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SONIC DX

ADVENTURE

Director's Cut TM

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SONIC DX

ADVENTURE

Director's Cut™

Prima's Official Strategy Guide

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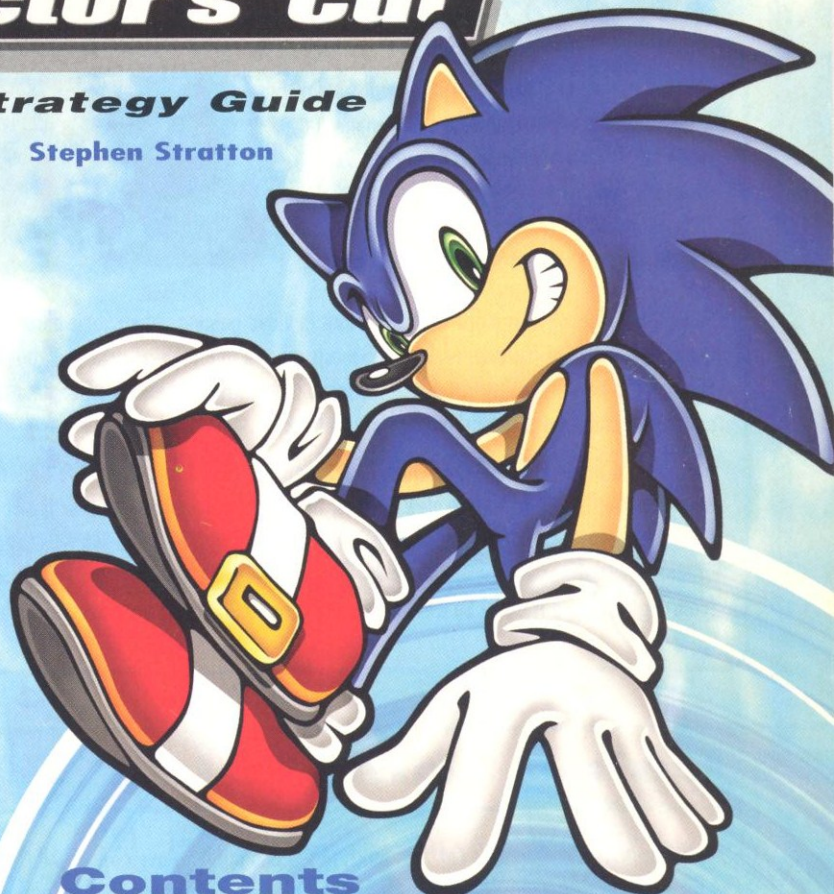
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Sonic Adventure DX: Director's Cut™ Basics

Welcome to Sonic Adventure DX: Director's Cut™

Within these pages is every tip, trick, and strategy you need to solve every puzzle, beat every enemy, and find every hidden item in *Sonic Adventure DX: Director's Cut*™.

Hedgehog History

Sonic the Hedgehog is one of the biggest icons in video gaming. When Sonic burst onto the video game scene in the early 1990s, he represented Sega's Genesis console in a take-no-prisoners campaign for video game dominance. Through the power of "blast processing," Sonic's speed gave gamers an adrenaline rush like nothing they'd seen before, and the cerulean speedster became a household name.

Now, after a decade of high-speed high jinks, Sonic has joined forces with the Nintendo GameCube in his biggest and best adventure yet! *Sonic Adventure* blew gamers' minds when it was released for the Sega Dreamcast in 1999, and the fully remastered *Sonic Adventure DX: Director's Cut*™ for the GameCube contains everything from the Dreamcast classic, as well as additional levels for all 6 characters and 12 hidden Sega Game Gear games featuring Sonic and friends! So what are you waiting for? Lace up your Speed Sneakers and let's go!



Using this Guide

Sonic Adventure DX: Director's Cut™ has much to see and do, but have no fear. All the help you need is in the pages of this guide. They have descriptions of every pick-up and enemy, and every golden ring—with screenshots—is indicated on detailed maps of every character's Action Stages. We show you the fastest shortcuts on timed courses and tell you how to rack up every A Emblem.

Sonic Adventure DX: Director's Cut™'s six characters (Sonic, Tails, Knuckles, Amy, E-102 Gamma, and Big) have different stories and abilities, but they share a common goal: defeating the villainous Dr. Robotnik (Eggman) and his Chaos creations. You can play through the game with any character at any time, but to complete it, you must play through it with all six characters. Each character is unique, and tactical advice is included in their individual sections. Keep in mind a few game features that apply to all characters:



Golden Rings



Golden rings are everywhere in *Sonic Adventure DX: Director's Cut*™. Most sit in the open, but some are stashed in Item Boxes. Even though golden rings are the most common items in the game, they're also among the most important ones.

As long as you hold golden rings, you can absorb a hit from an enemy without losing a life. When an enemy hits you, your rings fly in all directions. You can pick up 30 of them before they disappear. It's better to avoid losing them in the first place, however, because you earn an extra life for every 100 rings you collect.



Golden rings also add to your final score at the end of the level. If you fight a boss after an Action Stage you finish with a bunch of rings, you have a better chance of making it through the boss battle unscathed. You can earn impressive high scores in such fashion, because the boss area usually has very few rings, making it tough to score a big bonus after defeating the boss.

When you lose a life, all "loose" rings (the ones in the open) reappear at all points in the Action Stage. Once broken, however, Item Boxes are gone for good.

Combat



Most combat in *Sonic Adventure DX: Director's Cut*™ is situational. Knowing how Sonic takes out Kiki doesn't do you good when you're fighting as Amy. Still, there are some rules of thumb for dealing with enemies.



Each enemy you encounter patrols a small area. It turns around and around, but doesn't notice you until you enter its personal space. That space varies from one enemy to the next. If you're in no hurry, watch an enemy for a couple of seconds and attack when it turns its back.

Spikes



Aside from combat, the biggest threat to your ring collection is any environmental object with a spike. That metal plate in the floor up ahead with holes in it? Those are spikes waiting to happen. That mechanical noise around the corner? Those are spikes. If you're not racing the clock, don't take risks. Carefully explore potential hazards. After you get the feel of how each character moves, spikes become less of a hassle.

