

Sonic Gems Collection Museum Guide

by Angnix

Updated to v1.25 on Oct 13, 2005

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Sonic Gems Collection US Gamecube Version: Museum Guide
Version 1.25 (10/13/05)
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Thanks to:

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Just a brief thanks to people who have e-mailed me with info to improve my guide so far, your name could end up here if you help me out!:

Jarel Jones: page 16 unlock observations, very helpful, thank you!

Alan Bish: music related info.

Chris "Stupid Dufus" Valdez: pointing out I still confuse Sonic Jam with the Sonic and Knuckles collection...

Jordan Rinehart: music related info.

Tails2258: music related info.

Super Saiyan Zero: for writing a great demos FAQs and nicely thanking me in his FAQs for the help I gave him.

Scott Miller: Confirmed month change bug and overall helpful.

Ryion: Music unlock confirmation.

Okuraorca: Told me what pictures 95, 96 and 97 really were,

Version 0.9: 8/24/05

Unlock Hints and Instructions added to museum pages,
corrections will be made in the future if necessary

Info for 4 more demos added

Unlock info for 2 songs added

Errors corrected

Version 0.95: 8/25/05

Info for last 4 demos and final unlockable added

More info added to other demos

Added possible requirements to see puzzle solved items

A few errors fixed

Version 0.951 8/26/05

Page 14 unlock info fixed

A couple minor things

Version 0.96 8/29/05

Added thanks to people that have helped me

Page 16 unlock info revised

More/changed unlock and other info in the demos and
music section

Revised the introduction section a little bit

Version 1.0 8/30/05

Fixed some of the unlock info for Sonic Heroes pictures and
commented on weirdness of unlocking these pictures

More music unlock info

Added Other Sonic Gems Unlockables section

Version 1.1 9/11/05

Corrected info for pictures 95-97

General cleaning up and review of guide, removing pre-version
1 stuff I accidentally left in there.

American logos for this game, Sonic the Fighters was the original Japanese name for the game, while it was called Sonic Championship in America, the logos are the same except for the words. There is also a picture of the Death Egg 2.

1. "SONIC THE FIGHTERS" LOGO of Japanese version

Unlock hint/instructions: Play the game more than once!
Play Sonic the Fighters one time. (The clue is misleading)
Description:

Sonic the Fighters Japanese logo featuring Sonic.

2. "SONIC THE FIGHTERS" SONIC

Unlock hint/instructions: Play the game more than once!
Play Sonic the Fighters one time.
Description: Sonic the Hedgehog 3D model. Sonic standing with one fist raised.

3. "SONIC THE FIGHTERS" TAILS

Unlock hint/instructions: Play the game more than once!
Play Sonic the Fighters one time.
Description:

Tails (Miles Prower) 3D model, he's waving hi.

4. "SONIC THE FIGHTERS" AMY

Unlock hint/instructions: Play the game more than once!
Play Sonic the Fighters one time.
Description:
Amy Rose 3D model, she is holding her trademark Piko Piko hammer. This is the first game she got her hammer, and the last game where she wears her "old style" clothing and hair style.

5. "SONIC THE FIGHTERS" KNUCKLES

Unlock hint/instructions: Play the game more than once!
Play Sonic the Fighters one time.
Description: Knuckles the Echidna 3D model, he is ready to punch.

6. "SONIC THE FIGHTERS" FANG

Unlock hint/instructions: Play the game over 60 minutes
Play Sonic the Fighters more than 60 minutes.
Description:
Fang the Sniper 3D model. This is one of only three games he has appeared in, the other two also on Gems Collection and is kind of unfamiliar to newer fans of the series.

7. "SONIC THE FIGHTERS" BEAN

Unlock hint/instructions: Play the game over 60 minutes
Play Sonic the Fighters more than 60 minutes.
Description:
Bean the Dynamite 3D model. This is the only game Bean even appeared in, even though some think he is modeled after a boss in Tails

Adventure. He
is based upon a Sega game called Dynamite Ducks.

8. "SONIC THE FIGHTERS" ESPIO Unlock hint/instructions: Play
the game over

60 minutes

Play Sonic the Fighters more than 60 minutes.

Description:

Espio the Chameleon 3D model, one hand raised. This is the
second game

Espio appeared in, the first being Knuckles Chaotix, page 8
of the

museum has art from that game. He disappeared for almost 10
years before

he came back in Sonic Heroes and Sonic X.

9. "SONIC THE FIGHTERS" BARK

Unlock hint/instructions: Play the game over 60 minutes

Play Sonic the Fighters more than 60 minutes.

Description:

Bark the Polar bear 3D model. This is the only game Bark
appears in.

10. "SONIC THE FIGHTERS" METAL SONIC

Unlock hint/instructions: Play the game over 120 minutes

Play Sonic the Fighters more than 120 minutes.

Description:

Metal Sonic 3D model. Metal Sonic is an old enemy of Sonic's
first

appearing in Sonic CD, if you are a newer fan that just seen
him in

Heroes, this collection should make you realize that Metal
Sonic has

been in several games in the past but not really on any of
the normal

Genesis games, there have been other robot Sonics, but he is
the most

well known and fearsome.

11. "SONIC THE FIGHTERS" EGGMAN

Unlock hint/instructions: Play the game over 120 minutes

Play Sonic the Fighters more than 120 minutes.

Description:

Eggman (Dr. Robotnik) 3D model. In Sonic the Fighters the
Western name

Robotnik is used, but misspelled Robotnic. This is the
classic Eggman

look, but he has longer legs now, which carry over in the
newer games.

12. "SONIC THE FIGHTERS" SONIC (2)

Unlock hint/instructions: Play the game 5 times or more!

Play Sonic the Fighters 5 times.

Description:

Sonic 3D model. In this picture he is in a more active pose.

13. "SONIC THE FIGHTERS" KNUCKLES (2)

Unlock hint/instructions: Play the game 5 times or more!

Play Sonic the Fighters 5 times.

Description:

Knuckles 3D model.

14. "SONIC THE FIGHTERS" TAILS (2)

Unlock hint/instructions: Play the game 5 times or more!

Play Sonic the Fighters 5 times.

Description:

Tails 3D model. Tails is flying.

15. "SONIC THE FIGHTERS" KNUCKLES (3)

Unlock hint/instructions: Play the game 5 times or more!

Play Sonic the Fighters 5 times.

Description:

Knuckles 3D model. Knuckles is gliding.

16. "SONIC THE FIGHTERS" FANG (2)

Unlock hint/instructions: Play the game 5 times or more!

Play Sonic the Fighters 5 times.

Description:

Fang 3D model. Fang is sporting his trademark cork gun.

17. "SONIC THE FIGHTERS" MAP

Unlock hint/instructions: Play the game 5 times or more!

Play Sonic the Fighters 5 times.

Description:

Death Egg 2 3D model. The first Death Egg saga lasted through the games

Sonic 2, Sonic 3 and Sonic and Knuckles for Genesis and is a huge round

battleship with space travel capabilities, the Death Egg 2 has many

additional parts coming off of it. The Death Egg also appears in the

newer game Sonic Battle for GBA which is another Sonic fight game.

18. "SONIC THE FIGHTERS" US POP

Unlock hint/instructions: Play the game over 120 minutes

Play Sonic the Fighters more than 120 minutes.

Description:

And advertisement for Sonic the Fighters.

19. "SONIC THE FIGHTERS" LOGO of US Version

Unlock hint/instructions: Play the game 10 times or more!

Play Sonic the Fighters 10 times.

Description: Sonic Championship US logo. The Game was originally released in the US

as Sonic Championship and the logo is the same as the Japanese except it

says Championship where the Japanese logo says The Fighters.

20. "SONIC THE FIGHTERS" SUPER SONIC

Unlock hint/instructions: Clear Sonic the Fighters!

Beat Arcade Mode with any character.

Description:

Super Sonic 3D model. Super Sonic is playable in Sonic the Fighters if

you can get through every match as Sonic without losing, then going

into Hyper Mode during the second round of the Metal Sonic match.

24. "SONIC CD" EGGMAN

Unlock hint/instructions: Play the game 5 times or more!

Play Sonic CD 5 times.

Description:

Sonic CD official artwork of Eggman. He seems kind of happy in this picture as he stand with his arms open wide.

25. "SONIC CD" METAL SONIC

Unlock hint/instructions: Play over 120 minutes

Play Sonic CD over 120 minutes.

Description:

Sonic CD official artwork of Metal Sonic. Sonic CD is the first appearance of Metal Sonic, he has changed little over the years, except when he transforms that is...

26. "SONIC CD" ENEMY

Unlock hint/instructions: -

Play Sonic CD one time.

Description:

Mosquito Badnik CG artwork. Found in Palmtree Panic. This little Badnik (what Eggman's robots are called in the older games) also appears in Sonic Triple Trouble, and Knuckles Chaotix, compare this picture to picture 148.

27. "SONIC CD" ENEMY

Unlock hint/instructions: -

Play Sonic CD one time.

Description:

Bug Badnik CG artwork. Found in Palmtree Panic.

28. "SONIC CD" ENEMY

Unlock hint/instructions: -

Play Sonic CD one time.

Description:

Butterfly Badnik CG artwork. Found in Palmtree Panic.

29. "SONIC CD" ENEMY

Unlock hint/instructions: Play over 60 minutes

Play Sonic CD over 60 minutes.

