

# Sonic Heroes FAQ/Walkthrough

by The Sound Defense

Updated to v0.22 on Dec 16, 2006

**This walkthrough was originally written for Sonic Heroes on the GC, but the walkthrough is still applicable to the PS2 version of the game.**

Sonic Heroes FAQ/Walkthrough

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Due to the abuse of my e-mails to send me mind-blowing amounts of spam (as well as questions that are answered in my walkthrough), I have been forced to stop all my e-mails.

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1 - Version History

Version 0.2 (4:57 PM EST 1/22/2004) - A snow day let me get this version of the

guide done. Team Sonic's scenario is complete. Next, Team Dark.

Version 0.23 (11:47 PM EST 1/25/2004) - Put up part of Team Dark's scenario. Sorry for the lack of updates, I haven't had much time on the Gamecube lately. I'll try to pick up the pace.

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## 2 - Basic Info

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### 2.1 - Teams

Team Sonic - Consists of Sonic, Tails and Knuckles, the heroes from Sonic 3 and Knuckles and the Sonic Adventure games. This team is the most well-rounded; Knuckles has nice close- and long-range attacks. This team is for intermediate players.

Team Dark - Consists of Shadow and Rouge from Sonic Adventure 2 and a new E-series robot named Omega. This team is more focused on power than anything else; Omega is the most powerful character in the game. This team is for advanced players.

Team Rose - Consists of Amy from Sonic CD and the Sonic Adventure games, Cream from Sonic Advance 2 and Big from Sonic Adventure. Levels with this team are easier and shorter; Big's attacks are lamer as well. This team is for beginning players.

Team Chaotix - Consists of Espio, Vector and Charmy from Knuckles Chaotix. The levels with this team nearly always require finding or destroying a certain amount of something; Vector's attacks are between Knuckles and Big. This team is for clever players.

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### 2.2 - Controls

Start - Pauses the game and brings up the pause menu; select

Control stick - Move; highlight selection

A - Jump; select

B - Accelerate while grinding; cancel

X - Switch formation

Y - Switch formation; have Omochoa explain an option

Z - Team Blast (when gauge is full. This has several effects for different teams. Team Sonic gets a Mini Team Blast, so I've been told; Team Dark freezes time until the gauge is empty; Team Rose becomes invincible; and Team Chaotix gets rings for each enemy destroyed)

L/R - Change camera angle

C-stick - Change camera direction; (Up) switch to first-person view

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### 2.3 - Formation Controls

Note: Button>Button means one after the other. Button+Button means press at the same time.

- Speed Formation -

A>A - Homing Attack (All teams)

A>A (toward wall) - Triangle Jump (Team Sonic and Team Dark only)

B - Spin Dash; (Hold until charged) Rocket Accel (All teams); Ring Dash (Team Sonic and Team Dark only)

B>B - Rocket Accel (All teams)

A>B - Tornado Spin attack (All teams, in some form or another. Espio turns invisible when you use this attack)

- Fly Formation -

A>A - Fly (All teams. Hold A the second time to fly, and watch the gauge; the more you move forward, backward, what have you, the gauge goes down)

B - Thunder Shoot (All teams, but not necessarily the same name)

- Power Formation -

B - Punch (All teams)

A>A - Float/glide (All teams)

B>B - Throw teammates (Team Rose and Chaotix only)

B+Direction - Dashing punch (All teams. After dashing, you smash the ground, and, depending on your level, more powerful attacks will come out. Level 1: stinging attack. Level 2: fire. Level 3: explosions)

A>B - Throw teammates (Team Sonic and Team Dark only); belly flop (Team Rose and Chaotix only)

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3 - Walkthrough

Here's a heads-up for you: there are several ways through most levels. I am not listing them all; the ones listed I either found best or did first.

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3.1 - Team Sonic

Eggman's creating a doomsday device! You've got to stop him!

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3.11 - Seaside Hill

Mission: Head for the whale island!

The first part is running, then you can use Tails to fly up, or Sonic to bounce up, to the top of the hill. You'll switch to Knuckles, so run over to the enemies and defeat them, then break the stone and hit the bumper to go up.

For the next part, switch to Sonic and go left around the semi-loop, then you'll switch to Knuckles. Break the stone and go up, then break the cage to get the Special Stage key. Continue up and defeat the enemies, then break more stone and go down, where you'll switch to Sonic. Do some running, then after the long jump, you'll learn about Blue Tornado; defeat the enemies, then get in the cannon to be blasted to an island. Go up to the ruins, then use Tails to fly up. Go forward some more and you'll hop in a cart; during this ride, move left or right to collect rings.

