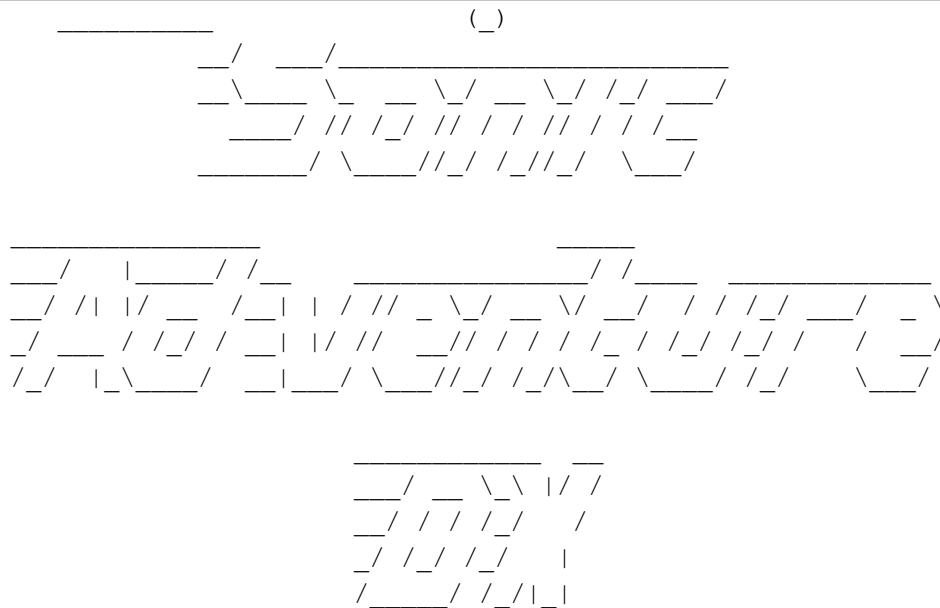


Sonic Adventure DX Director's Cut FAQ/Walkthrough

by The Leadfoot

Updated to v1.46 on Aug 20, 2015



Director's Cut

FAQ/Walkthrough by Daniel "The Leadfoot" Rosmus
UnknownTruthX@hotmail.com
http://www.geocities.com/the_leadfoot/index.html
Version 1.46 - 8.19.15

This FAQ is dedicated to my friend Michelle, who has stuck with me, laughed at all my lame jokes and humored me a LOT more than I actually deserve.

+-----+
| Table of Contents |
+-----+

1.0	Versions.....	[VSN]
2.0	Forward.....	[FWD]
3.0	Characters.....	[CHT]
3.1	Sonic the Hedgehog.....	[STH]
3.2	Miles "Tails" Prower.....	[MTP]
3.3	Knuckles the Echidna.....	[KTC]
3.4	Amy Rose.....	[MYR]
3.5	E-102Y.....	[YYY]
3.6	Big the Cat.....	[BTC]
4.0	Adventure Walkthrough.....	[VNW]
4.1	Sonic's Adventure Walkthrough.....	[SDW]
4.2	Tails' Adventure Walkthrough.....	[TDW]
4.3	Knuckles' Adventure Walkthrough.....	[KDW]
4.4	Amy's Adventure Walkthrough.....	[MDW]
4.5	Big's Adventure Walkthrough.....	[BDW]
4.6	E-102Y's Adventure Walkthrough.....	[YDW]
4.7	Super Sonic's Adventure Walkthrough.....	[SNW]
5.0	Action Stage Walkthrough.....	[CSW]
5.1	Sonic's Action Stage Walkthrough.....	[SSW]
5.2	Tails' Action Stage Walkthrough.....	[TSW]

removing all the useless information contained in them. I added a few other things, but I'll leave you to find out what they are on your own.

1.43 - 5.04.04

Yes, I know that I haven't answered any emails for the past six months. See, I have been insanely busy, and because of that, I can no longer personally answer questions via email (see section 10 for what you CAN send me). Anyway, in this update, I went through each character's Adventure Walkthrough and rewrote it, adding in tons of detail.

1.42 - 11.13.03

Added an Emblem Checklist, and a Characters section.

1.41 - 9.21.03

Went through and improved the spacing somewhat. Also added info on the "Twinkle Circuit" Sub Game, and fixed several moronic mistakes I made.

1.40 - 9.15.03

Added guides for the three Sub Levels. This walkthrough is now complete! There will probably still be updates, however.

1.39 - 9.14.03

Added Big's last three Action Stage Walkthroughs, and all of E-102Y's. This walkthrough is nearing completion; all I need to do now is add info on the mini-games.

1.38 - 9.03.03

Put in Big's first Action Stage Walkthrough. I know this is a pathetically small update, but with school starting and all, I don't have much time for this.

1.37 - 8.29.03

Added Amy's last Action Stage Walkthrough.

1.36 - 8.28.03

Added a walkthrough for Amy's second Action Stage.

```
+-----+
|                2.0                |
|                Forward [FWD]       |
+-----+
```

One thing that I am asked whenever I talk about this FAQ is: Why did I write it? Well, several reasons. The first is the most obvious: I was bored. I also love the Sonic games, and writing this gave me an excuse to play Sonic Adventure DX for untold hours. Finally, I have used GameFAQs, neoseeker and IGN for quite a few years now and felt compelled to do something in return.

Let me warn you right now: this FAQ contains oodles of spoilers. If you want an FAQ that can help you beat the game without giving the plot away, go find another FAQ. This FAQ holds nothing back when it comes to the plot.

If you have any comments on this FAQ, don't hesitate to send them to me. I am a relatively new FAQ author, so any feedback would be greatly appreciated.

Also, this FAQ has recently undergone massive renovation, so there may be some problems. I'll fix them when I see them; just be patient, or better yet, email me and tell me about them!

```
+-----+
```

```

=====
3.1 Sonic the Hedgehog [STH]
=====

```

Yup, this is the blue guy himself, who has become Sega's trademark. He is the main character and also has what I myself think are the most fun levels.

```

-----
Sonic's Moves
=====

```

```

-----
Homing Attack
-----

```

Upgrades Required: None

To Execute: Jump, then A in air

This move sends Sonic forward in the air a short distance. If there is an enemy nearby, Sonic will shoot towards it and destroy it.

```

-----
Light Speed Attack
-----

```

Upgrades Required: Ancient Light

To Execute: Hold B until aurora is blue, then release B

Once charged up, releasing B will destroy all nearby enemies.

```

-----
Light Speed Dash
-----

```

Upgrades Required: Light Speed Shoes

To Execute: Hold B until aurora is blue, then release B

Once charged up, release B to make Sonic travel along a path of rings.

```

-----
Spin Dash
-----

```

Upgrades Required: None

To Execute: Press and release B

This sends Sonic spinning quickly along the ground. You can destroy enemies with it or use it to speed up.

```

=====
Sonic's Upgrades
=====

```

Item	Location	Use
Ancient Light	Mystic Ruins, near Emerald Shrine	Allows Light Speed Attack
Crystal Ring	Station Square, second floor of hotel (use Light Speed Dash)	Cuts charge up time of Light Speed Dash in half
Light Speed Shoes	Station Square, in the	Allows Light Speed

| sewer | Dash |
+-----+-----+-----+

=====
3.2 Miles "Tails" Prower [MTP]
=====

Sonic's Sidekick, who made his debut in Sonic the Hedgehog 2 for the Genesis. In previous games, he was content with simply following Sonic around... but now, he has his own story!

Tails' Moves
=====

Tail Attack

Upgrades Required: None

To Execute: Press B

Tails spins around and destroys nearby enemies with his tails.

Continuous Tail Attack

Upgrades Required: Rhythm Badge

To Execute: Hold B

The same as the Tail Attack, only continuous.

Flying

Upgrades Required: None

To Execute: Hold A while in air

Tails can fly for around ten second before he gets tired and falls to the ground. This can be helpful for crossing large gaps and taking shortcuts.

Tails' Upgrades
=====

Item	Location	Use
Jet Anklet	Station Square, in sewer behind Twinkle Park Entrance	Tails flies faster
Rhythm Badge	Echidna Temple	Allows continuous tail attack

=====
3.3 Knuckles the Echidna [KTC]
=====

Knuckles is the resident "tough guy" in this game. He doesn't trust anyone, but he knows that if he plans to complete his mission, he must allow Sonic to help him.

=====
Knuckles' Moves
=====

Digging

Upgrades Required: Shovel Claws

To Execute: Pres A and B together

Knuckles will dive into the ground and bring up whatever he finds there.

Gliding

Upgrades Required: None

To Execute: Jump and hold A

An extremely useful move, this can be used to destroy enemies, cross gaps, or just to move faster. Also, if you run into an enemy while gliding, you will damage it.

Light Attack

Upgrades Required: Gold Claws

To Execute: Hold B for about a second then release

Basically, Knuckles stores up energy in himself and then releases it, destroying nearby enemies. It is, essentially, useless.

=====
Knuckles' Upgrades
=====

Item	Location	Use
Gold Claws	Mystic Ruins, cliff near Big's house	Allows Light Attack
Shovel Claws	Cave near Tail' Workshop	Allows Digging

=====
3.4 Amy Rose [MYR]
=====

"She used to have a crush on Sonic, but now Amy can pretty much crush whatever she likes with her massive hammer." (Thanks to Nintendo Power for that quote!)

Amy is the self-proclaimed "girlfriend" of Sonic. She is content with simply following him around all day and getting on his nerves.

=====
Amy's Moves
=====

Hammer Attack

Upgrades Required: None

To Execute: Jump and hold A

Amy's basic attack. This is what you will usually use to damage enemies.

Hammer Jump

Upgrades Required: None

To Execute: Press B while running

This makes you jump a lot higher, and will also damage any enemies that happen to be nearby on takeoff.

Hammer Whirl

Upgrades Required: Warrior Feather

To Execute: Hold B and rotate the control stick

Amy will spin around and destroy nearby enemies. She will become dizzy if you use this move too much.

=====

Amy's Upgrades

=====

Item	Location	Use
Long Hammer	Egg Carrier, beat Hedgehog Hammer game by 3000 points	Gives Hammer longer range
Warrior Feather	Egg Carrier, beat Hedgehog Hammer game	Allows Spin Hammer Attack

=====

3.5 E-102Y [YYY]

=====

Built by Eggman, E-102Y (codename "Gamma") is the robot with a heart that no good game can be without. His story is, in my opinion, the most interesting of the six.

=====

E-102Y's Moves

=====

Homing Missile

Upgrades Required: None

To Execute: Hold B to lock on, then release

E-102Y shoots a missile that homes in on enemies.

Hovering

Upgrades Required: Jet Booster

To Execute: Hold A while in air

This is used to cross large gaps, and is very useful.

Laser Gun

Upgrades Required: None

To Execute: Press B

E-102Y shoots out a laser that flies in a straight line. You won't use this attack nearly as much as the homing missile.

=====-----
E-102Y's Upgrades
=====-----

Item	Location	Use
Gun Upgrade	Egg Carrier, after it crashes, room opposite of room with Jet Booster	Makes attacks more powerful
Jet Booster	Egg Carrier, Ammunition Room	Allows Hovering

=====-----
3.6 Big the Cat [BTC]
=====-----

You've never seen them before in a Sonic game and chances are you won't see them again, but Big and his friend, Froggy, play a large part in this game.

=====-----
Big's Moves
=====-----

Casting

Upgrades Required: None

To Execute: Hold B, aim then release B

Use this to cast your lure.

Hooking

Upgrades Required: None

To Execute: When fish is biting, Control Stick down

When you feel a fish tugging on the line, use this to hook them.

Reeling

Upgrades Required: None

To Execute: When fish is hooked, hold B or A

This is used to reel in your fish. Watch the meter on the bottom right hand of the screen - if it gets too high, release the button for a second to let it go down. If it reaches the top, you will lose a life and have to start the level over.

The next day, Sonic is lounging around at the pool when he sees Tails, in a plane, crash into a nearby beach. Run towards the beach to start stage one, Emerald Coast.

When Sonic finds Tails, he takes him back to Station Square, and then asks him why he crashed. Tails presents Sonic with a Chaos Emerald and tells him that he is trying to use it to power the plane, but it still has some bugs to be worked out. Tails then tells Sonic to come to his workshop in the Mystic Ruins, because he has something to show him.

You will now be able to play with Tails.

Go into the hotel, out the door to the right, up the stairs and into the door at the top. Run up the next flight of stairs and enter the train to go to the Mystic Ruins. Once you exit the train, go to the Sonic's right, and head up the steps next to the hill. At the top, Sonic will have a confrontation with Eggman. Eggman brags about having a new evil plan, and then tells Sonic to hand over the emerald. Of course, Sonic refuses. Sonic then engages in a battle with Eggman.

~~*~*~*~*~*~*~*~*

Boss: Egg Hornet

~~*~*~*~*~*~*~*~*

Hits to Defeat: 3

Difficulty: Easy

Another easy boss battle. Just wait until the Egg Hornet digs, and then hit the cockpit. As long as you make sure you always have at least one ring, you'll be fine.

After the battle, it looks like Eggman is defeated, but he manages to steal the Chaos Emerald from Tails nonetheless. He then calls Chaos 0 and feeds him the Emerald. Apparently, Chaos grows stronger every time he eats an emerald. Eggman then reveals his plan to destroy Station Square and in its place build "Robotnikland". He then runs off with Chaos to find more emeralds. Sonic and Tails, being the heroes that they are, vow to find the Emeralds before Eggman does.

Go up the stairs, and then grab the crystal in front of Tails' Workshop. Go down the steps, and then go straight foreword, to where there is a lake. On the right, you'll find a cave. Enter, and then put the crystal on the pedestal. Go into the gusts of wind to enter stage two, Windy Valley.

When you beat the level, go back to the train and return to Station Square. Exit the train station to the Station Area, then go to Sonic's left and follow the road. You should find an open manhole. Jump down into it. Go straight, and then jump onto the ledge to find the Light Speed Shoes. Charge up the Light Speed Dash, then hit the button and use the Light Speed Dash to follow the path of rings out of the sewers. Go back to the hotel, and then enter the door you haven't accessed yet. This will lead you to the Casino area. Run forward and you should find a button. Hit it to make a path of rings appear, and then use the Light Speed Dash to follow the path. The casino doors are now open, so enter stage three, Casinopolis.

After you get the emerald, Sonic and Tails will return to Station Square. Eggman, of course, chooses this time to show up. He gasses Sonic and Tails, and then makes off with the Chaos Emerald. Tails decides that they need to work even harder if they plan to foil Eggman.

Now, a short cutscene will show a crystal appearing in an ally. You will find this ally in the Casino area, almost directly across the street from the steps leading to the train station. Take the crystal, and then go back to the Mystic Ruins. A cinema scene will show a cliff exploding, revealing another cave. Enter, and run into the gust of wind to be transported to a tunnel. Run forward, and to your right, you should see a pedestal. Put the crystal on it, and then go in the door and up the path to enter stage four, Ice Cap.

Upon completion, go back out of the tunnel and head to the left side of the lake. Knuckles will be there, and he will attack Sonic, demanding him to hand over his Chaos Emeralds. Sonic will have no choice but to fight Knuckles.

~~*~*~*~*~*~*~*~*

Mini-Boss: Knuckles

~~*~*~*~*~*~*~*~*

Hits to Defeat: 3

Difficulty: Easy

Once again, very simple. Wait until he stops attacking, and then hit him from the back or the side. Three hits and you've won.

When you beat him, Eggman will show up, and steal your two Chaos Emeralds. He comments that it's like taking candy from a baby, and then he feeds the emeralds to Chaos. Sonic gets mad at Knuckles for letting Eggman get the emeralds, but before much can happen, Eggman sets the monster known as Chaos 4 on Sonic.

~~*~*~*~*~*~*~*~*

Boss: Chaos 4

~~*~*~*~*~*~*~*~*

Hits to Defeat: 5

Difficulty: Easy/Medium

Chaos 4 is tougher than the previous bosses where, but he's still pretty easy. You fight him in a lake, scattered with huge lily pads. All you have to do is jump around and avoid his attacks, and then hit him when he surfaces. You can stand on the water, but don't stay in the same place too long or you'll sink and lose rings.

A huge ship flies across the sky; Eggman introduces it as the Egg Carrier, and then he flies off. Sonic and Tails talk about how they need to catch him, but Knuckles says he can't help, as he has some unfinished business to take care of. Sonic says that's fine, and that he and Tails will deal with things.

If you haven't already unlocked him, you may now play as Knuckles.

Now, head to Tails' Workshop, at the top of the hill where you fought the Egg Hornet. Tails will go inside, and Sonic will see the ground changing into a runway. Tails will then bring out an airplane and tell Sonic to hop in. They fly off, and you'll engage in the first mini-game, Sky Chase Act 1.

Once you fly in front of the Egg Carrier, it will shoot a large laser at you, which will down the plane. Sonic will land back at the beach. Through some miracle, he is unharmed, but Tails is nowhere to be seen. Sonic immediately sets off in search of him.

Go to the Casino Area of the town. Here, Sonic will encounter Amy. She tells

Sonic that she wants him to help guard the bird she is keeping. Sonic refuses, but Amy says that she is going to tag along anyway.

If you haven't already unlocked her, you may now play as Amy.

Head back to the part of town near the main entrance to the train station, then go near the capsule-like thing next to the ocean. A robot appears here. Sonic wants to take it on, but Amy sees a sign for Twinkle Park that says, "cute couples get in free." She of course rushes in, and Sonic has no choice but to follow her into stage five, Twinkle Park.

Once sonic exits the level, he ends up in a small room. Unfortunately, Amy is nowhere to be seen. Sonic figures that the robot must be chasing her, so he needs to get to her as quickly as possible.

On the left of this room is a door that you can enter to play the Twinkle Circuit mini-game. It's not necessary to play it to beat the game, but there are two emblems that you can win from it. To continue on with the main game, head down the path to reach another door that leads back into town.

When you exit, you'll see an employee card appear in a patch of grass in the middle of the road in front of the train station. Grab it, then go to the garage (it's to the left of Twinkle Park). The door will open, so enter either of the two elevators to go to stage six, Speed Highway.

Back in town, go to the Casino Area. Sonic wonders where he can find Amy when he hears her scream. He turns around to see the robot carrying her off. Go into the train station, and then hop a train to the Mystic Ruins.

When Sonic exits the train, he sees the robot and confronts him. Suddenly, the world turns black, and Sonic looks up to see the Egg Carrier blocking out the sun. It beams up the robot, taking Amy with it. Sonic then runs off in pursuit of the Egg Carrier.

Go in the same tunnel you used to get to the Icecap stage, but this time go all the way through and out the door on the other side. Hug the cliff until you see the Ancient Light upgrade. Get it, and then go to the right until you see a monkey in a cage. Use the Light Speed Attack to destroy it, and then go into the newly opened gateway for stage seven, Red Mountain.

Note: If you want, you can go check out the Emerald Shrine, but you don't have anything to do there... yet.

When you destroy the capsule at the end of Red Mountain, Tails will show up in an airplane. Sonic will jump on, and then you'll engage in Sky Chase Act 2.

Tails will land (well, crash-land) the plane on the Egg Carrier, and Sonic will hop out. He is amazed at the size of the ship, but Tails says there isn't any time to gawk, as they need to find Amy. Sonic agrees, and they set off.

Head up the runway and hit the spring. Take a few more steps forward, and you'll hear Eggman's voice. He will brag about the power of the Egg Carrier, and then change its shape. He then says that the only way to get to him now is to go through the Sky Deck. Head up the ramp and go through the door to enter stage eight, Sky Deck.

When Sonic emerges, he ends up in the ship's hull. Run over to the left and go down the stairs, then look around for a gold half-egg thing. Jump in it to rise to the ship's deck.

On the deck, you will find Eggman and Amy. Eggman takes the bird Amy was guarding. Turns out, it was keeping a Chaos Emerald. Eggman then calls the robot E-102Y to fight Sonic.

~~*~*~*~*~*~*~*~*

Mini-Boss: E-102Y

~~*~*~*~*~*~*~*~*

Hits to Defeat: 3

Difficulty: Easy

He's a pushover. Just use the homing attack a few times, and he'll be beaten. If you act quickly, he won't be able to get an attack in edgewise.

Just as Sonic is about to finish off the robot, Amy runs in and tells Sonic to stop. She says that the robot helped her, and is her friend. Sonic decides to let the robot go, as Amy must have her reasons for not wanting him to be harmed. Just then, Tails comments that the ship is losing altitude. Immediately Sonic sets off to find Eggman.