Description:

Mantis Badnik CG artwork. Found in Collision Chaos.

30. "SONIC CD" ENEMY

Unlock hint/instructions: Play over 60 minutes

Play Sonic CD over 60 minutes.

Description:

Badnik CG artwork.

31. "SONIC CD" ENEMY

Unlock hint/instructions: Play over 60 minutes

Play Sonic CD over 60 minutes.

Description:

Spider Badnik CG artwork. Found in Quartz Quadrant.

32. "SONIC CD" ENEMY

Unlock hint/instructions: Play the game 5 times or more!

Play Sonic CD 5 times.

Description:

Snail Badnik CG artwork. Found in Quartz Quadrant.

33. "SONIC CD" ENEMY

Unlock hint/instructions: Play the game 5 times or more!

Play Sonic CD 5 times.

Description:

Badnik CG artwork.

34. "SONIC CD" ENEMY

Unlock hint/instructions: Play the game 5 times or more!

Play Sonic CD 5 times.

Description:

Badnik CG artwork.

35. "SONIC CD" ENEMY

Unlock hint/instructions: Play over 120 minutes

Play Sonic CD over 120 minutes.

Description:

Saw Badnik CG artwork. Found in Metallic Madness.

36. "SONIC CD" ENEMY

Unlock hint/instructions: Play over 120 minutes

Play Sonic CD over 120 minutes.

Description:

Wasp Badnik CG artwork. Found in Metallic Madness.

37. "SONIC CD" ENEMY

Unlock hint/instructions: Play over 120 minutes

Play Sonic CD over 120 minutes.

Description:

Badnik CG artwork.

38. "SONIC CD" EGG-HVC-001

Unlock hint/instructions: Play over 120 minutes

Play Sonic CD over 120 minutes.

Description:

Palmtree Panic boss, Bad Future coloring.

39. "SONIC CD" Main Illustration

Unlock hint/instructions: Play the game 10 times or more!

Play Sonic CD 10 times.

Description:

Elaborate illustration depicting the little planet, Eggman, Metal Sonic, Amy and Sonic and a pocket watch.

40. "SONIC CD" Main Illustration (2)

Unlock hint/instructions: Clear Sonic CD!

Clear the game with any ending.

Description:

Metal Sonic and Sonic ready to fight on a black background, blue energy surrounds Sonic's hand and Metal Sonic glows pink.

47. "SONIC R" AMY

Unlock hint/instructions: Play the game over 60 minutes

Play Sonic R over 60 minutes.

Description:

Amy 3D game model and her car.

48. "SONIC R" EGGMAN

Unlock hint/instructions: play the game 5 times or more!

Play Sonic R 5 times.

Description:

Eggman 3D game model in his Eggmobile.

49. "SONIC R" SONIC & KNUCKLES

Unlock hint/instructions: Play the game over 120 minutes

Play Sonic R over 120 minutes.

Description:

Sonic and Knuckles 3D game models with the Sonic R logo in the background.

50. "SONIC R" RESORT ISLAND

Unlock hint/instructions: -

Play Sonic R one time.

Description:
An overhead drawing of the Resort Island racetrack.

51. "SONIC R" RADICAL CITY

Unlock hint/instructions: Play the game over 60 minutes

Play Sonic R over 60 minutes.

Description:

An overhead drawing of the Radical City racetrack.

52. "SONIC R" REGAL RUIN

Unlock hint/instructions: play the game 5 times or more!

Play Sonic R 5 times.

Description:

An overhead drawing of the Regal Ruin racetrack.

53. "SONIC R" REACTIVE FACTORY

Unlock hint/instructions: Play the game over 120 minutes

Play Sonic R over 120 minutes.

Description:

An overhead drawing of the Reactive Factory racetrack.

54. "SONIC R" Illustration 1

Unlock hint/instructions: Play the game 10 times or more!

Play Sonic R 10 times.

Description:

3D game models of Sonic, Tails, Knuckles, Amy and Eggman racing.

55. "SONIC R" Illustration 2

Unlock hint/instructions: play the game 10 times or more!

Play Sonic R 10 times.

Description:

3D game models of Sonic, Tails, Knuckles, Amy and Eggman running to the left with a streak effect Resort Island background.

56. "SONIC R" Illustration 3

Unlock hint/instructions: Clear Sonic R!

Description:

Classic Style Official Artwork. Sonic Running.

63. "SONIC The Screen Saver"

Unlock hint/instructions: Play the game for a total of 90 minutes!

Play the three main games of Sonic Gems a total of 90 minutes.

Description:

Classic Style Official Artwork. Sonic Clapping

64. "SONIC The Screen Saver"

Unlock hint/instructions: Play the game for a total of 120 minutes!

Play the three main games of Sonic Gems a total of 120 minutes.

Description:

Classic Style Official Artwork. Sonic standing with arms crossed.

65. "SONIC The Screen Saver"

Unlock hint/instructions: Play the game for a total of 150 minutes!

Play the three main games of Sonic Gems a total of 150 minutes.

Description:

Classic Style Official Artwork. Sonic standing.

66. "SONIC The Screen Saver"

Unlock hint/instructions: -

Play the three main games of Sonic Gems a total of 30 minutes.

Description:

Classic Style Sonic Official Artwork CD style. Another typical Sonic pose pointing toward the sky.

67. "SONIC The Screen Saver"

Unlock hint/instructions: Play the game for a total of 90 minutes!

Play the three main games of Sonic Gems a total of 90 minutes.

Description:

Classic Style Sonic Official Artwork CD style. Sonic with three fingers held up.

68. "SONIC The Screen Saver"

Unlock hint/instructions: Play the game for a total of 120 minutes!

Play the three main games of Sonic Gems a total of 120 minutes.

Description:

Classic Style Sonic Official Artwork CD style. Sonic standing.

69. "SONIC The Screen Saver"

Unlock hint/instructions: Play the game for a total of 150 minutes!

Play the three main games of Sonic Gems a total of 150 minutes.

Description:

Classic Style Sonic Official Artwork CD style. Sonic arms crossed.

70. "SONIC The Screen Saver"

Unlock hint/instructions: Play the game for a total of 150 minutes!

Play the three main games of Sonic Gems a total of 150 minutes.

Description:

Classic Style Sonic Official Artwork CD style. Sonic semi-curved up and ready for action.

71. "SONIC The Screen Saver"

Unlock hint/instructions: -

Play the three main games of Sonic Gems a total of 30 minutes.

Description:

Classic Style Official Artwork. Sonic is holding a bouquet of flowers and is standing in front of a heart.

72. "SONIC The Screen Saver"

Unlock hint/instructions: Play the game for a total of 60 minutes!

Play the three main games of Sonic Gems a total of 60 minutes.

Description:

Classic Style Official Artwork. Sonic on Skis.

73. "SONIC The Screen Saver"

Unlock hint/instructions: Play the game for a total of 90 minutes!

Play the three main games of Sonic Gems a total of 90 minutes.

Description:

Classic Style Official Artwork. Sonic wearing a bowtie and standing next to a jukebox.

74. "SONIC The Screen Saver"

Unlock hint/instructions: Play the game for a total of 120 minutes!

Play the three main games of Sonic Gems a total of 120 minutes.

Description:

Classic Style Official Artwork. Sonic wearing a green jacket and standing next to a bicycle.

75. "SONIC The Screen Saver"

Unlock hint/instructions: Play the game for a total of 150 minutes!

Play the three main games of Sonic Gems a total of 150 minutes.

Description:

Classic Style Official Artwork. Sonic holding a helmet and a Green Flicky with

Description:

Sonic Drift Official Artwork. Sonic in his red Sonic Drift car. Sonic Drift is a Gamegear game, only a demo of this game is on Sonic Gems Collection.

82. "SONIC The Screen Saver"

Unlock hint/instructions: -
Play the three main games of Sonic Gems a total of 30 minutes.

Description:

Sonic Drift Official Artwork. Sonic standing next to his red car.

83. "SONIC The Screen Saver"Unlock hint/instructions: -
Play the three main games of Sonic Gems a total of 30 minutes.

Description:

Sonic Drift Official Artwork. Tails standing next to his yellow car.

84. "SONIC The Screen Saver"

Unlock hint/instructions: Play the game for a total of 60 minutes!
Play the three main games of Sonic Gems a total of 60 minutes.

Description:

Sonic Drift Official Artwork. Eggman standing next to his Eggmobile.

85. "SONIC The Screen Saver"

Unlock hint/instructions: Play the game for a total of 90 minutes!
Play the three main games of Sonic Gems a total of 90 minutes.

Description:

Sonic Drift Official Artwork. Amy holding and umbrella with the words Sonic Drift on it and standing next to her blue car.

86. "SONIC The Screen Saver"

Unlock hint/instructions: Play the game for a total of 90 minutes!
Play the three main games of Sonic Gems a total of 90 minutes.

Description:

Sonic Drift Official Artwork. Sonic, Tails, Amy and Eggman racing.

87. "SONIC The Screen Saver"

Unlock hint/instructions: -
Play the three main games of Sonic Gems a total of 30 minutes.

Description: Sonic the Hedgehog Official Artwork. Sonic standing in front of a Green Hill Zone background, this image appears on the box and game cartridge.

This Genesis game is only a demo on Sonic Gems Collection.

88. "SONIC The Screen Saver"

Unlock hint/instructions: Play the game for a total of 60 minutes!
Play the three main games of Sonic Gems a total of 60 minutes.