Note

When a nasty obstacle pops up, it's noted in this guide on the appropriate map.

Emblems

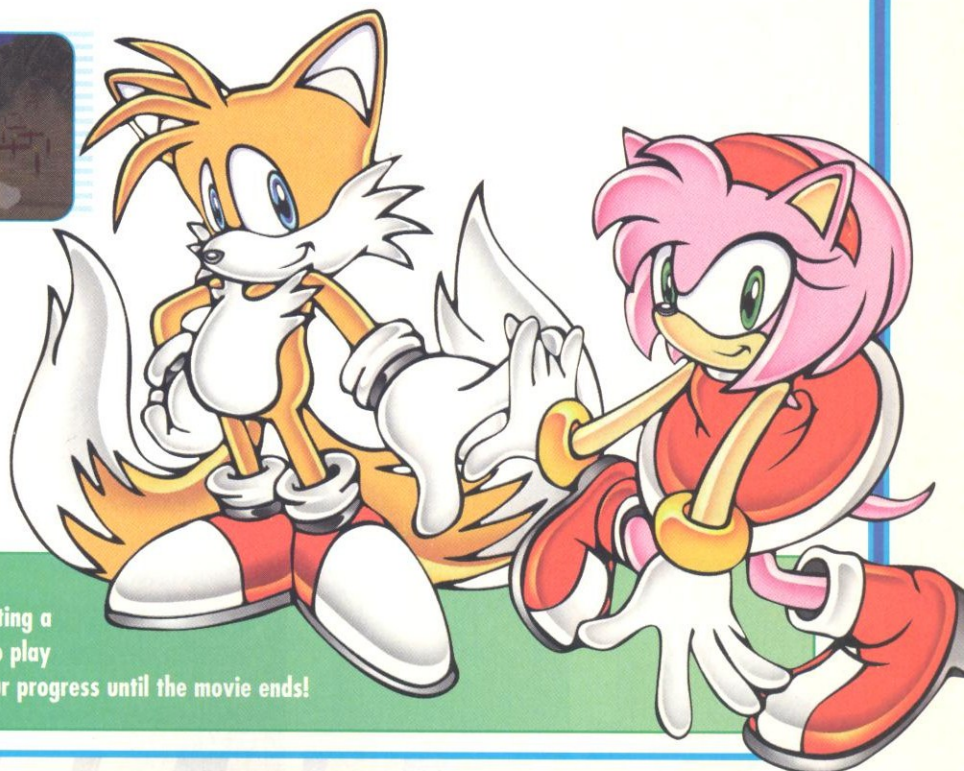
Each time your character completes an Action Stage or beats a boss, you earn a Sonic Emblem. When you earn a new one, the screen shows your cumulative total of Sonic Emblems.



Each character can earn three Sonic Emblems (A, B, and C) per Action Stage by satisfying certain conditions. Completing an Action Stage gets you one Emblem. Earning the other two Emblems requires you to beat a timed test, whether it's a race against the clock or against another member of the *Sonic Adventure DX: Director's Cut*™ cast. Descriptions of the Action Stages include the conditions for earning the A, B, and C Emblems.

Tip

You also can earn Sonic Emblems in other ways. For instance, the game awards a Sonic Emblem for completing a character's adventure. Let the character's ending video play through, however, because the game doesn't save your progress until the movie ends!



The Adventure Fields

While most of the action takes place in the Action Stages, you reach most Action Stages via three Adventure Fields.

Station Square

The Station Square Adventure Field opens at the game's beginning. At first, part of the city is cordoned off, and you can't reach the street near the Casino.

Station Square centers on the Train Station, from which trains leave for the Mystic Ruins. As the game progresses, you can catch a boat on the beach that takes you to the Egg Carrier, a convenient and important shortcut for some characters.

Inside the hotel, the left door leads to the first accessible Chao Garden. It's not much, but in the beginning it's all you have. See the Chao section at the end of this guide for further details.



The Train Station is the central fixture in Station Square.



One of the hub's Emblems is inside the Train Station. Sonic has no trouble getting it.



Another Emblem is above the alley where the Ice Stone often appears. Use Tails to pick it up.



An Emblem is in the grass outside Knuckles' entrance to Speed Highway. Have him dig for it.



At one end of the soda counter is another Emblem. Grab it with Sonic while you're there!

Mystic Ruins

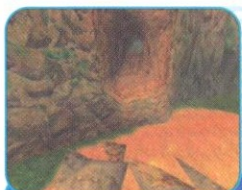
When you first reach it, the Mystic Ruins is a small area near a waterfall. Over the course of the game, new areas open, including a jungle and a temple.

The train depot near the waterfall pool has two levels: Head up to catch the train to Station Square, or go down to take a boat to the Egg Carrier (later in the game).

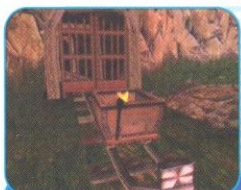
There also are two ore cart tracks. The one by the waterfall leads to the Mystic Ruins jungle and temple area, but it doesn't appear until a character's storyline triggers it. The other ore cart is on the tracks in the cave below Tails' workshop. That cart takes you to the Mystic Ruins Chao Garden. Tails' workshop and the area below it are scenes of a lot of early activity in Sonic's adventure.



Mystic Ruins has a train depot, and the train goes to Station Square.



When the side of the cliff collapses, you can reach entrances to Ice Cap and Red Mountain.



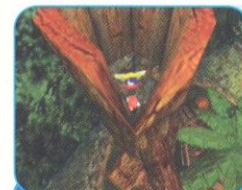
After the ore cart appears, you can take that ride to the Mystic Ruins jungle.



One of the Mystic Ruins Emblems is on the ledge near Tails' workshop. Use Tails to get it.



Another Mystic Ruins Emblem is in the middle of a jungle path near Big the Cat's gazebo. Knuckles can pick this one up.



Another Emblem is inside the hollow tree next to Big's hut. Knuckles can also grab this one.



A tricky Mystic Ruins Emblem is in midair near Red Mountain's entrance. Once again, Knuckles can scoop up the Emblem.