When you get out, do some more running, then use Tails to fly up. Keep using Tails and bring down the next enemies with Thunder Shoot, then fly through the rings. Continue on to a cannon and several bumpers, then run for a bit. Destroy more enemies, then use Tails to fly up.

Go forward for a bit, and you'll switch to Knuckles; a bit later, you'll have to break some stone. Keep going to the cannon; switch to Knuckles and hop in, then aim at the rocks to break them; switch to Tails to fly way up and keep going. You'll find another cart; once you get to the end, switch to Sonic and go forward until you reach the Goal ring.

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3.12 - Ocean Palace

Mission: Escape from the ancient ruins!

As Sonic, keep running to the stone door, which you can open as Knuckles by hitting it twice. Take out the robots, then break some more stone as Knuckles. Fly past the unbreakable ones as Tails, then switch to Sonic to make it past the crumbling pillars. Once you get to the fan, switch to Knuckles, jump above the fan and press A to use the Triangle Dive and get up.

Fly up another wall, then use Knuckles to defeat the enemies and get past another door. Defeat the enemies, then run to the right as Sonic, avoiding pillar shadows. Switch to Knuckles to break more stone, then use another Triangle Dive on the fan. Defeat more enemies ahead, then open another door. As Sonic, jump at the wall and press A to latch on; you can jump from wall to wall to the end. Go forward, then use Triangle Dives to get past the next area.

Turn to the slope and you'll change to Sonic; run forward, and you'll change to Knuckles. Break some stone, defeat some enemies, and open another door, and you'll come to the turtles. You'll have to do various things to get across the turtles, such as get in cannons, hit ramps, and defeat enemies. At the end, use Knuckles' Fire Dunk to defeat the enemies, then, using Knuckles, defeat enemies, break walls, and use Triangle Dive on fans until you get to the door you need to open. Inside is a cavern; use Sonic to jump from wall to wall to the end.

Use Knuckles to get the Special Stage key, then continue on with Knuckles to the next save point. Hit the bumper, then use Sonic to run away from the giant rocks. At the end, you'll get the goal ring.

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3.13 - EGG HAWK

Chase it down for a bit, avoiding its fire, then when it lays down, attack the various parts of the body that take damage. After a bit, it will continue; chase it and defeat the robots. This battle will end quickly.

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3.14 - Grand Metropolis

Mission: Rescue the city under the control of Eggman!

Go forward for a ways as Sonic to the gap; use Homing Attack to attack the enemies and cross the gap. Continually hit the head of the turtle robot, or use Blue Tornado, to defeat it and open the road. Go forward, then press B next to the switch on the right. Push it in, then let go and defeat the enemy to open another road.

Continue forward, defeating enemies, until you go inside a building. Defeat the enemies to make the road fall, then go forward to the gap and trail of rings; press B to get the rings and cross the gap, then do it again with the next one. Go forward, then defeat the enemy and push in the switch to open the door.

Continue forward, defeating enemies (hit the ball to open a couple of the doors), until you reach the poles. As Sonic, use the Homing Attack on the pole, then press up to go to the top and go forward; do it again on the next pole, then continue on to the cannon. Get in, and you'll come to some grinding rails; take any path, then use the pole to go up once you get to it. Defeat more enemies to make the path fall. Continue forward to the goal ring.

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3.15 - Power Plant

Mission: Escape from the chaotic plant!

Go forward until you meet the robots; defeat them, then jump into the wall to go up. Use Tails to defeat the next enemy, then jump up, defeat another enemy, and go up the wall. Defeat another enemy, then continue forward to more enemies; defeat them with Tails, then fly up and grab the ring to get up. Defeat all the enemies in here, then climb up the platforms and fly up to the next area.

Continue forward, avoiding the weight, then go right and run for a good while, defeating enemies. Defeat the enemies at the end, then hit the switch and use the pole to get up. Defeat the turtle, then fly to the ring and fly to the rail, which you should grind to the end; if ever you should fall, defeat enemies and fly to get back up.

Go to the platform with the giant pole, which will begin going up; defeat the enemies when it stops to continue. When it stops, defeat the turtle to make the road appear. Continue forward, defeating enemies, until you get to the hoops; grab one, then go up and continue forward some more. Avoid the fireballs when they come, then defeat more enemies as Tails, then go up the wall; do this two more times.