Description:

Sonic the Hedgehog 2 Official Artwork. Sonic and Tails standing in front of

a 2 being crushed by Eggman, this image appears on the box and game cartridge of this game. This Genesis game is only a demo on Sonic Gems Collection.

89. "SONIC The Screen Saver"

Unlock hint/instructions: Play the game for a total of 60 minutes!

Play the three main games of Sonic Gems a total of 60 minutes.

Description:

Sonic the Hedgehog 2 Official Artwork. Sonic and Tails stand next to a 2.

90. "SONIC The Screen Saver"

Unlock hint/instructions: -

Play the three main games of Sonic Gems a total of 30 minutes.

Description:

Sonic the Hedgehog Game Gear Official Artwork. Sonic runs across a bridge being chased by Badniks in the Bridge Zone. This Gamegear game is only a demo in Sonic Gems Collection.

91. "SONIC The Screen Saver"

Unlock hint/instructions: Play the game for a total of 60 minutes!

Play the three main games of Sonic Gems a total of 60 minutes.

Description:

Sonic the Hedgehog 2 Game Gear Official Artwork. Sonic hang glides through the Sky High Zone while Tails runs on the ground below Badniks and Eggman's Eggmobile are in the air. Game included in Gems.

92. "SONIC The Screen Saver"

Unlock hint/instructions: Play the game for a total of 90 minutes!

Play the three main games of Sonic Gems a total of 90 minutes.

Description:

Sonic Spinball Official Artwork. Sonic is near a pinball paddle, Eggman looks angry, and there is lava and a volcano in the background under a stormy sky.

93. "SONIC The Screen Saver"

Unlock hint/instructions: Play the game for a total of 120 minutes!

Play the three main games of Sonic Gems a total of 120 minutes.

Sonic Drift 2 Official Artwork. All of the racers speed around a corner.

Game included in Gems.

94. "SONIC The Screen Saver"

Unlock hint/instructions: Play the game for a total of 60 minutes!

Play the three main games of Sonic Gems a total of 60 minutes.

Description:

Tails Sky Patrol Official Artwork. Tails holding a ring is flying away from enemies. Game included in Gems.

95. "SONIC The Screen Saver"

Unlock hint/instructions: Play the game for a total of 150 minutes!

Play the three main games of Sonic Gems a total of 150 minutes.

Description:

Sonic 3 European Cover Official Artwork. Sonic is striking a pose and Knuckles looks on with fist raised in the Carnival Night Zone.

96. "SONIC The Screen Saver"

Unlock hint/instructions: Play the game for a total of 90 minutes!

Play the three main games of Sonic Gems a total of 90 minutes.

Description:

Sonic Chaos Master System Version Cover Official Artwork. Sonic and Tails going through a zone, Badniks look on and there are three very pretty rings at the top.

97. "SONIC The Screen Saver"

Unlock hint/instructions: Play the game for a total of 60 minutes!

Play the three main games of Sonic Gems a total of 60 minutes.

Description:

Sonic Chaos Gamegear Version Official Artwork. Sonic is on a spring bouncing through a place with purple and blue crumbling rocks, Tails is flying in the background and of course so is an angry Eggman.

98. "SONIC The Screen Saver"

Unlock hint/instructions: Play the game for a total of 150 minutes!

Play the three main games of Sonic Gems a total of 150 minutes.

Description:

Sonic the Hedgehog 3 Official Artwork. Sonic is standing in the Angel Island Zone holding up three fingers, Tails is flying in the background, Eggman is about to torch the forest, and creepy eyes look at them from under a bush.

This artwork appears on the box and cartridge of Sonic 3.

This game is just a demo in Gems.

99. "SONIC The Screen Saver"

Unlock hint/instructions: Play the game for a total of 90 minutes!

Play the three main games of Sonic Gems a total of 90 minutes.

Description: Official Artwork Scene. Sonic seems to be

Description:

Official Artwork Scene. Sonic is sitting on a briefcase waiting for a

bus?

why don't you just run there Sonic! Run Sonic Run!

104. "SONIC The Screen Saver"

Unlock hint/instructions: Play the game for a total of 150 minutes!

Play the three main games of Sonic Gems a total of 150 minutes.

Description:

Official Artwork Scene. Sonic in France? Sonic seems to be buying baguettes and apples in a lovely fall French street side market scene.

105. "SONIC The Screen Saver"

Unlock hint/instructions: Play the game for a total of 180 minutes!

Play the three main games of Sonic Gems a total of 180 minutes.

Description:

Sonic 2 Official Artwork Scene. Sonic and Tails pose in front of a red 2.

Is it just me, or does it look like Tails is about to spay the 2 like a tomcat?

106. "SONIC The Screen Saver"

Unlock hint/instructions: Play the game for a total of 180 minutes!

Play the three main games of Sonic Gems a total of 180 minutes.

Description:

Official Artwork Scene. Sonic that Tails stand under a Welcome sign to a SEGA-themed futuristic theme park.

107. "SONIC The Screen Saver"

Unlock hint/instructions: Play the game for a total of 210 minutes!

Play the three main games of Sonic Gems a total of 210 minutes.

Description:

Official Artwork Scene. Sonic peers into a telescope at the night sky?

while Tails is sitting on his mailbox with his head right in front of the

lens? Move Tails, Move!

108. "SONIC The Screen Saver"

Unlock hint/instructions: Play the game for a total of 210 minutes!

Play the three main games of Sonic Gems a total of 210 minutes.

Description:

Official Artwork Scene. Sonic is relaxing on a beach chair under an

umbrella

on the beach while Tails is dressed as a little server and

serves him
drinks.
Sonic's got it made?

109. "SONIC The Screen Saver"

Unlock hint/instructions: Play the game for a total of 210 minutes!

Play the three main games of Sonic Gems a total of 210 minutes.

Description:

Official Artwork Scene. Some sort of weird space scene, Sonic is on a magic bike it appears and Tails seems to be flying like he is Superman? There is a blue neon looking sign in the background in light blue saying ?WAY COOL? and the Death Egg looms above.

110. "SONIC The Screen Saver"

Unlock hint/instructions: Play the game for a total of 240 minutes!

Play the three main games of Sonic Gems a total of 240 minutes.

Description:

Official Artwork Scene. Christmas scene, Sonic is reading a book, with champagne on the table next to a Christmas tree, Tails is standing outside looking at him through a window. This picture always creped me out? why is Tails outside? I don't know, this picture has always looked weird to me?

111. "SONIC The Screen Saver"

Unlock hint/instructions: Play the game for a total of 240 minutes!

Play the three main games of Sonic Gems a total of 240 minutes.

Description:

Official Artwork Scene. Sonic is standing in a superhero like pose wearing a cape, in the background is a green sphere with a banner that says "Super Sonic" and a bunch of tan tatan things?

112. "SONIC The Screen Saver"

Unlock hint/instructions: Play the game for a total of 240 minutes!

Play the three main games of Sonic Gems a total of 240 minutes.

Description:

Official Artwork Scene. Christmas scene, Sonic in a Santa

outfit holding
a bag
of toys over a wintery city.

113. "SONIC The Screen Saver"

Unlock hint/instructions: -

Play the three main games of Sonic Gems a total of 120 minutes.

Description:

Official Artwork Scene. Relay race scene, Sonic is holding a baton and Tails is waving in the background. ?Hey You!!? is in big orange letters.

114. "SONIC The Screen Saver"

Unlock hint/instructions: -Play the three main games of Sonic Gems a total of 120 minutes.

Description:

Official Artwork Scene. Sonic kicking a soccer ball in a stadium wearing soccer shoes.

115. "SONIC The Screen Saver"

Unlock hint/instructions: -

Play the three main games of Sonic Gems a total of 120 minutes.

Description:

Official Artwork Scene. Sonic catching a football on a football field.
(for all the non-Americans pic 114 is Football while 115 is American Football :P)

116. "SONIC The Screen Saver"

Unlock hint/instructions: Play the game for a total of 180 minutes!

Play the three main games of Sonic Gems a total of 180 minutes.

Description:

Official Artwork Scene. Sonic and Tails in a red car with racing goggles on their forehead seemed to have won a race, a banner with the words ?Cannon Ball Grand Prix? appears in the background along with a cheering crowd and confetti and balloons. Cannonball was a great movie?

117. "SONIC The Screen Saver"

Unlock hint/instructions: Play the game for a total of 150 minutes!

Play the three main games of Sonic Gems a total of 150 minutes.

Description: Official Artwork Scene. Halloween, Sonic in a vampire cape points,

minutes.

Description:

Official Artwork Scene. Sonic playing tennis, opps, he missed the ball?

122. "SONIC The Screen Saver"

Unlock hint/instructions:

Unlock hint/instructions: Play the game for a total of 180 minutes!

Play the three main games of Sonic Gems a total of 180 minutes.

Description:

Official Artwork Scene. Christmas scene. Tails plays the piano while Sonic is sort of posing or something. A cute reef is in the corner of the picture.

123. "SONIC The Screen Saver"

Unlock hint/instructions: Play the game for a total of 180 minutes!

Play the three main games of Sonic Gems a total of 180 minutes.

Description:

Official Artwork Scene. Sonic is climbing up the side of a cliff in a canyon, holding Tails by the hand and pulling him up. Fly Tails, Fly!

