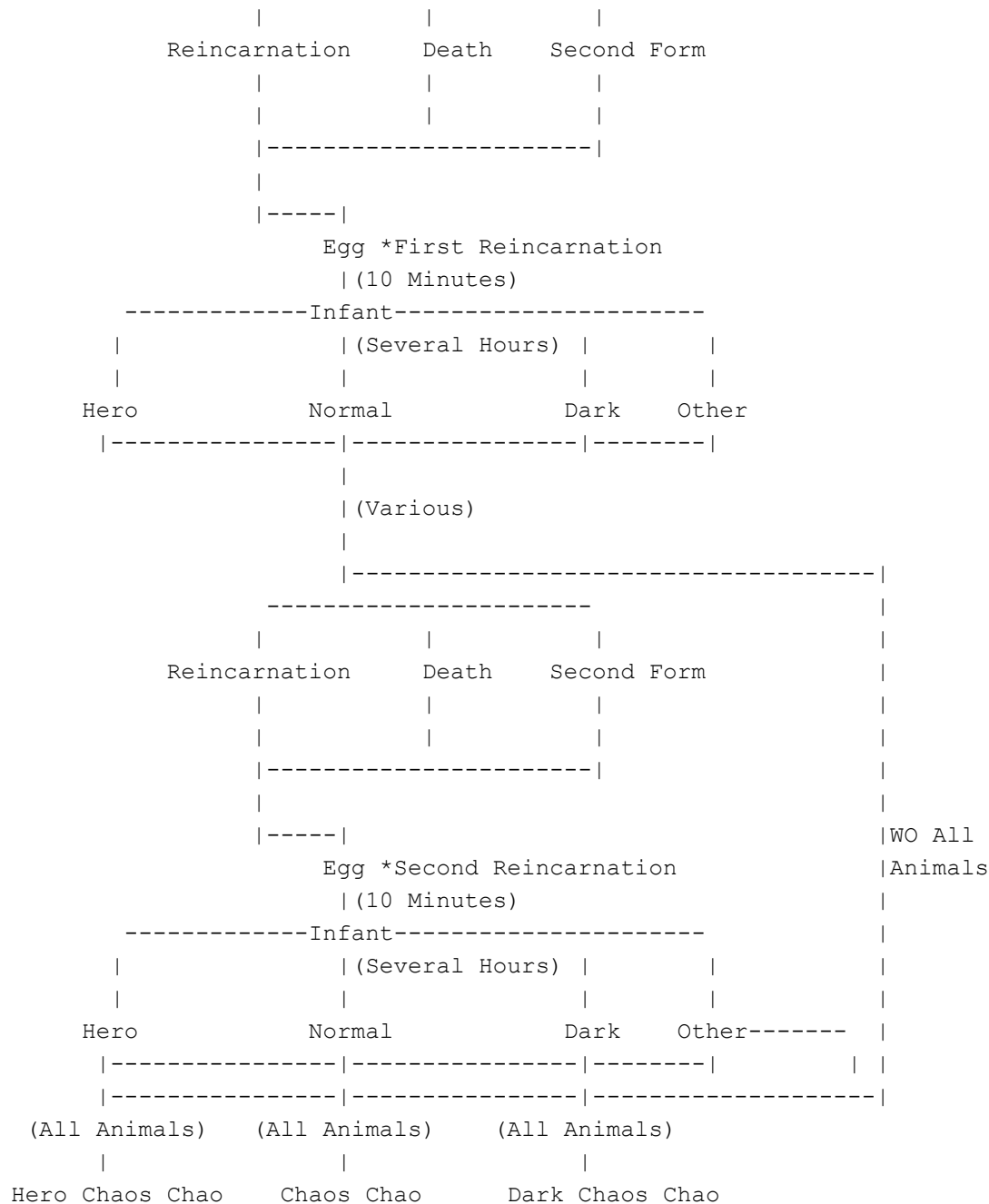
-----

Chao Life Cycle

-----







\*The Other represents the Other forms of Chao, such as Dark Power Chao, Normal Swim Chao, etc. The second form represents the form the Chao may go to when it gets a certain ammount of animals while as a certain Chao (Such as a running normal evolving to a Sonic Chao.

