

Sonic Adventure DX Director's Cut Chao Guide

by Timber Wolf

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(To find what you're looking for quickly, highlight the topic and copy it. then hit Ctrl+F and paste the topic in the window. Find next will take you down to topic)

What are these little gelatinous blobs of rubbery blue stuff? Well, they're chao. Mini characters that can have you occupied for hours on end.

Chao are actually small rubber like creatures with very weak life forces. They cannot live on their own, so they need to be looked after by humans (or hedgehogs). Chao resemble human babies in behavior, and they need to be treated as such.

2. Chao care

Caring for your chao can be very complicated. they require lots of attention to prevent them from being unhappy.

|2.1| Hatching Chao

When you first enter a garden, you will find 2 eggs. What do you do with eggs? you hatch them! (Or cook them... hmmm...) right, so let's get cracking (cracking chao eggs is not recommended).

There are 3 ways to hatch a chao. 2 good ways, and a bad way. Your chao's facial expression and personality will depend on how you hatch them so be careful!

1. The first way to let your chao hatch is to simply wait for them to emerge. Yes... wait... for a long time... but patience pays off, as when your chao comes out, it will be happy and gleeful, with a fine attitude to boot. This is a good way to hatch chao.

2. The second way is to cradle them. This is the hardest of the 3, and is a gamble. Cradle an egg for too short or too long, and your chao will have a squiggle mouth and a dreary personality. But if you cradle just long enough, your chao will be very happy with you. so here's what you gotta do: pick up an egg and hold down the button. With the button still pressed, tilt the control stick in any direction to start rocking the egg. As soon as you start rocking the egg, begin counting. 1.. 2.. 3.. 4.. As soon as you get to 4, place the egg down. The egg will begin to jump around. It will crack and the top half of the shell will be removed to reveal... a baby chao! If the chao has a happy face, you've done it right, if a squiggly face, you've screwed up! This is the best way to hatch a chao.

3. The third, and worst way to hatch a chao is to pick up the egg and toss it, busting the chao out against its will. This will always produce an un-happy chao. So don't do this!!!

(Note: the first chao you hatch in any garden have pre-determined faces, so no matter what you won't be able to get the face you want. You can only change the face when you're hatching an egg that was produced from mating 2 chao)

|2.2| Chao personalities

In the last section, I kept talking about how hatching your chao in different ways will affect their personality. Yes, chao can have their own little personalities, and their face will depict what kind of personality it will be:

Normal happy face: Just a chao with a V mouth. This is a pretty happy personality. Gets along with characters well and traverses the garden joyfully.

Extra happy face: a chao with the V mouth and ^^ eyes. A very happy chao. Does basically the same as the normal happy face chao.

Unhappy face: a chao with a ^ mouth. Can sometimes have an attitude and will take fruit off the ground on their own often.

Squiggly face: a chao with a squiggle for a mouth and half closed eyes. These chao are just about as much fun as they look. They ^值 sit around and look bored most of the time.

Evil grin: a chao with a big toothy smile. Pretty evil looking. I haven't ^准 had much experience with these chao, they give me the creeps. I would imagine that they're a cross between the happy face chao and the unhappy face chao.

|2.3| Feeding

In case you haven't ^准 noticed yet, chao get hungry. A hungry chao is a sad chao, and we wouldn't want that, right? If you're ^也 really sharp, you've noticed that the gardens have trees that bear fruit. With common sense, food+chao=^_^ . When the fruit grows big enough, you can shake the tree to make the fruit fall down, or if you wait long enough, the fruit will just fall on its own.

To feed a chao, pick up a piece of fruit and walk up to a chao. The chao will begin munching away. Each bite a chao takes of the fruit increases a stamina box (more on stats later in section 3). be sure to feed chao often, you'll know the chao was starving when it wildly tears at the fruit (shame on you!)