124. "SONIC The Screen Saver"

Unlock hint/instructions: Play the game for a total of 210 minutes!

Play the three main games of Sonic Gems a total of 210 minutes.

Description:

Official Artwork Scene. A lakeside scene, Sonic and Tails are above holding onto a rope, various small animals and Eggman play below.

125. "SONIC The Screen Saver"

Unlock hint/instructions: Play the game for a total of 210 minutes!

Play the three main games of Sonic Gems a total of 210 minutes.

Description:

Official Artwork Scene. A beach scene, Sonic and Tails are on a surfboard, Small Animals play on the beach and in the ocean, Eggman is floating on an intertube in the ocean.

126. "SONIC The Screen Saver"

Unlock hint/instructions: Play the game for a total of 210 minutes!

Play the three main games of Sonic Gems a total of 210 minutes.

Description:

Official Artwork Scene. Space scene, Sonic and Tails stand

next to a
telescope,
space exploring Small Animals and aliens play on a little
orange planet.

127. "SONIC The Screen Saver"

Unlock hint/instructions: Play the game for a total of 210
minutes!

Play the three main games of Sonic Gems a total of 210
minutes.

Description:

Official Artwork Scene. Futuristic city scene. Sonic and
Tails chat via

Video

Phone, Small Animals seem to have their own hovercars?

128. "SONIC The Screen Saver"

Unlock hint/instructions: Play the game for a total of 210
minutes!

Play the three main games of Sonic Gems a total of 210
minutes.

Description:

Official Artwork Scene. Sonic and Eggman are riding spiffy
motorcycles

through

a city while Tails looks on.

129. "SONIC The Screen Saver"

Unlock hint/instructions: Play the game for a total of 210
minutes!

Play the three main games of Sonic Gems a total of 210
minutes.

Description:

Official Artwork Scene. Sonic, Eggman and Small Animals
compete in a race.

Tails waves the checkered flag. Does Sonic realize there is a
Flicky

hanging

onto his tail?

130. "SONIC The Screen Saver"

Unlock hint/instructions: Play the game for a total of 240
minutes!

Play the three main games of Sonic Gems a total of 240
minutes.

Description:

Official Artwork Scene. Space scene, Sonic, Eggman and small
animals fly

past

the moon above the Earth. Tails is taking a space walk, and
for some

reason

Santa Clause at the very bottom of the screen seems to have
stars

lassoed?

131. "SONIC The Screen Saver"

Unlock hint/instructions: Play the game for a total of 180
minutes!

Play the three main games of Sonic Gems a total of 180

minutes.

Description:

Official Artwork Scene. Sailboat scene, Sonic and Tails are trying to steer their boat, while Small Animals play and Eggman in his own boat in the background is trying to catch up.

132. "SONIC The Screen Saver"

Unlock hint/instructions: Play the game for a total of 180 minutes!

Play the three main games of Sonic Gems a total of 180 minutes.

Description:

Official Artwork Scene. Christmas scene, Sonic and Tails play with presents in front of a Christmas tree, Small Animals play in the background.

133. "SONIC The Screen Saver"

Unlock hint/instructions: Play the game for a total of 180 minutes!

Play the three main games of Sonic Gems a total of 180 minutes.

Description:

Official Artwork Scene. Winter Scene, Sonic is on skis, Tails on a snowmobile, Small Animals have fun playing in the snow.

134. "SONIC The Screen Saver"

Unlock hint/instructions: Play the game for a total of 240 minutes!

Play the three main games of Sonic Gems a total of 240 minutes.

Description:

Official Artwork Scene. Hot air balloon scene, Sonic and Tails are doing fine? but Eggman's balloon seems to have a leak?

135. "SONIC The Screen Saver"

Unlock hint/instructions: Play the game for a total of 240 minutes!

Play the three main games of Sonic Gems a total of 240 minutes.

Description:

Official Artwork Scene. Airplane scene, Sonic and Tails flying in their red Tornado plane, Eggman and a Pokey (small animal rabbit) have their own planes.

136. "SONIC The Screen Saver"

Unlock hint/instructions: Play the game for a total of 240 minutes!

Play the three main games of Sonic Gems a total of 240 minutes.

70 minutes!

Play Sonic the Hedgehog 2 GG 70 minutes.

Description:

Espio the Chameleon official artwork. This is Espio's first appearance in a game.

144. "CHAOTIX" MIGHTY THE ARMADILLO

Unlock hint/instructions: Play the game 12 times or more!

Play Sonic the Hedgehog 2 GG 12 times.

Description:

Mighty the Armadillo official artwork. Mighty sadly did not come back

with the rest of the Chaotix in Sonic Heroes, his first appearance was in

SegaSonic Arcade in 1993. Mighty is pretty similar to Sonic in abilities.

Will Mighty return? Who knows.

145. "CHAOTIX" VECTOR THE CROCODILE

Unlock hint/instructions: Play over 140 minutes!

Play Sonic the Hedgehog 2 GG over 140 minutes.

Description:

Vector the Crocodile official artwork. This is Vector's first game

appearance, but the truth is he was suppose to be part of Sonic 1's sound test,

it

was a few years before he got into a game, and almost 10 more till he came back

in Sonic Heroes.

146. "CHAOTIX" CHARMY BEE

Unlock hint/instructions: Play the game 20 times or more!

Play Sonic the Hedgehog 2 GG 20 times.

Description:

Charmy Bee official artwork. This is Charmy's first appearance in a game,

but in this game he was officially 16 years old, he lost 10 years in age by

the time he returns in Sonic Heroes!

147. "CHAOTIX" MAP

Unlock hint/instructions: Play the game 20 times or more!

Play Sonic the Hedgehog 2 GG 20 times.

Description:

A Map of Carnival Island where the Chaotix game takes place.

148. "CHAOTIX" ENEMY

Unlock hint/instructions: Play the game 6 times or more!

Play Sonic the Hedgehog 2 GG 6 times.

Description:

Mosquito Badnik CG artwork. Similar to the ones in Sonic CD and Sonic

Triple Trouble, but if I remember correctly this variety explodes when

hitting the ground.

149. "CHAOTIX" ENEMY

Unlock hint/instructions: Play over 70 minutes!

Play Sonic the Hedgehog 2 GG 70 minutes.

Description:

Badnik CG artwork. It's a pink winged Badnik holding a gray object.

150. "CHAOTIX" ENEMY

Unlock hint/instructions: Play the game 12 times or more!

Play Sonic the Hedgehog 2 GG 12 times.

Description:

Badnik CG artwork. A green Badnik that dribbles red balls with yellow stars on them.

151. "CHAOTIX" ENEMY

Unlock hint/instructions: Play over 70 minutes!

Play Sonic the Hedgehog 2 GG 70 minutes.

Description:

Clock Badnik CG artwork. This clock badnik has a swinging yellow spiky pendulum.

152. "CHAOTIX" ENEMY

Unlock hint/instructions: Play the game 12 times or more!

Play Sonic the Hedgehog 2 GG 12 times.

Description:

Badnik CG artwork. This purple badnik has a scary looking spike.

153. "CHAOTIX" ENEMY

Unlock hint/instructions: Play over 140 minutes!

Play Sonic the Hedgehog 2 GG over 140 minutes.

Description:

Badnik CG artwork. A yellow submarine badnik.

154. "CHAOTIX" ENEMY

Unlock hint/instructions: Play the game 20 times or more!

Play Sonic the Hedgehog 2 GG 20 times.

Description:

Badnik CG artwork. A pink badnik with four legs.

155. "CHAOTIX" ENEMY

Unlock hint/instructions: Play the game 20 times or more!

Play Sonic the Hedgehog 2 GG 20 times.

Description:

Badnik CG artwork. A flower-like badnik.

156. "CHAOTIX" ENEMY

Unlock hint/instructions: Play over 140 minutes!

Play Sonic the Hedgehog 2 GG over 140 minutes.

Description:

Hermit Crab Badnik CG artwork. Has blue tank treads and a yellow shell.

157. "CHAOTIX" ENEMY

Unlock hint/instructions: Play the game 20 times or more!

Play Sonic the Hedgehog 2 GG 20 times.

Description:

Butterfly Badnik CG artwork. Purple with silver turbines as wings.

158. "CHAOTIX" ENEMY

Play Sonic Spinball GG 5 times. Description:
Game play scene, Sonic is running through the Emerald Coast Level. The boardwalk and some of the thatched umbrellas are in the background.

162. "SONIC ADVENTURE"

Unlock hint/instructions: Play over 60 minutes!
Play Sonic Spinball GG 60 minutes. Description:
Killer Whale game play scene in Sonic's Emerald Coast level. It is a well known fact that Killer Whales find Hedgehogs a delicacy? na, I just made that up?

163. "SONIC ADVENTURE"

Unlock hint/instructions: Play the game 10 times or more!
Play Sonic Spinball GG 10 times. Description:
Cut scene image, Sonic is standing in front of a police car the first time he ever sees Chaos.

164. "SONIC ADVENTURE"

Unlock hint/instructions: Play over 120 minutes!
Play Sonic Spinball GG 120 minutes. Description:
Cut scene image, Sonic and Tails take off in the classic red Tornado plane from Tail's workshop on their way to intercept the Egg Carrier in the sky.