Continue as Tails to the gap with enemies; use Sonic to destroy the enemies and cross the gap. Continue, defeating enemies and such, grinding rails if you don't fall, to another moving platform. Defeat more enemies when you have to, then defeat a couple more enemies at the top and continue to the red, glowing area. Jump up through rings to get to the top before the energy, and also defeat enemies and collect rings when possible. At the end, defeat the enemies and hit the bumper, then collect the goal ring.

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3.16 - TEAM ROSE

These guys will be flying all over the place. The best way, probably, to defeat them is to use Tails' Thunder Shoot and Sonic's Blue Tornado continually. This should also be a short battle.

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3.17 - Casino Park

Mission: Dash through the giant theme park!

Run to the cannon and get fired into the pinball machine; use A to use the flippers. Once you get out, continue to the bumpers; Homing Attack across, then hit the switch and collect the trail of rings to get across. Defeat the turtle and pull the switch, then use Knuckles to get the Special Stage key. Use Knuckles again to break the glass, then go down the pinball table, then get to the top of another.

Continue to the boxes; use Knuckles to break them and get invincibility, then hit the bumpers to go up. Defeat the robots, then stand in front of the bumper and hit it with Knuckles to continue. You'll end up on a roulette wheel; eventually, you'll get on another tube; continue to the pinball machine and head for the arrows to get out.

Defeat the turtles, then switch to Tails and pull the switches to open the door. Defeat the robot before it captures anyone, then use Knuckles to break the glass. Defeat the enemies, then fly to the next platform and hit the bumper as Knuckles. Get into the cannon to be fired to another pinball table. Head to the top to escape.

Ignore the stairs and go around to the next group of enemies; defeat them, then fly up as Tails to the switch and pull it out to open the door. Defeat the turtle, then break the glass and fall to the bottom of the next two pinball tables. Continue to the goal ring.

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3.18 - BINGO Highway

Mission: Blast down the high-speed slides!

Head to the first pinball table and fall to the bottom on the right or left to continue. Defeat the enemies at the bottom, then hit the bumpers to advance. Defeat more enemies to open a door, then use Triangle Dive to go up the tube. Defeat the enemies and grab the Special Stage key, then use Knuckles to break the glass and go down.

Defeat the enemies, then hit the switch at the back to cross the dice and continue. Defeat more enemies, then hit the switch and fly up to the ring to get up. Hit the bumpers, then continue past the bingo tables. On these bingo tables, try to collect numbers that give you a bingo on your bingo board; this gives you rings.

Get to the top of the pinball table, then defeat the enemies and fly up the dice. Continue to the save point, then use Knuckles to get more rings as you go down. Defeat the enemies when you reach them, then continue as Knuckles to defeat another enemy. Use Triangle Dive when you reach the tube, then continue as Knuckles to defeat more enemies, open another door and break more glass. Continue through the bingo area to another pinball table; go to the bottom and continue to enemies. Defeat them, then go up using the bumpers and use Knuckles to hit the flip-bumper and advance.

Defeat more enemies, then use Knuckles to break all the glass. Break boxes until you find a switch, then fly up the dice to the top. Defeat the enemy, then go into the tube and cross some more bingo boards. Go to the bottom of the first pinball board, then to the top of the next. Near the top of the last

pinball board is the goal ring.

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3.19 - ROBOT CARNIVAL

Basically, you have to defeat all the robots that come at you. There are points where Team Blast will be useful here, and you'll know what they are.

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3.1A - Rail Canyon

Mission: Head for the terminal station!

Grind the rails to the end, then defeat the enemy and use Knuckles to find the Special Stage key. Grab the hoop and get to the top, then grind rails until you reach the end, which will take a while. Defeat the enemies and change to Sonic to use the pole to get up, then hit the switch, defeat the enemy and get on another rail. Move to avoid the trains as the arrows indicate.

At the end, jump off and use the pole to go to the top, then defeat the enemy and use Sonic to grab the rings. Hit the checkpoint and get on another rail. At some point, you may fall off, but there will be an easy way to get back up. Once you reach the massive train, fly over the gates and hit each switch; a character will be on each switch. This will open the bumper; hit it and continue as Knuckles to go up the tube. Land on the rail and jump up to the switch, then follow the arrows to avoid the trains.

Hit the checkpoint, then get on another rail. Jump to another rail when necessary. When you hit the platform, defeat the enemies, then switch to Tails and fire someone at the target to raise a pole; use Sonic to go up. Grind more rail, then run to the goal ring.

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3.1B - Bullet Station

Mission: Destroy Eggman's base!