If you haven't already unlocked him, you may now play as E-102Y.

Go forward a little, and Sonic will say that he needs to change the ship into its original shape if he plans to continue. He figures that there must be a switch somewhere. Enter the door to your left, and press the button inside to make a path of rings appear. Use the Light Speed Dash to follow them into the main control room. Jump in the chair, and when it moves forward, go behind it and push the button to transform the Egg Carrier back to normal. Go through the door, then turn around and go to the center of the green deck.

Sonic will encounter the new version of Chaos. Big the Cat will also make an appearance, and say that his pet frog is trapped inside the monster. Eggman tells Sonic that resistance is futile, and then Sonic engages in battle with Chaos 6.

~~*~*~*~*~*~*~*~*

Boss: Chaos 6

~~*~*~*~*~*~*~*~*

Hits to Defeat: 4

Difficulty: Medium

When Eggman drops the bomb things, hit one with a homing attack, then pick it up, chuck it at Chaos to freeze him, and hit him to damage him. Repeat until you beat him. Occasionally, he will turn into a plant-like creature; his is invincible in this form, so run around and avoid his attacks until he changes back to normal.

Eggman complains that Sonic beat the creature again. Knuckles shows up at this point. Eggman then flies off; Sonic jumps after him, trying to catch him, but he'll miss.

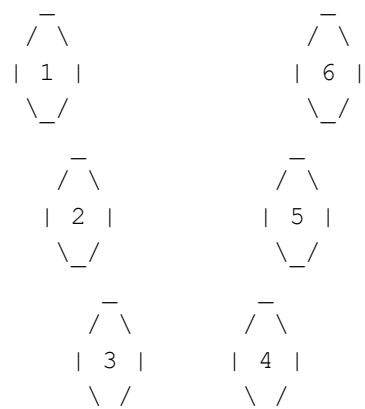
He lands in a new area of the Mystic Ruins, in front of a large pyramid. He then sees a ball of light go into the pyramid. He figures that he is supposed to follow it.

If you haven't already unlocked him, you may now play as Big.

Head forward and enter the temple to begin stage nine, Lost World.

Once you reach the center of the ruins, the light will appear again. Sonic will follow it to a wall with a large painting of a creature that looks somewhat like Chaos. Sonic will then be transported back in time, to what the Emerald Shrine used to be like. Run forward and Sonic will see some dead Chao on the ground. An Echidna girl will also be there, lamenting the death of the Choa. She says she needs to do something about it, but before Sonic can see what, he is transported back to the present day. He then sees Eggman, and Sonic wonders what he's doing in the Mystic Ruins.

Go as far north as you can to see the docking station of the Egg Carrier. Enter, and then go around the ledge to a door with six buttons around it. The buttons are laid out like so:



Press them in this order to open the door: 3, 1, 5, 3, 2, 1, 3, 4. There may be a shorter combination, but this is how I do it, and it is how YOU WILL DO IT TOO!! (insert evil laugh here)

Anyway, enter the door to reach the tenth and final stage, Final Egg.
Appropriate name, huh?

When you finish Final Egg, Sonic will find Eggman in a large machine called the Egg Viper. He tries to fly off, but sonic grabs hold of a nearby missile and flies after him. Eggman has no choice but to fight Sonic.

~~*~*~*~*~*~*~*~*

Boss: Egg Viper

~~*~*~*~*~*~*~*~*

Hits to Defeat: 7

Difficulty: Hard

I have decided to break down this battle into several "stages" to make it easier.

Stage 1: 7 Health Remaining

Run around to avoid Eggman's laser fire, and when he comes out to laugh at you, homing-attack him.

Stage 2: 6 & 5 Health Remaining

Eggman attack is almost the same as stage one, but this time, after he shoots smaller lasers at you, he will come up and shoot one big laser that will cause a small explosion. If you keep moving you should avoid it with ease. When Eggman comes out to laugh at you, homing-attack the green things on his tail (use them like stepping stones) and then hit Eggman himself.

Stage 3: 4 Health Remaining

Now, after shooting several smaller lasers at you, Eggman will go up above the platform and drive along, shooting more lasers at you. You damage him the same way as you did in stage 2.

Stage 4: 3 Health Remaining

After he shoots a few lasers at you, Eggman will come up on the side of the platform and shoot spinning disks at you. Jump on top of the disks to be carried back to Eggman, then homing-attack the cockpit to damage him.

Stage 5: 2 & 1 Health Remaining

He won't shoot lasers at you anymore; instead, he will break a section off of the platform you are on at the beginning of each attack sequence. You damage him the same way that you did in stage 4. Once you deplete all his health, he'll crash into the platform, so make sure you're not near him when he does that. This is a pretty tough battle, so it may take you a few tries to win.

Sonic stands on the train tracks as he watches Eggman, defeated, fly into the distance. Tails then comes, and he and Sonic run off.

=====
2.2 Tails' Adventure Walkthrough [TDW]
=====

Tails is flying in his airplane when, suddenly, the engine fails, and he crashes into a beach. When he gets his bearings, he looks up to see Sonic. Sonic asked him what happened, and Tails tells him that he was trying to use a Chaos Emerald to power the plane. He just needs to work on a few bugs. Tails then tells Sonic to come to his workshop in the Mystic Ruins to see something he has been working on.

When you gain control of Tails, go through the hotel to the train station and hop a train to the Mystic Ruins. Go to the right and up the stairs next to the hill; at the top, Tails and Sonic will have a confrontation with Eggman. Eggman brags about having a new evil plan, and then tells Tails to hand over the emerald. Of course, Tails refuses. Tails then engages in a battle with Eggman.

~~*~*~*~*~*~*~*~*

Boss: Egg Hornet

~~*~*~*~*~*~*~*~*

Hits to Defeat: 3

Difficulty: Easy

Just wait until the Egg Hornet digs, and then hit the cockpit. As long as you make sure you always have at least one ring, you'll be fine.

After the battle, it looks like Eggman is defeated, but he manages to steal the Chaos Emerald from Tails nonetheless. He then calls Chaos 0 and feeds him the Emerald. Apparently, Chaos grows stronger every time he eats an emerald. Eggman then reveals his plan to destroy Station Square and in its place build "Robotnikland". He then runs off with Chaos to find more emeralds. Sonic and Tails, being the heroes that they are, vow to find the Emeralds before Eggman does.

Go up the stairs, and then grab the crystal in front of Tails' Workshop. Go down the steps, and then go straight foreword, to where there is a lake. On the right, you'll find a cave. Enter, and then put the crystal on the pedestal. Go into the gusts of wind to enter stage one, Windy Valley.

Once you complete it, head back to Station Square. Go to the Casino Area, and run down to the end of the street. Fly up and press the button on front of the casino; this will open the door to the second stage, Casinopolis.

After you get the emerald, Sonic and Tails will return to Station Square. Eggman, of course, chooses this time to show up. He gasses Sonic and Tails, and then makes off with the Chaos Emerald. Tails decides that they need to work even harder if they plan to foil Eggman.

Now, a short cutscene will show a crystal appearing in an ally. You will find this ally in the Casino area, almost directly across the street from the steps leading to the train station. Take the crystal, and then go back to the Mystic Ruins. A cinema scene will show a cliff exploding, revealing another cave. Enter, and run into the gust of wind to be transported to a tunnel. Run forward, and to your right, you should see a pedestal. Put the crystal on it, and then go in the door and up the path to enter stage three, Ice Cap.

Upon completion, go back out of the tunnel and head to the left side of the lake. Knuckles will be there, and he will attack Tails, demanding him to hand over his Chaos Emeralds. Tails will have no choice but to fight Knuckles.

~~*~*~*~*~*~*~*~*

Mini-Boss: Knuckles

~~*~*~*~*~*~*~*~*

Hits to Defeat: 3

Difficulty: Easy

Like the Egg Hornet, very simple. Wait until he stops attacking, and then hit him from the back or the side. Three hits and you've won.

When you beat him, Eggman will show up, and steal your two Chaos Emeralds. He comments that it's like taking candy from a baby, and then he feeds the emeralds to Chaos. Sonic gets mad at Knuckles for letting Eggman get the emeralds, but before much can happen, Eggman sets the monster known as Chaos 4 on Tails.

~~*~*~*~*~*~*~*~*

Boss: Chaos 4

~~*~*~*~*~*~*~*~*

Hits to Defeat: 5

Difficulty: Easy/Medium

Chaos 4 is tougher than the previous bosses where, but he's still pretty

easy. You fight him in a lake, scattered with huge lily pads. All you have to do is jump around and avoid his attacks, and then hit him when he surfaces. You can stand on the water, but don't stay in the same place too long or you'll sink and lose rings.

A huge ship flies across the sky; Eggman introduces it as the Egg Carrier, and then he flies off. Sonic and Tails talk about how they need to catch him, but Knuckles says he can't help, as he has some unfinished business to take care of. Sonic says that's fine, and that he and Tails will deal with things.

If you haven't already unlocked him, you may now play as Knuckles.

Head back to Tails' Workshop, at the top of the hill where you fought the Egg Hornet. Tails tells Sonic to wait outside, and then he enters and brings out an airplane. Sonic hops in and they fly off. You then get to play Sky Chase Act 1.

Once you fly in front of the Egg Carrier, it will shoot a large laser at you, which will down the plane. Tails gets knocked out, and he has a dream of himself following Sonic through a jungle. Tails wakes up lying on the ground at the Mystic ruins. He remembers how much he owes to Sonic, then wonders what happened to him. He then decides to find another Chaos Emerald so that he can fully power his airplane.

Now, go into the mine car by the lake. Jump off the ledge and keep a left path. Soon, Tails will see a chaos emerald lying on the ground. However, a frog will take it and hop into a cave. Follow it, then fly up onto the ledge and jump on the button. Go back down and continue down the cave to the Sand Hill Sub Game.

When you get the frog, a light will appear and transport Tails to a temple with a bunch of echidnas. Go up the stairs to the left and get the Rhythm Badge upgrade. Then go to the front of the temple and talk to the Echidna named Tikal. She tells Tails a poem that her grandmother taught her, but she doesn't know quite what it means. They'll talk for a minute about Chaos Emeralds, and then Tails will be transported back to the Mystic Ruins. Big will be here, and he'll scare off the frog. He will chase after him, leaving Tails alone with his Chaos Emerald. Tails decides that it's time to power up his airplane.

If you haven't already unlocked him, you may now play as Big.

Go back to Tails' Workshop. Tails will finish the plane, and then fly off in search of Sonic. He will find him at Red Mountain, near the Egg Carrier. Sonic hops in the plane and they fly off to pursue the Egg Carrier. You'll then play Sky Chase Act 2.

Tails will land (well, crash-land) the plane on the Egg Carrier, and Sonic and Tails will hop out. Sonic is amazed at the size of the ship, but Tails says there isn't any time to gawk, as they need to find Amy. Sonic agrees, and they set off.

Head up the runway and hit the spring. Take a few more steps forward, and you'll hear Eggman's voice. He will brag about the power of the Egg Carrier, and then change its shape. He then says that the only way to get to him now is to go through the Sky Deck. Head up the ramp and go through the door to

enter stage five, Sky Deck.

When Tails emerges, he ends up in the ship's hull. Run over to the left and go down the stairs, then look around for a gold half-egg thing (a lift pod). Jump in it to rise to the ship's deck.

On the deck, you will find Eggman and Amy. Eggman takes the bird Amy was guarding. Turns out, it was keeping a Chaos Emerald. Eggman then calls the robot E-102Y to fight Tails.

~~*~*~*~*~*~*~*~*

Mini-Boss: E-102Y

~~*~*~*~*~*~*~*~*

Hits to Defeat: 3

Difficulty: Easy

Run at him and attack quickly. If you attack him constantly, he won't be able to get an attack in edgewise.

Just as Tails is about to finish off the robot, Amy runs in and tells Tails to stop. She says that the robot helped her, and is her friend. Tails decides to let the robot go, as Amy must have her reasons for not wanting him to be harmed. Just then, Tails notices that the ship is losing altitude. Immediately Sonic sets off to find Eggman, and Tails takes Amy and flies off the Egg Carrier before it explodes.

If you haven't already unlocked them, you may now play as E-102Y and Amy.

Back at Station Square, Tails sees Eggman flying around. He complains about how Sonic defeated him yet again, but then remembers that he has a missile ready to destroy Station Square. He launches it, but it turns out to be a dud. He sets off to retrieve the missile and see what was wrong. Tails, knowing that the fate of Station Square depends on him, sets off to beat Eggman to the missile, which leads him to stage five, Speed Highway.

When Tails reaches the missile, Eggman, in his wrath, brings out a huge piece of machinery called the Egg Walker. He tells Tails to leave before he gets crushed. Tails refuses and engages in battle with Eggman.

~~*~*~*~*~*~*~*~*

Boss: Egg Walker

~~*~*~*~*~*~*~*~*

Hits to Defeat: 5

Difficulty: Medium

Run under the Egg Walker and stay there. When one of the feet stomps down, jump up to avoid the sonic waves it radiates, and then hit the foot with the tail attack. This will cause the Egg Walker to fall over, and you can hit the cockpit. As the battle progresses, you'll have to hit more than one foot to make the Egg Walker fall.

Tails pats himself on the back for defeating Eggman by himself. He then flies off to the Mystic Ruins. There, he finds Sonic, and they run off together.

Knuckles is at the Emerald Shrine, contemplating his job to protect the Master Emerald, when Chaos shows up. It breaks up the Master Emerald and then disappears before Knuckles can do much to stop him. The floating island then begins to fall, and without the power of the Master Emerald, it can't stay floating anymore. Knuckles heads to Station Square in search of the pieces of the Master Emerald.

Go around the corner to Knuckles' left and continue until you see a blocked-off area. Destroy the blockade, and then enter the door to reach stage one, Speed Highway.

Once you beat it, go to the casino area. On a wall, there will be a line of rings. Follow the line up, then jump and glide into the button above the door leading into the casino. Enter the door, and you'll be at stage two, Casinopolis.

A ball of light appears and transports Knuckles to a temple. He looks around, and though he hasn't been there before, he notes that something about it is familiar. Now, head to the other side of the temple.

The female echidna (Tikal) is trying to convince her father not to go to war; however, he is determined to do it. Knuckles is then transported back to Station Square in the present day.

Go into the hotel, and you'll see Eggman going up an elevator. Knuckles sees that he is holding what seems to be a part of the Master Emerald. Head into the elevator after Eggman.

Knuckles confronts Eggman and demands that he hand over the piece of the Master Emerald. However, Eggman says that it is not a piece of the Master Emerald, it is a Chaos Emerald. Eggman summons Chaos and feeds him the emerald, telling Knuckles he will use him as a "guinea pig" to test its power. He then tells Chaos to fight Knuckles.

~~*~*~*~*~*~*~*~*

Boss: Chaos 2

~~*~*~*~*~*~*~*~*

Hits to Defeat: 4

Difficulty: Easy/Medium

Not particularly tough. When he is in ball form, avoid him, as he is invulnerable. When he tries to punch you, hit him from behind to damage him.

Eggman says that Knuckles has yet to see the true power of Chaos. He then tells Knuckles that Sonic is also after the pieces of the Master Emerald, and then he leaves. Wondering what he meant, Knuckles heads to the Mystic Ruins to find Sonic and see why he is after the Master Emerald as well.

Go to the cliff behind Tails' Workshop, and enter the cave you will find there. Get the Shovel Claws upgrade, and then go into the room right next to you. Dig under the floating Eggman hologram to get a switch, then carry it to the caged monkey, and place it under him to make them explode. Grab another switch, and then go to the cave near the train station. Go all the way through, and then look on the right for another caged monkey. Place the switch under him to make him explode, and then go through the gate to get to stage three, Red Mountain.

When you complete it, go back to the left side of the lake. Knuckles sees Sonic holding what looks like a piece of the Master Emerald. Knuckles jumps to conclusions and attacks Sonic.

~~*~*~*~*~*~*~*~*

Mini-Boss: Sonic

~~*~*~*~*~*~*~*~*

Hits to Defeat: 3

Difficulty: Easy

Wait until he stops attacking, and then hit him from the back or the side. This is not a hard fight.

When you beat him, Eggman will show up, and steal the two Chaos Emeralds Sonic had. Eggman comments that it's like taking candy from a baby, and then he feeds the emeralds to Chaos. Sonic gets mad at Knuckles for letting Eggman get the emeralds, but before much can happen, Eggman sets the monster known as Chaos 4 on Knuckles.

~~*~*~*~*~*~*~*~*

Boss: Chaos 4

~~*~*~*~*~*~*~*~*

Hits to Defeat: 5

Difficulty: Easy/Medium

Chaos 4 is tougher than the previous bosses where, but he's still pretty easy. You fight him in a lake, scattered with huge lily pads. All you have to do is jump around and avoid his attacks, and then hit him when he surfaces. You can stand on the water, but don't stay in the same place too long or you'll sink and lose rings.

A huge ship flies across the sky; Eggman introduces it as the Egg Carrier, and then he flies off. Sonic and Tails talk about how they need to catch him, but Knuckles says he can't help, as he has some unfinished business to take care of. Sonic says that's fine, and that he and Tails will deal with things.

Now, hop on the mine car next to the lake. Make your way to Big's House (check the map if you don't know where it is). Climb the tree next to the house and glide to the ledge to get the Gold Claws. Go back to the entrance ledge, and there will be a gold statue. Pick it up, carry it to the temple, and place it on the pedestal you will find at the back of the temple. The silver statue is in the easternmost cave. Dig where there is a floating symbol. Once both statues are in place, stage four, Lost World, will open.

When Knuckles finds all the Emeralds, the ball of light appears and he is teleported again. Go up the steps to see Tikal. She is telling the Master Emerald that the creatures must leave, as her father is going to attack the place soon. However, the spirits tell her that they can't leave. Tikal decides to try talking to her father again. Knuckles is then transported back to the emerald shrine in the present day. Scratching his head about what is going on, he restores the pieces back to the Master Emerald. It is almost repaired, but there is still a small chunk missing. Knuckles then sees the Egg Carrier; he figures that is where the remaining pieces must be. Seeing E-102Y, he decides to follow him.

If you haven't already unlocked him, you may now play as E-102Y.

Go back to the rain forest. Go to the temple, then north and to the right, to Eggman's base. Knuckles manages to enter the Egg Carrier just before it takes off. On board, he senses the Master Emerald pieces; they are close by! Go forward a bit to see the Egg Carrier transform, then go back and enter the

door. Jump in the drained pool and will Knuckles comment that he senses the Master Emerald pieces. The door here leads to stage five, Sky Deck.

Just as Knuckles is about to head back to restore the Master Emerald, he is transported yet again. Run forward to find Tikal lying on the ground. Apparently, her father and his solders destroyed the shrine. Knuckles in then transported back to the Egg Carrier. Head out onto the Egg Carrier's main deck. Knuckles will see a flash of light - head that way. Knuckles finds Sonic confronting Eggman. Eggman flies off, and Sonic runs after him. Knuckles is just about to head back to the Emerald Shrine when Chaos shows up and attacks him.

~~*~*~*~*~*~*~*~*

Boss: Chaos 6

~~*~*~*~*~*~*~*~*

Hits to Defeat: 4

Difficulty: Medium

This is basically the same as when you did it with Sonic. Hit the spiked things, pick them up and throw them at Chaos to make him freeze, then jump at him to damage him. When the deck opens up, avoid the open part - it will cause damage to you.

Knuckles thinks that he has destroyed the beast, and heads back to the Emerald Shrine. He puts the pieces back onto the Master Emerald, finally restoring it to its former glory. The Master Emerald's power causes the island to rise again. Knuckles lets himself take a well deserved rest, and all is well... for now.

=====

2.4 Amy's Adventure Walkthrough [MDW]

=====

Amy is doing some grocery shopping at Station Square and daydreaming about her hero, Sonic, when the Egg Carrier eclipses the sun. A small bird then runs into Amy, and one of Eggman's robots shows up. Grabbing the bird, Amy runs off with the robot in pursuit. She manages to hide in a burger shop. She figures that the bird was one off Eggman's captives and managed to get away. She takes in upon herself to protect the bird.

Head to the Casino area to find Sonic. Amy tells him that she wants him to help guard the bird. Sonic refuses, but Amy says that she is going to tag along anyway. Sonic then runs off and disappears before Amy can catch him.