Note

As Sonic and pals destroy enemies in their adventures, small animals of all shapes and sizes pop out from inside the defeated foes. Pick up the animals to carry them with you, and enter a Chao garden to release all of the animals you've collected for the benefit of the Chao.

There are five different groups of animals, each of which is classified as a color: yellow swimmers, purple fliers, green runners, red strong creatures, and blue random creatures. For more information on animals and Chao, refer to the "Caring For Chao" section of this guide.



Egg Carrier

Dr. Robotnik's Egg Carrier is the madman's biggest and baddest weapon. All the characters' paths lead to the Egg Carrier, and most characters fight their last boss atop its huge glass centerpiece. The boats that run between Station Square and the Mystic Ruins dock on either side of the vessel, and a monorail runs between the ship's exterior and interior.



The Egg Carrier has a dock for rafts from Mystic Ruins and Station Square, and a monorail to travel from the ship's interior to exterior or vice versa.



The Egg Carrier changes configurations more than once during *Sonic Adventure DX: Director's Cut*™. Its wings spread out in its attack mode.



You can access different parts of the ship in the two configurations. Don't miss Robotnik's personal quarters.



One Egg Carrier Emblem is atop the revolving central platform. Tails can reach this one.



Knuckles can reach another Egg Carrier Emblem above the pool.



Even if the cannons are out of order, Tails can stand atop the pertinent box and swish his tail to increase the total.



In Robotnik's bizarre room is a floor switch. Step on it to reveal an Emblem. We used Tails to get it.

What's the Story

Part of the fun of *Sonic Adventure DX: Director's Cut*™ is watching the story of the Master Emerald and the seven Chaos Emeralds unfold through the eyes of each character. You find they have different versions concerning who saved the day at a crucial juncture!

Dr. Robotnik, Sonic's nemesis, is the source of the trouble. He has a scheme to use the seven Chaos Emeralds to empower his Chaos monster, which grows each time it consumes an Emerald.

Tikal, a young girl whom most characters see in a vision, is a force for good. She's trying to protect the small and innocent Chao that once gathered near the Master Emerald in happier times. She alone knows the power the Chaos monster might achieve and the terrible fate that awaits Station Square should the monster go unchecked. Tikal appears throughout the game, most commonly as a Hint Orb. If you touch one of the Hint Orbs throughout the game, Tikal gives you advice about the immediate situation.

As you play each of the characters, you get an introduction to his or her story, and begin to see how each fits into the epic that is *Sonic Adventure DX: Director's Cut*™!

Sonic The Hedgehog

As the star of *Sonic Adventure DX: Director's Cut*[™], Sonic has his white-gloved hands full. He has more exploration to complete than any other character, and he fights Chaos in more forms than any of his companions. He's the character you need to be the most comfortable with, especially when going for the high-end A Emblems in each level.

As the game progresses, Sonic gains permanent item upgrades that make him more than a match for any enemy or obstacle. As you venture into each new level, look for ways for Sonic to use his new abilities to counter progressively tougher enemies and increase his speed against the clock.

The Homing Attack is Sonic's standard approach to many situations, but not all the foes you encounter are as easily dispatched as the first Kiki on the beach of Emerald Coast.



Sonic's Story

Sonic is among the first to encounter Dr. Robotnik's Chaos monster. It appears in Station Square and seems immune to the efforts of local law enforcement.

After rescuing Tails from near his downed aircraft, Sonic becomes entangled in the plot of the sinister Dr. Robotnik, whose goal is the destruction of Station Square (where he plans to build his own twisted Utopian vision: Robotnikland).

Sonic's duty is to foil Robotnik's plans, and that includes cutting Robotnik's Chaos monster down to size as it grows more powerful. Along the way, he meets with the other characters, helping them out of jams and saving the day.



Sonic must foil Dr. Robotnik, whose Chaos monster grows ever stronger.

Sonic's Movement

Sonic is the game's most mobile character, even though he lacks Tails' ability to fly. His ability to roll up into a small ball is one of the game's biggest thrills, as you can send him careering through some of the toughest gauntlets. When Sonic jumps and balls up (press and hold **A**), he has considerable hangtime. It's much easier to land in small areas if you hang in the air as a ball for a few seconds, getting a good look at the target area.

When Sonic is flat-footed, he's quite sticky, even on sloping terrain. He can hold a position as long as he's on the run. Rolled into a ball, Sonic often slides off a surface that he could run across. Sonic doesn't have to roll everywhere!

Sonic loses momentum quickly when he tries to roll up even moderate upgrades. It's more prudent to jump from the bottom of a small slope and pop in midair (use **A**) to give Sonic a small burst at the apex of his leap than it is to try more rolling.



Sonic can roll along slopes quickly.



Sonic has sticky feet as long as he's on the move. At a run, he can cross places where rolling won't work.



Advanced Movement: On the Clock

Earning Sonic's A Emblems faces you with some of the toughest challenges in the game from a movement standpoint. Understanding a few subtle points helps shave seconds off your time trials.

Sonic rolls downhill quickly, but he loses a lot of control. Consider not just the immediate terrain but also the lay of the land ahead. It's possible to roll almost entirely through most of Sonic's Action Stages, but that's risky for all but the most skilled players. It's possible to earn Sonic's A Emblems without rolling everywhere. Rolling across dash panels generally sends you higher in the air than running does, and hangtime is the last thing you need when you're on the clock.

Use inanimate objects—and even rows of enemies—as stepping-stones. By targeting a row of objects or enemies in rapid sequence, Sonic can reach areas that would otherwise be inaccessible, and he can cross gaps in levels to shave seconds off the clock.

Very early in the game, Sonic receives the Light-Speed Shoes and can perform the Light-Speed Dash. That lets the hedgehog cross rows of rings to reach more out-of-the-way places. Occasionally, rows of rings also serve as level shortcuts, helping you through tight areas and crowds of enemies.



Rows of enemies can serve as stepping-stones.



Some inanimate objects in the game can also serve as paths, as Sonic targets them one after the other.



The Light-Speed Dash lets Sonic quickly follow a row of rings.

Sonic's Combat

Sonic's combat form of choice is the Homing Attack, with good reason: It's the easiest attack to perform and the most reliable. Jump and hold **A** to keep Sonic balled up, and use **○** to direct the hedgehog toward targets a considerable distance away. Press **A** again to home in with animal-freeing force.