165. "SONIC ADVENTURE"

Unlock hint/instructions: Play the game 5 times or more!
Play Sonic Spinball GG 5 times. Description:
Cut scene image, from the Final Story, Sonic runs after the wrecked Tornado plane to try to grab the Chaos Emerald before Chaos or Eggman does, a concerned Tails follows him.

166. "SONIC ADVENTURE"

Unlock hint/instructions: Play over 60 minutes!
Play Sonic Spinball GG 60 minutes. Description:
Game play image, Tails snowboards through the Icecap level.

167. "SONIC ADVENTURE"

Unlock hint/instructions: Play over 120 minutes!
Play Sonic Spinball GG 120 minutes. Description:
Cut scene image, Tails faces the Eggwalker boss and is scared because Sonic is not there to help him. Go Tails, you can do it!

168. "SONIC ADVENTURE"

Unlock hint/instructions: Play the game 15 times or more!
Play Sonic Spinball GG 15 times. Description:
Game play image, Tails flies through Speed Highway, trying to beat Eggman

to
his dud missile.

169. "SONIC ADVENTURE"

Unlock hint/instructions: Play over 60 minutes!
Play Sonic Spinball GG 60 minutes. Description:
Game play image, Knuckles digs in Red Mountain while the volcano explodes behind him looking for pieces of the broken Master Emerald.

170. "SONIC ADVENTURE"

Unlock hint/instructions: Play the game 10 times or more!
Play Sonic Spinball GG 10 times. Description:
Cut scene image, Knuckles meets Tikal in a vision from the past.

171. "SONIC ADVENTURE"

Unlock hint/instructions: Play the game 10 times or more!
Play Sonic Spinball GG 10 times. Description:
Game play image, Knuckles glides through the festive Casinopolis looking for pieces of the Master Emerald.

172. "SONIC ADVENTURE"

Unlock hint/instructions: Play the game 5 times or more!
Play Sonic Spinball GG 5 times. Description:
Cut scene image, Amy is running up to Sonic with the little bird she found following her, Eggman is trying to capture the bird. Of course Sonic doesn't want to be the birdie's bodyguard!

173. "SONIC ADVENTURE"

Unlock hint/instructions: Play the game 10 times or more!
Play Sonic Spinball GG 10 times. Description:
Cut scene image, after Amy defeats Zero, Amy's final boss, the birdie is reunited with his family. In Sonic X the birdie is female and named Lily for some reason?

174. "SONIC ADVENTURE"

Unlock hint/instructions: Play the game 5 times or more!
Play Sonic Spinball GG 5 times. Description:
Cut scene image, final Big cut scene, after Big rescued Froggy from Chaos 6 and used Tail's plane to return home, Big and Froggy look out over Mystic Ruins.

175. "SONIC ADVENTURE"

Unlock hint/instructions: Play the game 10 times or more!
Play Sonic Spinball GG 10 times. Description:
Cut scene image, final Big cut scene, Big and Froggy walk through the Mystic Ruins jungle returning home.

Basic Description:

Various pictures from Sonic Adventure 2. Sonic Adventure 2 is of course the sequel to Sonic Adventure. Dr. Eggman is hoping to find a weapon of mass destruction created by his grandfather, Professor Gerald Robotnik, but instead unleashes a mysterious hedgehog named Shadow. Shadow promises to help Eggman conquer the world for setting him free, and it has to do with the ARK, a space colony Gerald designed. Shadow says he is the Ultimate Life Form created by Gerald and proves it by using the Chaos Control ability to affect space and time. But this black hedgehog seems awfully familiar, and who is this Maria that he remembers? Also who is this mysterious Rouge that wants to help them, what are her motives? Play as Sonic, Tails and Knuckles on the Hero side, and Shadow, Rouge and Eggman on the Dark Side. Raise not only regular Chao but also Hero and Dark side Chao. This game is available for Dreamcast and Nintendo Gamecube.

181. "SONIC ADVENTURE 2"

Unlock hint/instructions: Play the game 6 times or more!
Play Sonic Triple Trouble 6 times. Description:
Cut scene image, Sonic is sky surfing on a piece of the GUN helicopter he just escaped from.

182. "SONIC ADVENTURE 2"

Unlock hint/instructions: Play over 70 minutes!
Play Sonic Triple Trouble over 70 minutes.
Play Description:
Game play image, Sonic is grinding on a handrail in the City Escape level.

183. "SONIC ADVENTURE 2"

Unlock hint/instructions: Play the game 12 times or more!
Play Sonic Triple Trouble 12 times. Description:
Game play image, Sonic is traveling on a path of rings using Light Speed Dash in the Metal Harbor level.

184. "SONIC ADVENTURE 2"

Unlock hint/instructions: Play over 70 minutes!
Play Sonic Triple Trouble over 70 minutes.
Description:
Game play image, Sonic is standing in the Metal Harbor level in front of some of the rockets.

185. "SONIC ADVENTURE 2"

Unlock hint/instructions: Play over 70 minutes!

Play Sonic Triple Trouble over 70 minutes.

Description:

Cut scene image, Sonic spots Shadow on the first time standing on top of the wrecked Bigfoot GUN mech.

186. "SONIC ADVENTURE 2"

Unlock hint/instructions: Play the game 12 times or more!

Play Sonic Triple Trouble 12 times. Description:

Cut scene image, Shadow just used Chaos Control and passes Sonic very close by, Sonic realizes just how fast Shadow is.

187. "SONIC ADVENTURE 2"Unlock hint/instructions: Play the game 12 times or more!

Play Sonic Triple Trouble 12 times. Description:

Cut scene image, Shadow holds the Green Chaos Emerald, swirling blue energy around him as he prepares to use Chaos Control.

188. "SONIC ADVENTURE 2"

Unlock hint/instructions: Play the game 12 times or more!

Play Sonic Triple Trouble 12 times. Description:

Game play image, Shadow grinds through the Sky Rail level, creepy pumpkin mountains in the background.

189. "SONIC ADVENTURE 2"

Unlock hint/instructions: Play the game 20 times or more!

Play Sonic Triple Trouble 20 times. Description:

Game play image, Shadow grinds through Sky Rail.

190. "SONIC ADVENTURE 2"

Unlock hint/instructions: Play over 70 minutes!

Play Sonic Triple Trouble over 70 minutes.

Description:

Cut scene image. Shadow stands on top of the bridge before the Radical Highway level with an irritated look.

191. "SONIC ADVENTURE 2"

Unlock hint/instructions: Play the game 6 times or more!

Play Sonic Triple Trouble 6 times. Description:

Cut scene image, Amy, Tails and Knuckles looked kind of surprised in Eggman's Pyramid Base before they blast off into space toward the ARK space colony.

192. "SONIC ADVENTURE 2"

Unlock hint/instructions: Play over 70 minutes!

Play Sonic Triple Trouble over 70 minutes.

Description:

Cut scene image, Tails in his Cyclone walker talks to Amy and asks he why she

was on Prison Island? to save Sonic of course!

193. "SONIC ADVENTURE 2"

Unlock hint/instructions: Play over 140 minutes!

Play Sonic Triple Trouble over 140 minutes.

Description:

Game play image, Tails is floating above a gap under a bridge in the

Mission

Street level trying to evade police? if I remember that area correctly I

think

he is about to die?

194. "SONIC ADVENTURE 2"

Unlock hint/instructions: Play the game 12 times or more!

Play Sonic Triple Trouble 12 times. Description:

Game play image, Knuckles near one of the creepy scarecrows in the

Pumpkin Hill

level, looking for pieces of the broken Master Emerald.

195. "SONIC ADVENTURE 2"

Unlock hint/instructions: Play over 140 minutes!

Play Sonic Triple Trouble over 140 minutes.

Description:

Game play image, Knuckles glides through the Pumpkin Hill level, the

Church Mountain area in the distance.

196. "SONIC ADVENTURE 2"

Unlock hint/instructions: Play the game 12 times or more!

Play Sonic Triple Trouble 12 times. Description:

Game play image, Rouge floats in one of the fans in the Security Hall

level

looking for Chaos Emeralds before the island blows up.

Apparently Sonic

World

money is like US money but with pictures of Sonic on it?

197. "SONIC ADVENTURE 2"

Unlock hint/instructions: Play over 140 minutes!

Play Sonic Triple Trouble over 140 minutes.

Description:

Game play image, Eggman stands in the Dark Chao Garden surrounded by

various

types of Chao.

198. "SONIC ADVENTURE 2"

Unlock hint/instructions: Play over 140 minutes!

Play Sonic Triple Trouble over 140 minutes.

Cut scene image, Eggman appears on a huge screen in a city speaking doom

to the

concerned humans below.

199. "SONIC ADVENTURE 2"

Unlock hint/instructions: Play the game 20 times or more!

CG opening movie image. Sonic running as seen from behind.

205. "SONIC HEROES"

Unlock hint/instructions: Play the game 10 times or more!

Play Sonic Drift 2 10 times. Description:

CG opening movie image. Sonic just ran through a grove of trees after jumping between them.

206. "SONIC HEROES"

Unlock hint/instructions: Play the game 5 times or more!

Play Sonic Drift 2 5 times. Description:

CG opening movie image. Sonic runs into Tails who is ahead of him.

207. "SONIC HEROES"

Unlock hint/instructions: Play over 60 minutes!

Play Sonic Drift 2 60 minutes. Description:

CG opening movie image. Tails close-up with a semi-transparent version of Tails' head.