Head back to the part of town near the main entrance to the train station, then go near the capsule-like thing next to the ocean. The robot appears again here. Sonic wants to take it on, but Amy sees a sign for Twinkle Park that says, "cute couples get in free." She of course rushes in, and Sonic has no choice but to follow her into what is stage one, Twinkle Park.

On the left of this room is a door that you can enter to play the Twinkle Circuit mini-game. It's not necessary to play it to beat the game, but there are two emblems that you can win from it. To continue on with the main game, head down the path to reach another door that leads back into town.

Amy exits Twinkle Parks, thinking that she has lost the robot. She also notices that Sonic too is missing. The robot then shows up and kidnaps Amy. She tries to yell to Sonic for help, but he is too late. Amy gets locked in a cell in the Egg Carrier. Soon, E-102Y comes along. He orders Amy to give him the bird. She of course refuses. She then asks the robot why he wants the

bird, but he doesn't know. Amy tells the robot that she feels sorry for him. E-102Y cannot understand why she has feelings for him, as she does not know him. E-102Y then opens the cage and tells Amy to escape.

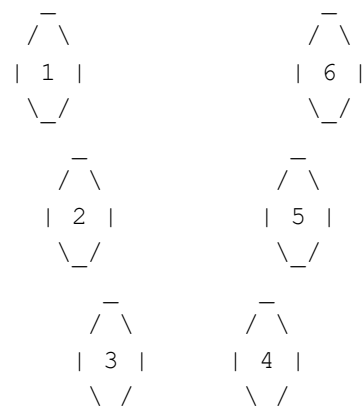
Exit the room, and you'll play the Hedgehog Hammer game. If you beat it, you'll get the Warrior Feather upgrade. Go through the other door and hit the button in front of the middle door to open it, and then enter stage two, Hot Shelter.

The infamous ball of light appears and transports Amy to the Echidna temple. Enter the door behind you, then run up the path to the shrine. Tikal is talking to the Chaos, and telling then not to be afraid of her. Suddenly, what looks like Chaos appears in the water, and Amy is transported back to the Egg Carrier. She wonders if it was a dream, and then decides that she needs to get off of the Egg Carrier as soon as possible. Go out the door to find the rest of the gang.

Eggman ambushes Amy, and before Sonic and Tails can stop him, he takes the bird. Turns out, it was keeping a Chaos Emerald. Eggman then calls the robot E-102Y to fight Sonic and Tails. Sonic is about to destroy E-102Y when Amy steps in. She tells Sonic not to hurt the robot, as he let her go. Sonic decides to do as Amy wishes. Just then, Tails notices that the ship is losing altitude. Immediately Sonic sets off to find Eggman. Amy asks the robot to come with them, but before he can give a straight answer, Tails grabs Amy and flies off.

Back in Station Square, Amy wonders what Sonic doing. She decides that he is always rescuing her, and that she needs to be more independent. She then notices a pendent on the bird's neck with a picture of its family inside. She decides to find the bird's family, and then the best place to look would be Eggman's base at the Mystic Ruins.

Get into the mine car next to the lake, and make your way to the northwest, where the tunnel that leads to Eggman's base is. Enter, and then go around the ledge to a door with six buttons around it. The buttons are laid out like so:



Press them in this order to open the door: 3, 1, 5, 3, 2, 1, 3, 4. There may be a shorter combination, but this is how I do it, and it is how YOU WILL DO IT TOO!! (insert evil laugh here)

Anyway, enter the door to reach the third stage, Final Egg.

Amy exits Final Egg, and tells the bird that she saw so sign of its family. Then, remembering that the bird escaped from the Egg Carrier, she decides that maybe its family is still there. Go back to the Mystic Ruins train station, and then go down the ladder to the raft. Jump on it to go to the downed Egg Carrier.

The bird flies off and returns with two other birds, which appear to be its family. Just then, Zero appears and shoots the birds down. Amy becomes angry, and unleashes her hammer-powered fury on Zero.

~~*~*~*~*~*~*~*~*

Boss: Zero

~~*~*~*~*~*~*~*~*

Hits to Defeat: 3

Difficulty: Medium

Run around and try to prevent him from locking on to you. When he pounds on the ground, jump over the shock wave he sends out. To damage him, hit him with the hammer to knock him into the electric fence; when his top pops open, hit him. Later in the fight, he will extend his arms and swing them around, forcing you to play jump rope with him.

Zero explodes, sending robot pieces everywhere. Amy walks over to the bird, who appears to be unconscious. He wakes up and flies off, faltering a bit, but able to stay airborne. His family joins him, and they fly off into the sunset. Amy heads back to shore, patting herself on the back for a job well done.

=====
2.5 Big's Adventure Walkthrough
=====

Big is sleeping at his house in the Mystic Ruins with his pet frog, Froggy. There is a noise, and Froggy jumps off to see what is up. Chaos appears and engulfs Froggy. When big wakes up, he sees that Froggy has a tail, and he wonders what's going on. Froggy jumps back into Big's house and swallows his "lucky charm", which is a Chaos Emerald. The frog then jumps away. Big begins looking for him, which leads the cat to Station Square.

Go around the corner and down the street, and you'll see Froggy jump under a car. Stand next to the car, press B to pick it up, and jump into the sewer. Head down the path behind you and enter the door. Continue down the hallway and soon you'll get to stage one, Twinkle Park.

On the left of this room is a door that you can enter to play the Twinkle Circuit mini-game. It's not necessary to play it to beat the game, but there are two emblems that you can win from it. To continue on with the main game, head down the path to reach another door that leads back into town.

A short cutscene will depict a crystal appearing behind the water behind the elevator that leads to Twinkle Park. Grab it and get in a train to head for the Mystic Ruins. Go to the cave near the train station with the rocks lying around it, and enter. Jump into the gusts of wind to get to another tunnel, and continue until you see a pedestal on the right. Put the crystal on the pedestal, enter the door, and get the Lifebelt upgrade. Continue on past the pond and climb the ladder to stage two, Icecap.

Exit the cave and Big will see Tails holding Froggy. Big runs at them, glad that he has found his pet; however, Tails drops Froggy, who runs away. Big groans about it for a moment and then continues on his search.

Hop a train back to Station Square. When you exit the train station, Big sees Froggy jump into the hotel. Go through the hotel to the pool, and then go to the beach to start stage three, Emerald Coast.

Big has just reclaimed Froggy when E-102Y shows up and steals him. Big chases after them, and somehow manages to hide inside the Egg Carrier before it takes off. After observing the inside of the ship, he continues on his quest. Go to the three doors, and jump on the switch in front of the middle door. Enter it to get to stage four, Hot Shelter.

After Big finally finds Froggy, the ball of light appears and transports Big to the Emerald Shrine. Walk to the shrine, and Big sees Tikal, observing the shrine for the first time. She is amazed at the sight of the Master Emerald. Big is then transported back to the Egg Carrier. Big decides that he and Froggy need to get off the ship as soon as they can.

Jump on the yellow and green panel on the floor (near the computer screen), then take the monorail up. Go to the large green platform on the top of the Egg Carrier. Eggman comes and extracts a Chaos Emerald from the frog, then feed it to Chaos along with the one that he already has. He then tells Big that the frog is possessed by its tail, and Froggy jumps into Chaos. Sonic then shows up, and tells Big that he will try to help him get his friend back.

~~*~*~*~*~*~*~*~*

Boss: Chaos 6

~~*~*~*~*~*~*~*~*

Hits to Defeat: 1

Difficulty: If you lose this, you should be shot

Just hit the target on Chaos with your fishing pole to get Froggy out. This is quite possibly the easiest boss battle in the game.

Big takes Froggy and runs off before anything else can happen to him. Walk over to Tails' airplane, and Big will decide that maybe they can "borrow" it to get off the ship. They manage to fly off of the Egg Carrier before it explodes.

Back at the Mystic Ruins, Big and Froggy, together again at last, begin to play with each other. A job well done, eh?

=====
2.6 E-102Y's Adventure Walkthrough [YDW]
=====

When E-1 wakes up, the first thing he sees is Eggman. Eggman tells the robot that he is the second in a series of robots, and that he is codenamed "Gamma". Eggman then tells him that he was made to serve him and only him.

Go around the corner and speak with Eggman. He says that the shooting range is through the nearby door, and that his fellow robot E-101 "Beta" is there practicing. Eggman tells the robot to enter, saying that though he isn't as advanced as the other robot, he'll do fine. E-102Y enters what is stage one, Final Egg.

Now, go down the nearby steps and talk to Eggman. He congratulates him on completing the level, and then tells him that he can only accept the best of the best for his evil plan, and that he is going to pit E-102Y and E-101B against each other. Whoever wins will get to serve on his ship. He says that he places his bets on E-101B, but E-102Y might be able to prove him wrong.

~~*~*~*~*~*~*~*~*

Boss: E-101B

~~*~*~*~*~*~*~*~*

Hits to Defeat: 3

Difficulty: Easy

Basically, just keep targeting and shooting him. If you do this, he won't be able to retaliate.

Eggman congratulates E-102Y for the fight, and gives him permission to serve on the Egg Carrier. He then decides to let E-101B come along as well, and they could use a spare set of parts.

On the Egg Carrier, Eggman gives E-102Y and three other robots a briefing. He says that they need to find a tailed frog, as he needs him for his plans. The robots run off, and E-102Y goes to Station Square.

Head through the hotel to the pool. Blast the three targets on the gate to destroy it, and then enter stage two, Emerald Coast.

When E-102Y gets the frog, the good ol' ball of light appears and transports him to the Emerald Shrine. He cannot find data on the location, and says that it presents a problem. Walk forward, and the robot will see a whole bunch of Chao singing. Tikal comes along, and tells E-120Y to get away. She quickly apologizes, saying that he must not be "one of them". She says that the Chao are very gentle creatures, and that they rely very much on the shrine. She then says that her father is planning on attacking the shrine. E-102Y is then transported back to the Egg Carrier.

Eggman is yelling at the rest of the robots, as they have all found the wrong frogs. However, as soon as he sees E-102Y his mood changes, as he has found the correct frog. Eggman gets rid of the other robots, and tells E-102Y that he has a new assignment, an easy one. He tells him to go to the prison cells and get a bird from a prisoner. E-102Y, however, goes through the wrong door and sees E-101B getting rebuilt. Quickly realizing his mistake, E-102Y exits the room.

Head through the right-hand door in the row of three, and through the other door in the next room. There, E-102Y finds Amy in one of the cells. He orders her to give him the bird. She of course refuses. She then asks the robot why he wants the bird, but he doesn't know. Amy tells the robot that she feels sorry for him. E-102Y cannot understand why she has feelings for him, as she does not know him. E-102Y then opens the cage and tells Amy to escape.

Now, return to the main room. Eggman calls E-102Y, telling him to get the Jet Booster from the ammunition room and then to continue up to the main deck. Go to the far end of the hull, up the set of stairs to the right, and into the first door you find. Jump down and get the Jet Booster upgrade. Use the spring to return to the main room. Eggman calls E-102Y again and tells him to report to the rear of the ship. Jump on the lift pod to reach Eggman, Sonic, Tails and Amy. Eggman tells E-102Y to kill Sonic and the others.

~~*~*~*~*~*~*~*~*

Mini-Boss: Sonic

~~*~*~*~*~*~*~*~*

Hits to Defeat: 3

Difficulty: Easy

Run around him and target him whenever you can. This is not a hard fight. Just be warned: when he is flashing, he cannot be harmed.

E-102Y is about to shoot sonic when Amy steps in the way. She tells him not to harm Sonic. He complies. Just then, Tails notices that the ship is losing

altitude. Amy asks the robot to come with them, but before he can give a straight answer, Tails grabs Amy and flies away. E-102Y watches, and then flies off after them. He ends up at the Mystic Ruins, and starts thinking about his past. He decides to ditch Eggman and help Sonic.

Go down the ladder under the train station, and jump on the raft to go to the Egg Carrier. Go to the rear of the ship (to where you fought Sonic), and jump on the lift pad. Enter the door across from the room where you got the Jet Booster (this is the Reservoir). Jump down and grab the Gun Upgrade, and then return to the Mystic Ruins. Go to Tail's Workshop (you should know where it is by now) and get the crystal, then go to cave on the right side of the lake, put the crystal on the pedestal, and enter stage three, Windy Valley.

A short cutscene will show a cave being blow open near the train station. Enter it, and go all the way through. Once you get to a grassy area, look for a caged monkey on the right. Blast him, and enter the gate for stage four, Red Mountain.

E-102Y congratulates himself on destroying the two robots, but knows that he still must deal with E-105 Zeta and E-101 Beta. He figures that they might be aboard the Egg Carrier.

Go back to the Egg Carrier via the raft under the train station. E-102Y scans the craft, and locates E-105 in the Hot Shelter. Now, find the lift pod, and take it down to the main room. Go to the row of three doors, and enter the one in the middle to get to stage five, Hot Shelter.

Return to the deck, E-102Y will see E-101 flying around. Go to the green platform to find him. It's time for the showdown!

~~*~*~*~*~*~*~*~*

Boss: E-101MKII

~~*~*~*~*~*~*~*~*

Hits to Defeat: 4

Difficulty: Medium

If he shoots missiles at you, target them and blast them to smithereens. Wait until he charges, then quickly target and shoot him in the back.

Although beaten, E-105 manages to get one last shot off on E-102Y. He then explodes, revealing a bird hidden inside him. E-102 blacks out and explodes also, and another bird flies out of him. The two birds meet up and fly off together.

=====
2.7 Super Sonic's Adventure Walkthrough [SNW]
=====

Eggman is flying around in the Mystic Ruins, complaining about Sonic beating him again. Chaos appears nearby...

Angel Island falls back to the ground... something is wrong. Knuckles wonders what, and decides to ask Sonic for help. He then sees Eggman lying on the ground, and runs up to him to see what is wrong. Chaos appears nearby...

Sonic is lounging around near the lake when Tails runs up to him and tells him Angel Island is falling. Sonic immediately sets off to see what is wrong.

When you gain control of Sonic, go to the cave near the train station (the one that was formed by an explosion) and go through in to the Emerald Shrine.

Go to the back of the Shrine to see Eggman and Knuckles both lying on the ground. Sonic asks them what happened, and Knuckles tells him that Chaos is still alive, and has six of the seven Chaos Emeralds. Eggman gets back in his vehicle and flies off, saying something about Chaos "not getting away with this". Knuckles and Sonic talk about how they can't let Chaos get the seventh emerald, and then the ball of light appears once again and transports Sonic to the shrine.

Go to the enflamed Shrine. Tikal is there, and is trying to prevent her father from attacking the shrine. He says that he has to get the emerald for the good of the people and sends his guards at the shrine, knocking Tikal and some Chao over in the process. Chaos appears in front of the Master Emerald and starts to glow...

Run forward to where Tikal is lying on the ground. Sonic asks her if she is all right; she says that she thinks so. She gets up and runs to the Master Emerald. Follow her. She starts reciting everything she knows about the emerald, and it starts to glow...

Tails manages to wake Sonic up. He tells him that Knuckles already left to find Chaos, and that they need to find the Tornado 2, as that is where the last Chaos Emerald should be. Now, go back to the lake, and hop in the mine car.

Just as Tails and Sonic reach the plane, Eggman beams up the last Chaos Emerald. You are then treated to a cinema of Chaos destroying Station Square, much like the game's intro movie.

Sonic reaches Station Square and wonders at the power of chaos. Eggman then appears in the Egg Carrier 2 and attempts to destroy Chaos, but before he can do anything, Chaos shoots him down. The ball of light appears, and transforms into Tikal. Apparently, she sealed chaos in the Master Emerald after his last evil rampage. She says that they must seal him in it again before he can destroy the world.

Tails, Knuckles and Amy come along with all of the chaos emerald. Tikal says that chaos only used the negative power of the emeralds, and that Sonic can still use the positive energy to transform into Super Sonic. He does, and goes to fight Chaos. Wipe your palms and crack your knuckles - it's time to duke it out.

~~*~*~*~*~*~*~*~*

Boss: Perfect Chaos

~~*~*~*~*~*~*~*~*

Hits to Defeat: 6

Difficulty: Medium/Hard

Gain as much speed as you can, and ram into his base. If you've got enough speed, you'll damage him. You'll know when you're going fast enough because the aura surrounding Sonic will turn blue. After three hits, Chaos will become more powerful. The one thing to remember is that you start with fifty rings, and one is drained every second. So, if you don't collect any rings, you've got fifty seconds. For every ring you collect, you get another second. Good luck, you'll need it!

Sonic returns, victorious, to the rest of his friends. They see that, somehow, Sonic managed to neutralize it, so it's nice again. Tikal comments on how all is well and good, thanks Sonic, and floats off with Chaos. Sonic then runs off, in search of his next adventure.

Continue down the beach, grabbing the rings as you go, then hit the boost pad to get to checkpoint 2.

(Checkpoint 2 to Checkpoint 3)

Step on the boost pad, and run down the path until you reach a grassy area. Time it so you avoid the spikes as you continue, and keep going down the path to the loop-de-loop. Checkpoint 3 is straight ahead.

(Checkpoint 3 to Checkpoint 4)

Go down the walk until you hit a boost pad. A series of boost pads will lead you to checkpoint 4.

(Checkpoint 4 to Checkpoint 5)

Avoid the spike thing, then run up the hill and touch the spring. Continue up the path of springs, and then run around the mountain to the broken bridge. Jump over the gaps, and then continue on to a new area. Checkpoint 5 is right inside.

(Checkpoint 5 to Checkpoint 6)

Run down the path until you get to a pool of water. Cross it using the platforms, and then continue down the path, avoiding the spikes, to checkpoint 6.

(Checkpoint 6 to Checkpoint 7)

Continue to another loop-de-loop. Once you pass it, hit the boost pad to run up the wall, and then continue, destroying monkeys as you go, until you get to checkpoint 7.

(Checkpoint 7 to End)

Keep going until you get to a panel that says "1" on it. Step on it, then press A to jump to panel 2, then again to panel 3, then panels 4 and 5, then jump one more time to get back on solid ground. Keep going (avoid the spikes) until you get to a beach. Run down the beach to reach Tails.

Shortcuts

There is one shortcut in this stage, and it's between checkpoint 5 and the pool of water. If you run up the wall on the left side of the path, you should see the hole that is the shortcut.

=====
Stage 2: Windy Valley
=====

Mission C: Find the Chaos Emerald
Mission B: Collect 50 Rings and Destroy the Capsule
Mission A: Destroy the Capsule within 3 Minutes

Mission C Difficulty: Easy
Mission B Difficulty: Easy
Mission A Difficulty: Easy

Stage Walkthrough

(Start to Checkpoint 1)

Run straight forward, grabbing rings and destroying enemies as you go, until you reach a cliff. Stand in front of it and let the gusts of wind carry you up to the ledge. The first checkpoint is right ahead.

(Checkpoint 1 to Checkpoint 2)

Jump up the cliffs, then hit the spring and float over to checkpoint 2.

(Checkpoint 2 to Checkpoint 3)

Go straight ahead, then run off the cliff and continue to hold up on the control stick. The wind will carry you to the next platform. Use the trampoline to bounce up to another floating platform, and then hop across to where the broken bridge is hanging. Keep running onto the next bridge, which will break. Run next to the cliff, and let yourself get sucked into the tornado.

Run around the platform, hit the spring, and get onto the next platform. Run to the "1" pad, then jump to pads 2, 3, 4 and 5. Jump one more time, and you'll be right in front of checkpoint #3.

(Checkpoint 3 to Checkpoint 4)

Bounce on the trampoline to the bridge, then run across it and hit the spring. Float over to the platform, and then hit the spring to exit the tornado.

Continue down the path, and when your way is blocked by a bunch of bricks, use the Spin Dash to break through them. Go all the way down the metal path, and hit the springs to be propelled into a broken down building. Run out and grab the rocket to get to the fourth checkpoint.

(Checkpoint 4 to Checkpoint 5)

Hit the boost pad and run all the way down the metal path. At the end, you'll run off completely-just keep holding up on the control stick to get to the next platform. Hit the spring, and then go on one of the paths on the right. Go all the way around until you get to the top of the mountain. Stand in the center and use the gust to hit the spring. It will propel you to checkpoint 5.

(Checkpoint 5 to End)

Go down the metal path, and just keep running. You run down a mountain, and through more gusts of wind - just keep going. You'll soon reach the Chaos Emerald.