The Homing Attack isn't automatic. You must face your intended target and coax Sonic in that direction with the analog thumb pad. Otherwise, he tends to pop dully in midair and drop back to the ground—or over some nearby cliff.

Advanced Combat

As enemies get tougher, the Homing Attack can't be applied so readily in every situation. Still, even when you can perform the Light-Speed Attack—after receiving the Ancient Light upgrade—the Homing Attack is Sonic's best.

Many of the most dangerous enemies, such as the patrolling class of land mines, have a distinct front and back. Watch an enemy from a safe distance and note the amount of time it spends looking away from you. If you attack an enemy from behind, your odds of success with a Homing Attack increase.

The Light-Speed Attack that Sonic gains when he finds the Ancient Light is a cool trick, but it is difficult to use against enemies with perimeter defenses, such as the small swirling blades of a Bladed Spinner. Using a Light-Speed Attack against these foes may cause Sonic to zip around the target, looking for an opening that doesn't exist. Sonic either drops to the ground after exhausting his light-speed power or flies off a ledge. If you go for it, power up the attack, then jump into the air before letting loose. That should increase the chances of success.

Using the Light-Speed Dash to destroy enemies placed near rows of rings is fast and foolproof. If you're following a row of rings heading toward a foe or foes (the sewer of Casinopolis comes to mind), use the Light-Speed Dash to follow the rings, and destroy enemies as you flash past.



Sonic's Homing Attack is his primary attack form. Attack enemies with perimeter defenses from above and behind if possible.



Many enemies can rebuff a Light-Speed Attack if you don't get above them.

Permanent Upgrades

Sonic gets his paws on two permanent upgrades early in the game but must wait until near the end of his adventure before receiving the final one.



Light-Speed Shoes

Found in the short sewer tunnel below Station Square, this new footwear gives Sonic the power of the Light-Speed Dash, which allows him to power up and dash along a row of rings. Hold down **(A)** while Sonic says "Ready. . .," then release it to perform the trick. Sonic's Light-Speed Dash lets him reach powerups in places where he otherwise could not. He can also take out enemies quickly if they are stationed near a row of rings.



Crystal Ring

The Crystal Ring decreases the amount of time Sonic must power up before using the Light-Speed Dash. You find it in the small room above the Station Square hotel desk after picking up the Light-Speed Shoes.



Ancient Light

The Ancient Light allows Sonic to perform the Light-Speed Attack, dashing at enemies as he would at rings with the Light-Speed Dash. Tougher enemies aren't easily targeted, but most enemies you can get above can be defeated.





Sonic's Boss Battles

Sonic has one of the toughest collections of bosses, as you might expect. Not only does he face the most powerful incarnation of Chaos, but he also must deal with Robotnik's most fearsome creation, the Egg Viper.

First Boss: Chaos 0

Sonic begins the game by fighting Chaos 0, Dr. Robotnik's fledgling nightmare. You need rings to survive any hits, but don't pick them up all at once. Leave some as an emergency reserve in case you suffer an attack and lose the ones you're holding.



Chaos 0 appears in Station Square as the game begins.



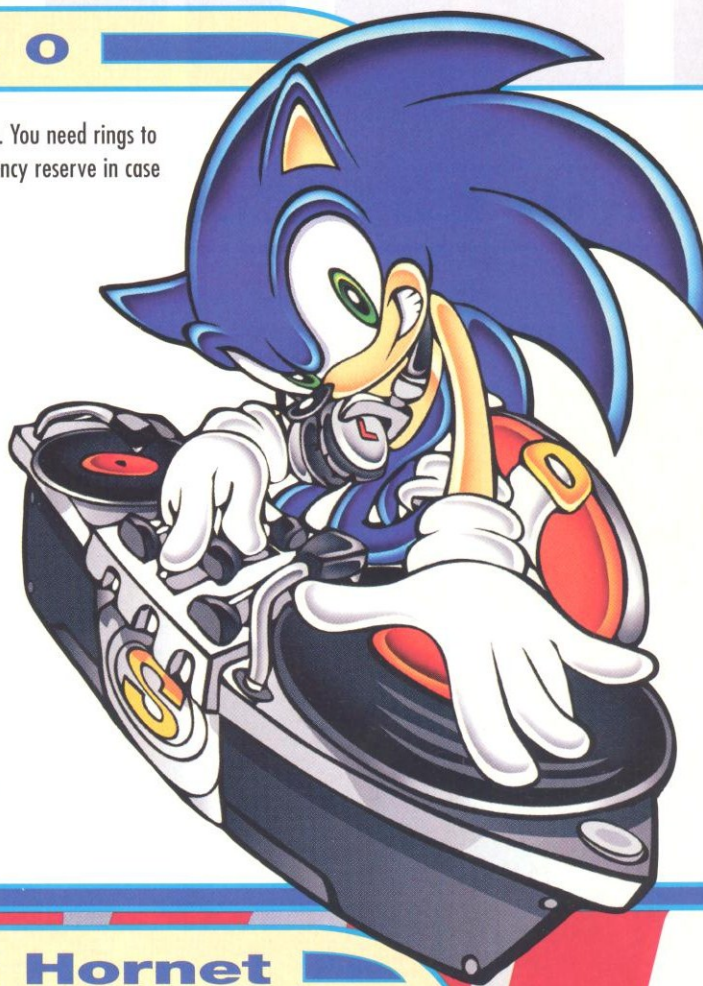
Use your Homing Attack on the creature, striking from above.



Chaos 0 is reduced to a puddle, then reforms. Hit him three times to defeat him.



Between your second and third successful attack, Chaos 0 climbs a high pole. Run back and forth to avoid the extending limb until he drops.



Second Boss: Egg Hornet

When you go near Tails's workshop for the first time, Dr. Robotnik is waiting with his Egg Hornet. Scoop up some rings and back off to see what he has in mind.



The Egg Hornet is waiting for Sonic when he ventures into the small area below Tails's workshop.



The Hornet's guided missiles are nasty but avoidable as long as you stay far enough away to see them coming. Get airborne.