-----  
 Getting a Tail's Chao  
 -----

Requirements:

- Phantasy Star Online Ep. I and II for GCN
  - GCN Link-up to GBA
  - Empty GBA
  - Sonic Advance or 2 \*Optional\*
- OR
- AR or GSA for GBA
  - Sonic Advance I or II
  - GCN link-up to GBA

Method I:

To get a tails Chao, you first must complete the first 3 missions in the Hunter Guild in Episode I to unlock several new levels for the forest level.

One of those is The Fake In Yellow. Go to that mission and complete it by continuing to run into the giant Yellow Rappy until he is near the waterfall. After the mission is done (Do not collect your reward yet!), go back to the level via telepipe near the bank and go near the waterfall to make a Chao appear.

After the cutscene, go back to the city and look for a Download system across from the warp pad and download the Chao either to a GBA or Sonic Advance 1 or 2. After that, download it again to either SA2B or SADX. The Tail's Chao has all A status and can already fly, swim, etc.

Method II:

You can download the Tails Chao Via a Sonic Advance I or II file on Gamefaq's via the gamesharks/AR's game save download capabilities.

-----  
Getting a Knuckle/Amy Chao  
-----

Requirements:

- AR or GSA for GBA
- Sonic Advance I or II
- GCN link-up to GBA

So far, the only way you can download the Chao is via game save from [www.soniccult.org](http://www.soniccult.org)

\*\*\*\*\*

-----  
[B60]. Action Replay Guide  
-----

\*\*\*\*\*

The Codes

-----

\*Note-Action Replay is a cheat device made by datel, which used to be InterAct and used to make the gameshark before selling the gameshark name to MadCatz. To find out more on Action Replay, or "AR", go to [www.codejunkies.com](http://www.codejunkies.com).

US/Canada Codes: (Code Junkie's)

-----

Master Code \*

- 1 67T6-UMZX-DP633
- 2 BCGB-Y7MZ-3A4HA

Max/Infinite Rings

- 1 D4C0-5CEU-Q4EFY
- 2 KYDK-C1VT-3JAEV

Infinite Lives \*\*\*

- 1 WPNU-QY1K-23ZDZ

2 5C2G-2TRH-BRH31

Hold Z+A For Super Jump (Sonic Only)

- 1 3X92-N2PN-KNQ5U
- 2 W36B-30NG-4NMUT
- 3 0BE5-6JAC-WHV0B
- 4 70EB-DYNX-MK5B7
- 5 EDU1-ZY02-3Z3J1

Hold Y For Turbo

- 1 PBQV-VMBF-265A5
- 2 G9B0-1VXB-UJE7E
- 3 WMJQ-CF1K-23XY3
- 4 DRPN-YR8R-HB4Y9
- 5 T32H-NRMP-88YMM

All of Sonic's levels/Sub stages open in trial mode

- 1 PEDV-23C5-FP81U
- 2 HGEF-VZMZ-G9TTU

All Characters Unlocked (See Below)

- 1 KMFY-UK81-8MADU
- 2 7B8R-JNV2-X15X5
- 3 WR7X-N49U-FTGN6

US/Canada Codes: (Sapphire's Codes)

-----

Mini Debug Mode

- 1 4PP1-7DKF-30JTH
- 2 7B41-AZ0K-MVXYX

Time Counter is 00:01:05

- 1 J2D2-9TEV-H4W3W
- 2 H83A-E4YW-8ZA2U

Time Counter is Always 6 minutes

- 1 G4P6-5X2P-WC9JM
- 2 KJAF-A3Q0-N79TM

Change Sonic's Color \*\*

- 1 8H7Y-3A55-6BMAG
- 2 UQ0G-19K7-8M6B2
- 3 T6ER-YFC5-836PA

Theme for Twinkle Circuit is Super Sonic Racing \*\*

- 1 5EXY-QG48-A2UQM
- 2 EGWD-3GTZ-3FRFE
- 3 7DUY-Z1EN-C8HNE
- 4 J7DM-0JUD-MQ2YG
- 5 C77F-VF1F-M5HA4

US/Canada Codes: (Generallee02's Codes)

-----

Tails - Inf. Flying \*\*

- 1 6A8B-3G8A-TX0MB
- 2 TRFY-J0R6-BUKNE
- 3 PE4R-3706-6YCGP

Hold A For Super Jump (Tails Only)