=====
Stage 3: Casinopolis
=====

Mission C: Find the Chaos Emerald

Mission B: Collect 50 Rings and Destroy the Capsule

Mission A: Destroy the Capsule within 5 Minutes

Mission C Difficulty: Easy
Mission B Difficulty: Easy
Mission A Difficulty: Easy

Stage Walkthrough

This stage is different then the other stages. The point of it is to get 400 rings and deposit them in the vault. This will allow you to reach the Chaos Emerald.

There are two pinball tables here; one in a room to your left (when you enter) and one in a room to your right. Playing these will give you more rings. If you lose all three balls with less then 100 rings in your inventory, you will get dumped in the basement. This is not bad, as there are tons of rings down there. In fact, those who are not, ahem, pinball wizards (like me) can purposely lose without 100 rings just to get dumped down there. Here is a walkthrough for the basement (although it's so straightforward, I don't think you'll need it):

Run up the first ramp, destroying the robots and getting the rings as you go, and then get the bomb capsule. Go up the second ramp, get all the rings, and then go in the doorway, avoiding the spiked ball. In the next room, get under a path of rings, and let the wind carry you up. At the top, you'll be sucked into a tunnel. Proceed, getting the ring capsules as you go, to another fan room. Same as before - get under a path of rings, get blown up, and then sucked into the tunnel. This tunnel has several spiked balls in it, so be careful. In the next room, grab all the rings on solid ground, then charge up the Light Speed Dash. Run to the edge of the water, jump, then at the apex of your jump, let go of the B button. You'll get carried to the other side of the water. Climb up the ladder, and you'll be back in the lobby.

Once you deposit 400 rings (you don't have to deposit them all at once), grab the Chaos Emerald.

Note: To complete mission B, first deposit 400 rings as usual. Then either play pinball or go back through the sewer to get the extra fifty rings you need.

=====
Stage 4: Icecap
=====
Mission C: Find the Chaos Emerald
Mission B: Collect 50 Rings and Destroy the Capsule
Mission A: Destroy the Capsule within 4 Minutes

Mission C Difficulty: Easy
Mission B Difficulty: Easy
Mission A Difficulty: Easy/Medium

Stage Walkthrough

(Start to Checkpoint 1)

Grab the rings, then hit the dash pad and run out onto the hill. Go up, hit the spring and enter the next room. Touch the spring and jump straight across the icicles to the other side. Continue, hit the spring, then go out the

doorway and grab the rocket. Go down the hallway to checkpoint #1.

(Checkpoint 1 to Checkpoint 2)

Fall down to the bottom of the cave. Hit the spring, then, while avoiding the spikes that pop out of the ground, touch the next spring. Go across the path of icicles, and then go up to the next spring. Continue, and when you see some rings in the formation of an arrow, use the homing attack to get to the other side. Hit the dash pad, go across yet another path of icicles, then touch the spring and guide yourself to the next platform. Touch the button, and then quickly run across the path that appears to the second checkpoint.

(Checkpoint 2 to End)

Run up the path, step on the boost pad, and continue to a "1" pad. There are four pads total, so jump until you get back on firm ground. In a second, a gigantic icicle will fall. Go across it and down the hallway until you get to the snowboarding section of the level.

There really isn't a lot I can say about this. It really isn't hard at all. In fact, it's touch to die at this part even if you try. Just 'board down until you come to the Chaos Emerald.

=====
Stage 5: Twinkle Park

=====
Mission C: Destroy the Capsule
Mission B: Collect 50 Rings and Destroy the Capsule
Mission A: Destroy the Capsule within 3 Minutes

Mission C Difficulty: Easy
Mission B Difficulty: Easy/Medium
Mission A Difficulty: Medium

Stage Walkthrough

(Start to Checkpoint 1)

Get a ring or two, use a homing attack to destroy the robot driving one of the cars, then jump inside. The controls in this thing are simple - A is gas, B is break/reverse, and the control stick is to steer. The more rings you have, the faster you go. Now, drive down the course. For this part, you really don't need a walkthrough. Just drive down, avoiding other cars and monkeys, until you reach the end and jump down a hole. You'll land in a roller coaster; just let yourself get carried to the end, where you'll be dumped down another big hole. The first checkpoint is just inside.

(Checkpoint 1 to Checkpoint 2)

Go up to the bowling alley. Touch the two charge-up things to start. The point of this is to press A when you are lined up with the pins, and knock over as many as possible. The number you knock over determines the number of pins that come out of the crown in the next room. Now, keep going, and past the pool, you'll find the second checkpoint.

(Checkpoint 2 to Checkpoint 3)

Go through the second bowling alley, then destroy the monkeys and ascend the

stairs. In the merry-go-round room, avoid the spikes, and go to the other side of the room. Checkpoint 3 is there.

(Checkpoint 3 to Checkpoint 4)

Continue, down the left side of the pool, and touch the springs to get on the roof. Go over to where the monkey is, then jump over the barrels and touch one of the boost pads. You'll be propelled into a pool. Jump off the roof into the courtyard, and go over to where the monkeys and spiked balls are. Avoid the spiked balls and continue. You'll come to a place with two monkeys; destroy them and move on. When you get to a place with a bunch of barrels, hop over them, jump over to the other platform, and run up the ramp to checkpoint 4.

(Checkpoint 4 to End)

Hit the spring, and then jump up the floating platforms and onto the roof. Run around the outside of it, hit the spring, then go inside the building and break the capsule.

=====

Stage 6: Speed Highway

=====

Mission C: Destroy the Capsule

Mission B: Collect 50 Rings and Destroy the Capsule

Mission A: Destroy the Capsule within 3 Minutes

Mission C Difficulty: Easy

Mission B Difficulty: Easy/Medium

Mission A Difficulty: Medium/Hard

Stage Walkthrough

(Start to Checkpoint 1)

Grab the rings, then touch the dash pad and run until you land on a bunch of class panels. Jump off them before they break, then hit the spring and jump on the platform. It will take you to checkpoint 1.

(Checkpoint 1 to Checkpoint 2)

Hit the boost pad and go until you are running sideways. Let yourself drop down to the bottom path, and continue until you get to an airplane. Avoiding the propellers, grab on to the bottom. You'll be dropped off (pun indeed) in front of checkpoint 2.

(Checkpoint 2 to End)

Go forward, follow the path left, and then grab the rocket. Run down the road, and then let yourself fall into the gigantic container-like thing. Continue down the path, and grab the rocket at the end. Go forward, and you'll emerge on a glass floor; it will break, and you'll start running down the building. Run all the way down to the bottom. Now, go down the hallway to get to a new area. Run down the road, and when you can go right or left, choose left. Go until you get to a water fountain. Go into the little crevice on the left, then hit the spring, jump up to the bell, and turn right to reach the capsule.

Shortcuts

On the first steep drop, jump up and land on the floating road. From there jump over to the right to find an alternate, shorter path to the first checkpoint. You must do this quickly however, or else you won't save any time at all!

After checkpoint 1, when you are running sideways, avoid the barriers and you should find a secret path that will shave off some time.

Not a shortcut, just a tip: in the area after the shortcut mentioned above, try to take the highest possible path.

On the part between checkpoints 2 and 3 where you fall into the cylinder, land on the floating platform, then use the homing attack on the path of robots to reach another platform. At this point, jump down, take the rocket and proceed normally.

=====
Stage 7: Red Mountain
=====

Mission C: Chase the Egg Carrier and Destroy the Capsule
Mission B: Collect 50 Rings and Destroy the Capsule
Mission A: Destroy the Capsule within 3 Minutes

Mission C Difficulty: Medium
Mission B Difficulty: Medium
Mission A Difficulty: Hard

Stage Walkthrough

(Start to Checkpoint 1)

Run forward and use the rocket to reach a higher platform. Continue on, avoiding the spiked balls, and use the monkey bars to cross the gap. Continue, go up the ramp and use the spring to get to the top of the cliff. Go down the path and you'll find checkpoint 1.

(Checkpoint 1 to Checkpoint 2)

Run around behind the spiked ball, touch the button, then go back and grab the rocket. On the upper platform, climb across the monkey bars and go through the tunnel. Keep going, run across the bridge before it collapses, and then hit the spring to reach checkpoint 2.

(Checkpoint 2 to Checkpoint 3)

Go across the bridge, and then run forward while avoiding the spiked balls until you reach a spring. Touch it, and on the platform you are bounced to, grab the zip line. You'll get off right in front of checkpoint 3.

(Checkpoint 3 to Checkpoint 4)

Jump from platform to platform until you reach the spring. Use it, and then run across the bridge. Continue until you get to a place where a

rocket should be. Press the button next to it, then grab the rocket, and hit the spring on the next platform. Climb across the monkey bars (ignore the fire-breathing skull, the dire doesn't reach you), and once on the other side, use multiple homing attacks on the enemies to reach the platform with a spring. Climb all the way up the weaving wire platforms. At the top, you'll find the fourth checkpoint.

(Checkpoint 4 to Checkpoint 5)

Run across the two bridges, then continue down the ramp and hit the springs. Keep going until you reach a button; press it to make the rocket come out. Take the rocket up to checkpoint #5.

(Checkpoint 5 to Checkpoint 6)

On the left are some monkey bars you can use to cross the pit of lava. On the other side, grab on to the zip line, then jump in the hole to get to checkpoint 6.

(Checkpoint 6 to Checkpoint 7)

Run down the hallway until you reach a lava lake. Hit the spring, jump across a few platform, and when you reach a couple floating robots, use a few successive homing attacks to get to the other side. Go straight and soon you'll reach checkpoint 7.

(Checkpoint 7 to Checkpoint 8)

Hit the spring, and then jump across the big slabs of stone, destroying robots as necessary, until you get back on firm ground. Run forward, jump across the platforms, destroy the enemies, and then jump across a few more platforms. Hit the nearby spring and jump to the last platform. When the island next to you finishes sinking, use homing attacks on the robots to reach it. Go across the two bridges and jump to the nearby island, and then, jump to yet another island. Run across the bridge and hit the spring to reach a few dash pads. Take them, and then run ahead to checkpoint 8.

(Checkpoint 8 to End)

Continue, carefully avoiding the fire and giant hammers, until you get to a rocket. Grab it, and then rocket out to the capsule.

Shortcuts

Immediately after you grab the first rocket, while you are still in the air, go right and get on the platform with the spring. You'll end up right in front of checkpoint 1.

On the platform you reach right after you let go of the second rocket, look to your right, then hit the springs. On the top platform is checkpoint 2.

After checkpoint 4, after you go across the two bridges, jump down to your left and land on the platform there. This way, you don't have to run all the way around the mountain.

=====
Stage 8: Sky Deck

=====
Mission C: Destroy the Capsule
Mission B: Collect 50 Rings and Destroy the Capsule
Mission A: Destroy the Capsule within 5 Minutes

Mission C Difficulty: Medium
Mission B Difficulty: Medium
Mission A Difficulty: Hard

Stage Walkthrough

(Start to Checkpoint 1)

Sidestep around the cylinder. Checkpoint 1 is right on the other side.

(Checkpoint 1 to Checkpoint 2)

Run across the bridge and climb up the ladder. Hit the spring, and then jump from cylinder to cylinder to the next platform. Touch the boost pad, and then run forward to the second checkpoint.

(Checkpoint 2 to Checkpoint 3)

Hit the boost pad, and then sidestep around the cylinder to the other side. Touch the boost pad and run until you get to a spring. Hit it, and then run down the path, avoiding the spikes, to checkpoint 3.

(Checkpoint 3 to Checkpoint 4)

Time your ascent of the ladder so that you avoid the spikes, and then climb across the monkey bars. When they break, jump to the highest platform you can. If you're below the top one, use the ladder on the cylinder to climb up a level. Continue until you get to a rocket, and then touch it to destroy the cannon and get to checkpoint #4.

(Checkpoint 4 to Checkpoint 5)

The next part is a little tough. You see, you are on top of the ship, and every so often, winds will kick up and blow you off course. When they do, either grab on to something or use a bunch of homing attacks to battle against the winds. Now, follow the arrows on the ground until you get to a ramp. Go up it, hit the spring on the top, and then jump to the platform. Checkpoint 5 is nearby.

(Checkpoint 5 to Checkpoint 6)

Run forward as fast as you can. The floor is falling away beneath you, so as you run try to stay on the highest platform there is. At the end, go forward to the rocket. What you have to do now is time it right and shoot the rocket into the cannon's hole. When you do, you'll go to a new area where checkpoint 6 is.

(Checkpoint 6 to Checkpoint 7)

Go forward, and to the right side, where there is an elevator. At the top, follow the arrows and hit the dash pad. Climb up the ladder, and follow the arrows to the circular platform at the end. When a hook comes by, jump up and grab it, then jump off at the other side. Checkpoint 7 is right in front of

you.

(Checkpoint 7 to Checkpoint 8)

Climb up the ramp to your right, then jump on to the moving platform. Jump across all of them, and then on to the conveyor belt. Jump down, then use the monkey bars and springs to get to the center of the top (ignore the falling garbage, it doesn't do anything). Jump down to checkpoint 8.

(Checkpoint 8 to End)

Touch the spring, then run all the way down the path and push the button. You'll be dumped into a tunnel. Go forward to reach the capsule.

=====

Stage 9: Lost World

=====

Mission C: Get to the Center of the Ruins

Mission B: Collect 50 Rings and Destroy the Capsule

Mission A: Destroy the Capsule within 4 Minutes 30 Seconds

Mission C Difficulty: Hard

Mission B Difficulty: Hard

Mission A Difficulty: Hard

Stage Walkthrough

(Start to Checkpoint 1)

Grab a ring and head forward; at the pool, turn right and keep going. Go up the steps and through the hallway. At the end, you'll emerge in a circular passage. Avoid the blocks that pop out of the walls and continue. After going through another hallway, you'll fly up and land on a platform surrounded by spikes. Jump on the higher platform to get to checkpoint 1.

(Checkpoint 1 to Checkpoint 2)

Run forward and into the snake's mouth. At the split, go to the left and touch the switch to raise the water. When the giant stone snake swims by, jump on it, and jump on to the next accessible platform it swims by. Jump on the switch surrounded by snake statues, then jump up the platforms and step on the switch that raises the water. Jump on the snake, and then jump off again on to the next platform. Step on the switch then go to the right and jump up to the highest platform. Jump across the gap and step on the switch to raise the water again. Jump on the snake, and then jump on to the platform with the switch surrounded by snake statues. This switch opens the door that you use to exit the room. Jump back on the snake, and then jump off again on to the platform with statues on the edges. Go through the door and down the hallway to checkpoint 2.

(Checkpoint 2 to Checkpoint 3)

Keep going along the path until you get to a darkened room. Touch the thing that looks somewhat like a large locket and move it to the right, so that it's facing the mirror. The room will light up when you do it right. Go forward, and move the next locket thing to the right so that it's facing the mirror. Continue down the path to yet another locket. Move it so that it, too, is facing the mirror, then keep going, moving lockets to face mirrors as

necessary, until you get to a path of rings. Use a Light Speed Dash to pass this, and then go forward to checkpoint #3.

(Checkpoint 3 to Checkpoint 4)

Go down the river, and you'll land on a tiny island with a spring on it. Touch the spring, and then run down the passageway, avoiding the blocks that pop out of the wall, to checkpoint 4.

(Checkpoint 4 to Checkpoint 5)

Go forward, and a boulder will start to chase you. Keep running to the end, where you will hit a spring. Go down the hallway to checkpoint 5.

(Checkpoint 5 to Checkpoint 6)

Keep on going until you get to a gigantic room. Go to the right and jump on the switch until the panels line up and arrows appear on them. Run up them, and at the split, go to the left. Fall onto the platform at the end and use the switch to make another path of panels line up, then run along them to another platform. Jump up to the top, press the switch, and then jump onto the path of lined-up panels in front of you. Go until you get to a rotating brick. Use a homing attack to avoid having to use the brick to get to the next platform, and then go to the left to the sixth checkpoint.

(Checkpoint 6 to End)

Head forward, go down the passage and hit the switch. Run down the path of panels and jump off the end into a tunnel. Go down it, and at the end, hit the switch to make a path of rings appear. Use a Light Speed Dash to get to the other side, and run down the passage to reach the end.

Shortcuts

This isn't a shortcut, but I'll point it out anyway: in the room after checkpoint 2, don't bother using the mirrors - just run right through. There is enough light for you to see, even if there isn't much.

=====
Stage 10: Final Egg
=====
Mission C: Get to the Center of Eggman's Base
Mission B: Collect 50 Rings and Destroy the Capsule
Mission A: Destroy the Capsule within 4 Minutes 30 Seconds

Mission C Difficulty: Medium/Hard
Mission B Difficulty: Hard
Mission A Difficulty: Hard

Stage Walkthrough

(Start to Checkpoint 1)

Go forward, avoiding the obstacles, then hit the dash pad and run up the path to checkpoint 1.

(Checkpoint 1 to Checkpoint 2)

Use a homing attack to destroy the laser-shooting things, and then run down the path until you get to a room. Go to the right side and hit the spring on the wall; you will land in front of checkpoint 2.

(Checkpoint 2 to Checkpoint 3)

In the next part, you have to jump from conveyor belt to conveyor belt until you get to a big spinning cylinder. Continue on down the path, through more cylinders, until you get to a new area. Jump over to the other side by using the platforms and robots, then run down the passageway to checkpoint 3.

(Checkpoint 3 to Checkpoint 4)

Hit the spring, and then jump from platform to platform until you get to another hallway. Run down it, and then step on the switch in the middle of the room. Stay on the platform as it goes up, and then use the floating platforms to reach the elevator. Take it, and then run down the path to checkpoint 4.

(Checkpoint 4 to Checkpoint 5)

Go down the gigantic steps and on to the platform, and then look carefully over the edge until you see another platform. Jump to it, then look over the edge and find another platform. Jump to it, and then keep jumping down until you get to the final platform. At this point, jump on to the mesh circulator platform. In the center is an elevator, enter it. At the bottom, go straight forward and down the hallway to a room full of crabs. Go to the upper-right hand corner, and then climb up the ladder. Jump over the spikes and run to the right to get to checkpoint 5.

(Checkpoint 5 to Checkpoint 6)

Use the fans to get through the next room. Then, turn to the left to get to another fan room. Go through it, and then go forward to the last fan room. In the next room are another bunch of crabs. Go across to the opposite side of the room, hit the dash pad and run along the path to checkpoint 6.

(Checkpoint 6 to Checkpoint 7)

Go forward, and you'll get to a room where you fall way. At the bottom, use the fans to get to the next hallway. At the end of it, you'll emerge in yet another room full of crabs. Head to Sonic's right and enter the sliding door. Run straight ahead to checkpoint 7.

(Checkpoint 7 to Checkpoint 8)

Go to the right and run down the path. You'll soon reach checkpoint 8.

(Checkpoint 8 to End)

Run up the steps, and in the next room, go to the right and use a Light Speed Dash to use the rings to cross the gap. This is where the end is.

=====
5.2 Tails' Action Stage Walkthrough [TSW]
=====

=====

Mission Breakdown

=====

Mission C: Beat Sonic to the End of the Stage

Yup, you have to BEAT SONIC! Thought he and Tails were working together? WRONG! Anyway, most of these mission are pretty easy, as Sonic seems to get stuck be behind things fairly often. If you need walkthroughs, they are here, although I don't think you'll need them.

Mission B: Collect 50 Rings and Destroy the Capsule Before Sonic

These are pretty much the same as when you played with Sonic, only now you have to do it faster. They aren't much trouble, as most of the stages are abundant with rings.

Mission A: Beat an Even Faster Sonic

He still gets stuck behind things. You need to go a little faster to beat him, but it's no big deal; if you got all of Sonic's A emblems these should be a breeze. Use Tails' flying ability to cut corners; this can help save TONS of time. The green rings also can speed you up, so fly through them whenever possible.

=====

Stage 1: Windy Valley

=====

Mission C: Reach the Chaos Emerald Before Sonic

Mission B: Collect 50 Rings and Destroy the Capsule before Sonic

Mission A: Beat an Even Faster Sonic

Mission C Difficulty: Easy

Mission B Difficulty: Easy

Mission A Difficulty: Medium

Stage Walkthrough

(Start to Checkpoint 1)

Go down the path to the metal path. Go all the way down the path, and hit the springs to be propelled into a broken down building. Run out and grab the rocket to get to the first checkpoint.