There are different types of fruit. The basic fruit, which grows in the garden, fill up a chao and raise stamina. But there are more fruit to be purchased in the black market (section 5). There you can use your hard earned rings to purchase some diverse fruit for your pampered chao. The hero and dark fruits will change the alignment (section 4.1) of chao slightly. Shaped fruit appeal to chao that don't like normal fruit too much. but different chao will like different shaped fruit. One chao will like triangle fruit, while another will like cubicle fruit. Heart fruit induces breeding (section 2.6).

|2.4| Basic care tips

The word "basic" can be very vague, just like this section.

Once your chao has hatched, the caring begins. The chao will crawl around on the ground exploring its environment randomly.

Tips on keeping your newborn chao happy:

- A newborn chao can't swim. If one ventures into the pool it will begin to scramble in a panicking manner. Chao that can't swim don't like the water. To keep them happy, pick up a struggling chao and place it on dry land.
- keep the chao comfortable. Pet it a lot.
- keep the chao well-fed. Feed it often. If a chao throws a fruit away without finishing it, pick up the fruit and force the chao to eat it. This will keep the chao fat and happy.
- Avoid attacking your chao at all costs. Not only does this traumatize the chao, it will make the chao cry. And crying chao are annoying chao ><
- If a chao is crying, pet it a lot and give it fruit to hush it up. Don't pick the chao up, it will just get a swirly tornado thing and get more depressed.
- Let chao sleep. All chao get tired eventually, and when that time comes, they plop down for a snooze cruise. Don't wake them when they are resting.
- give chao small animals from the adventure fields (section 3.2). Chao can learn traits from the animals, and that will give chao something to do. (My chao love to draw ^^)

Eventually your chao will evolve. Caring for evolved chao isn't much different from caring for newborn chao, except adult chao will be more self-proficient and don't need as much attention to be happy.

|2.5| Chao love

Chao will either love or hate a character depending on that character's actions towards them. this love pays off in the end...

To get a chao to like a character, they must display a lot of hearts above their heads towards the character. Each time a character causes a chao to display a heart, the chao gains more love towards that character. When a chao likes a character a lot, the chao will:

- run towards the character when the character whistles.
- wiggle with glee when picked up by the character.

Chao can also hate characters too. Hate is built up each time a chao displays a tornado thingy above their head. The tornados are basically the opposite of hearts. Each time a character cause the chao to display a tornado, the chao loses love for that character. when the chao hates a character enough, the chao will:

- try to struggle free when picked up by the character.
- "mm bah!!!" at the character. (pretty funny =P)

|2.6| Understanding chao actions

Chao perform many actions in the chao garden. Sometimes they can be confusing. Here痴 a list of known chao behavior and description:

Positive:

! on top of chao's head: this is an exciting action! Your chao is about to do something, finding out what is pretty fun.

Heart on top of head: appreciation. Chao display this when a character does something that pleases them. They gain love for the character that causes them to display this emotion. Get a chao to display this towards one character enough and the chao will love the character a lot.

Treading water: the chao can swim well, and is relaxing in the water.

Negative:

Swirly tornado thingy on top of chao's head: chao is frustrated/mad. Chao will display this when they are abruptly awakened or if they are attacked. Chao痴 happiness goes down when they display this. Very bad! They will lose love for the character that causes them to display this emotion.

Crying: this can be caused by a number of reasons. Your chao could be hungry, or you could have just hit it. The chao could also be jealous of another chao that's treated better than it (rare).

Sitting with swirling eyes: this only happens when you've laid some serious smack down on your chao (you're evil!!!). The chao is so messed up that it can't even cry!

Sitting down, rocking back and forth: the chao is bored out of its mind. Try to give it something to do...

Face flat on the ground with a tornado: the chao has tripped; give it a hand and help it back on its feet if you want.

Struggling in the water: the chao can't swim! Throw it a life saver!!!
(Or pick it up =P)

Saying "mmm bah!!!": this is a signal that a chao dislikes the character.

Random:

? on top of chao's head: the chao is thinking about what to do next. Happens pretty often and requires no attention, really.