Grind the rail, then defeat the enemies and use Sonic to hop along the walls to the end of the gap. Use Knuckles to destroy the stuff at the end, then use the weight on the next platform to get up to another rail. At the end, fly up, then use Knuckles to break the duct.

You'll end up on a train. Go forward, defeating enemies and breaking boxes, until you get to the core; use Knuckles to destroy it. Grind the rail until you get to the bottom. Jump off and climb into the cannon with Tails leading to go up, then destroy the enemies and hit the right switch only. Grind the rails on the left to get to a checkpoint.

Proceed forward to the fan and use Triangle Dive, then use Sonic to get up the next two poles. Hit the three switches (fly formation is best for that), then use Knuckles to break the duct and go down. Defeat the enemies, then climb in the cannon as Knuckles and fire to the other side of the canyon.

Go in and defeat the enemies, then approach the cannon to jump in and be fired. After going a long way (move left and right to get balloons), you'll end up on another rail. At the end, use Triangle Dive to ascend the fans, then use Sonic to collect the rings. At the end, grab the hoop, then use Knuckles to break another duct.

At the end of the first car, fly to the next, then use Sonic to ascend a pole

to the next. Use Sonic again to wall-jump across the next gap, then use Knuckles to destroy the core. You'll end up in another cart. Jump the barriers to prevent losing people. At the end, hit a rail.

At the checkpoint, destroy the enemy, then fly up to the switch. Go back and grab another switch, then go left and hit the third switch to open the door. Defeat the enemies and jump into the cannon, and you'll blow up a giant Eggman head. Grab the goal ring.

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3.1C - EGG ALBATROSS

Chase the Albatross, avoiding whatever Eggman fires at you and defeating robots. When the Albatross descends, you need to run up and attack the stuff on it. Once the guns fall, you'll have to attack the body until it breaks. The Egg Hawk will be left, so destroy that.

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3.1D - Frog Forest

Mission: Get through the forest where the wild animals live!

At the end of the roots (you grind roots), defeat the robots, then homing attack the fruit to go up. Destroy another enemy, then run for a ways. At the end, use the platforms to go up, then let the frog see you (a '!' will appear near it) and the frog will make it rain, making a fruit appear; use it to go up.

Grind the root to the end and you'll grab vines. Press A at the top of the swing (going forward) to go to the next one, then do the same and get the rings. Fall to the bottom and have the frog make some nearby plants grow; Homing Attack them to go up. Use Knuckles to get the Special Stage key, then go through the save point.

As Tails, fly across the next few platforms, letting the frog make it rain, then use the fruit at the end to go up. Have Knuckles punch the bumper and you'll fly forward. You'll change to Sonic, so run forward for a spell. At the end, you're on a giant mushroom; go through the hoop and hit the bumpers, then cross the platforms and go through the save point.

Cross the mushrooms to the red fruit, then go up. Have Tails fly through the hoop, then cross to the flower. Use Blue Tornado on it, then grab hold to go flying. Move up and down to collect rings. At the end, you'll fall; collect more rings on your way down. Grind the root to the end, then use the vine to jump. Hit the dash ramp.

Finally, some combat! Use Knuckles to defeat these guys, then have the frog make it rain. Climb the platform to the very top, then use Tails to hit the targets. At the end, use the frog to make another plant grow; get on the platform and cross to the flower. Use Blue Tornado to fly again.

At the end, use the fruit to cross to the vine, then get on the platform, defeat the enemy and collect the rings as Sonic. Go through the save point, then grind the rails and grind/run to the end. Use the fruit to get up, then defeat the robots and have the frog make it rain. Grind on the root, which will grow as you grind. You'll run right into the goal ring.

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3.1E - Lost Jungle

Mission: Venture through the deepest part of the jungle!



Run forward to encounter a really big robot. Use Knuckles' Fire Dunk; this does 6 damage per hit, and this robot has 30. When he's off balance, use it to tip him over and stop him for a bit. If you walk far enough away, he can't follow; this applies to each time you encounter this guy.

When he's gone, use Tails to fly up the platforms, then jump off the vine and use the fruit to go up. Grind the root to the end, and you'll encounter the black frog, whose rain kills plants. Go forward to a spiked enemy; when its spikes are retracted, use Thunder Shoot to bring him down, then defeat him. Get the Special Stage key, then use Tails to fly up and around to the next save point.

Run for a bit, defeat the enemies, then run some more, then grind past the enemy. If the black frog's rain comes, avoid the fallen fruits as you advance. Defeat the grab enemy, then use Tails to cross the next few platforms. Change to Sonic to defeat the enemy, cross the vine and use the fruit to go up. As Tails, defeat the enemy, then fly up to the next platform. Defeat another enemy and hit the bumper to go to a save point.