- 1 NFRU-EEJW-5X4VJ
- 2 W5ET-B9DN-FC5Z2
- 3 EBGG-1WUN-XADGV
- 4 981Q-QT1U-69HME
- 5 AYCG-YMB9-AHPFT

Hold Z+A For Super Jump (Knuckles Only)\*\*

- 1 9KA2-E04U-HUTPC
- 2 W36B-30NG-4NMUT
- 3 GP5B-V69A-8ZR52
- 4 70EB-DYNX-MK5B7
- 5 3R3Z-H09M-FZZW9

Hold A For Super Jump (E-102 Only)

- 1 1T28-U14T-2TJ27
- 2 W5ET-B9DN-FC5Z2
- 3 ZMW9-TH6V-4RJYC
- 4 981Q-QT1U-69HME
- 5 E61N-1X9A-4A9EF

Hold A For Super Jump (Big's Only)\*\*

- 1 6564-WM49-XQKW2
- 2 W5ET-B9DN-FC5Z2
- 3 GD5K-GYF4-QMF0G
- 4 981Q-QT1U-69HME
- 5 WZ9W-5UKV-BU9M1

Key:

-----

\*-Must be on for all the other codes to work

\*\*-Untested

\*\*\*-Tested, but does not work

The Effects

-----

Sonic in Sand Hill in Adventure Mode

-----

AR Code used: Super Jump Code

With the super jump code on, with sonic, go to the area where tails goes to sand hill in adventure mode. Use the Super Jump code to jump up to the switch and trigger it to make all the sand drain. When you are done, you will reappear at the steps of the echidna temple.

Mini Debug Mode

-----

AR Code used: Mini Debug Mode Code

With the mini debug code on, you will have a white or blue sphere around you when you talk to people or are in a action stages.

The Bottomless pits will also have a graphics glitch where it will light up. Unlike the DC Debug code, this one does not have info at the bottom and some of the other draw distance glitches.

Infinity Lives with Max/Infinite Rings code

-----

AR Code used: Max/Infinite Rings Code

Although the Infinity Lives code does not work, there is a easier way to get many lives. With the Max/Infinite Rings code on, you will always have 999 rings, meaning that one ring would have given you 1000 Rings.

When you pick up a ring on a action stage or the field, you will get a extra life and keep the 999 rings. (Note-I had a few emailing me about this code, and although I thank you, I found this out before the people who knew about the effect emailed me. I thank everyone who emailed me about this info).

#### Unlock Metal Sonic The Easy Way

-----  
AR Code used: All Characters Unlocked Code

Enter the code and activate the game. When you get to trial, Metal Sonic will be unlocked regardless of your Emblem count, as well as all the other characters in Adventure mode.

If you have any effects, email me.

\*\*\*\*\*  
-----  
[B70]. Contacting Me  
-----  
\*\*\*\*\*

Due to the ammount of questions I get, either email or IM, I have decided to put this up. Due to some of the people out in the world always bugging me for help, I decided to post what I accept and not.

Email: (Jasonkhowell@mailpanda.com)

-You are welcome to ask any questions or send any positive comments to me, but I warn you, it may be a few days before I email you if you asked a question that 痴 already in the guide (Which I have been getting a lot of.)

-Mailbox flooding, threats, flames, and negative comment senders will be blocked and deleted, and may be reported based on the seriousness of the threat. Mailbox flooding is basically sending the same email in several minutes which some people have done. Just send one email and if I don't 稚 reply in 2 days email me again. You don't 稚 have to flood my email box with junk. Oh yea, if you try to send me a virus to erase my hard rive, you will fail. I already have a copy of my computer backed up and im not stupid enough to check a attachment with a virus program before I read it

IM (AOL Instant messaging or Yahoo IM jasonchhowell96, YIM is same as email)

-This is something that has bothered me. I have IM open to questions, BUT, many people who have IMed me questions have either repeatedly ask questions I have already answered in the guide.

Usually when I say read the guide or help somewhat and don't 稚 answer back, people get pissed at me and either call me profound names or repeatedly IMed me. I will warn you now, Harass me on IM and you will be blocked, and since I rarely add people who ask me questions