Sleeping: this is pretty self-explanatory. If a chao is sleeping, it will be laying on the ground with its eyes closed. Don't痴 wake sleeping chao! (Sometimes a bored chao can even fall asleep while sitting up. So be careful to not mistake a sleeping chao to be awake)

Saying "Haaaaaaa!" and then running over to a piece of fruit: the chao is hungry and has figured out that it can get by without you, the inept chao breeder.

Sitting on ground staring into space: the chao is having a philosophical moment =P

Singing: chao pick up this trait from the parrot.

Sliding on its belly: chao pick this trait up from the penguin.

Drawing: chao pick up this trait from the skunk.

Backstroking: chao pick up this trait from the otter.

Flipping: chao pick up this trait from the rabbit.

Rolling: chao pick up this trait from the swallow.

Break dancing (yes, break dancing): chao pick this trait up from the seal.

Posing like a model: chao pick up this trait from the peacock.

Hopping: chao pick up this trait from the kangaroo.

Bowing: chao pick up this trait from the deer.

Cleaning its face like a cat: chao pick up this trait from the lion.

Beating its chest: chao pick up this trait from the gorilla.

Acting tough: chao pick up this trait from the elephant.

Playing the trumpet: chao pick up this trait from the koala.

|2.7| Breeding

What!? Breeding!? Chao don't even have genders!

Regardless, chao can do the nasty and have little chao offspring ^^

Chao can only mate after they evolve (evolution: section 4). Only grown up chao can have baby chao.

When a chao enters mating season, they display a heart and become surrounded by flowers. When this happens to a chao, you must place another evolved chao next to the mating one. If the other chao is ready to mate, the 2 chao will do chao dance of love and an egg will appear when they're done. (Not what you were expecting?)

There are 2 ways for a chao to enter mating season. The first is to wait for the chao to become ready on its own. When a chao is ready, it will enter mating season.

If you're the impatient type, you can induce a chao to go into mating season. To do this, you must buy a heart fruit from the black market. When a chao eats a heart fruit, it will immediately enter mating season. Placing another chao next to it will hopefully cause the mating dance to begin. If not, then the other chao is not interested in mating at the moment. To change that chao's mind and put in the mood (oh yeah), you'll have to give that chao some heart fruit as well.

3. Stat building

When you pick up a chao, give it an animal, or give it fruit, a menu appears showing the chao's stats. So how do you raise stats you ask? Well that's a mighty fine question indeed...

|3.1| Understanding stats

Stats are for the chao races (section 8). The stats are:

Swimming

Flying

Running

Power

Stamina

Different things will raise different stats. All fruit will raise stamina, and all animals will raise or lower the other stats.