Cross the next few vines, then defeat the enemy and have the frog make it rain. Run forward for a bit, then grind the vine to the end. Have the black frog make it rain, as the fruit can defeat the enemies. Do the same with the next frog, then use Blue Tornado in the flower to fly. At the end, defeat the enemies, then turn around to get a Special Stage key. Go up.

Get the save point, then run through the hallucinogenic blue mushrooms, collecting rings. At the end, two giant robots will appear; Team Blast is nice here. Once you're done, use the mushroom to go up, then run for a bit. At the end, have the frog make it rain, then hit the mushroom and get on the bit of land. Go forward, defeating enemies and crossing platforms, until you reach the big guy; defeat him, then go left to find a Team Blast capsule. Go back and use the fruit to get to the save point.

Use Blue Tornado on the flower to go flying, then defeat the big enemy at the end. Go around either way and use Tails to fly up platforms to the top, or Sonic to Homing Attack fruits to the top. Defeat the enemies and have the frog make it rain, then use the fruit to go up. Get on either root and grind, then defeat the enemies and have the frog make the plant grow. Go up as Tails to the bumper, then have Knuckles punch it to go forward.

Ignore the plant and go around to a switch; hit it, then use Sonic to get the rings. Go forward to the save point, then have the frog make it rain and grind the root to another root, then to the end. You'll end up going towards the camera; hit the bumper and jump across the next billion vines as fast as you can, then hit the fruit and grab the goal ring.

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3.1F - TEAM DARK

This is basically like fighting Team Rose; use the same strategy, Blue Tornado and Thunder Shoot. Try to defeat them before they use their Team Blast to stop time.

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3.1G - Hang Castle

Mission: Infiltrate the mysterious castle!

No idea why you'd be here...anyway, once you're done running, defeat the

enemies to open the door, then hit the blue orb to turn the castle upside down. Use Tails to fly up, then use Thunder Shoot to knock the enemies down, then Knuckles to destroy them. In the next area, break the boxes and hit the switch, then touch the orb to revert the castle back to normal.

Get the Special Stage key, then run forward to the save point. Use Knuckles' Fire Dunk to break the boxes in the ground, then go down. Break all the boxes to get stuff, then go outside and touch the orb to re-revert the castle. Grind to the end, then defeat all the enemies on the platform. Fly to the next platform, then run between the torches on an invisible path to the next one. Defeat the enemy, then hit the switch and use Sonic to collect the rings.

Go across the moving platforms, then go down and touch the orb to flip the castle again. Go through the now-open door and defeat the enemies inside, then hit the bumper as Knuckles to go up. Defeat the enemy, then grind to the bottom, where there is a save point. Run for a bit, then you'll hit an orb and flip the castle again.

Grind to the end, then use the moving platform to go up. Defeat the enemies (try not to get caught in the light), then hit the targets with Tails' Thunder Shoot. As the moving platform starts coming back towards you, jump far for it, then fly onto it and cross to the next platform. Go forward and defeat the enemies, then flip the castle again.

Go back and hit a switch to make 50 rings appear, then go forward. Walk along the invisible path to the end; the torches will indicate where to go. When you get to the door, go right and break the wall to get coins, then fly above the door and grab the switch, then pull it. It's a hard switch to grab; press B when it appears near the Tails icon.

Defeat the enemies inside, then break the wall to get a shield. Fly above and defeat the enemies, then get the save point. Go around and defeat all the enemies to make a hole appear in the floor; go down and flip the castle. Go around and into the tower, then climb up the circular path to the top; defeat the enemies to make the orb appear, then flip the tower.

Turn around and break the boxes, then use Tails to pull the switch. Use Sonic to grab the rings, then defeat the enemies and go inside. Use Tails to hit the lower target, then flip the castle again. Hit the other target, then use Blue Tornado on the pole to go up and cross all the poles to the other side. Break the wall, then defeat the enemies to open the door. Grind to the end of this rail, then run down the tower to the goal ring.

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3.1H - Mystic Mansion

Mission: Escape from the haunted castle!

Defeat the enemies, then use Thunder Shoot to hit the switch. Defeat another enemy to open a door, then defeat another enemy to open another door. In the next room, go to the back, break the boxes and hit the switch, then go around and touch the orb. Defeat all the enemies, then go through the door. Grab the Special Stage key, then run quickly underneath a shadow to make the weight drop; get on, then use Tails to fly to the save point.