When the Hornet glows, run out from under it and jump to get clear as it descends.



While Robotnik is attempting to grind you into the dirt, jump and use the Homing Attack on him as he sits in the cockpit.

Third Boss: Chaos 4

After Sonic's confrontation with Knuckles, Robotnik appears and makes off with the Chaos Emeralds, leaving Sonic to contend with Chaos 4.



The battle with Chaos 4 is fought over water. Use the lily pads to stay out of the water, and jump immediately if you slip and fall. Chaos 4 attacks if he senses you sitting in the water.



Hop around the lake. Chaos 4 uses a variety of distance attacks that consist of multidirectional shock waves.



When Chaos 4 stops attacking and pokes his head up, use the Homing Attack.



Just as the Chaos before him, Chaos 4 breaks into small pieces, then reforms. Keep out of his way until he pops up, then let him have it.

Fourth Boss: Chaos 6

One of the toughest Chaos monsters is Chaos 6, which Sonic faces aboard the Egg Carrier.



Work the perimeter of the large area, where there are a few rings. Don't get close early in the fight.



Chaos 6 begins the fight by trying to suck Sonic into its maw. Run and jump against the wind until it subsides.



To defeat the monster, first attack and deactivate one of the satellites.



Use **B** or **X** to pick up a deactivated satellite, then run at the monster and press **B** or **X** again to throw it. If it strikes Chaos, he freezes.



When Chaos 6 is frozen, attack him. Repeat the process four times to win the fight.



When the monster emits long tendrils, stay still until you must move to avoid one. When the tendrils retract, run and jump from the swinging tail.





Fifth Boss: Egg Viper

The nastiest of Dr. Robotnik's evil toys, the Egg Viper waits for Sonic after his descent into Final Egg.



As the Viper appears, make sure you have rings. Small groups of them lie at either end of the walkway.



The Viper begins by firing concentrated blasts as it strafes back and forth. Run and jump as Robotnik cries "Get a load of *this!*"



When Robotnik has completed each attack sequence, he stops near Sonic and dares him to make it to the cockpit up the Viper's tail. Use a series of easy Homing Attacks.



After the initial strafing pass and tail-taunt, Robotnik charges up a super blaster. Wait for the halo of light to flash.



Run and jump after the halo of light flashes to leap clear of the blast radius.



Robotnik next employs a strafing run along the length of the walkway. You can try dodging to one side, but sometimes it's safer to take a hit.



After the walkway-long strafe, Robotnik hovers at the end of the path and sends a disk of blades at Sonic. He always leads to Sonic's right.



When Robotnik sends out the disk, jump high and hang as long as possible. The disk moves underneath Sonic. Drop onto it, and ride it back to attack Robotnik from close range.



When the Viper is heavily damaged, it starts to burn and fly back and forth. Move to one end of the walkway.



Robotnik makes one last desperate attack, plowing the Viper into the section of walkway where Sonic is standing. Run and jump clear as the craft plunges.

CHARACTER CONFLICTS

In addition to the true bosses that Sonic must defeat to advance through the game, he also winds up in scuffles with Knuckles and E-102 Gamma. Both are pushovers as long as you stay mobile and don't let them pound on you.

These are story points, more than battles: When you strike each character three times, the battle ends, and the story progresses.



Sonic meets Knuckles near the waterfall early in the game. Wait for him to land and use your Homing Attack.



Sonic encounters E-102 Gamma aboard the Egg Carrier. Stay out of his laser sights, and use the Homing Attack until Amy begs you to stop.



Station Square



When you complete Casinopolis, the Ice Stone appears in a nearby alley.



It takes a Light-Speed Dash to open Casinopolis. The nearby switch produces the rings.



After Sky Chase Act 1, Sonic meets Amy in Station Square.



When you complete Windy Valley, the manhole opens.



In the courtyard where you fought Chaos 0, on the left as you enter, is the Weight Stone.



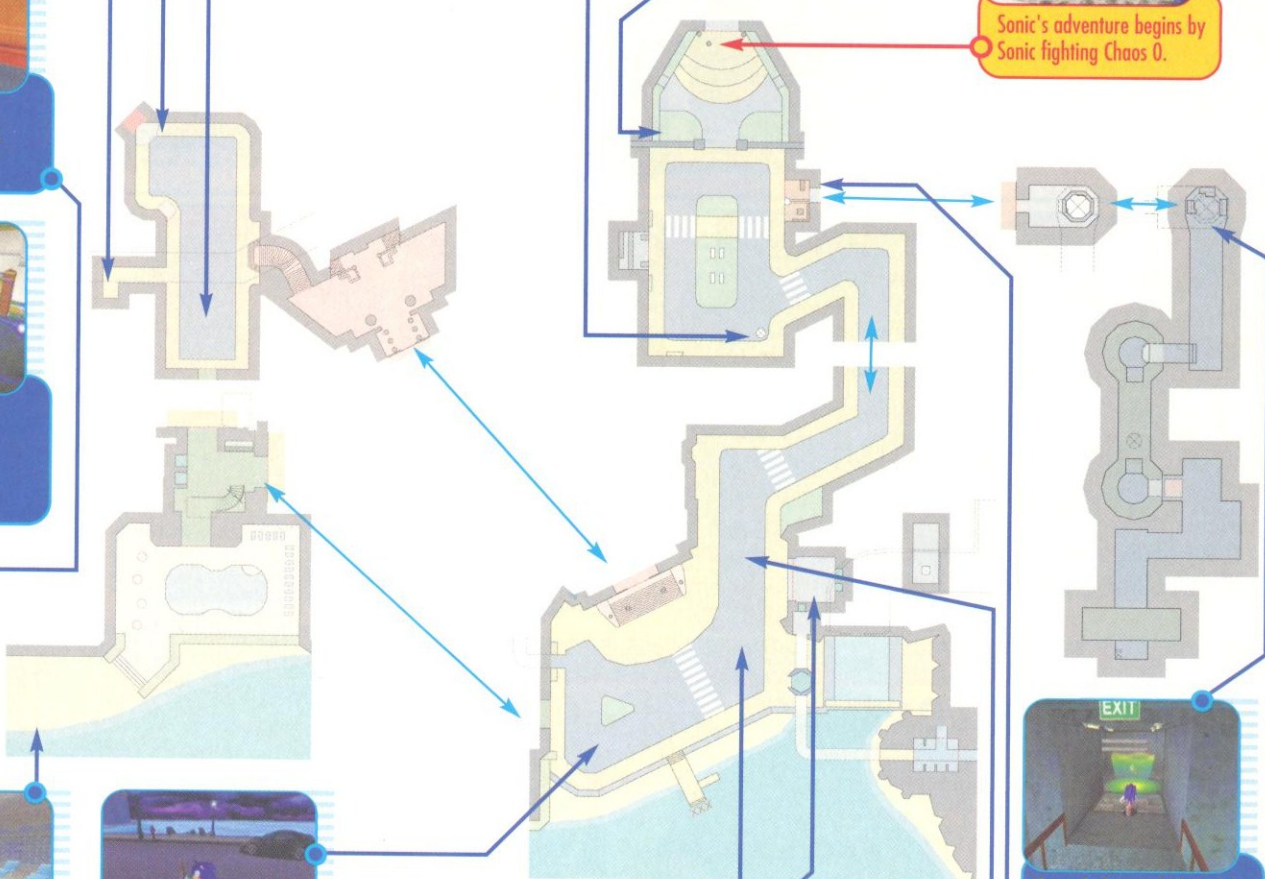
In the room above the hotel's front desk is the Crystal Ring.