(Checkpoint 1 to Checkpoint 2)

Hit the boost pad and run all the way down the metal path. At the end, you'll run off completely - just keep holding up on the control stick to get to the next platform. Hit the spring, and then go on one of the paths on the right. Go all the way around until you get to the top of the mountain. Stand in the center and use the gust to hit the spring. It will propel you to checkpoint 2.

(Checkpoint 2 to End)

Go down the metal path, and just keep running. You run down a mountain, and through more gusts of wind - just keep going. You'll soon reach the Chaos Emerald.

=====
Stage 2: Casinopolis

=====
Mission C: Reach the Chaos Emerald Before Sonic
Mission B: Collect 50 rings and Destroy the Capsule Before Sonic
Mission A: Beat an Even Faster Sonic

Mission C Difficulty: Easy
Mission B Difficulty: Easy
Mission A Difficulty: Easy/Medium

Stage Walkthrough

Run up the ramps, and go in the doorway, avoiding the spiked ball. In the next room, get under a path of rings, and let the wind carry you up. At the top, you'll be sucked into a tunnel. Proceed to another fan room. Same as before - get under a path of rings, get blown up, and then sucked into the tunnel. This tunnel has several spiked balls in it, so be careful. In the next room, run to the edge of the water, and then fly over the pool. The end is on the other side.

=====
Stage 3: Icecap

=====
Mission C: Reach the Chaos Emerald Before Sonic
Mission B: Collect 50 Rings and Destroy the Capsule Before Sonic
Mission A: Beat an Even Faster Sonic

Mission C Difficulty: Easy
Mission B Difficulty: Easy/Medium
Mission A Difficulty: Medium

Stage Walkthrough

There isn't a lot of help I can be on this level. All you have to do is snowboard down and get to the Emerald before Sonic. Try using the ramps, this will speed you up.

=====
Stage 4: Sky Deck

=====
Mission C: Destroy the Capsule Before Sonic
Mission B: Collect 50 rings and Destroy the Capsule Before Sonic
Mission A: Beat an Even Faster Sonic

Mission C Difficulty: Easy/Medium
Mission B Difficulty: Medium
Mission A Difficulty: Medium

Stage Walkthrough

(Start to Checkpoint 1)

Sidestep around the cylinder. Checkpoint 1 is right on the other side.

(Checkpoint 1 to Checkpoint 2)

Run across the bridge and climb up the ladder. Hit the spring, and then jump from cylinder to cylinder to the next platform. Touch the boost pad, and then run forward to the second checkpoint.

(Checkpoint 2 to Checkpoint 3)

Hit the boost pad, and then sidestep around the cylinder to the other side. Touch the boost pad and run until you get to a spring. Hit it, and then run down the path, to checkpoint 3.

(Checkpoint 3 to End)

Ascend the ladder, and then climb across the monkey bars. Continue until you get to the end.

=====

Stage 5: Speed Highway

=====

Mission C: Beat Dr. Robotnik to the Missile

Mission B: Collect 50 Rings and Destroy the Capsule before Dr. Robotnik

Mission A: Beat an Even Faster Dr. Robotnik

Mission C Difficulty: Medium

Mission B Difficulty: Medium/Hard

Mission A Difficulty: Medium/Hard

Stage Walkthrough

(Start to Checkpoint 1)

Grab the rings, then touch the dash pad and run until you land on a bunch of class panels. Jump off them before they break, then hit the spring and jump on the platform. It will take you to another path. Hit the boost pad and go until you are running sideways. Go a little further up, and go down the road you will see. If you fall off before reaching the road, don't worry - just take that path. Either way, continue until you get to a big circular heliport pad. Turn to the left and fly through the ring to get to checkpoint 1.

(Checkpoint 1 to Checkpoint 2)

Jump on the building, then fly through the ring and let yourself fall down to the bottom of the cylinder. Run down the path, and when you get to a circular platform, turn left and fly through the ring. Proceed to another platform, then grab the rocket and run down the path to another platform. Go to the end and turn left, then jump onto the platform with the rocket and grab it. It will take you to checkpoint 2.

(Checkpoint 2 to End)

Run forward and fly through a path of green rings. Go into the alcove at the end to finish the level.

Shortcuts

On the first steep drop, jump up and land on the floating road. From there jump over to the right to find an alternate, shorter path to the first checkpoint.

=====
5.3 Knuckles' Action Stage Walkthrough [KSW]
=====

NOTE: Just to be clear, the locations of the emeralds are randomized, so I can't spell out the exact locations here. I just want to make this clear from the start - wouldn't want someone to call me out on a YouTube video or anything! I'd sure have egg on my face!

=====
Mission Breakdown
=====

Mission C: Find all 3 Pieces of the Master Emerald

Most of these are pretty easy. All you have to do is, well, find the emerald pieces. Use your sensor; it will blink when you get close to an emerald piece. If you're really having trouble finding the piece, try using a hint ball, which will dash off in the direction of the nearest piece.

Mission B: Find the 3 Emerald pieces without using hints

Since the hint balls are essentially useless anyway, this should be much of a problem; you just have to rely a bit more on your sensor.

Mission A: Find the 3 Emerald Pieces within the Time Limit

For most of these, you only have one minute. While that may seem like an insanely short amount of time, there is a trick involved. Find the first piece, taking as long as you want. When you find it, don't get it! Pause the game and restart. Since you now know where the piece is, you can run straight to it. Repeat for the second and third Emerald Pieces.

=====
Stage 1: Speed Highway
=====

Mission C: Find all 3 pieces of the Master Emerald
Mission B: Find the 3 Emerald Pieces without Using Hints
Mission A: Find the 3 Emerald Pieces within 1 Minute

Mission C Difficulty: Easy
Mission B Difficulty: Easy
Mission A Difficulty: Medium

Stage Overview

This takes place in the area at the end of Sonic's Speed Highway stage. Anyway, you really shouldn't have any trouble locating the Emerald Pieces here, because they are almost always in easy to find places. If all else fails, try using the hint balls.

=====
Stage 2: Casinopolis
=====

Mission C: Find all 3 pieces of the Master Emerald
Mission B: Find the 3 Emerald Pieces without Using Hints
Mission A: Find the 3 Emerald Pieces within 1 Minute

Mission C Difficulty: Easy/Medium
Mission B Difficulty: Easy/Medium
Mission A Difficulty: Medium

Stage Overview

This level is fairly small, so finding the pieces shouldn't be much trouble; there is, however, one tricky place that an emerald may be located at. Head to the second floor and face the lion. Go to your right and there will be a barrel with a path of rings above it. Jump on it, and go to the left so you fall on the ledge. Touch the button and fall in the hole that opens up. There may be an Emerald Piece in here.

=====
Stage 3: Red Mountain
=====

Mission C: Find all 3 pieces of the Master Emerald
Mission B: Find the 3 Emerald Pieces without Using Hints
Mission A: Find the 3 Emerald Pieces within 1 Minute

Mission C Difficulty: Medium
Mission B Difficulty: Medium
Mission A Difficulty: Medium/Hard

Stage Overview

The area is large, which can make Emerald hunting a pain. There are no secret places the pieces are hidden in; just glide around until you locate them all.

=====
Stage 4: Lost World
=====

Mission C: Find all 3 pieces of the Master Emerald
Mission B: Find the 3 Emerald Pieces without Using Hints
Mission A: Find the 3 Emerald Pieces within 1 Minute

Mission C Difficulty: Medium
Mission B Difficulty: Medium
Mission A Difficulty: Medium/Hard

Stage Overview

Sure, you can use the lit-up panels on the walls to climb up, but why bother? Just glide into the wall and climb up! There isn't a lot to say about this stage. It isn't particularly large, so you shouldn't have much trouble locating the Emerald Pieces.

=====
Stage 5: Sky Deck
=====

- Mission C: Find all 3 pieces of the Master Emerald
- Mission B: Find the 3 Emerald Pieces without Using Hints
- Mission A: Find the 3 Emerald Pieces within 2 Minutes

Mission C Difficulty: Medium/Hard
Mission B Difficulty: Medium/Hard
Mission A Difficulty: Hard

Stage Overview

The pieces can be a little tricky to locate in this level. As you try to find them, some may seem to be in walls. If there are doors on the wall, well, the piece is in the door. To get the door to open, return to your starting point and move the lever in the direction of the door (If the door is on the left side of the ship, move the lever to the left; if it's on the right side of the ship, move the lever to the right). Return to the door, and it will be opening and closing.

=====
5.4 Amy's Action Stage Walkthrough [MSW]
=====

=====
Mission Breakdown
=====

Mission C: Evade Zero and Grab the Balloon

These shouldn't be much trouble. All you have to do is reach the end. Not much I can say about these right here - check the walkthroughs if you need help.

Mission B: Collect 50 Rings and Grab the Balloon

As with Sonic's, these are harder. Be careful, especially when you're in close quarters with enemies. There is no time limit, so go at you're leisure.

Mission A: Grab the Balloon within the Time Limit

These can get intense. Go as fast as you possibly can, and try not to stop; Amy's acceleration is a bit lacking. Keep trying, eventually you should be able to claim all these emblems.

=====

Stage 1: Twinkle Park

=====

Mission C: Evade Zero and Grab the Balloon
Mission B: Collect 50 Rings and Grab the Balloon
Mission A: Grab the Balloon within 2 Minutes

Mission C Difficulty: Easy
Mission B Difficulty: Easy/Medium
Mission A Difficulty: Medium

Stage Walkthrough

(Start to Checkpoint 1)

Go down the steps and press the button on the floor. Run around the pool and press the remaining two buttons to make the door near the first button open. Enter it and run down the path until you reach a hallway with mirrors for walls. Run down it (hurry, Zero is chasing you!) and continue on to checkpoint 1.

(Checkpoint 1 to Checkpoint 2)

In the next hallway, the walls are mirrors again. Run down the hallway (try not to get confused by all the reflections) and continue to a room with big white tiles and another mirror. Some of the tiles are trap doors; if you look in the mirror, these tiles aren't there at all. Avoid them and climb up the steps. Go to the right and jump over to the brick hallway, and continue on to the second and last checkpoint.

(Checkpoint 2 to End)

Head over to the gate, and go to the right and around it. Run up the incline and grab the balloon to end the level.

=====

Stage 2: Hot Shelter

=====

Mission C: Evade Zero and Grab the Balloon
Mission B: Collect 50 Rings and Grab the Balloon
Mission A: Grab the Balloon within 6 Minutes 30 Seconds

Mission C Difficulty: Medium
Mission B Difficulty: Medium
Mission A Difficulty: Medium/Hard

Stage Walkthrough

(Start to Checkpoint 1)

Run out the door and to the end of the hallway. To the right is a handle; grab it and rotate the Control Stick counterclockwise to open the door.

Continue until you reach a small pool. Jump across the platforms in it to reach checkpoint 1.

(Checkpoint 1 to Checkpoint 2)

Go forward, grab the handle and turn it to the left to open the door. In the next room, jump to the top of the platform and press the switch to fill the room up with water. Hop across to the door and turn the handle counterclockwise once, then clockwise thrice to open the door. Right inside is checkpoint 2.

(Checkpoint 2 to Checkpoint 3)

Run down the hallway, jump up the steps and go through the tunnel to reach another hallway. Run down it, go up the steps and jump to the tunnel. Go down it to the end, where you'll find checkpoint 3.

(Checkpoint 3 to Checkpoint 4)

Go out of the bathroom, and at the place where the path splits, take the path to your right. Use the handle to open the door and jump in. Go in the door and jump across the gears to the other side. Press the button, jump on the big gear, and from there jump to the next platform where you'll find checkpoint 4.

(Checkpoint 4 to Checkpoint 5)

Jump on the gear to your right and press the switch at the top. Then, go on the left gear and jump to the platform at the top. Run down to the big door and enter it. Go down the platform to where the switch is, and press it. This will rotate the platform to another door, so enter it. Run down the path (ignore the steps) and rotate the handle counterclockwise to raise the platform. Go forward and jump down on to the lower platform to your left. Hit the spring to reach checkpoint 5.

(Checkpoint 5 to Checkpoint 6)

In the next room, pick up a block and put it in the slot of the same color. Do this to all four blocks, and Zero will break through the wall. Enter the hole Zero created and run down the path to checkpoint 6.

(Checkpoint 6 to End)

Get on the platform in front of you and raise it by turning the handle to the left. At the top is another puzzle with colored blocks, but only three of the blocks are near the puzzle. To get the fourth one, bounce off the nearby spring, and you will land on one of three large pipes. The block is on the center one. When you complete the puzzle, a door will open. The balloon is at the end of the hallway inside.

=====

Stage 3: Final Egg

=====

Mission C: Evade Zero and Grab the Balloon

Mission B: Collect 50 Rings and Grab the Balloon

Mission A: Grab the Balloon within 2 Minutes 30 Seconds

Mission C Difficulty: Medium

Mission B Difficulty: Medium

Mission A Difficulty: Medium/Hard

Stage Walkthrough

(Start to Checkpoint 1)

Run forward, dodging the enemies, to four springs. Hit one of them, then continue to checkpoint 1.

(Checkpoint 1 to Checkpoint 2)

Jump through the two lasers and continue on to three more lasers. Use the Hammer Jump to leap over these, then enter the doorway and run down the path to two more lasers. Hammer Jump over them and continue on to checkpoint 2.

(Checkpoint 2 to Checkpoint 3)

Step on the switch and wait for the elevator to arrive. When it does, take it, then go to the right and jump over the laser. Jump up to the top of the gigantic steps and enter the doorway. Inside you will find checkpoint 3.

(Checkpoint 3 to Checkpoint 4)

In the next room, one of the doors has the next checkpoint in it. The right door is different every time you play, so try each one until you find checkpoint 4.

(Checkpoint 4 to End)

Head to the right, and use the Hammer Jump to jump up to the high archway. Down the path, you will find the balloon.

=====
5.5 Big's Action Stage Walkthrough [BSW]
=====

=====
Mission Breakdown
=====

Mission C: Catch Froggy

These are, for the most part, easy. Froggy is pretty easy to reel in so you shouldn't have much trouble with these missions.

Mission B: Catch a 1500G Fish and Froggy

First, make sure you have all the Fishing Lure Upgrades (check the Characters section), then, well, FISH! If there are any hidden fishing spots where you can find larger fish, I have put them in the stage's section.

Mission A: Catch a 2000G Fish and Froggy

Again, make absolutely sure you have all the Fishing Lure Upgrades; then, keep fishing. It can take awhile to find a fish this big so be patient.

=====
Stage 1: Twinkle Park
=====

Mission C: Catch Froggy
Mission B: Catch a 1500G Fish and Froggy
Mission A: Catch a 2000G Fish and Froggy

Mission C Difficulty: Easy
Mission B Difficulty: Medium
Mission A Difficulty: Hard

Stage Overview

Go to the right, and to the edge of the pool near the staircase. Look in the water for Froggy, then, fish him out!

Hidden Fishing Spots

There is no hidden fishing spot, and that's why I'm saying here that there IS NO HIDDEN SPOT WHERE YOU CAN CATCH A 2000G FISH! Sorry, but I'm tired of receiving emails from people asking me about this. I know it's hard, but with patience you can get it. Just get all the Fishing Lure Upgrades and then keep going after the mechanical fish until you find one that weighs 2000G or more.

=====
Stage 2: Icecap
=====

Mission C: Catch Froggy
Mission B: Catch a 1500G Fish and Froggy
Mission A: Catch a 2000G Fish and Froggy

Mission C Difficulty: Easy
Mission B Difficulty: Easy/Medium
Mission A Difficulty: Medium

Stage Overview

Simple! Just grab the boulder in front of you and chuck it at the darker patch of ice on the small pool. Froggy is inside.

Hidden Fishing Spots

Hit the spring and head up the path until you get to a small pool of water. Jump in and go down the tunnel. At the other end, touch the spring to get out of the water, and then continue to an ice-covered pool. Break the darker patch with the boulder; there are some pretty big fish inside.

=====
Stage 3: Emerald Coast
=====

Mission C: Catch Froggy

Mission B: Catch a 1500G Fish and Froggy
Mission A: Catch a 2000G Fish and Froggy

Mission C Difficulty: Easy/Medium
Mission B Difficulty: Easy/Medium
Mission A Difficulty: Medium

Stage Overview

From the start, look to your right and you'll see a pool of water with a pillar rising out of it. In that pool is Froggy, along with the fish that weigh enough for the B and A missions.

=====
Stage 4: Hot Shelter

=====
Mission C: Catch Froggy
Mission B: Catch a 1500G Fish and Froggy
Mission A: Catch a 2000G Fish and Froggy

Mission C Difficulty: Easy/Medium
Mission B Difficulty: Easy/Medium
Mission A Difficulty: Medium

Stage Overview

Go out the door and down the path. Enter the big, sliding door and keep going until you get to a pool with a platform in it. Jump across to the other side and enter the next room. Jump on top of the platform and touch the switch in the hole to make the room fill with water. Froggy, along with the other fish, is in it.

=====
5.6 E-102Y's Action Stage Walkthrough [YSW]

=====
Mission Breakdown

=====
Before I say anything, I am going to point this out: The time is running BACKWARDS, but you can add more to it by destroying enemies. The more you destroy in one lock-on, the more time out get. It goes like this:

1 Enemy.....1 Second
2 Enemies.....3 Seconds
3 Enemies.....6 Seconds
4 Enemies.....9 Seconds
5 Enemies.....15 Seconds
6 or More Enemies...30 Seconds + 5 for each extra enemy

Got it? Good. On to the breakdown.

Mission C: Get to the End of the Stage within the Time Limit

Most of these are pretty easy. Check the walkthroughs if you need help, and be sure to blow up enemies.

Mission B: Collect 50 Rings and Get to the End of the Stage

All that I can say, I've already said before. Be careful (just make sure your time doesn't run out) and you should be fine; these aren't that hard.

Mission A: Get to the End with a Certain Amount of Time Left on the Clock

For most of these, you need to make it to the end with the same amount of time that you started with - not an easy feat. If there are any tips I can give, I've included them. Otherwise, just be quick and violent.

=====

Stage 1: Final Egg

=====

Mission C: Destroy the Sonic Doll within the Time Limit

Mission B: Collect 50 Rings and Destroy the Sonic Doll

Mission A: Destroy the Sonic Doll with 3 Minutes Left on the Clock

Mission C Difficulty: Easy

Mission B Difficulty: Easy/Medium

Mission A Difficulty: Easy/Medium

Stage Walkthrough

(Start to Checkpoint 1)

Run down the path, destroying puppets as they appear, until you get to two springs. Touch one to bounce up and continue on to the first and only checkpoint.

(Checkpoint 1 to End)

Run forward, and on the left, you will see a Sonic Doll moving back and forth. Shoot it three times to end the short level.

Note: You'll have to get a few hidden rings to meet the requirement for Mission B. At the Sonic Doll, turn to the left and you will see a spring. Hit it, and then land on the floating platform. Jump on to the larger platform and get the capsules; this will net you enough rings.

=====

Stage 2: Emerald Coast

=====

Mission C: Get Froggy within the Time Limit

Mission B: Collect 50 rings and get Froggy

Mission A: Get Froggy with 3 Minutes still Left on the Clock

Mission C Difficulty: Easy

Mission B Difficulty: Easy/Medium

Mission A Difficulty: Easy/Medium

Stage Walkthrough

Go forward, destroying monkeys as you go, and touch the spring at the top of the first ramp. Keep going down the walkway until you get to a blocked-off loop-de-loop. Turn to the left, continue down the pathway and hit the spring. Keep going until you get to a green area, then turn to the left and go forward to get Froggy.

=====

Stage 3: Windy Valley

=====

Mission C: Destroy E-103Q within the Time Limit

Mission B: Collect 50 Rings and Destroy E-103Q

Mission A: Destroy E-103Q with 3 Minutes Left on the Clock

Mission C Difficulty: Easy

Mission B Difficulty: Easy/Medium

Mission A Difficulty: Easy

Stage Walkthrough

(Start to Checkpoint 1)

Go forward and hover across the rope bridge (if you walk on it, it will break) and go forward to another rope bridge. This one will not break, so walk across it and jump up to where a brick wall blocks your way. Shoot all the targets to blow it up and jump down to checkpoint 1.

(Checkpoint 1 to Checkpoint 2)

Run down the path and blow up the targets. Go across the suspended bridge and blow up some more targets to expose a tunnel. Go through it to checkpoint 2.

(Checkpoint 2 to End)

Float across another platform and cross the bridge. Jump up to the top of the hill and hit the spring. Now, you must battle E-103!