The stats are in a menu. The menu looks something like this:

```
-----
|      Your chao's name      |  You can name your chao using the chao transporter (section 11)
|-----|
|
| Swim          0000 |  The number indicates the current stat number. The higher the
|-----|  number, the better the stat.
|Lv.00  [ ][ ][ ][ ][ ][ ][ ][ ][ ][ ]|
|
| Fly          0000 |  That little line is a bar (couldn't make an ASCII one). The bar
|-----|  fills up as the chao gains levels.
|Lv.00  [ ][ ][ ][ ][ ][ ][ ][ ][ ][ ]|
|
| Run          0000 |  Those little boxes fill up or go down a certain amount each
|-----|  time you give a chao a stat altering item or animal. When all
|Lv.00  [ ][ ][ ][ ][ ][ ][ ][ ][ ][ ]|  10 boxes are filled, that stat goes up one level, and a little
|
| Power        0000 |  +# appears (the # is random).
|-----|
|Lv.00  [ ][ ][ ][ ][ ][ ][ ][ ][ ][ ]|
|
| Stamina      0000 |
|-----|
|Lv.00  [ ][ ][ ][ ][ ][ ][ ][ ][ ][ ]|
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The max stat level is 99.

The stats are pretty self-explanatory.

A high swimming stat will make your chao a good swimmer. A high running stat will make your chao a fast runner.

The stamina stat, however, depicts how long your chao can go without pausing on the race track, and going on a snooze cruise (this can sometimes cost your the race!).

|3.2| Raising levels

As said before, to raise a level, you must give a chao a stat altering item or animal. altering items will fill up a certain amount of boxes. When all of those boxes next to a stat are filled, the stat goes up a level.

The swimming, flying, running, and power stats are affected by small animals, while the stamina stat is affected only by fruit.

Each bite of fruit your chao takes will fill in one stamina box. So the stamina stat is the hardest to raise.

|3.3| Animals

To raise your chao's stats, you're gonna need to collect small animals from the action stages. Each robot you defeat will leave a small animal behind. Touch the small animal to add it your animal cache (you can only hold 10).

Once you've got small animals, visit a chao garden and they will be released.

Pick up a small animal and walk up to a chao. The chao will absorb the animals power and some stats will either go up or go down.

All animals are placed in a class:

Swimming

Flying

Running

Power

Blue (wildcard)

The wildcard animals are a strange class. They will raise stats at random.

There are 15 small animals:

Deer	Running
Rabbit	Running
Kangaroo	Running
-----	-----
Elephant	Power
Gorilla	Power
Lion	Power
-----	-----
Swallow	Flying
Parrot	Flying
Peacock	Flying
-----	-----
Penguin	Swimming
Sea Otter	Swimming
Seal	Swimming
-----	-----
Skunk	Blue (wild)
Mole	Blue (wild)
Koala	Blue (wild)

Each animal will raise and lower certain stats by a certain number of boxes.

Blue animals are special, in that they don't lower any stats, and the stats that they raise are completely random each time.

4. Evolution

Chao aren't babies forever. They "evolve" into adult chao when they've been alive for about 4-6 hours. Evolution is the most complicated chao topic, since there are so many possibilities...

When a chao evolves, it sits down and goes into a white cocoon. When it comes out, it will be an adult chao.

|4.1| Alignment

If you've taken a peek at the black market, chances are that you've seen hero and dark fruit. These will change your chao's alignment.

All chao are neutral to begin with. This means that without being fed hero or dark fruit, they will evolve into a neutral chao.

But with enough hero or dark fruit, you can change the chao's appearance and alignment for evolution, allowing a super diverse chao population.

By giving your un-evolved chao a dark fruit, its color will get darker and it's alignment will turn slightly darker. The opposite goes for hero fruit.

|4.2| First evolution

Right, so let's get to evolution.

Your chao can evolve into a number of different chao depending on stats and alignment. there are many, many possibilities....

The absolute basic evolved chao is a neutral/normal chao. This is a chao that is neutral, and has very basic and even stats. This is just a bigger version of the baby chao.

To spice things up, you can give the baby chao a lot of running animals so its running stat is much higher than the others. This will cause the chao to evolve into a neutral/running chao. When the chao is still a baby and its running stat begins to exceed the other stats, you'll notice that the chao will begin to develop features that normal chao do not have. This is a good sign, and indicates that the chao will evolve into a running chao. When the chao actually evolves, the features will be expressed much more than before the chao evolved.