In the hotel, use the Light-Speed Dash to reach the small room over the front desk.



Sonic's adventure begins by Sonic fighting Chaos 0.



The entrance to Emerald Coast is past the pool.



When you complete Twinkle Park, the Employee ID Card appears in the grass outside.



After you meet Amy the first time, go to her near the entrance to Twinkle Park. The level opens.



Use the Employee ID Card to open Speed Highway. Visit a Chao Garden to release the animals you've rescued.



When you complete Speed Highway, you spot one of Robotnik's robots capturing Amy. Follow them to the Mystic Ruins.



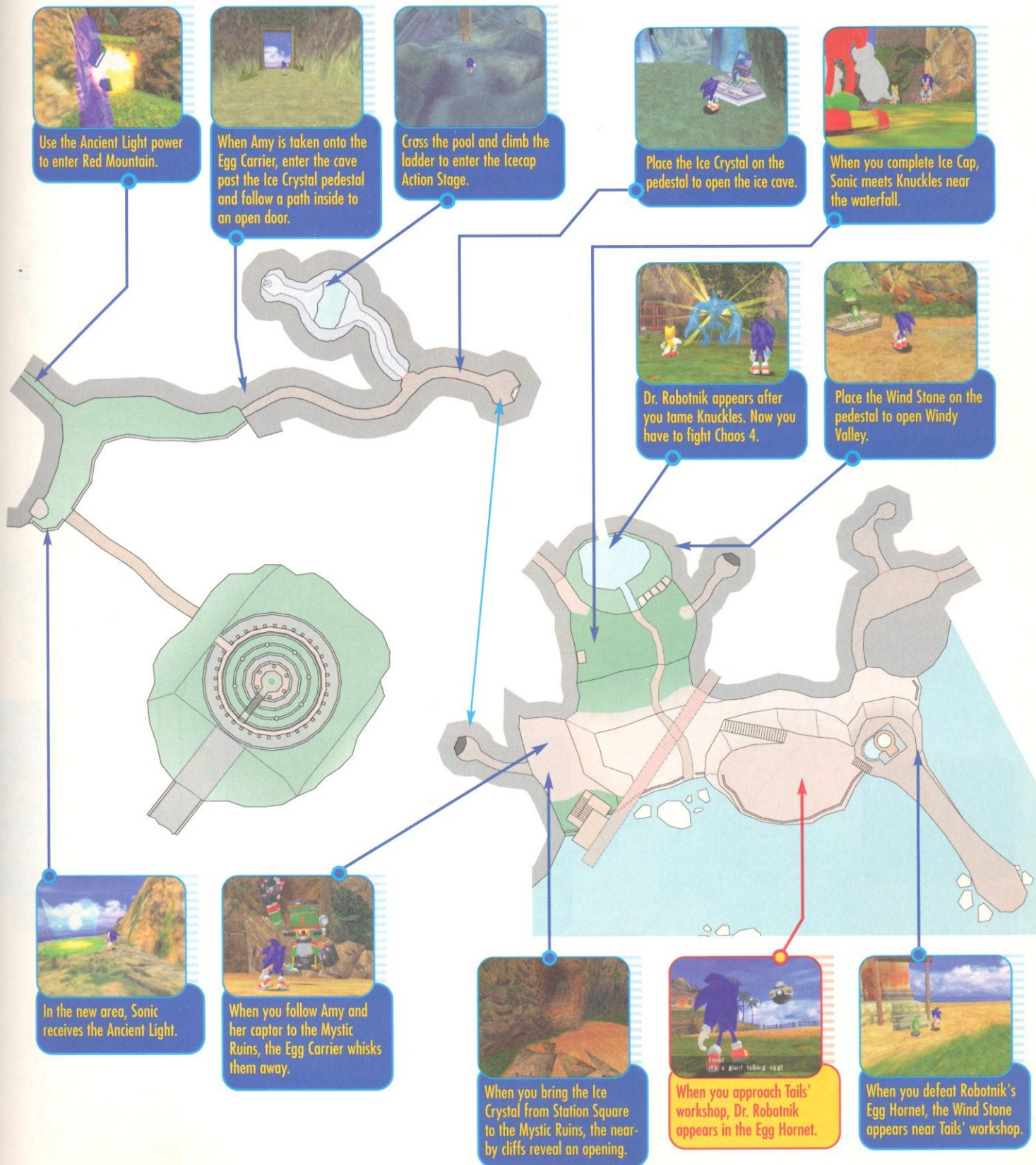
Through the manhole are the Light-Speed Shoes.