Hit the switch and go through, then defeat all the enemies. Touch the orb to make more enemies appear; defeat them and go through, then use Sonic to go down the pole. Defeat the magician and use Tails to fly up, then get in the trolley. Hold forward to go faster, and press A to jump over obstacles to avoid losing teammates; if Sonic falls off, you'll slow down, and if Knuckles falls off, you

can't turn, although you couldn't anyway. Get on another trolley and do the same.

Get the save point, then get a Special Stage key to your right. Defeat the enemy, then go through and hit the orb on the right. Jump up the platforms, then defeat the magician at the top. Touch the orb, then grind the rail on the left to get to the hoop and go up.

Run along the hall, then defeat the magician at the end and break the wall to the right, then break another wall. Defeat another magician and go back to the rings, then go forward and break another wall to hit a switch. Use Triangle Dive to ascend and go through the open door. Defeat the enemy, then go up and drop into the hole. You'll spring up to another door; fly above it and pull the switch, then go through.

Touch the orb to make the statues come alive; defeat them, then go through the door. Defeat another enemy to open another door, then you'll encounter a huge helmeted enemy. Only its head takes damage, and only when the helmet is off; after its hammer spins, knock it off balance to remove the helmet. Or you could use Team Blast.

Go to the top and touch the orb, then go back down and jump into the fountain to go down. Get the save point, then fly over to the trolley; at the end, you'll be grinding. Switch to the rail to the right, then at the end, you'll be on another, faster trolley.

Touch the save point at the end, then defeat the enemy and go through. Defeat all the enemies here, then touch the orb to bring the walls closer together. Use Sonic's Triangle Jump to get to the end, then get on the center tail to not fall off. Make the weight fall, then get on and fly to the top. In the next room, fly up and grab the hoop to go down.

In here, stay in fly formation and go over the three switches to make rings appear. Use Sonic to grab them, and you'll come to a room with three altars. As Sonic, go to the left and hit the orb, then use the Homing Attack to get back across, then defeat the enemies. As Tails, go to the middle altar and hit the orb, then fly back across the platforms and defeat the enemies. Go to the final altar as Knuckles and touch the orb, then use Triangle Dive to fly across the fans. Use Team Blast on the final guy if you want, then touch the orb and go forward to the goal ring.

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### 3.1I - ROBOT STORM

This is basically a more difficult Robot Carnival. It's easy to fall off as Knuckles and die. When an orb appears, touch it, and when a cannon appears, get in as Tails. Use Team Blast on the 9th and 13th waves.

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### 3.1J - Egg Fleet

Mission: Get to Eggman's flagship!

Here we go! You'll do some running, then you'll grind for a bit. Defeat the enemies once you get to the first ship, then run forward, defeat another enemy, and use the pole to get up. Defeat another enemy, then go forward and get in the cannon to get to the other side. Defeat the enemies, then destroy the cannon on the right, get on the rail and grind to the end.

Get the Special Stage key, then go up and get the save point. Cross the platforms to the end, then run to the rails and grind to the end. Defeat the enemies. To defeat the taller enemy, wait until he's firing his laser, then use Fire Dunk to cause much damage. Go through the door and use Blue Tornado on the copter to start flying; go up and down as instructed until the end.

Grab the save point, then run to the end. Destroy the cannon, then get to the other side by crossing the platform or using Triangle Dive on the fans below. Destroy all the cannons with Tails and Knuckles, then use Tails to fly up the platforms. Destroy the enemy, then fly to the pole and use Sonic to go up. Destroy the cannons and the enemy here, then go through to the conveyor belt. Use Rocket Accel to get to the end and destroy the battleship.

Grind to the end, then use Triangle Dive to float across the fans to the rail. Destroy the enemies at the end, then hit the switch and use the numerous fans to get to the save point. Hit the dash ramp, then run to the rings at the end of the ship and use Sonic to follow the trail. Get to the upper platform, then grind the rail at the end. At the end of the next ship, grab the save point and use the copter to start flying.

Run to the end and destroy the cannon, then cross the fan and destroy more cannons. Use Tails to fly to the top, then fly to the pole and use Sonic to go up. Destroy the cannons and the enemy, then get to the conveyor belt and use Rocket Accel to destroy the battleship. You're done.

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3.1K - Final Fortress

Mission: Destroy the flagship's core!

Grind this rail to the end, then fall off the platforms (it's easier) and run forward. Get to the dash ramp, then get to the platform and cross it. Destroy all the cannons here with Knuckles, then hit the bumpers to go up. Get the save point, then jump AS FAR AS YOU CAN before you fly to the platform. Use Sonic's Triangle Jump to get to the end, then run to the big metal obstruction. Use Knuckles to destroy it, then defeat the helmeted enemy.