~~*~*~*~*~*~*~*~*

Boss: E-103Q

~~*~*~*~*~*~*~*~*

Hits to Defeat: 5

This guy is really easy. Just lock on to him and keep shooting; he won't have time to shoot you back. If he does manage to shoot, lock on to his missile and destroy it.

Timesavers

I just wanted to point out that Mission A is an amazingly easy mission. Why? Because of the robotic floating caterpillars. There are plenty of them, and each one has about nine sections. Lock on to all at once, and you will get TONS of time added to your clock! I have managed to have over five and a half

minutes left at the end of this level!

=====

Stage 4: Red Mountain
=====

Mission C: Destroy E-104E within the Time Limit
Mission B: Collect 50 Rings and Destroy E-104E
Mission A: Destroy E-104E with 3 Minutes Left on the Clock

Mission C Difficulty: Easy
Mission B Difficulty: Easy/Medium
Mission A Difficulty: Medium

Stage Walkthrough

(Start to Checkpoint 1)

Hit all the targets to blow up the wall, and continue down the path, destroying enemies, to another wall. Blow it up and hit the spring to get to yet another wall. Destroy it and continue to checkpoint #1.

(Checkpoint 1 to Checkpoint 2)

Jump up onto the platform and glide across to the other side. Go forward, destroy the wall and continue. You will soon reach a rock; destroy it and drop down to checkpoint 2.

(Checkpoint 2 to End)

Run down the tunnel, destroying rocks as need be, until you emerge. Blow up the targets on the stone slabs to make them fall, then jump across them to E-104E.

~~*~*~*~*~*~*~*~*

Boss: E-104E

~~*~*~*~*~*~*~*~*

Hits to Defeat: 5

This robot is just as easy as E-103Q. Simply keep targeting and shooting him and he won't have time to react.

=====

Stage 5: Hot Shelter
=====

Mission C: Destroy E-105C within the Time Limit
Mission B: Collect 50 Rings and Destroy E-105C
Mission A: Destroy E-105C with 2 Minutes Left on the Clock

Mission C Difficulty: Easy/Medium
Mission B Difficulty: Medium
Mission A Difficulty: Medium/Hard

Stage Walkthrough

(Start to Checkpoint 1)

When the door opens, exit and go forward. Destroy the block and drop down to checkpoint 1.

(Checkpoint 1 to Checkpoint 2)

Jump across the gears to the other side, then destroy the box and shoot the switch. Jump on the big gear and float across to the ladder. Ascend it to find checkpoint 2.

(Checkpoint 2 to Checkpoint 3)

Destroy the box in front of you to find a spring; hot it and float to the platform destroy the boxes in your way and enter the door. Shoot the switch to make the platform rotate to another door; enter it. Run down the path, destroying everything in your way, to checkpoint 3.

(Checkpoint 3 to Checkpoint 4)

Step on the switch, and a claw will come down, pick you up and place you on top of a pillar. Float across to the other side, then destroy the box, stand in the center of the red and green panel, and shoot the switch to make another claw come down and take you to a new area. In it you will find checkpoint 4.

(Checkpoint 4 to Checkpoint 5)

Jump forward across the train as far as you can go, then jump over to the other train. Go as far as you can on that train and jump back over. You will find checkpoint 5 here.

(Checkpoint 5 to Checkpoint 6)

Jump forward across this train as far as you can, then jump back to the other one. Go as far down it as possible, then jump back over. Go forward and touch the switch to reach an area with checkpoint 6.

(Checkpoint 6 to Checkpoint 7)

Go forward, destroy the boxes and drop down the hole. Destroy the boxes behind you to uncover a dash pad, and hit it. It will boost you to a tunnel where you will find checkpoint 7.

(Checkpoint 7 to End)

Go forward, and you will engage in battle with E-105C!

~~*~*~*~*~*~*~*~*

Boss: E-105C

~~*~*~*~*~*~*~*~*

Hits to Defeat: 8

This one's a bit different than the other robots you've had to face. To beat him, you must destroy the pipes on him. There aren't any tricks or anything - just run around, target and shoot him.

Timesavers

There is just one part in this stage where there are some enemies you may not

notice. In the hole you drop through just after checkpoint 6, there are several crevices around the edge with monkeys in them, so you might want to hover for a moment to shoot them and get the time bonus.

```
+-----+
|                                     |
|                               6.0   |
|                               Sub   |
|                               Game  |
|                               Guide |
|                               [SGG] |
+-----+
```

=====
6.1 Sky Chase Act I [SKC]
=====

Playable With: Sonic, Tails

Emblem 1: Beat the Level

Difficulty: Easy

This is really, really easy. All you need to do is reach the end without dying. Destroy what you can, but it doesn't really matter if you hit everything or nothing.

Emblem 2: Get at Least 8000 Points

Difficulty: Medium/Hard

To get this emblem you're going to have to destroy just about everything in the level. Try locking on to multiple things (hold B) to run up your score.

=====
6.2 Sky Chase Act II [SKT]
=====

Playable With: Sonic, Tails

Emblem 1: Beat the Level

Difficulty: Easy/Medium

This is pretty much the same as Act I. Blow up what you can and try to avoid enemy fire until the end, where there is an unbelievably easy boss battle!

Boss: Beam Cannon

Hits to defeat: 6

Wait until the cannon opens, then fire at it! It'll die before you know it!

Emblem 2: Get at Least 20000 Points

Difficulty: Hard

Use the Lock-on and you should be able to beat this, though it may take a few tries.

=====

6.3 Sand Hill [SHG]

=====

Playable With: Sonic, Tails

Emblem 1: Beat the Level

Difficulty: Easy

It's impossible to lose! Simply board down to the bottom and you will beat it.

Emblem 2: Get at Least 10000 Points

Difficulty: Medium

To attain this many points, you must get around 25 gates in a row. There is a sort of path of gates that you can get in a row; once you find it, this shouldn't be overly hard.

=====

6.4 Hedgehog Hammer [HHH]

=====

Playable With: Amy

Difficulty: Easy/Medium

Remember Whack-a-Mole? This is essentially the same thing; when the Sonic dolls come up, WHACK THEM! If I recall correctly, the blue Sonics are worth 100 points, the Yellow Sonics are worth 500 points, and the Eggman dolls take away 200 points. This really isn't all that hard. Beat it once and you get the Warrior Feather; beat it by 3000 points and you get the Long Hammer.

=====

6.5 Twinkle Circuit [TCG]

=====

Emblem 1: Beat the Level

Difficulty: Easy

If you beat Twinkle Park with Sonic you'll know how to control the car; A is gas, B is break, control stick is to steer. It doesn't matter how long you take, so simply complete the level and you'll get the emblem.

Emblem 2: Beat the Time You Got on the First Run

Difficulty: Easy

It speaks for itself... simply go a bit faster than you did the first time and you'll beat it.

+-----+
| 7.0 |
| Mission Mode Guide [MMG] |
+-----+

Quick note: All these difficulty rankings were based on how hard I found them

to be. Of course, everything's relative; one I found easy you might find insanely hard and visa versa. Why am I pointing this out? Because I'm getting sick of all the "OMG mission 25 is teh hardnes why iz it rankde eazy" emails. (Yes, I actually received an email containing exactly that.)

Mission 1

Character: Sonic
Difficulty: Easy
Description: Bring the man who is standing in front of the Hamburger Shop!
Location: Station Square, in front of the train station
To Beat: Take the man in front of the Hamburger Shop back to where you started the mission

Mission 2

Character: Sonic
Difficulty: Easy
Description: Get the balloon in the skies of the Mystic Ruins!
Location: Mystic Ruins, right in front of the train at the train station
To Beat: Go near the waterfall, and then use several consecutive homing attacks on the robots to get the balloon

Mission 3

Character: Sonic
Difficulty: Easy
Description: Collect 100 rings, and go to Sonic's billboard by the pool!
Location: Station Square, in the pool
To Beat: Get 100 rings without entering an action stage, then return to the billboard near the pool (the easiest way to do this is to keep pressing the bottom in front of the casino and then using the homing attack to get the rings)

Mission 4

Character: Tails
Difficulty: Easy
Description: Weeds are growing all over my place! I must get rid of them!
Location: Mystic Ruins, in front of the train
To Beat: Go to Tails' Workshop, and cut all the weeds (there are some in the water) with tail attacks

Mission 5

Character: Knuckles
Difficulty: Easy
Description: I lost my balloon! It's way up there now!
Location: Station Square, in the casino area, near the entrance to the train station
To Beat: Climb up the wall and glide into the balloon

Mission 6

Character: Amy

Description: He is going to drown! Help the man in the water!

Location: Mystic Ruins, near the wooden house next to the lake

To Beat: Pick up the man in the lake and take him back to where you started
the mission

Mission 7

Character: E-102Y

Difficulty: Easy

Description: Lonely Metal Sonic needs a friend. Look carefully.

Location: Mystic Ruins, in front of the mine car that leads to the jungle

To Beat: In Eggman's Base, pick up the man on the bottom floor and put him in
the circle in front of Metal Sonic

Mission 8

Character: Big

Difficulty: Easy

Description: The medallion fell under there! No illegal parking please!

Location: Station Square, on a patch of grass in front of the train station

To Beat: Enter the sewer where you chased Froggy, then get the medallion that
is in front of you

Mission 9

Character: Sonic

Difficulty: Easy

Description: Get the balloon floating behind the waterfall at the emerald sea.

Location: Station Square, behind the elevator that leads to Twinkle Park

To Beat: At Emerald Coast, near the waterfall, use homing attacks on the
robots to reach a spring which will launch you to the balloon

Mission 10

Character: Tails

Difficulty: Easy

Description: What is that sparkling in the water?

Location: Station Square, in the hotel, next to the right elevator

To Beat: Go to the Station Square Chao Garden and get the coin behind the
Fountain

Mission 11

Character: Sonic

Difficulty: Easy

Description: Destroy the windmill and proceed. Find the balloon in orbit!

Location: Mystic Ruins, near the drain in the lake

To Beat: At Windy Valley, near the start, use the floating windmills to get
to the balloon and destroy it

Mission 12

Character: Knuckles

Difficulty: Easy

Description: Who is a Chao good friends with? And what is hidden underneath?

Location: Mystic Ruins, on the hill near Tails' Workshop

To Beat: Go to the nearby billboard and dig around it until you find a
Medallion

Mission 13

Character: Sonic

Difficulty: Easy

Description: I can't take a shower like this! Do something!

Location: Station Square, near the casino, under the sign

To Beat: At Casinopolis, head for the shower room and destroy all the robots

Mission 14

Character: Big

Difficulty: Medium

Description: I am the keeper of this hotel! Catch me if you can!

Location: Station Square, near the main entrance to the train station

To Beat: Catch the fish in the hotel pool

Mission 15

Character: Sonic

Difficulty: Easy

Description: My medallions got swept away by the tornado! Somebody help me get
them back!

Location: Mystic Ruins, behind the fence near the train

To Beat: At Windy Valley, in the tornado, get the five medallions

Mission 16

Character: Tails

Difficulty: Medium/Hard

Description: Get the flags from the floating islands!

Location: Mystic Ruins, near the cave near Tails' Workshop

To Beat: At Windy Valley, get the eight flags from the floating islands that
are scattered about

Mission 17

Character: Sonic

Difficulty: Easy/Medium

Description: Aim and shoot all the medallions with a Sonic Ball.

Location: Station Square, in shop the sewer exit leads to

To Beat: At Casinopolis, play pinball and hit the five medallions

Mission 18

Character: Amy

Difficulty: Medium

Description: During the night, at the amusement park, place your jumps on the
top of one of the tables.

Location: Station Square, in the train station, behind the counter near the
Train

To Beat: At Twinkle Park, near the start, jump on the platform over the
water, and then hop onto the spring to get the balloon

Mission 19

Character: Amy

Difficulty: Easy/Medium

Description: What is that behind the mirror?

Location: Station Square, above the door of the music store

To Beat: At Twinkle Park, at the place where the trap doors are hidden in the
floor, look in the mirror for a balloon, then jump to where the
balloon would be to cause the reflection

Mission 20

Character: Sonic

Difficulty: Medium

Description: Get all the medallions within the time limit! It's real
slippery, so be careful!

Location: Mystic Ruins, in the pool near the entrance to Ice Cap

To Beat: At Ice Cap, hit the switch at the bottom of the cave, then get the
five medallions

Mission 21

Character: E-102Y

Difficulty: Easy

Description: Protect the Sonic doll from the Spinners surrounding it!

Location: Mystic Ruins, in front of the entrance to Eggman's Base

To Beat: At Final Egg, get to the Sonic Doll, then shoot the robots
surrounding it

Mission 22

Character: Big

Difficulty: Easy

Description: Find the flag hidden in the secret passage under the emerald
ocean!

Location: Station Square, in the hotel, at the top of the stairs

To Beat: At Emerald Coast, find the under water passage (it's to the left of
where you start), then follow it to the end and get the flag

Mission 23

Character: Sonic

Difficulty: Easy

Description: Go around the wooden horse and collect 10 balloons.

Location: Station Square, behind a wall near the entrance to Twinkle Park

To Beat: At Twinkle Park, get the ten balloons near the merry-go-round

Mission 24

Character: Tails

Difficulty: Easy

Description: 'I hate this dark and filthy place!' Can you find it?

Location: Station Square, in the alley where you got the blue crystal

To Beat: At Casinopolis, touch the billboard with a picture of Cream on it
(it's near the top of the room)

Mission 25

Character: Knuckles

Difficulty: Easy

Description: What is hidden under the lion's right hand?

Location: Station Square, on the wall near the entrance to Speed Highway

To Beat: At Casinopolis, nab the flag when the giant lion raises its right
paw

Mission 26

Character: Knuckles

Difficulty: Easy

Description: What is that on top of the ship's mast that the pirates are
protecting?

Location: Station Square, on the wall near the entrance to Speed Highway

To Beat: At Casinopolis, go to the ship that isn't burning and get the flag
from the crow's nest

Mission 27

Character: Sonic

Difficulty: Easy/Medium

Description: Collect 100 rings and head to the heliport!

Location: Station Square, in the hamburger shop

To Beat: At Speed Highway, get 100 rings and step on the ring at the heliport

Mission 28

Character: Sonic

Difficulty: Hard

Description: During the morning traffic, use the fountain to get the balloon.

Location: Station Square, near the entrance to the hotel

To Beat: At the very end of Speed Highway, use the spring near the fountain
to reach a passage in the wall; follow it to reach another spring
and use it to get to the fountain. If you do it right the fountain
will launch you to a spring which will bounce you to a balloon (this
is REALLY hard, so don't get discouraged if it takes awhile)

Mission 29

Character: Big

Difficulty: Medium

Description: I am the keeper of this canal! Catch me if you can!

Location: Station Square, in the grass near the city hall

To Beat: Catch the fish in the canal behind the entrance to Twinkle Park

Mission 30

Character: Sonic

Difficulty: Easy

Description: A fugitive have escaped from the jail of burning hell! Find the fugitive!

Location: Mystic Ruins, on the temple, on the other side as the entrance to Lost World

To Beat: Near the end of Red Mountain, use the homing attacks on the path of robots to reach the fugitive

Mission 31

Character: Tails

Difficulty: Easy

Description: Get the balloon as you float in the air along with the trash!

Location: Station Square, on top of the clock in the train station

To Beat: At Casinopolis, get the balloon at the top of the second fan room

Mission 32

Character: Knuckles

Difficulty: Easy

Description: Can you get the balloon that is hidden under the bridge?

Location: Mystic Ruins, on the bridge near the Emerald Shrine

To Beat: Glide down under the bridge and pop the balloon

Mission 33

Character: Sonic

Difficulty: Easy

Description: Shoot yourself out of the cannon and get the balloon!

Location: Egg Carrier, in the pool

To Beat: Use a cannon to reach the balloon on the main deck

Mission 34

Character: Sonic

Difficulty: Easy

Description: Can you find the balloon that is hidden on the ship's bridge?

Location: Egg Carrier, on one of the bridges on the main deck

To Beat: Charge up the Light Speed Dash, hit the nearby spring, and use the Light Speed Dash to reach the balloon

Mission 35

Character: Big

Difficulty: Medium

Description: I am the keeper of this icy lake! Catch me if you can!

Location: In the cave near Tails' Workshop

To Beat: Catch the fish in the pool in front of the entrance to Ice Cap

Mission 36

Character: Sonic

Difficulty: Medium/Hard

Description: Fighter aircraft are flying everywhere. Somebody get me out of here!

Location: Egg Carrier, above the entrance to Hot Shelter

To Beat: In Sky Deck, when you get to the part where you're on top of the ship and the wind blows you around, take the man to the circle in front of the next checkpoint

Mission 37

Character: Tails

Difficulty: Easy/Medium

Description: Fly over the jungle, and get all the balloons!

Location: Near the mine car in the jungle

To Beat: Fly around and pop the five balloons

Mission 38

Character: Knuckles

Difficulty: Easy

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

Location: Mystic Ruins, above Big's house

To Beat: In Lost World, around the top, there is a path that leads to a hut; there will be four burning arrows here, dig where they cross to find a medallion

Mission 39

Character: E-102Y

Difficulty: Medium

Description: Treasure hunt at the beach! Find all the medallions under a time limit!

Location: Station Square, in the hotel, shoot the switch and enter the door that opens

To Beat: In Emerald Coast, there will be a switch on a roof near the blocked-off loop, shoot it then get all five medallions

Mission 40

Character: Sonic

Difficulty: Easy/Medium

Description: What is hidden in the area that the giant snake is staring at?

Location: Mystic Ruins, in Tails' Workshop

To Beat: In Lost World, in the room with the giant swimming snake, raise the water to the highest level and then use the Light Speed Dash on the path of rings

Mission 41

Character: Sonic

Difficulty: Easy/Medium

Description: Look real carefully just as you fall from the waterfall!

Location: Mystic Ruins, on the steps leading to Lost World

To Beat: At Lost World, when you fall from the waterfall, get the balloon

Mission 42

Character: E-102Y

Difficulty: Easy

Description: I can't get into the bathroom. How could I've let something like this happen to me?

Location: Egg Carrier, in the cell across from the one Amy was held in

To Beat: At Hot Shelter, at the beginning, go into the bathroom and destroy all the robots

Mission 43

Character: Amy

Difficulty: Easy/Medium

Description: Fortress of steel. High Jump on 3 narrow paths. Be careful not to fall.

Location: Egg Carrier, in a prison cell, jump on the switch in front of it to open it

To Beat: At Hot Shelter, the second time you have to put the colored blocks in the right holes, go to the right and touch the spring; it will propel you onto one of three narrow paths, run along one and use the hammer jump to hit the spring in the air, which will propel you into the balloon

Mission 44

Character: Big

Difficulty: Medium

Description: I am the keeper of this ship! Catch me if you can!

Location: Egg Carrier, near the entrance to the pool

To Beat: Enter the pool room and catch the fish in the pool

Mission 45

Character: Sonic

Difficulty: Easy

Description: Go to a place where the rings are laid in the shape of Sonic's face!

Location: Mystic Ruins, in the cave to the left of the mine car

To Beat: At Final Egg, towards the end, you'll come in to the same room that you shot the Sonic Doll in E-102Y's first stage; here, go to the right, use a homing attack to cross the gap, hit the spring, get on the platform and grab the flag

Mission 46

Character: Sonic

Difficulty: Medium

Description: A secret base full of mechanical traps. Pay attention, and you might see...

Location: Mystic Ruins, in the jungle area, in the circle area between the mine car and Big's House

To Beat: At Final Egg, at the part where you drop, get the balloon as you

fall

Mission 47

Character: Tails
Difficulty: Hard
Description: Get 10 balloons on the field under the time limit!
Location: Mystic Ruins, on the roof of Tails' Workshop
To Beat: Step on the nearby switch, then get all 10 balloon before time runs
Out

Mission 48

Character: Knuckles
Difficulty: Easy/Medium
Description: Can you get the medallion that the giant Sonic is staring at?
Location: Station Square, on top of a lamp post near the city hall
To Beat: At Capinopolis, get the medallion that the giant Sonic is pointing
at

Mission 49

Character: Sonic
Difficulty: Medium
Description: Scorch through the track, and get all the flags!
Location: Station Square, in the sewer (near the switch)
To Beat: At Twinkle Park, get the 31 flags that are scattered around

Mission 50

Character: Amy
Difficulty: Medium
Description: Select a road that splits into 5 paths before time runs out!
Location: Mystic Ruins, on top of the ledge in Eggman's Base
To Beat: At Final Egg, at the part where you must choose a path, hit the
switch and find the "Sonic Pinball Party" billboard before time runs
out

Mission 51

Character: E-102Y
Difficulty: Easy/Medium
Description: Gunman of the Windy Valley! Destroy all of the Spinners under a
time limit!
Location: Mystic Ruins, on top of the temple in the jungle area
To Beat: At Windy Valley, right before the first checkpoint, at the part
where you fall, shoot the switch on the wall then destroy all the
robots before you run out of time

Mission 52

Character: Big
Difficulty: Medium
Description: Get 3 flags in the jungle under the time limit!