Alignment spices things up even more. Giving a chao a lot of dark fruit will cause its color to become almost black (which indicates that it will evolve into a dark chao). give that chao a lot of running animals and it will evolve into a dark running chao (Which is much different than the neutral running chao).

The same goes for any class or alignment. Give a chao a lot of flying animals and it will evolve into a neutral/flying chao. Give a chao a lot of flying animals and hero fruit, and it will evolve into a hero/flying chao.

There are many possibilities! And the next section adds even more... prepare, for the second evolution!

|4.3| Second evolution

Chao only evolve once. There is NO SECOND COCOON.

"Second evolution" is only a TERM used to describe the changes a chao can take after it evolves. A chao can never officially be a dark/running/running chao (or neutral/flying/flying chao, etc.), they can only be a dark/running chao that's changed since it evolved.

When your chao evolves into a dark/running chao (or whatever), continue giving it running animals and green drives and it might start changing gradually to look more like shadow. It's not guaranteed that second evolution will trigger, though. Sometimes chao WON'T change anymore after they evolve.

Second evolution takes a lot of time, and sometimes it has to be triggered.

Sometimes giving a lot of animals to an evolved chao will only boost stats, and won't change it at all, this means that the second evolution has not yet begun.

Second evolution can be triggered by a number of things. I have found that making an evolved chao mate will sometimes trigger it. Blue animals also seem to have the ability to trigger the second evolution.

Try a number of things if mating and blue animals don't work.

|4.4| Death and reincarnation

Yes, unfortunately your chao can and will die. And if you're not careful, your chao can die and be lost forever...

After living for about 10 or so hours, a chao will plop down, and be incased in a cocoon similar to the evolution cocoon. But this time, it's not evolving, it's passing on...

When a chao dies, the cocoon will clear, and your chao will be gone without a trace.

But fear not! There are ways to keep your chao from departing this world forever.

A chao that has a happy life will come back for more. When a happy chao dies, it will go into a cocoon. But instead of disappearing, the cocoon will dissolve and reveal... and egg! This egg contains the baby form of the chao that has just passed. The chao will have the same name, face, personality, and chao race badges as the chao that has just died. Thus, Reincarnation.

To insure that your chao has a happy life and reincarnates after it dies, follow the basic chao care tips in section 2.4.

5. Black Market Items

|5.1| Using the black market

Within the station square garden, you'll find a double door next to the exit. This mysterious door leads to the chao black market.

Don't be deterred by the name, the black market is more like a chao general store that carries all the chao goods that you might need while raising your spoiled brats.

The items in the market appear randomly, so there will be different items each time you visit.

These items include special fruit, odd items, and unique chao eggs.

The fruits include stat boosting fruits, tasty fruits, alignment altering fruits, and others.

Almost all of the things in the items section in the black market are hats for your chao.

hats? Yes, hats. After they've been given certain animals, chao will have the ability to wear hats. so what are these hats good for? Absolutely nothing =P
Hats are just there for you to look at and say "wow! That chao has a hat!".
Hats are more like masks, as they always cover the chao's entire head. After you give a chao a hat, you can't remove it. The only way to get a hat off a chao is to simply wait for the chao to get bored with it and take it off.
And then there's the.... other way...
If you really hate a hat, you can attack or throw a chao to make the hat fall off...

If you're bored with the normal chao, you can buy specialty eggs from the market. All of these chao have set colors. So if you buy a red egg, that chao will always be red, regardless of class or alignment.

|5.2| List of items

(Incomplete list)

Fruit:

Hero fruit: 120 hero trait fruit

Dark fruit: 120 dark trait fruit

Heart Fruit: 300 egg-fertility fruit

Chao fruit: 200 skill fruit

Triangular fruit: 80 delicious triangle fruit

Cubicle fruit: 80 delicious cubicle fruit

Round fruit: 80 delicious round fruit

Items:

Mushroom: 300 very nutritious mushroom

Apple: 2000 huge apple!

Cardboard box: 2000 cardboard box

Empty can: 4000 empty fruit can