Hit the switch to make a pole extend, then use it to go up. At the end of the rail, jump off and get the Special Stage key, then use Blue Tornado on the pole to get on another rail. At the end, use Blue Tornado on yet another pole to get on another rail, not circular this time. At the end, use Tails to fly up the platforms, then make the weight fall, get on, and fly to the top.

Defeat the enemy, then break the boxes and go down. Destroy the enemy and the obstruction, then go forward and hit the bumpers. Destroy more enemies and go up, then go forward and defeat the gold enemy. Use Tails to fly over the lasers, then get the save point. Approach the self-destruct switch to press it down; it'll self-destruct.

You'll end up on a long rail. If the rail under you becomes electric, move to another one to avoid a giant laser. At the end, defeat the gold enemy, then hit the target with Tails to turn on the fan. Go up as Knuckles, then use Sonic's Triangle Jump to get to the end (grab the hop if necessary). Defeat the enemy, then go down and hit the switch to bring the pole down; use Sonic to go up. Destroy the obstructions and the cannon, then grind the rail to the end.

Destroy the cannons and the enemy, then hit all three switches to turn the fan on. At the top are two big enemies; feel free to use Team Blast. Hit the switch, then punch the bumper as Knuckles. Accelerate up the rail to the platform, then use Sonic to ascend the pole. Grind the rails to the end, then

destroy the enemies. Use Tails to pull a switch up high, then use the fan to go up. Defeat the helmeted enemy, then punch the bumper to go up. Move far enough away from the next two big enemies and you can defeat them with Fire Dunk with no problems. Hit the switch as Tails, then ascend the pole as Sonic. Use Team Blast on the next enemies, then grab the save point and hit the self-destruct switch.

Once you get on the rails, move to the one on the left to avoid the first laser; good luck dodging all the others. At the end, you need to be moving quickly to avoid the truly massive laser. At the end, hit the self-destruct switch to destroy the core, then grab the goal ring.

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3.1L - EGG EMPEROR

This guy's game plan: four sword swipes, then missiles. Repeat. During the chase, stay close, but not too close, to the Egg Emperor, as he will charge you if you fall behind. Hit the bumpers as Knuckles to get level ups.

Once the chase stops, use Tails' Thunder Shoot to take out the shield, then get underneath as Knuckles and attack like mad. If you're hit, collect a ring, a bunch of rings, anyring, because you'll die if you don't. If you ever get Team Blast, use it. He'll go down soon enough. Congrats, you've beaten Team Sonic's scenario!

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3.2 - Team Dark

Hunting for treasure, Rouge stumbles upon Shadow and a robot named Omega. Since they're all after Eggman, they decide to go as a team.

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3.21 - Seaside Hill

Mission: Get to the whale island!

After running, destroy the robot and hit the bumpers, then go forward into more bumpers (no idea why you switch to Rouge). Run to the enemies and defeat them, then either fly up as Rouge to the left, or use the bumpers as Shadow to the right. Once up, use Omega to defeat the enemy, break the rocks and get the Special Stage key, then go left as Shadow to the save point.

Switch to Rouge, then go up, defeat the enemies, go up again, defeat more enemies, and go up some more. Get the Speed Shoes, then go forward until you reach the island. Defeat the enemies, then enter the cannon as Shadow. You'll hit bumpers and get rings. Go forward and hit more bumpers to get to the ruins, then get to the top as Rouge. Continue forward to the cart; A is jump, Control stick is move.

Once you're out, hit the bumpers and get through a ring. As Rouge, destroy the enemies, then pass through another ring and continue as Rouge until you reach the breakable rock. Switch to Omega and smash it, then defeat the enemies. Once at the cannon, switch to Shadow and get in, then use Rouge to fly across to the other side (a ruin will appear in the middle).

Defeat the enemies, then continue to more enemies; defeat them as well, then use Rouge to fly up the ruins. Defeat the enemies at the top, then run for a long while. Once you get to the enemies, switch to Rouge and defeat them, then fly up and defeat more enemies, then fly up and defeat MORE enemies. Switch to Omega and smash the rocks, then defeat the enemies. Run for a spell, then

switch to Omega and continue, smashing rocks and defeating enemies, until you reach the cannon.

Get into the cannon as Rouge to go up, and you'll wind up in a cart. At the end, you'll run for a while, then switch to Omega. Continue, breaking things, until you switch to Shadow, at which point you'll run until you're launched up to the goal ring.