208. "SONIC HEROES"

Unlock hint/instructions: Play the game 10 times or more!

Play Sonic Drift 2 10 times. Description:

CG opening movie image. Knuckles close-up with a semi-transparent version of Knuckles' head.

209. "SONIC HEROES"

Unlock hint/instructions: Play over 120 minutes!

Play Sonic Drift 2 120 minutes. Description:

CG opening movie image. Sonic, Tails and Knuckles running together with a thick cloud of dust behind them.

210. "SONIC HEROES"

Unlock hint/instructions: Play the game 15 times or more!

Play Sonic Drift 2 15 times. Description:

CG opening movie image. Sonic is just about to grab Tails?/and Knuckles' hands before they just miss a falling rock.

211. "SONIC HEROES"

Unlock hint/instructions: Play the game 5 times or more!

Play Sonic Drift 2 5 times. Description:

CG opening movie image. Close-up of one of Eggman's airships.

212. "SONIC HEROES"

Unlock hint/instructions: Play the game 10 times or more!

Play Sonic Drift 2 10 times. Description:

CG opening movie image. Eggman's Egg fleet of huge airships.

213. "SONIC HEROES"

Unlock hint/instructions: Play over 120 minutes!

Play Sonic Drift 2 120 minutes. Description:
CG opening movie image. The Eggman-shaped main control area
of the main
airship.

214. "SONIC HEROES"

Unlock hint/instructions: Play over 120 minutes!
Play Sonic Drift 2 120 minutes. Description:
CG opening movie image. Eggman with an army of Egg pawns
behind him.

215. "SONIC HEROES"

Unlock hint/instructions: Play the game 15 times or more!
Play Sonic Drift 2 15 times. Description:
CG opening movie image. A view of Eggman's main airship.

216. "SONIC HEROES"

Unlock hint/instructions:

Play the game 5 times or more!
Play Sonic Drift 2 5 times. Description:
CG opening movie image. Sonic, Tails and Knuckles are trying
to escape a
blast
on Eggman's airship, Sonic and Knuckles are grinding rails
while Tails is
flying.

217. "SONIC HEROES"

Unlock hint/instructions: Play the game 15 times or more!
Play Sonic Drift 2 15 times. Description:
CG opening movie image. Sonic and Knuckles grinding while
Tails is flying
on
the Egg Fleet side view.

218. "SONIC HEROES"

Unlock hint/instructions: Fine 7 METAL SONICs in series!
Select and open these pictures in the museum: 10, 25, 39, 40,
56, 93,
160
Rest of artwork on this page except the last three
must be unlocked before you can see it.
Description:
CG opening movie image. A shadowy Metal Sonic with a
lightning bolt in
the
background.

219. "SONIC HEROES"

Unlock hint/instructions: Fine 7 METAL SONICs in series!
Select and open these pictures in the museum: 10, 25, 39, 40,
56, 93,
160
Rest of artwork on this page must except the last three must
be unlocked before you can see it.
Description:
CG opening movie image. Close-up of Metal Sonic's right eye.

220. "SONIC HEROES"

Unlock hint/instructions: Find 8 SEGA LOGOs in series!
Select and open these pictures in the museum: 18, 106, 118,

Description:

CG Cut scene image, Team Sonic story. Close up of Sonic looking toward the left while running. "Sounds like an invitation to party!"

225. "SONIC HEROES"

Unlock hint/instructions: Play over 140 minutes!

Play Tails Skypatrol over 140 minutes.

Description:

CG Cut scene image, Team Sonic story. Tails and Knuckles after they jumped out of the plane running after Sonic.

226. "SONIC HEROES"

Unlock hint/instructions: Play over 70 minutes!

Play Tails Skypatrol over 70 minutes.

Description:

CG Cut scene image, Team Dark story. Rouge the Bat standing there, about to enter Eggman's secret base.

227. "SONIC HEROES"

Unlock hint/instructions: Play over 70 minutes!

Play Tails Skypatrol over 70 minutes.

Description:

CG Cut scene image, Team Dark story. Shadow asleep in the capsule.

228. "SONIC HEROES"

Unlock hint/instructions: Play the game 12 times or more!

Play Tails Skypatrol 12 times.

Description:

CG Cut scene image, Team Dark story. Close-up of Shadow's face after he awakens.

229. "SONIC HEROES"

Unlock hint/instructions: Play the game 12 times or more!

Play Tails Skypatrol 12 times.

Description:

CG Cut scene image, Team Dark story. Omega shooting up the place.

230. "SONIC HEROES"

Unlock hint/instructions: Play the game 20 times or more!

Play Tails Skypatrol 20 times.

Description:

CG Cut scene image, Team Dark story. Rouge brings Omega and Shadow together.
"Yeah baby, this makes up us a team!"

231. "SONIC HEROES"

Unlock hint/instructions: Play the game 6 times or more!

Play Tails Skypatrol 6 times.

Description:

CG Cut scene image, Team Rose story. Amy sits in a beach

chair under a
huge
thatched umbrella that Cream and Cheese are sitting on top of.
232. "SONIC HEROES"
Unlock hint/instructions: Play over 70 minutes!
Play Tails Skypatrol over 70 minutes.
Description:
CG Cut scene image, Team Rose story. Amy sitting in the beach
chair
looking at the newspaper article. "Sigh, I wonder where Sonic
is"

233. "SONIC HEROES"
Unlock hint/instructions: Play over 70 minutes!
Play Tails Skypatrol over 70 minutes.
Description:
CG Cut scene image, Team Rose story. Cream and Cheese, Cheese
is holding
the newspaper article. "Amy, you should be more careful with
our only
clue."

234. "SONIC HEROES"
Unlock hint/instructions: Play the game 12 times or more!
Play Tails Skypatrol 12 times.
Description:
CG Cut scene image, Team Rose story. Close-up of Amy.

235. "SONIC HEROES"
Unlock hint/instructions: Play the game 20 times or more!
Play Tails Skypatrol 20 times.
Description:
CG Cut scene image, Team Rose story. Close-up of Cream and
Cheese
standing in
front of Big.

236. "SONIC HEROES"
Unlock hint/instructions: Play the game 6 times or more!
Play Tails Skypatrol 6 times.
Description:
CG Cut scene image, Team Chaotix story. Vector listening to
music and
relaxing.

237. "SONIC HEROES"
Unlock hint/instructions: Play over 140 minutes!
Play Tails Skypatrol over 140 minutes.
Description:
CG Cut scene image, Team Rose story. Charmy bursts through
the doors with
a
package.

238. "SONIC HEROES"
Unlock hint/instructions: Play over 140 minutes!
Play Tails Skypatrol over 140 minutes.
Description:
CG Cut scene image, Team Rose story. Close-up of Espio.

244. "SONIC HEROES"

Unlock hint/instructions: Play over 120 minutes!

Play Tails Adventures 120 minutes.

Description:

CG Team Battle Cut scene. Team Dark vs. Team Chaotix. Team Chaotix after they just turned around.

245. "SONIC HEROES"

Unlock hint/instructions: Play the game 15 times or more!

Play Tails Adventures 15 times.

Description:

CG Team Battle Cut scene. Team Dark vs. Team Chaotix. Team Chaotix talks to Team Dark, Vector and Espio looking toward the right, Charmy looking at Vector and Espio.

246. "SONIC HEROES"Unlock hint/instructions: Play the game 5 times or more!

Play Tails Adventures 5 times.

Description:

CG Team Battle Cut scene. Team Dark vs. Team Chaotix. Rouge yelling at Team Chaotix with Shadow and Omega standing behind her.

247. "SONIC HEROES"

Unlock hint/instructions: Play over 60 minutes!

Play Tails Adventures 60 minutes.

Description:

CG Team Battle Cut scene. Team Sonic vs. Team Dark. Shadow, Rouge and Omega spot Team Sonic.

248. "SONIC HEROES"

Unlock hint/instructions: Play over 120 minutes!

Play Tails Adventures 120 minutes.

Description:

CG Team Battle Cut scene. Team Sonic vs. Team Dark. Close-up of Rouge.

249. "SONIC HEROES"

Unlock hint/instructions: Play the game 5 times or more!

Play Tails Adventures 5 times.

Description:

CG Team Battle Cut scene. Team Sonic vs. Team Dark. Close-up of Knuckles and Tails. "Hey, isn't that?"

250. "SONIC HEROES"

Unlock hint/instructions: Play over 60 minutes!

Play Tails Adventures 60 minutes.

Description:

CG Team Battle Cut scene. Team Sonic vs. Team Dark. Close-up of Omega.

251. "SONIC HEROES"

Unlock hint/instructions: Play the game 15 times or more!

Play Tails Adventures 15 times.

Description:

CG Team Battle Cut scene. Team Sonic vs. Team Dark. Close-up of Team Dark.

"It's going to be a date to DIE for."

252. "SONIC HEROES"

Unlock hint/instructions: Play over 120 minutes!

Play Tails Adventures 120 minutes.

Description:

CG Team Battle Cut scene. Team Sonic vs. Team Dark. Close-up of Sonic.

"Hey, that's my line!"

253. "SONIC HEROES"

Unlock hint/instructions: Play the game 15 times or more!

Play Tails Adventures 15 times.

Description:

CG Team Battle Cut scene. Team Sonic vs. Team Dark. Close-up of Shadow.

254. "SONIC HEROES"

Unlock hint/instructions: Play the game 5 times or more!