Paper bag: 4000 grocery store paper bag

Pan: 2000 worn out pan

Stump: 4000 big tree stump

Bucket: 6000 worn out bucket

Flower pot: 6000 big flower pot

Watermelon: 6000 large watermelon

Wool beanie (yellow): 8000 warm stripes

Wool beanie (blue): 10000 warm stripes

Wool beanie (black): 20000 warm stripes

Eggs:

White egg: 400 slightly rare egg

Blue egg: 500 slightly rare egg

Red egg: 500 slightly rare egg

Yellow egg: 500 slightly rare egg

Aqua egg: 600 slightly rare egg

Pink egg: 600 slightly rare egg

Orange egg: 600 slightly rare egg

Green egg: 800 slightly rare egg

Brown egg: 800 slightly rare egg

Purple egg: 800 slightly rare egg

Gray egg: 1000 slightly rare egg

Light green egg: 1500 slightly rare egg

Shiny white egg: 4000 moderately rare egg

Shiny red egg: 5000 moderately rare egg

Shiny blue egg: 5000 moderately rare egg

Shiny aqua egg: 6000 moderately rare egg

Shiny brown egg: 8000 moderately rare egg

Shiny gray egg: 10000 moderately rare egg

Shiny light green egg: 15000 moderately rare egg

6. Chao Garden Locations

This is pretty important, since you can't raise chao unless you're in a garden!

|6.1| Station square garden

Inside the hotel, the left elevator door will open. Step inside and stand a second.

This is the main garden where you should base your chao raising operation, as this is the only garden that has a door leading to the chao races and the black market.

This garden is full of helpful instruction TV's, so this is a good beginner garden, too.

The garden has a moderately sized wading pool (it痴 Olympic sized for your chao =P). In the center of the pool is a little chao shrine and fountain.

|6.2| Mystic ruins garden

Behind tail's workshop there's a cave. Inside the cave you'll find a mine cart.

This garden is littered with ruins and they make looking after a chao really hard.

There isn't much land. The center is all water with ruins scattered everywhere. Chao will fall into water often.

|6.3| Egg carrier garden

Inside the egg carrier, in the back you'll find some buttons on the floor with letters on them. Press the buttons in the order of E-G-G-M-A-N to open the door.

This is my favorite garden, it has a tropical island feel to it.

The center is a rising hill, at the top is a little eggman observatory.

On one side of the island there's a giant rocket dud that apparently crashed into the island =P

Inside each garden there will be little warp pads for quick access to the other gardens
Once you've found them.

7. Special Eggs

There are some very special eggs that cannot be purchased in the black market. These eggs will require you to go out in the adventure fields to find them.

|7.1| Black egg

In the egg carrier prison, the black egg is in one of the cells. You值1 need to smash the button on the floor with Amy痴 hammer or jump on the switch with big to open the door to the brig.

The original black egg in SA1 for DC looked like a normal egg, but black. It had little yellow spots on it.

In SADX, the egg is jet black.

The chao that comes out of this egg will normally have an evil grin (go figure).

|7.2| Silver egg

In the mystic ruins, there痴 a pool of water next to the cart leading into the forest. Drop down into the water and go over to the side of the mountain that the cave leading to windy valley is on. On the ground level next to the water, there is a ledge thingy jutting out. Move into the ledge and it will push in. Look at the waterfall and the egg will have been released. When the egg is done floating, it's all yours.

The silver egg is my favorite. It痴 all metallic and cool ^^

|7.3| Gold egg

This one's a bit tricky. Downtown, across the street from the burger place there's a store. The gold egg is in the window. Pick it up, it's yours! (That wasn't very hard) but what's this? The door is locked! Place the egg back on its pedestal to unlock the door. What are we going to do??? Fear not! It痴 time for the old switch-er-oo. Behind one of the brick walls outside the store, there痴 a small egg shaped rock. Get the idea? Take the rock into the store and switch it with the egg. The gold egg is all yours (for real this time).

This is just like the silver chao, only gold....

8. Chao Races

If you're going to get the last 5 emblems in the game, you're gonna have to train a serious racing chao to get them.

|8.1| Getting to know the races

For a chao racing beginner, the chao race is incredibly confusing. A maelstrom of chao blathering and changing camera angles. But once you know what the hell is going on, things aren't as confusing.

You start out with the camera on your chao. But as you go on, the camera will automatically switch to other chao. This is very annoying, and I still have no idea why sonic team put this feature in the game to begin with...