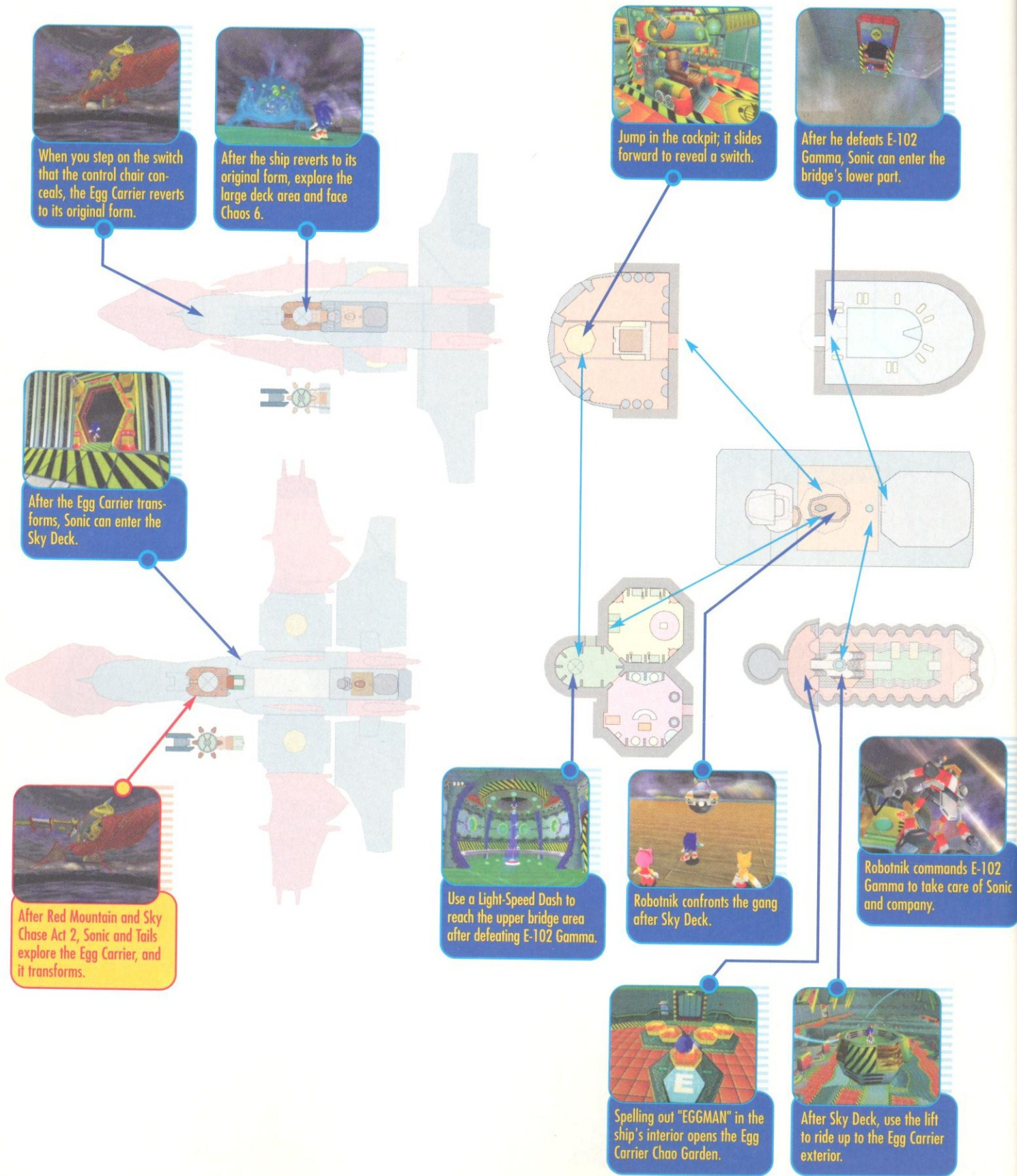
Swap the Weight Stone for the special Chao egg. Leave the store with the egg.



Mystic Ruins (before Chaos 6)



Egg Carrier

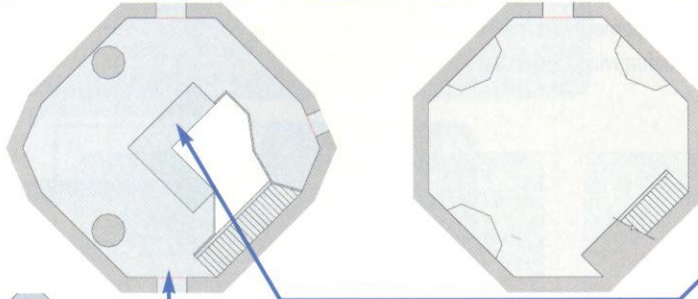




Mystic Ruins (after Chaos 6)



When Sonic defeats Chaos 6, he falls from the Egg Carrier to a new part of Mystic Ruins. Enter the temple to find Lost World.



Through the passage is a locked door guarding Final Egg.



Follow Robotnik to discover a passage constructed nearby.



Step on the buttons in sequence: middle-left, lower-left, lower-right, middle-right. The door to Final Egg opens.

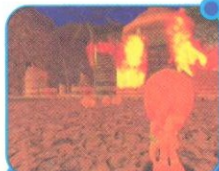


When Sonic completes Lost World, he exits to see Dr. Robotnik flying.

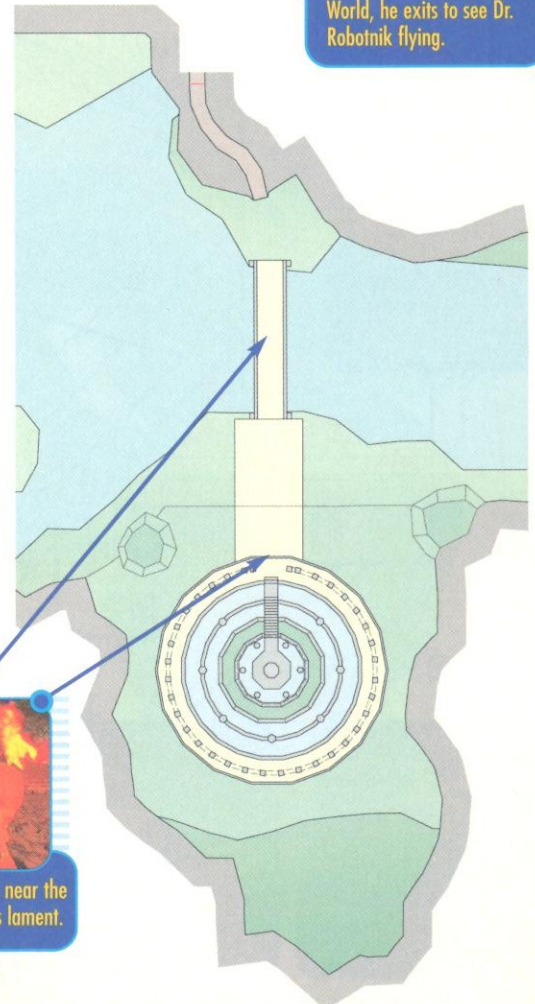
Shrine of the Master Emerald



When Sonic completes Lost World, he has a fiery vision.