Play Tails Adventures 5 times.

Description:

CG Team Battle Cut scene. Team Rose vs. Team Chaotix. Team Rose and Chaotix all together.

255. "SONIC HEROES"

Unlock hint/instructions: Play over 60 minutes!

Play Tails Adventures 60 minutes.

Description:

CG Team Battle Cut scene. Team Rose vs. Team Chaotix. Team Chaotix.

"Excuse me miss, but may I ask you a question?"

256. "SONIC HEROES"

Unlock hint/instructions: Play the game 10 times or more!

Play Tails Adventures 10 times.

Description:

CG Team Battle Cut scene. Team Rose vs. Team Chaotix. Team Chaotix with focus on Espio pointing. "Now hand over that Chao nice and easy."

257. "SONIC HEROES"

Unlock hint/instructions: Play the game 10 times or more!

Play Tails Adventures 10 times.

Description:

CG Team Battle Cut scene. Team Rose vs. Team Chaotix. Cream holding Cheese away from Team Chaotix. "I bet you are the ones that took Chocola-chao!"

258. "SONIC HEROES"

Unlock hint/instructions: Play over 120 minutes!

Official Artwork of Sonic. This image also appears on the box art of Sonic Advance 2.

263. "SEGA Show Case Illustration 2004" Sonic (3)
Unlock hint/instructions: Play the game 100 times or more!
Play games in the collection a total of 100 times.
Description:
Official Artwork of Sonic. This is official art for Sonic Adventure 2.

264. "SEGA Show Case Illustration 2004" Tails
Unlock hint/instructions: Play over 15 hours!
Play Sonic Gems Collection 15 hours.
Description:
Official Artwork of Tails. This image also appears on the box art of Sonic Advance 2.

265. "SEGA Show Case Illustration 2004" Knuckles
Unlock hint/instructions: Play the game 150 times or more!
Play games in the collection a total of 150 times.
Description:
Official Artwork of Knuckles. This image also appears on the box art of Sonic Advance 2.

266. "SEGA Show Case Illustration 2004" Amy
Unlock hint/instructions: Play the game 50 times or more!
Play games in the collection a total of 50 times.
Play Sonic Gems Collection 5 hours.
Description:
Official Artwork of Amy.

267. "SEGA Show Case Illustration 2004" Cream
Unlock hint/instructions: Play over 15 hours!
Play Sonic Gems Collection 15 hours.
Description: Official Artwork of Cream and Cheese. This image also appears on the box art of Sonic Advance 2.

268. "SEGA Show Case Illustration 2004" Rouge
Unlock hint/instructions: Play the game 150 times or more!
Play games in the collection a total of 150 times.
Description:
Official Artwork of Rouge. This image is official artwork for Sonic Adventure 2.

269. "SEGA Show Case Illustration 2004" Shadow
Unlock hint/instructions: Play over 10 hours!
Play Sonic Gems Collection 10 hours.
Description:
Official Artwork of Shadow. Official art for Sonic Adventure 2.

270. "SEGA Show Case Illustration 2004" Dr. Eggman
Unlock hint/instructions: Play over 10 hours!

Play Sonic Gems Collection 10 hours.

Description:

Official Artwork of Dr. Eggman. This image is official artwork of Sonic Adventure 2.

271. "SEGA Show Case Illustration 2005" Sonic

Unlock hint/instructions: Play the game 150 times or more!

Play games in the collection a total of 150 times.

Description:

Official Artwork of Sonic.

272. "SEGA Show Case Illustration 2005" Tails

Unlock hint/instructions: Play the game 50 times or more!

Play games in the collection a total of 50 times.

Description:

Official Artwork of Tails. This image also appears on the box art of Sonic Advance 3.

273. "SEGA Show Case Illustration 2005" Knuckles

Unlock hint/instructions: Play the game 100 times or more!

Play games in the collection a total of 100 times.

Description:

Official Artwork of Knuckles. This image also appears on the box art of Sonic Advance 3.

274. "SEGA Show Case Illustration 2005" Amy

Unlock hint/instructions: Play over 15 hours!

Play Sonic Gems Collection 15 hours.

Description:

Official Artwork of Amy. This image also appears on the box art of Sonic Advance 3.

275. "SEGA Show Case Illustration 2005" Cream

Unlock hint/instructions: Play the game 150 times or more!

Play games in the collection a total of 150 times.

Description:

Official Artwork of Cream and Cheese. This image also appears on the box art of Sonic Advance 3.

276. "SEGA Show Case Illustration 2005" Rouge

Unlock hint/instructions: Play the game 50 times or more!

Play games in the collection a total of 50 times.

Description:

Official Artwork of Rouge. This image also appears on the box art of Sonic Adventure 2: Battle.

277. "SEGA Show Case Illustration 2005" Shadow

Unlock hint/instructions: Play over 10 hours!

Play Sonic Gems Collection 10 hours.

Description:

Official Artwork of Shadow. This image also appears on the

Page 14 must be complete before you can see it.

Description:

Christmas card illustration. Newer style picture of Sonic striking a pose in a Santa outfit holding a bag of toys.

283. Christmas illustration #3

Unlock hint/instructions: Find 6 things associated with Holidays!

Select and open these pictures in the museum: 110, 112, 122, 130, 132, 137

Page 14 must be complete before you can see it.

Description:

Christmas card illustration. Newer style picture of Sonic in Santa outfit holding his hat and a bag of toys.

284. Christmas illustration #4

Unlock hint/instructions: Find 6 things associated with Holidays!

Select and open these pictures in the museum: 110, 112, 122, 130, 132, 137

Page 14 must be complete before you can see it.

Description:

Christmas card illustration. Newer style picture of Sonic in a Santa outfit striking a pose holding a bag of toys, arm extending toward the left.

285. Christmas illustration #5

Unlock hint/instructions: Find 6 things associated with Holidays!

Select and open these pictures in the museum: 110, 112, 122, 130, 132, 137

Page 14 must be complete before you can see it.

Description:

Christmas card illustration. Sonic snowboarding in a Santa outfit, holding a bag of toys.

286. "PROJECT SONIC" illustrationUnlock hint/instructions: CREDITS x 5

Watch the Credits 5 times all the way through.

The credits go by faster if you press the A button a lot.

Description:

Black background with a white image of Sonic with the words "Project Sonic" below it in white.

287. "Waku Waku Sonic Patrol Car" arcade machine (1991)

Unlock hint/instructions: CREDITS x 5

Watch the Credits 5 times all the way through. The credits go by faster

if you press the A button a lot.
Description:
Police-car shaped arcade machine.

288. "Waku Waku Sonic Patrol Car" arcade game screenshot
Unlock hint/instructions: CREDITS x 5
Watch the Credits 5 times all the way through. The credits go
by faster
if you press the A button a lot.
Description:
Screenshot of arcade game. Sonic standing in a police hat in
front of a
police
station.

289. "Sega Sonic Popcorn Shop" arcade machine (1993)
Unlock hint/instructions: CREDITS x 5
Watch the Credits 5 times all the way through. The credits go
by faster
if you press the A button a lot.
Description:
Popcorn machine shaped arcade machine.

290. "Sega Sonic Popcorn Shop" arcade game screenshot
Unlock hint/instructions:
CREDITS x 5
Watch the Credits 5 times all the way through. The credits go
by faster
if you press the A button a lot.
Description:
Screenshot of arcade game. Sonic and Tails stand near a
conveyer belt.

291. "Sega Sonic Cosmo Fighter" arcade machine (1993)
Unlock hint/instructions: CREDITS x 5
Watch the Credits 5 times all the way through. The credits go
by faster
if you press the A button a lot.
Description:
Spaceship shaped arcade game.

292. "Sega Sonic Cosmo Fighter" arcade game screenshot
Unlock hint/instructions: CREDITS x 5
Watch the Credits 5 times all the way through. The credits go
by faster
if you press the A button a lot.
Description:
Arcade game screenshot, Sonic in a little spaceship shooting
at enemies.

293. "Sonic's Space Tours" arcade machine (1994)
Unlock hint/instructions: CREDITS x 5
Watch the Credits 5 times all the way through. The credits go
by faster
if you press the A button a lot.
Description:
Blue and orange arcade machine.

294. "Sonic's Space Tours" arcade machine (1999)
Unlock hint/instructions: CREDITS x 5
Watch the Credits 5 times all the way through. The credits go

by faster
if you press the A button a lot.
Description:
Sliver colored arcade machine.

295. "UFO Mini: Sega Sonic" arcade machine (1992)
Unlock hint/instructions: CREDITS x 5
Watch the Credits 5 times all the way through. The credits go
by faster
if you press the A button a lot.
Description:
Claw machine with small Sonic and Eggman stuffed toys inside.

296. Treasured illustration #1
Unlock hint/instructions: CREDITS x 10
Watch the Credits 10 times all the way through. The credits
go by faster
if you press the A button a lot.
Description:
Three Sonic labels saying "My name is Sonic"

297. Treasured illustration #2
Unlock hint/instructions: CREDITS x 10
Watch the Credits 10 times all the way through. The credits
go by faster
if you press the A button a lot.
Description:
Two labels saying "My name is Sonic?" and one with just Sonic
running.