On the left hand side of the screen are circles with numbers. These represent chao. The order of the numbers indicates what place the chao are in. your chao is chao #1. To switch between chao, use the left and right on the D-pad. Switching between chao can help you see how well your chao is doing.

Now the annoying part; the cheering. When a chao gives off a bunch of sparklies, pressing any button will trigger a random character voice to shout words of encouragement, and the chao will gain a burst of speed. This can be very helpful for your chao. But for some reason, sonic team made it possible to cheer for OTHER CHAO. When another chao gives off sparklies, the camera automatically switches over to that chao, and pressing the buttons will cheer for that chao. This is so annoying...

|8.2| Beginner races

Beginner races are the first races available, and come in a set of 4 (a fifth becomes available when the first 4 are completed). Each having its own features that different chao with different stats will benefit from.

-|Pearl course| "Strong chao can take advantage of this course."

Your chao must push a ball for a short distance and then race to the finish. a fast and moderately strong chao will have no problem.

-|Amethyst Course| "Chao that can fly can take advantage of this course."

Either a really fast chao or a chao that's moderately fast and can fly well will do just fine on the first half of the entire chao race course.

-|Sapphire Course| "Strong chao, and chao that can swim well can take advantage of this course."

A fast chao is all that's necessary here. Once the chao has a dominating lead, climbing up the wall at the end wont be a threat. And then there's the swim across the pond at the end. again, with a dominating lead, a fast chao with moderate swimming ability can still win easily.

-|Ruby course| "Chao that can swim well can take advantage of this course."

Ready to cheat? Sure, a chao that can swim well is the obvious choice, but once again, a

fast chao can win here. If your chao is fast enough to get in the water first, the other chao will do their part to push your chao to the finish line =D

-|Emerald course| "Chao who are strong all around can take advantage of this course." Various challenges await your chao as all of its abilities will be tested in strength, running, flying, and swimming, as it works its way through the entire chao race course.

|8.3| Jewel races

After you beat the first 5 courses in beginner, the jewel courses will be available. Ooo, jewel courses. Don't ~~推~~ get too excited, the jewel courses are exactly the same as the beginner courses, only now your competition is much better than your chao.

Once you start racing an evolved chao, the real fun starts =D

Opposing chao will always be similar to your chao. So if you're racing a running chao, the other chao will be forms of running chao too, even if you're playing beginner races, the other chao will also be evolved. But that's not what's so fun when you're racing an evolved chao. No, the real fun is just watching the zany action on the screen...

|8.4| Party races

If you've conquered all the races and have an all-star team lineup of the greatest chao in history in your garden, why not pin them against eachother?

In party race, you can race your own chao against... more of your own chao ^^

9. Special Chao

There are chao that really stand out. these chao... are the special chao.

|9.1| Sonic chao

This chao is requested a lot, and a lot of people have this chao.

The sonic chao is a chao that looks like sonic (duh). It ~~痴~~ is blue and has spikes and ears just

like our blue friend.

A sonic chao is a neutral/running/running chao.

A neutral/running chao is green, and has short spikes. But as second evolution transgresses it into a neutral/running/running chao, it will slowly turn blue and get more spikes.

|9.2| Shadow chao

Yep, there's a shadow chao in SADX.

It痴 a dark/running/running chao.

A dark/running chao looks nothing like shadow. It has little tiny green streaks on its head. But as it becomes a dark/running/running chao, you'll start to see the resemblance.

|9.3| NiGHTs chao

This is a very popular chao. People are always asking how to get one....

In case you don't know, NiGHTs was a fantastic game on the ill-fated Sega Saturn. This chao looks like the main character of the games, nights.

A nights chao is a neutral/flying/flying chao.

A neutral/flying chao is pink with small curled horns. As it becomes a neutral/flying/flying chao, it will get dark purple, and the horns will get longer.

|9.4| Tails chao

This chao is impossible to attain unless you have PSO (Phantasy Star Online) and a link cable. So unless you have PSO and a link cable just keep browsing...