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3.22 - Ocean Palace

Mission: Flee from the ancient ruins!

You'll run for a while, and then you'll come to a door. Switch to Omega and hit it twice to open it. Defeat the enemies and break the rocks on the other side until you change to Shadow. Run to the enemies; defeat them, then switch to Omega and use Triangle Dive to ascend the fan. Defeat the enemies at the top, then switch to Rouge, hit the bumpers and fly through the ring. Defeat more enemies, then open the door as Omega.

Defeat more enemies on the other side, then break the rock to the right and go down, avoiding falling rocks. Break the rock at the end, then use the Triangle Dive to go up and fly through the ring. Hit the bumpers and defeat the enemies, then open the door. Use Triangle Jump to get to the other side, then continue to the fan. Use Triangle Dive to go up, then take the path immediately right to go down. Defeat the enemies as Omega, then open the door at the top of the stairs.

Defeat enemies on the other side, then run for a while. You'll end up on a turtle's back. Climb into the cannon as Shadow, then continue to the enemies; defeat them, then get the Special Stage key and continue. Defeat the enemies on the next turtle, then hit the ramp and defeat more enemies. Go up the fan with Triangle Dive, then defeat more enemies and hit the ramp.

Get the save point, then hit the bumpers and defeat even more enemies. Go up, defeat more enemies, then go down to the fan and use Triangle Dive to get up. Defeat the enemy up here and smash the rock, then go up and defeat more enemies. Go to the left and hit the bumpers, then use Triangle Dive again. Defeat more enemies, then hit the bumpers and defeat more enemies. Hit the ramp and open the door.

Use Triangle Jump to get across, then defeat more enemies and go up. Continue to more enemies, then go up and hit the bumper. Hold the Control stick down to run from the rocks; at the end, you'll get the goal ring.

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3.23 - EGG HAWK

Chase it down for a bit, avoiding its fire, then when it lays down, attack the various parts of the body that take damage. After a bit, it will continue; chase it and defeat the robots. This battle will end quickly.

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3.24 - Grand Metropolis

Mission: Crush the city under the control of Eggman!

Ok, so you're running. At the end, you can hit the bumpers as Shadow, then defeat the enemy and get the balloon. Go forward, defeat the enemy, then go up the slope. Use Homing Attack on the enemies, then go through a ring. On the

other side, use the Tornado attack to flip the turtles, then defeat them to open the road. Continue and defeat the enemies, then pull the switch and defeat the enemy inside the alcove to continue on to the save point.

Go down, defeat the enemy and hit the bumpers, then defeat all the enemies here. Go back a second and hit the switch to open a door, then go in and get the rings. Continue forward and defeat the enemies, then hit the ramp and run for a while. Once you get to the save point, defeat the enemies, then hit the switch to open the left door. Defeat the enemy and pull the switch to open the right door; go there, defeat the enemies and get the Speed Shoes. Continue on, using the Light Dash to get trails of rings, until you come to the door. Defeat the enemies, then pull the switches to open the door.

Defeat the enemies and get the rings in this room, then hit the switch at the end to open the door. Defeat more enemies here, then fly through the ring as Rouge. Continue and defeat all the enemies ahead, then hit the switch to open the door. Defeat the turtle, then hit the ramp, defeat the enemies and use Light Dash to get the balloon. DON'T HOLD FORWARD as you fall. Defeat the enemy, then use a Tornado on the pole to go up.

Fly through the ring, then hit the bumpers and use the Light Dash. Defeat the turtle to reveal a switch; hit it to open the door. Use a Tornado on another pole, then go through the save point and get in the cannon as Shadow. Grind the rails to the end, then defeat the enemies and hit the switch to raise a pole. Use a Tornado to go up, then defeat more enemies and hit the next two bumpers.

Go through the save point, then defeat the enemy to fell the bridge. Cross and defeat more enemies, then hit the ramp and run for a spell. Defeat more enemies and hit another ramp, then continue to the enemies and the gap. Defeat the enemies on the ground, then Homing Attack the flying enemy and go through the ring back onto terra firma. Defeat the turtle, avoid the weights and hit the ramp. Defeat more enemies, then fly through the rings. Continue for a little bit (fly or jump across the gap in the raised bridge) until you get to the goal ring).

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4 - Thanks To...

GameFAQs for posting this guide.

Cheat Code Central for posting this guide.

Sonic Team for making Sonic Heroes.

Wal-Mart for having Sonic Heroes.

Fresca for thirst quenching.

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