298. Treasured illustration #3
Unlock hint/instructions: CREDITS x 10
Watch the Credits 10 times all the way through. The credits
go by faster
if you press the A button a lot.
Description:
Eggman dressed in pajamas, the top is orange with white polka
dots, the bottoms green, and a white with orange spot nightcap.
H. Hog informs me that this picture is the first picture of
Eggman ever drawn, submitted in a contest for the hero of
their new game, Eggman was later made the villan.

299. Treasured illustration #4
Unlock hint/instructions: CREDITS x 10
Watch the Credits 10 times all the way through. The credits
go by faster
if you press the A button a lot.
Description:
Several drawings of a blonde woman in a red dress, just
standing there,
kissing a heart, whispering to Sonic, and thinking about
kissing Sonic?

300. Treasured illustration #5
Unlock hint/instructions: CREDITS x 10
Watch the Credits 10 times all the way through. The credits
go by faster
if you press the A button a lot.
Description:
Strange drawing with the title "Sonic". Sonic in the middle

301. Game Data Play 1 "Sonic the Hedgehog"

Unlock hint/instructions:

Play Sonic Gems Collection 3 days in a row.

Description:

5 minute Demo. Play Sonic the Hedgehog starting from the Final Zone with no Chaos Emeralds to see the regular ending. If you beat the boss soon enough, you can see a little of the rest of the game.

302. Game Data Play 2 "Sonic the Hedgehog 2"

Unlock hint/instructions: UNLOCKABLE (Play every day!)

Play Sonic Gems Collection 4 days in a row.

Description:

10 minute Demo. Play Sonic the Hedgehog 2 (Sonic) starting from the Death Egg Zone with no Chaos Emeralds to see the regular ending. If you beat the boss soon enough, you can see a little of the rest of the game.

303. Game Data Play 3 "Sonic the Hedgehog 3"

Unlock hint/instructions: UNLOCKABLE (Play every day!)

Play Sonic Gems Collection 5 days in a row.

Description:

15 minute Demo. Play Sonic the Hedgehog 3 (Sonic and Tails) starting from the beginning of Launch Base Zone Act 2 with no Chaos Emeralds to see the regular ending. If you beat the boss soon enough, you can see a little of the rest of the game. You can even about 3 Chaos Emeralds if you know where the Special Stages are.

304. Game Data Play 4 "Sonic & Knuckles"

Unlock hint/instructions: UNLOCKABLE (Play every day!)

Play Sonic Gems 9 days in a row.

Description:

10 minute Demo. Play Sonic and Knuckles (Sonic) starting from the Doomsday Zone with all Chaos Emeralds (of course if you are in Doomsday...) to see the good ending. If you beat the boss soon enough, you can see a little of the rest of the game.

305. Game Data Play 5 "Sonic 3D Blast"

Unlock hint/instructions: UNLOCKABLE (Play every day!)

Play Sonic Gems Collection 6 days in a row.

Description:

10 minute Demo. Play Sonic 3D Blast starting from the beginning of The Final Fight with all Chaos Emeralds to see the good ending. If you beat the boss soon enough, you can see a little of the rest of the game.

306. Game Data Play 6 "Sonic Spinball"

Unlock hint/instructions: UNLOCKABLE (Play every day!)

Play Sonic Gems 7 days in a row.

Description:

20 minute demo. Play Sonic Spinball Genesis version from the beginning of Showdown to see the ending. If you beat the stage soon enough, you can see a little of the rest of the game. (I haven't beaten this yet, anyone know if this is the good or bad ending?)

307. Game Data Play 7 "Dr. Robotnik's Mean Bean Machine"

Unlock hint/instructions: UNLOCKABLE (Play every day!)

Play Sonic Gems 8 days in a row.

Description:

5 minute demo. Play Dr. Robotnik's Mean Bean Machine Genesis version from Stage 13 vs. Robotnik to see the ending. If you beat the stage soon enough, you can see a little of the rest of the game.

308. Game Data Play 8 "Sonic the Hedgehog" Ending

Unlock hint/instructions: UNLOCKABLE (Play every day!)

Play Sonic Gems 9 days in a row. Description:

5 minute Demo. Play Sonic the Hedgehog starting from the Final Zone with all Chaos Emeralds to see the good ending. If you beat the boss soon enough, you can see a little of the rest of the game.

309. Game Data Play 9 "Sonic the Hedgehog 2" Ending

Unlock hint/instructions: UNLOCKABLE (Play every day!)

Play Sonic Gems 9 days in a row. Description:

10 minute Demo. Play Sonic the Hedgehog 2 (Sonic) starting from the Death Egg Zone with all Chaos Emeralds to see the good ending. If you beat the boss soon enough, you can see a little of the rest of the game.

310. Game Data Play 10 "Sonic the Hedgehog 3" Ending

Unlock hint/instructions: UNLOCKABLE (Play every day!)

Play Sonic Gems 9 days in a row. Description:

15 minute Demo. Play Sonic the Hedgehog 3 (Sonic and Tails) starting from the beginning of Launch Base Zone Act 2 with all Chaos Emeralds to see the regular ending.

If you beat the boss soon enough, you can see a little of the rest of the game.

Fun tip: After beating this particular demo, level select will be active

and you can select any zone to play from this game without using any level select codes.

311. Game Date Play (Game Gear) 1 "Sonic the Hedgehog"

Unlock hint/instructions:

Play Sonic Gems Collection 3 days in a row.

Description:

5 minute Demo. Play Sonic the Hedgehog Gamegear starting from Sky Base with all Chaos Emeralds to

see the good ending. If you beat the boss soon enough, you can see a little of the rest of the game.

312. Game Date Play (Game Gear) 2 "Sonic Labyrinth"
Unlock hint/instructions: UNLOCKABLE (Play every day!)
Play Sonic Gems Collection 4 days in a row.
Description:

5 minute Demo. Play Sonic Labyrinth starting from Labyrinth of the Castle Zone 4-4 to see the ending. If you beat the boss soon enough, you can see a little of the rest of the game.
(Good or bad ending?)

313. Game Date Play (Game Gear) 3 "Sonic Drift"
Unlock hint/instructions: UNLOCKABLE (Play every day!)
Play Sonic Gems Collection 5 days in a row.
Description:

3 minute Demo. Play Sonic Drift (Sonic) starting from Round 6 Scrap Brain to see the ending. If you beat the boss soon enough, you can see a little of the rest of the game.

314. Game Data Play (Game Gear) 4 "Sonic Chaos"
Unlock hint/instructions: UNLOCKABLE (Play every day!)
Play Sonic Gems Collection 6 days in a row.
Description:

5 minute Demo. Play Sonic Chaos (Sonic) starting from Electric Egg Zone with all Chaos Emeralds to see the good ending. If you beat the boss soon enough, you can see a little of the rest of the game.

315. Game Data Play (Game Gear) 5 "Sonic Blast"
Play Sonic Gems Collection 7 days in a row.
Unlock hint/instructions: UNLOCKABLE (Play every day!)
Description:

5 minute Demo. Play Sonic Blast (Sonic) starting from the final boss with all Chaos Emeralds to see the good ending. If you beat the boss soon enough, you can see a little of the rest of the game.

316. Game Data Play (Game Gear) 6 "Dr. Robotnik's Mean Bean Machine"
Unlock hint/instructions: UNLOCKABLE (Play every day!)
Play Sonic Gems Collection 8 days in a row.

Description: 5 minute demo. Play Dr. Robotnik's Mean Bean Machine Gamegear version from Stage 13 vs. Robotnik to see the ending. If you beat the stage soon enough, you can see a little of the rest of the game.

317. "Let's Go!" This promotional trailer was created for Sonic Heroes, which was released in January 2004.
Produced by Global Doghouse for SEGA.
Unlock hint/instructions:
Description:
Movie trailer-like trailer for Sonic Heroes.

Play Sonic CD 120 minutes.

Description:

This remix uses music from the Japanese soundtrack of Sonic CD.

Sonic After-6290 Mix:

Unlock instructions:

Complete page 2 in the museum.

Description:

I am not sure, but I think this may be a remix of songs from Sonic the Hedgehog Remix, a Japanese CD with remixes of the Sonic CD Japanese soundtrack from 1994... seriously, if you have the music from that CD compare this song with "Brand New World" especially.

Sonic Boom D'nB Mix:

Unlock instructions:

Play Sonic CD 120 minutes.

Description:

A remix of Sonic Boom, the US intro music for Sonic CD. Compared to the original Sonic Boom, the soundtrack sounds like it skips a lot.

Can You Feel The Sunshine ACID Mix:

Unlock instructions:

Play Sonic R over 120 minutes.

Description:

Remix of Can you Feel the Sunshine, the Resort Island course music in Sonic R.

Sounds kind of creepy. The Acid TRIP mix?

Living In The City LTN Mix:

Unlock instructions:

Complete page 3 in the museum.

Description:

Remix of Living in The City, the Radical City course music in Sonic R.

Has a Latin sound.

Sonic Goes UG Mix:

Unlock instructions:

Complete page 15 in the museum.

Description:

Remix of the Underground Zone music from Sonic the Hedgehog 2 Gamegear.

Sonic 3 MegaD Mix:

Unlock instructions:

Complete page 8 in the museum, leave, then return to the museum again.

Description:

Remix of Sonic 3 level select music and sound effects from the game.

Open Your Heart MJZ Mix:

Unlock instructions:

Complete page 10 of the museum, leave, then return to the museum again.

Description:

Remix of Open Your Heart, the main theme for Sonic Adventure


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