In PSO, play the hunters guild mission "the fake in yellow". When you finish it, return to the pioneer, go back, and return to the planet.

There will be a lot of rag pappies in the area, as well as a waterfall and a stream. Talk to the pappies a few times, then walk over to the water fall. Wait in front of the waterfall for a few minutes (could be sooner, could be longer). Eventually a chao will appear. It will dance, it will sing, and it will be very cute ^^

Now a GBA on a stick has appeared at the pioneer. Go to the pioneer and stand on the GBA,

make sure your GBA is connected and turned on before you stand on it though. You will be given the option to download a tails chao onto a tiny chao garden (sonic advance not required).

Once you get the chao on the GBA, you can transport it to SADX or SA2B.

The tails chao look a lot like tails.

Tails chao cannot evolve, and their appearance can't be changed. They will always look the same. It is also impossible to mate them.

|9.5| Knuckles and Amy chao

Don't get too excited. You can't get these chao.

These chao were once available at a Sega special event to lucky gamers who brought their memory cards.

Unless you went to this event or know someone who did, you're SOL in getting a knux or Amy chao.

(But of course you could always use a gameshark you cheater!)

|9.6| See-through chao

These chao are only partially visible, so you'll have a little trouble looking after them ^^

Sometimes you'll even get a completely invisible chao (you can only see the eyes, the chao ball, and the wings).

To get a see-through or invisible chao, you must breed either a gold or silver chao with any shiny chao purchased in the black market.

10. Chaos chao

Chaos chao are the hardest chao to get in the game. That's why they get their own section apart from special chao.

There are 3 variation of the chaos chao, depending their alignment. But before you decide which you want, you'll have to actually get to the point where a chao is eligible to become a chaos chao.

TO GET A CHAOS CHAO:

A chao must be on its third life (has to die and be reincarnated twice).

When a chao is born on its third life, give it ONE of each of the 15 animals BEFORE it evolves.

Remember, only ONE of each of the animals.

If you did everything right, your chao will evolve into a chaos chao. And depending on its alignment, you'll get one of the 3 variations:

10.1 Light chao

This is the neutral chaos chao. It痴 the original chaos chao, the only chaos chao that was attainable in the original SA1.

It looks just like chaos 0 (thus the name).

10.2 Angel chao

This is the hero chaos chao.

Thus its name, it kinda looks like an angel.

It痴 all white, and seems to have a little aura of light around it sometimes....

10.3 Devil chao

This is the dark chaos chao.

This is a very sinister looking chao. Thus its name! The devil chao!

It has curved horns on the top of its head, and its chao ball is a flame.

11. The chao transporter

In each of the chao gardens, there is a chao transporter. This is a little pad thing

with a GBA on the top of it.

If you have a link cable for the GBA to the GC, you can have a lot of fun with this. If not, then there's still stuff to do in the transporter.

Pick up a chao in the garden and step on the pad on the transporter to access it.

11.1 Drop off

This is the first option. it allows you to transport your chao to the GBA to go on an adventure in the little chao mini game.

It also allows you to transport chao from SADX to SA2B.

11.2 Pick up

When your chao has had enough in the mini game, or if you want to retrieve a chao you're transporting from SA2B, you can select this option to get the chao back into the garden.

11.3 Name

Here you can name your chao. You don't need a link cable to do it.

11.4 Good-bye

Sick of a certain chao and never want to see it again?

Select this option to send the chao into the eternal void of chao limbo =P

You get a lot of 殿 "Are you sure?" screens, so you're not going to kill your chao on accident ^^

11.5 Quit

This is a very simple and self-explanatory option. It exits the chao transporter.

12. Conclusion and credits

Chao will probably keep you entertained for hours on end. There is so much to do and so much to see in the chao world. Experiment and create your own chao breeding secrets.

Credits:

Entire FAQ- Timber Wolf

If you've spotted any mistakes, or you would like to add to my FAQ, email me at

TimberWolfMI6@yahoo.com

And i'll put you in the credits.

(While you CAN email me, it would be best to send me a NeOPM since I don't check my yahoo mail that often ^^)

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