Location: Mystic Ruins, in Big's House

To Beat: Step on the switch on the bed and get all the flags before time runs Out (they are scattered around the west side of the jungle)

Mission 53

Character: Sonic

Difficulty: Hard

Description: Pass the line of rings with 3 Super High Jumps on the ski slope!

Location: Mystic Ruins, in the same place you found the Ancient Light upgrade

To Beat: At Ice Cap, while snowboarding, after you go through the second big cave, use the next three ramps (hold up on the control stick, and jump at the very end of the ramps); if you did it right, you'll sail really, really far and clear the mission

Mission 54

Character: Tails

Difficulty: Medium

Description: Slide downhill in a blizzard and get all of the flags!

Location: Mystic Ruins, in front of the pool near the entrance to Ice Cap

To Beat: At Ice Cap, collect all 13 flags (they start appearing after the second big cave)

Mission 55

Character: Sonic

Difficulty: Medium

Description: Run down the building to get all the balloons!

Location: Station Square, to the left in the glass-domed path that leads to Twinkle Park

To Beat: At Speed Highway, at the part where you run down the side of the building, get the 8 balloons

Mission 56

Character: Knuckles

Difficulty: Easy/Medium

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

Location: Mystic Ruins, straight across from the train, behind a fallen tree

To Beat: Find the billboard near the start and go in the direction it's facing; when you find a circle of rings, dig in the center to find a medallion

Mission 57

Character: Sonic

Difficulty: Easy/Medium

Description: Peak of the volcanic mountain! Watch out for the lava!

Location: Mystic Ruins, behind the Emerald Shrine

To Beat: At Red Mountain, at the top of the mountain, find the spring behind a rock (near the monkey bars) and hit it to reach the balloon

Mission 58

Character: Sonic

Difficulty: Medium

Description: The big rock will start rolling after you! Try to get all the flags.

Location: Mystic Ruins, at the bottom of the ladder near the mine cart

To Beat: At Lost World, at the part where the boulder rolls after you, collect the 36 flags

Mission 59

Character: Knuckles

Difficulty: Easy/Medium

Description: Watch out for the barrels, and find the hidden flag inside the container!

Location: Egg Carrier, on the diving board in the pool room

To Beat: At Sky Deck, tilt the ship to the right, and then go forward to where the barrels are rolling around; go in the doorway that's next to the elevator and get the flag

Mission 60

Character: Big

Difficulty: Easy

Description: Something is hidden inside the dinosaur's mouth. Can you find it?

Location: Mystic Ruins, on the tracks in front of the train

To Beat: At Ice Cap, find the underwater dinosaur skull; enter via the eye and get the flag

```

+-----+
|                                     8.0                                     |
|                                     Chao Guide [CGD]                             |
+-----+

```

```

=====
8.1 Understanding and Caring for Chao [NCC]
=====

```

Chao are, essentially, virtual pets, somewhat like those Toamgotchi things that for some reason were all the rage a while back. They are simple creatures on the outside, but once you delve into their lifestyle, they turn out to be extremely complicated. Let's look at Chao in a more in-depth manner.

```

=====
Chao Gardens
=====

```

Before you can do anything, you must reach the Chao Gardens, which is where all Chao activity will take place. Here are the locations of the three gardens:

Station Square: Go into the hotel and enter the left elevator.

Mystic Ruins: Go into the cave in the mountain behind Tails' Workshop. Go to your right and you will find a mine car; jump into

it and you will go to the garden.

Egg Carrier: In the back of the Egg Carrier's hull, there are a bunch of tiles on the ground that have letters on them. Press them to spell out "E-G-G-M-A-N". The door will open, and you can enter the Chao Garden.

Also, you should note that there are transports that can take you to the other two gardens inside each garden.

=====

Hatching the Chao

=====

Chao start out in eggs. What a great way to begin, eh? You start out with two eggs in each garden. You can either wait for them to hatch on their own, or, if you're impatient, pick them up, rock them for a moment, and then put them back down, which will speed up the hatching process. If you're REALLY impatient, you can make them hatch immediately by throwing them at the wall. I don't recommend this last method however, as Chao that are hatched in this way often aren't as intelligent as other Chao.

=====

Basic Chao Care

=====

Once your Chao are hatched, you must care for them. This basically revolves around feeding and petting them. To feed a Chao, find a fruit, walk up to the Chao and give it to the Chao. If it's hungry, it will eat; if it's not, it won't. Not too hard, huh? I should also point out that there are three different types of fruit: normal, Hero and Dark. The Hero and Dark types will change the Chao's alignment; see the "Evolution" section for more info.

Petting a Chao will get it to like you. If the Chao likes you, whistling will cause it to run over to you.

=====

Chao Stats

=====

OK, this is one of the most important parts of Chao care. Feeding a Chao fruit and giving it the animals that you find in action stages will raise its stats. The panel that shows what your Chao's stats are looks like so:

```
+-----+
|      (Chao's Name)      |
+-----+
|Swim                      xxx|
|Lv.xx  [] [] [] [] [] [] []|
|      |                    |
|Fly                      xxx|
|Lv.xx  [] [] [] [] [] [] []|
|      |                    |
|Run                      xxx|
|Lv.xx  [] [] [] [] [] [] []|
|      |                    |
|Power                     xxx|
```

```

|Lv.xx   [][][][][][][][]|
|
|Stamina          xxx|
|Lv.xx   [][][][][][][][]|
+-----+

```

When the ten dots in a particular section are filled, the Chao's level will raise and it'll gain a certain amount of stat points. The number that appears when the Chao levels up is how many points it gains. The max level that a Chao can reach is 99, and the highest number of stat points that it can have is 3266. Also, Chao will learn to swim, fly and run when their stat points in that category reach 100.

What are these good for, you say? The Chao races. The higher that stat point, the better your Chao will be at that particular skill.

Here is a list of the animals in the game if you need it:

```

+-----+-----+-----+
|Animal  |Main Stat Raised  |Found At  |
+-----+-----+-----+
|Deer    |Running           |Speed Highway |
|Elephant|Power             |Red Mountain |
|Gorilla |Power             |Red Mountain |
|Kangaroo|Running           |Speed Highway |
|Koala   |All-Around       |Speed Highway |
|Lion    |Power             |Red Mountain |
|Mole    |All-Around       |Red Mountain |
|Rabbit  |Running           |Speed Highway |
|Parrot  |Flying            |Sky Deck     |
|Peacock |Flying            |Sky Deck     |
|Penguin |Swimming          |Emerald Coast|
|Seal    |Swimming          |Emerald Coast|
|Sea Otter|Swimming          |Emerald Coast|
|Skunk   |All-Around       |Sky Deck     |
|Swallow |Flying            |Sky Deck     |
+-----+-----+-----+

```

```

=====
8.2 Chao Evolution [CVL]
=====

```

```

-----
Preparing for First Evolution
-----

```

First off, I'm going to deal with the Hero and Dark alignments. To change a Chao's alignment, feed it lots of fruits of that alignment. So if you want a Hero Chao, feed it lots of Hero fruits and if you want a Dark Chao, feed it lots of Dark fruits. If you want a Neutral Chao, feed it equal amounts of both, or just feed it normal fruits.

Now, the other part of the evolution will determine your Chao's type. A Chao can be either a Power, Flying, Swimming, Running or Normal Chao. I'm pretty sure that whatever stat is the highest, it will evolve into.

```

-----
First Evolution
-----

```

When your Chao's Stamina stat hits about 200 or so, your Chao will go into a cocoon for a while, and then come out evolved. If it's a Hero Chao, it will have a halo around it's head; if it's a Dark Chao, it will have a Spiked ball above its head. If it's a Normal Chao, there will still be the same round ball that there was when he was a child.

To tell what alignment your Chao is (Power, Flying, ect.) enter the Chao Race. Your Chao's stat screen will now show its alignment and type.

=====
Second Evolution
=====

Unlike the first evolution, the second evolution takes place gradually over time. It's fairly simple. Whatever stat it gains the most of, it will evolve into that type. It can be a different type than the first evolution, so you can have a Running/Flying Chao, Power/Normal Chao, and so on. There are actually SEVENTY-FIVE total possibilities!

That is all I have for now. I hope to add a lot in the near future.

=====
8.3 Mating, Death and Reincarnation [MDR]
=====

=====
Mating
=====

This is simple enough. Once two Chao have both gone through the first evolution, they may choose to mate if they like each other enough. Basically, they will rub their heads together, and pretty soon, an egg will pop out between them, and you may hatch and raise that Chao as normal.

If you want to increase a Chao's chances of mating, feed it a Heart Fruit. However, no matter how many you give it, it won't mate before the first evolution, so don't bother trying.

=====
Death and Reincarnation
=====

Like all living things, Chao will die eventually. This usually happens at around age five. Sad, I know, but there IS a light! If you were nice enough to your Chao, it will go into a pink cocoon, and morph into an egg! Hatch the egg, and the new Chao will have the following:

- Same name as the old Chao
- Same Animal Parts that the old Chao had
- Same Chao Race records
- About 10% of its old stats
- If it was a Dark Chao, it will have evil, arched eyes

However, if you were mean to your Chao, this miracle of life will not happen. It will go into a grey cocoon and die, leaving nothing behind but memories. Better luck next time!

=====

8.4 The Black Market [TBM]

=====

Yep, it's still here! The black market is where you can buy various things for you Chao. Here are the things, broken down by category (I'm pretty sure I have everything, but I may not):

=====

Eggs

=====

Name	Cost	Description
Aqua Egg	600	Slightly rare egg
Brown Egg	800	Slightly rare egg
Gray Egg	1000	Slightly rare egg
Light Green Egg	1500	Slightly rare egg
Pink Egg	600	Slightly rare egg
Purple Egg	800	Slightly rare egg
Red Egg	500	Slightly rare egg
Shiny Aqua Egg	6000	Moderately rare egg
Shiny Brown Egg	8000	Moderately rare egg
Shiny Gray Egg	10000	Moderately rare egg
Shiny Red Egg	5000	Moderately rare egg
Shiny White Egg	4000	Moderately rare egg
White Egg	400	Slightly rare egg
Yellow Egg	500	Slightly rare egg

=====

Fruit

=====

Name	Cost	Description
Chao Fruit	200	Skill fruit
Cubicle Fruit	80	Delicious cubicle fruit
Dark Fruit	120	Dark trait fruit
Heart Fruit	300	Egg-fertility fruit
Hero Fruit	120	Hero trait fruit
Mushroom	300	Very nutritious mushroom
Round Fruit	80	Delicious round fruit
Triangular Fruit	80	Delicious triangular fruit

=====

Items

=====

Name	Cost	Description
Apple	2000	Huge apple!
Bucket	6000	Worn out bucket
Cardboard Box	2000	Cardboard box
Empty Can	4000	Empty fruit can
Flower Pot	6000	Big flowerpot
Pan	2000	Worn out pan

Paper Bag	4000	Grocery store paper bag	
Stump	4000	Big tree stump	
Watermelon	6000	Large watermelon	
Wool Beanie	10000	Warm stripes	
Wool Beanie	8000	Warm stripes	
Wool Beanie	20000	Warm stripes	

=====
8.5 Chao Racing [CRC]
=====

=====
Overview
=====

Alright, this is probably the most fun thing about raising Chao in the first place. This also gives you motivation to keep raising your Chao's stats! You will also get emblems if you win enough races, so if you plan on unlocking all the GameGear games, you have to do these.

To enter the Chao Races, go through the brown double-doors in the Station Square Chao garden. Pick a Chao, and get ready to race!

=====
Beginner Race
=====

These are the easiest races. A Chao that is around level 25 should have a good chance of winning. Here are the courses:

=====
Jewel Races
=====

You must complete all the beginner courses to unlock these. These are pretty much the same as the Beginner courses, except your opponents are a heck of a lot tougher to beat. A Chao that is around level 50 should have a good chance of winning.

=====
Party Races
=====

Multiplayer race!

If your friends have Chao to race against yours, they can put their memory card in slot two and race against you. You can have up to four people playing at once, as long as you have enough controllers.

=====
The Courses
=====

The same courses are used for all the races.

Pearl Course

Power Chao will have an advantage here.

Amethyst Course

Flying Chao will have an advantage here

Sapphire Course

Power and Swimming Chao will have an advantage here.

Ruby Course

Swimming Chao will have an advantage here.

Emerald Course

All-Around Chao will have an advantage here. You must complete the four previous races to unlock this course.

=====
8.6 Special Chao [SPC]
=====

=====

Chaos Chao
=====

Okay, these are the hardest Chao to get, but they are also the coolest. They are IMMORTAL, so you don't have to worry about them dying, and they also look pretty freakin' cool.

To get a Chao to become one of these, first, the Chao must be in its third life; that is, it must have reincarnated at least twice. Then, give it one, and only one, of every animal in the game.

Next, decide whether you want an Angel Chaos Chao, a Devil Chaos Chao, or a Normal Chaos Chao. If you want an Angel Chaos Chao, feed it lots of Hero Fruit. If you want a Dark Chaos Chao, feed it lots of Dark Fruit. If you want a normal Chaos Chao, only feed it Normal Fruit.

If you meet all these requirements, when your Chao evolves, it should turn into a Chaos Chao.

One more thing of interest: Chaos Chao can't mate. So, don't be expecting any offspring anytime soon.

=====

Other Special Chao
=====

Note that none of these Chao have special powers. They are for looks only.

NiGHTS Chao: Using a normal egg, make the Chao a Neutral/Flying Chao on its first evolution, and on its second evolution push it towards Flying as well. If you did it right, it will look somewhat like the character from the Sega Saturn game

NiGHTS.

Sonic Chao: Using a normal egg, make the Chao a Neutral/Running Chao on its first evolution, and on its second evolution make it running also. The Chao will be green after its first evolution, but over time it will turn blue.

Super Sonic Chao: Do the same as for the Sonic Chao, but use either a Gold Egg or Shiny Yellow Egg instead of a normal one.

Metal Sonic Chao: Using a Shiny Sky Blue Egg, make the Chao a Neutral/Running Chao on its first evolution, and on its second evolution, make it normal. Behold! Metal Sonic!

Shadow Chao: Do the same as for the Sonic Chao, but make it Dark instead of Neutral.

Super Shadow Chao: Do the same as for the Shadow Chao, but use a Shiny Brown Egg instead of a normal one.

Tails Chao: First, you must own a copy of Phantasy Star Online Episodes I and II for the GameCube, a Game Boy Advance, A GCN-GBA Link Cable and a copy of either Sonic Advance or Sonic Advance 2. In Phantasy Star Online Episode I, complete the hunters guild mission "The Fake In Yellow". When you beat it, return to the planet. Go near the waterfall and wait for a while - a Chao should appear. Go back to the pioneer and find the GBA Transport System. Stand on it, and you will be able to download your Chao to your Game Boy, at which point you can upload it to Sonic Adventure DX. (Sorry if this was confusing, but it was the best I could do.)

Knuckles Chao: Using a Red Egg, make it a Neautral/Power Chao, and on its second evolution make it Flying. You can try using the Reg Egg Shell for a mask if you want. This doesn't resemble Knuckles that much but it's probably as close as we're ever gonna get.

Amy Chao: Using a Pink Egg, make the Chao a Neutral/Running Chao in the first evolution, and then push it towards Running on the second evolution also. You can try using skunk parts to represent her hair. If you do this right you'll end up with a Chao that kind of resembles Amy.

=====

Special Chao Eggs

=====

I wasn't sure where to put this... so, I stuck it here!

There is one egg in each adventure field: a Gold Egg in Station Square, a Silver Egg in the Mystic Ruins, and an Onyx Egg on the Egg Carrier. Here is how to get the eggs:

Station Square: This egg is hidden in the antiques shop, near Knuckles' entrance to Speed Highway. It's in the window, but every time you try to take it, bars come down and block you from exiting. To get the egg, first go out of the shop and go to the right, hugging the wall, You will

Ice Cap Emblems:

- Mission C: Find the Chaos Emerald
- Mission B: Collect 50 Rings and Destroy the Capsule
- Mission A: Destroy the Capsule within 4 Minutes

Twinkle Park Emblems:

- Mission C: Destroy the Capsule
- Mission B: Collect 50 Rings and Destroy the Capsule
- Mission A: Destroy the Capsule within 3 Minutes

Speed Highway Emblems:

- Mission C: Destroy the Capsule
- Mission B: Collect 50 Rings and Destroy the Capsule
- Mission A: Destroy the Capsule within 3 Minutes

Red Mountain Emblems:

- Mission C: Chase the Egg Carrier and Destroy the Capsule
- Mission B: Collect 50 Rings and Destroy the Capsule
- Mission A: Destroy the Capsule within 3 Minutes

Sky Deck Emblems:

- Mission C: Destroy the Capsule
- Mission B: Collect 50 Rings and Destroy the Capsule
- Mission A: Destroy the Capsule within 5 Minutes

Lost World Emblems:

- Mission C: Get to the Center of the Ruins
- Mission B: Collect 50 Rings and Destroy the Capsule
- Mission A: Destroy the Capsule within 4 Minutes 30 Seconds

Final Egg Emblems:

- Mission C: Get to the Center of Eggman's Base
- Mission B: Collect 50 Rings and Destroy the Capsule
- Mission A: Destroy the Capsule within 4 Minutes 30 Seconds

Tails' Emblems

Windy Valley Emblems:

- Mission C: Reach the Chaos Emerald Before Sonic
- Mission B: Collect 50 Rings and Destroy the Capsule Before Sonic
- Mission A: Beat an Even Faster Sonic

Casinopolis Emblems:

- Mission C: Reach the Chaos Emerald Before Sonic
- Mission B: Collect 50 Rings and Destroy the Capsule Before Sonic
- Mission A: Beat an Even Faster Sonic

Icecap Emblems:

- Mission C: Reach the Chaos Emerald Before Sonic
- Mission B: Collect 50 Rings and Destroy the Capsule Before Sonic
- Mission A: Beat an Even Faster Sonic

Sky Deck Emblems:

- Mission C: Reach the Chaos Emerald Before Sonic
- Mission B: Collect 50 Rings and Destroy the Capsule Before Sonic
- Mission A: Beat an Even Faster Sonic

Speed Highway Emblems:

- Mission C: Beat Dr. Robotnik to the Missile
- Mission B: Collect 50 Rings and Destroy the Capsule before Dr. Robotnik
- Mission A: Beat an Even Faster Dr. Robotnik

Knuckles' Emblems

Speed Highway:

- Mission C: Find All 3 Pieces of the Master Emerald
- Mission B: Find the 3 Emerald Pieces without Using Hints
- Mission A: Find the 3 Emerald Pieces within 1 Minute

Casinopolis Emblems:

- Mission C: Find All 3 Pieces of the Master Emerald
- Mission B: Find the 3 Emerald Pieces without Using Hints
- Mission A: Find the 3 Emerald Pieces within 1 Minute

Red Mountain Emblems:

- Mission C: Find All 3 Pieces of the Master Emerald
- Mission B: Find the 3 Emerald Pieces without Using Hints
- Mission A: Find the 3 Emerald Pieces within 1 Minute

Lost World Emblems:

- Mission C: Find All 3 Pieces of the Master Emerald
- Mission B: Find the 3 Emerald Pieces without Using Hints
- Mission A: Find the 3 Emerald Pieces within 1 Minute

Sky Deck Emblems:

- Mission C: Find All 3 Pieces of the Master Emerald
- Mission B: Find the 3 Emerald Pieces without Using Hints
- Mission A: Find the 3 Emerald Pieces within 2 Minutes

Amy's Emblems

Twinkle Park Emblems:

- Mission C: Evade Zero and Grab the Balloon
- Mission B: Collect 50 Rings and Grab the Balloon
- Mission A: Grab the Balloon within 2 Minutes

Hot Shelter Emblems:

- Mission C: Evade Zero and Grab the Balloon
- Mission B: Collect 50 Rings and Grab the Balloon
- Mission A: Grab the Balloon within 6 Minutes 30 Seconds

Final Egg Emblems:

- Mission C: Evade Zero and Grab the Balloon
- Mission B: Collect 50 Rings and Grab the Balloon
- Mission A: Grab the Balloon within 2 Minutes 30 Seconds

Big's Emblems

Twinkle Park Emblems:

- Mission C: Catch Froggy
- Mission B: Catch a 1500G Fish and Froggy

Mission A: Catch a 2000G Fish and Froggy

Icecap Emblems:

Mission C: Catch Froggy

Mission B: Catch a 1500G Fish and Froggy

Mission A: Catch a 2000G Fish and Froggy

Emerald Coast Emblems:

Mission C: Catch Froggy

Mission B: Catch a 1000G Fish and Froggy

Mission A: Catch a 2000G Fish and Froggy

Hot Shelter Emblems:

Mission C: Catch Froggy

Mission B: Catch a 1000G Fish and Froggy

Mission A: Catch a 2000G Fish and Froggy

E-102Y's Emblems

Final Egg Emblems:

Mission C: Destroy the Sonic Doll within the Time Limit

Mission B: Collect 50 Rings and Destroy the Sonic Doll

Mission A: Destroy the Sonic Doll with 3 Minutes Left on the Clock

Emerald Coast Emblems:

Mission C: Get Froggy within the Time Limit

Mission B: Collect 50 Rings and Get Froggy

Mission A: Get Froggy with 3 Minutes Still Left on the Clock

Windy Valley Emblems:

Mission C: Destroy E-103Q within the Time Limit

Mission B: Collect 50 Rings and Destroy E-103Q

Mission A: Destroy E-103Q with 3 Minutes Left on the Clock

Red Mountain Emblems:

Mission C: Destroy E-104E within the Time Limit

Mission B: Collect 50 Rings and Destroy E-104E

Mission A: Destroy E-104E with 3 Minutes Left on the Clock

Hot Shelter Emblems:

Mission C: Destroy E-105C within the Time Limit

Mission B: Collect 50 Rings and Destroy E-105C

Mission A: Destroy E-105C with 2 Minutes Left on the Clock

Sub-Game Emblems

Sky Chase Act I Emblems:

Beat the Level

Get At Least 8000 Points

Sky Chase Act II Emblems:

Beat the Level

Get At Least 20000 Points

Sand Hill Emblems:

Beat the Level

Get At Least 10000 Points

Twinkle Circuit Emblems:

- Beat the Level
- Beat the Time You Got on the First Run

Hedgehog Hammer Emblems:

- Beat the High Score
- Beat Your Own High Score

Ending Emblems

- Sonic's Ending Emblem
- Tails' Ending Emblem
- Knuckles' Ending Emblem
- Amy's Ending Emblem
- Big's Ending Emblem
- E-102Y's Ending Emblem
- Super Sonic's Ending Emblem

Adventure Field Emblems

Station Square Emblems:

- In the train station, on a ledge across from the train
- High in an alley near the Casino
- In the Burger Shop
- Near the town hall, cut grass with Tails

Mystic Ruins Emblems:

- On a cliff near Tails' Workshop
- In midair, near the Emerald Shrine, left of the bridge (get with Knuckles)
- Inside the tree trunk of Big's House
- Under a fallen tree on the path south of Big's House

Egg Carrier Emblems:

- In Eggman's bedroom, step on the switch*
- On diving board in pool room
- On top of the radar dish
- In a box in the place the mono rail leads you to**

*To get to Eggman's bedroom, first make sure the wings are in the "out" position. Go to the control room and go in the door behind the chair. Drop down on the ledge and enter the door; you'll be in Eggman's bedroom.

**Ride the lift pad down in to the ship and use the button to the left of the computer screen to call the monorail. Take it, and then jump on the big, green platform. The emblem is in one of these boxes. To break a box, jump in the cannon on the other side of the deck; it will shoot you into the box, breaking it.

Chao Emblems

- Chao Race 1
- Chao Race 2

- [] Chao Race 3
- [] Chao Race 4
- [] Chao Race 5

```
+-----+
|                                     |
|                               10.0  |
|                               Glitches [GTC] |
+-----+
```

WARNING: I bear no responsibility for any damage these may do to your game, WHATSOEVER. Remember, these were NOT MEANT TO HAPPEN. They are GLITCHES. I recommend that you remove your memory card from the system before you try any of these.

And a note: This is in no way a complete list. There are so many glitches that making a complete list is near impossible. These are some of the best glitches.

```
=====
10.1 Sonic's Glitches [SNG]
=====
```

```
=====
Get to Tails' Speed Highway
=====
Difficulty: Easy/Medium
```

In Speed Highway, get to the rocket that you take right before you get to the part where you run down the building, but DON'T TOUCH IT! Look to the left to see a floating road. Spin-dash and quickly jump to it.

```
=====
10.2 Tails' Glitches [TLG]
=====
```

```
=====
Get to Emerald Coast
=====
Difficulty: Medium
```

In Station Square, go to the pool area. Face the sliding glass doors, and go to the left, where you should find an invisible corner. Let go of the control stick and fly up; you should fly through the ceiling. Go forward a little, and then maneuver yourself around so that you get to Emerald Coast. This can be a little hard, as you can fall through the floor to your death, so keep trying.

```
=====
Get to the End of Sonic's Speed Highway
=====
Difficulty: Easy/Medium
```

In Tails' Speed Highway stage, first go to the first checkpoint. Fly down to the top of the building, and then fly through the green ring. As soon as you stop moving, turn around in midair and get on the floating road. Use the boost pads to shoot yourself up into the air, and then fly to the right. Try to fly through the large, neon sign in the building. If you do, you'll end up in a hallway. Walk forward to be at the part where Sonic runs down the building - only you won't be running, you'll be falling. Pause the game and press restart to make the race meter disappear, so you can continue on to the

end of the stage.

=====
10.3 Knuckles' Glitches [KNG]
=====

=====
Backwards Punch
=====
Difficulty: Easy

In Station Square, go to the place where you fought Chaos 0, and go to the brick wall. Get really close to it, face it and do a triple punch. You should fly backwards.

=====
Splashing Tree
=====
Difficulty: Easy

Go to the Mystic Ruins jungle area, and go to the tree near Big's house. Climb up the tree trunk on the back. If you climb over the right place, you will see a splash of water come out of the tree. In addition, if you stop when you bubbles coming out of Knuckles, he will drown in about twenty seconds.

=====
10.4 Amy's Glitches [AMG]
=====

=====
Get Inside the Mirror
=====
Difficulty: Easy

In Twinkle Park, between checkpoints one and two, there is a place where you have to bounce on a spring to reach a higher area. There is a reflection of that spring in the nearby mirror. Hit the reflection with your hammer, and you'll fly up... INSIDE THE MIRROR. You may continue, but when the mirror ends, you will fall and die.

=====
10.5 Big's Glitches [BGG]
=====

Sorry, none of these yet. When I find some, they will be added.

=====
10.6 E-102Y's Glitches [YGL]
=====

=====
Turn Invisible
=====
Difficulty: Easy

In Red Mountain, when you fight E-104E, let the time run out. If you get hit with a missile just after the time runs out, you should turn invisible.

I have quite a few more glitches that I will try to add at a later date.

+-----+
| 11.0 |
| Lyrics [LRC] |
+-----+

=====
11.1 Open Your Heart (Main Theme) [OYH]
=====

Thunder, rain, and lightning
Danger, water rising
Clamor, sirens wailing
It's such a bad sign

Shadows of dark creatures
Steel clouds floating in the air
People run for shelter
What's gonna happen to us?

All the steps we take, all the moves we make, all the pain at stake
I see the chaos for everyone who are we what can we do
You and I are same in the way that we have our own styles that we won't
change
Yours is filled with evil and mine's not there is no way I can lose

Can't hold on much longer, but I will never let go
I know it's a one way track, tell me now how long this'll last
I'm not gonna think this way, nor will I count on others
Close my eyes and feel it burn, now I see what I've gotta do

Open you heart, it's gonna be alright

Ancient city blazing
Shadows keep attacking
Little children crying
Confusion, hopeless anger

I don't know what it can be but you drive me crazy
All your cunning tricks make me sick; you won't have it your own way

Can't hold on much longer, but I will never let go
I know it's a one way track, tell me now how long this'll last
I'm not gonna think this way, nor will I count on others
Close my eyes and feel it burn, now I see what I've gotta do

Open your heart...and you will see!

[Guitar Solo]

If it won't stop, there will be no future for us
Its heart is tied down by all the hate, gotta set him free

I know it's a one way track, tell me now how long this'll last
Close my eyes and feel it burn, now I see what I've gotta do

Gotta open your heart, dude!

Can't hold on much longer, but I will never let go
I know it's a one way track, tell me now how long this'll last

I'm not gonna think this way, nor will I count on others
Close my eyes and feel it burn, now I see what I've gotta do

Open your heart, it's gonna be all right!
Open your heart,
Open your heart,
Open your heart!!

Oh....yeah!

=====
11.2 It Doesn't Matter (Theme of Sonic) [TDM]
=====

Well, I don't show off, don't criticize
I'm just livin' by my own feelings
And I won't give in, won't compromise
I just only have a steadfast heart of gold

I don't know why, I can't leave though it might be tough
But I ain't out of control, just livin' by my word
Don't ask me why, I don't need a reason
I got my way, my own way

It doesn't matter now what happens I will never give up the fight
There is no way I will run away from all of my frights
Long as the voice inside me says go, I will always keep on running
There is no way to stop me from going to the very top

It doesn't matter who is wrong and who is right

Well, I won't look back I don't need to
Time won't wait and I got so much to do

Where do I stop, it's all a blur and so unclear
Well, I don't know but I can't be wrong

This fight is not for anybody, this is purely for myself
There is no way I'm gonna give up 'til the very end
I can't tell what is wrong and what is right, I've got to find the answer
But I do there's no way I will ever give up

Place all your bets on the one you think is right

[Guitar solo]

It doesn't matter now what happens I will never give up the fight
There is no way I will run away from all of my frights
Long as the voice inside me says go, I will always keep on running
There is no way to stop me from going to the very top

=====
11.3 Believe in Myself (Theme of Tails) [BNM]
=====

When all alone in my chair, I just go about wishing
I wanna be strong, I really wanna be trusted
When all alone in my bed, I just go about yearning
I wanna be cool; I also wanna be like him

But that's not something I can do so easily
This is not simply my way, my style
Gotta get a hold of my life

I wanna fly high
So I can reach the highest of all the heavens
Somebody will be waiting for me so,
I have got to fly higher

Gotta keep goin'
Everything is a brand new challenge for me
I will believe in myself
This is the only start for me

When all alone in my sleep, I just go about dreaming
I see myself there, having the same adventure

If I just follow you, I will never see the light
Now is the time to find my way through this life
I'm trying so hard to be strong

I wanna fly high
So I can reach the highest of all the heavens
Somebody will be waiting for me so,
I have got to fly higher

[Guitar solo]

Many friends help me out, in return I help them
Certain things I can do and there are things that only I can do
No one's alone!

I wanna fly high
So I can reach the highest of all the heavens
Somebody will be waiting for me so,
I have got to fly higher

=====
11.4 Unknown From M.E. (Theme of Knuckles) [NFM]
=====

Here I come, rougher than the rest of them,
The best of them, tougher than leather
You can call me Knuckles, unlike Sonic I don't chuckle
I'd rather flex my muscles
I'm hard as nails, it ain't hard to tell
I break 'em down whether they're solid or frail
Unlike the rest I'm independent
It's my first breath, first test
Feel the right then the worst's left

Born on an island in the heavens
The blood of my ancestors flows inside me
My duty is to save the flower from evil deterioration

I will be the one to set your heart free true
Must cleanse yourself of that evil spirit that got in you

Streaking lights, loud sounds, and instinct
Are the elements that keep me going

I am fighting my own mission
Nothing's gonna stand in my way

I will be the one to set your heart free true
Must cleanse yourself of that evil spirit that got in you

Won't be frightened I'll stand up to all the pain and turmoil
Just believe in myself won't rely on others

Get this power to wipe out the havoc and anarchy
This is my planet, gonna fight for my destiny

Here I come, rougher than the rest of them
The best of them, tougher than leather
You can call me Knuckles, unlike Sonic I don't chuckle
I'd rather flex my muscles
I'm hard as nails, it ain't hard to tell
I break 'em down whether they're solid or frail
Unlike the rest I'm independent
It's my first breath, first test
Feel the right then the worst's left

I have no such things as weak spots
Don't approve of him but gotta trust him
This alliance has a purpose
This partnership is only temporary

I will be the one to set your heart free true
Must cleanse yourself of that evil spirit that got in you

Won't be frightened I'll stand up to all the pain and turmoil
Just believe in myself won't rely on others

Freedom will be waiting when serenity is restored
This is my planet, I shall not surrender

[Saxophone solo]

Won't be frightened I'll stand up to all the pain and turmoil
Just believe in myself won't rely on others

Get this power to wipe out the havoc and anarchy
This is my planet gonna fight

Won't be frightened I'll stand up to all the pain and turmoil
Just believe in myself won't rely on others

Freedom will be waiting when serenity is restored
This is my planet, I shall not surrender

The new porcupine on the block with the puff chest
Outta the wilderness with the ruggedness
Knock, knock, it's Knuckles, the bloat thrower
Give you the cold shoulder
My spike goes through boulders
That's why I stay a loner
I was born by myself
I don't need a posse; I get in on by myself
Advisories get shelved

=====
11.5 My Sweet Passion (Theme of Amy) [MSP]
=====

I got out my map and chose a place I wanted to go to
Packed up my stuff, set out for adventure
I know that your lucky color is that cool shade of blue
Won't mind painting myself blue for you
I guess I'm so easy to understand
I just do what ever that comes to me naturally

I do understand the feelings of a Persian Cat
But the Sphinx looked so cute I had to shave it
He reminds me of parsley when he's standing there all alone
Makes me wanna be his specialite
I guess I'm just a self-centered girl
But there are nights that I have trouble going to sleep

Sweet sweet you're so sweet, so many things I want
Sweet sweet you're so sweet, I wanna be a wonderful girl
Sweet sweet you're so sweet, I'm not simple-minded
Sweet sweet you're so sweet, and I won't be a pearl

You probably need me just as much as I need you

[Pf Solo]

Are you okay you seem to be a little bit tense
You don't have to worry 'bout a single thing
We are free to get whatever that we want to have
We're also free to do whatever we want
That's what we'll do that's what we'll do
We should live our lives the way we think it ought to be

Sweet sweet you're so sweet, there's no where to hide
Sweet sweet you're so sweet, come on settle our lives
Sweet sweet you're so sweet, I'll always be there for you
Sweet sweet you're so sweet, in the best and worst times

You can be my sweetest honey for eternity

Sweet sweet you're so sweet, so many things I want
Sweet sweet you're so sweet, I wanna be a wonderful girl
Sweet sweet you're so sweet, I'm not simple-minded
Sweet sweet you're so sweet, and I won't be a pearl

I honestly need you just as much as you need me

=====
11.6 Lazy Days (Livin' in Paradise) (Theme of Big) [LZD]
=====

Oh, it's a windy and sunny day
And I can hear the faint sound of the distant waves
The past weeks have been going by so fast
It's all the same, the bright sky and shining sun
I have a feeling it's gonna be a fun day

Oh, it's a windy and sunny day

The many summers and many great games
Guess it's another trouble-free day
Our playground's so huge; we don't know where it ends
Feels energetic and groovy
Everything's cool, it's excellent

Every day's a new beginning, yeah, we don't know who we're gonna meet
today

The more I want, the less I can get, keep walking for a new tomorrow
But I guess that I'm happy now gonna set my heart free
Now I've got nothing to worry me, Come on!
Let's just get up go, go, go, go!

Hey big guy, hey little guy
Can you tell me who came first
Sorry, but I don't know
We are simply natural
Okay, all you have to do is sit up, look left, right, up, and down

Hey big guy, hey little guy
Can you tell me what's inside
Sorry, but I don't know
We are simply natural

We present you with a gift, welcome to our Paradise

[Pf & Guitar solo]

What'd you think about the incident, you always take me for granted
I am asking you as a first step, you answer first 'cause I asked you first

You and I are friends for all of time, tell me how you feel
But you know I can't resist that smile on your face

Hey big guy, hey little guy
Can you tell me who came first
Sorry, but I don't know
We are simply natural
Okay, all you have to do is sit up, look left, right, up, and down

We present you with a gift, welcome to our Special Paradise
Where it all comes down to just one little thing, love

```
+-----+  
|                12.0                |  
|                FAQ [FFQ]           |  
+-----+
```

Ask a stupid question, get a stupid answer... Leadfoot style!

```
=====  
12.1 Game and Miscellaneous Questions [GMQ]  
=====
```

For all your game and miscellaneous needs.

Q. What does FAQ stand for?
A. Frequently Asked Questions.

Q. What do I do next?

A. Check the Adventure Walkthroughs.

Q. How do I beat (insert stage here)?

A. Check the Stage Walkthroughs.

Q. I can't get Big's A Emblem in Twinkle Park! Help!

A. Yeah, that emblem's a pain. First, make sure you have all the Fishing Lure Upgrades, then just FISH, dang it. There are metallic fish that weigh this much.

Q. Why can't I get the emblem in the box on the Egg Carrier?

A. That emblem seems to give people more trouble than every other emblem put together. I can't give any advice; if you can't get it the way I told you to do it, then I can't help you. Try posting a question about it on the Sonic Adventure DX Message Board on GameFAQS.com, someone there might be able to help you out.

Q. Why can't I get this glitch to work?

A. Well, you just may not be doing it right. Another possibility is that the glitch is exclusive to my copy of the game - unlikely, but it could happen.

Q. Why is this section at the back, instead of the front?

A. Well... this is just how I chose to do it. I wanna be different, man!

Q. Why didn't you answer my email?

A. Because I DO, unlike some people, have a life outside of the computer, and I don't have the time to personally answer emails. If you have a question, you can try emailing it to me (if it gets asked enough, I'll put it in this section) but your best bet is to post it on the Sonic Adventure DX Message Board on GameFAQs.com. Some nice person there will probably lend you a hand.

Q. Do you make up these questions yourself?

A. Some, yes. But not this one.

=====
12.2 Chao Questions [CQS]
=====

So cute, they got their own sub-section.

Q. How do I pronounce "Chao"?

A. Chow.

Q. How can I name my Chao?

A. Step on the Chao Transporter and chose name.

Q. How many Chao can I have in each garden?

A. 8.

Q. How long is a Chao year?

A. About three and a half hours.

Q. Is there any way to make my Chao smarter?

A. The mushrooms that you can buy at the Black Market can increase your Chao's intelligence.

Q. How do I make my Chao wear a hat?

A. If you give your Chao the right animals, it can wear the hat. I believe peacocks are the correct animals. There may be other animals as well - I'll try to figure it out and put it in a future update.

Q. How do I remove my Chao's hat?

A. Be patient, and it will eventually remove the hat. If you want, you can also throw your Chao to take the hat off, but I wouldn't recommend this method as it angers your Chao.

More questions may (or may not) be coming soon.

```
+-----+
|               13.0               |
|           Contact Info [CNF]     |
+-----+
```

Due to the large amount of things that I am involved in, I am no longer able to personally answer questions. If you have a question, I recommend that you post it on one of the message board on GameFAQs.com; someone there will probably be able to help you out. However, I am still accepting suggestions and comments. If you have one of those, don't hesitate to email me at UnknownTruthX@hotmail.com.

```
+-----+
|               14.0               |
|           Credits/Legal Stuff [CLS] |
+-----+
```

Daniel "The Leadfoot" Rosmus (Me!!) - For writing this FAQ
GameFAQs.com - For posting this FAQ
GeoCities.com - For hosting my web page
IGN.com - For posting this FAQ
neoseeker.com - For posting this FAQ
Nintendo - For making the GameCube
Schwanz196 - For help with Big's Fishing Lure Upgrades
Sega - For making the game
And to everyone at the GameFAQs message boards who critiqued my FAQ (you know who you are) - Thank you, too

As of now, the only websites that can post this FAQ are:

GameFAQs.com

IGN.com

Neoseeker.com

And, of course, this FAQ can also be found at my website:

http://www.geocities.com/the_leadfoot/index.html

If you find this FAQ anywhere else, please contact me and I'll put a stop to it.

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