Approach the figures near the shrine to hear Tikal's lament.



Emerald Coast

The first level of the game is a mad dash along the coastline as Sonic sets off to rescue the crash-landed Tails. Use your Homing Attack to take care of the enemies, but don't bounce off any walkways in the process. At this early stage, approach each new obstacle with caution. Don't get too cocky too soon—the ocean here is an unforgiving, bottomless pit.

Rings

626 + (5~200)

Items

Extra Life (x4)

High-Speed Shoes

Enemies

Kiki

Rhino Tank

Sweeper

Animals

Penguin

Seal

Beaver

Rabbit

Koala

EMBLEM GOALS

RANK

CONDITIONS

C

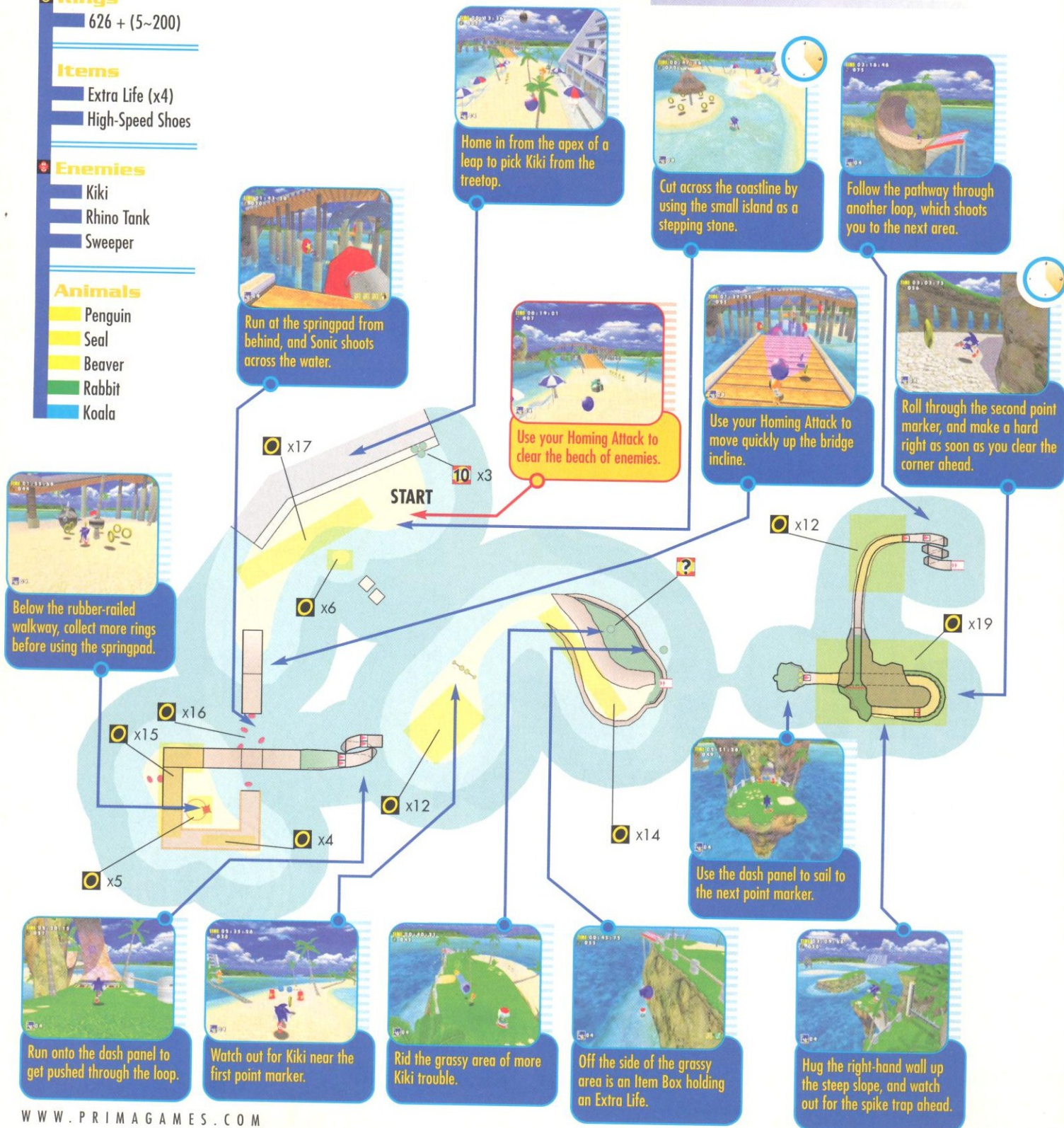
Rescue Tails!

B

Collect 50 rings and destroy the Capsule.

A

Destroy the Capsule within two minutes.





TIMER TIPS

In addition to the shortcuts, notice the sloping paths and loops throughout the level. Roll down slopes, breaking out of the roll when you begin to lose momentum on steeper inclines. Run, don't roll, through loops for less hangtime. The same holds true for those dash panels that toss you out over the water to a new section of the level.



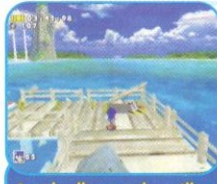
Unless you're in a hurry, let the bridge stop bouncing before you jump for the rings.



Stand slightly off to the left to start your run through the point marker.



The killer whale tears up the dock in Sonic's wake.



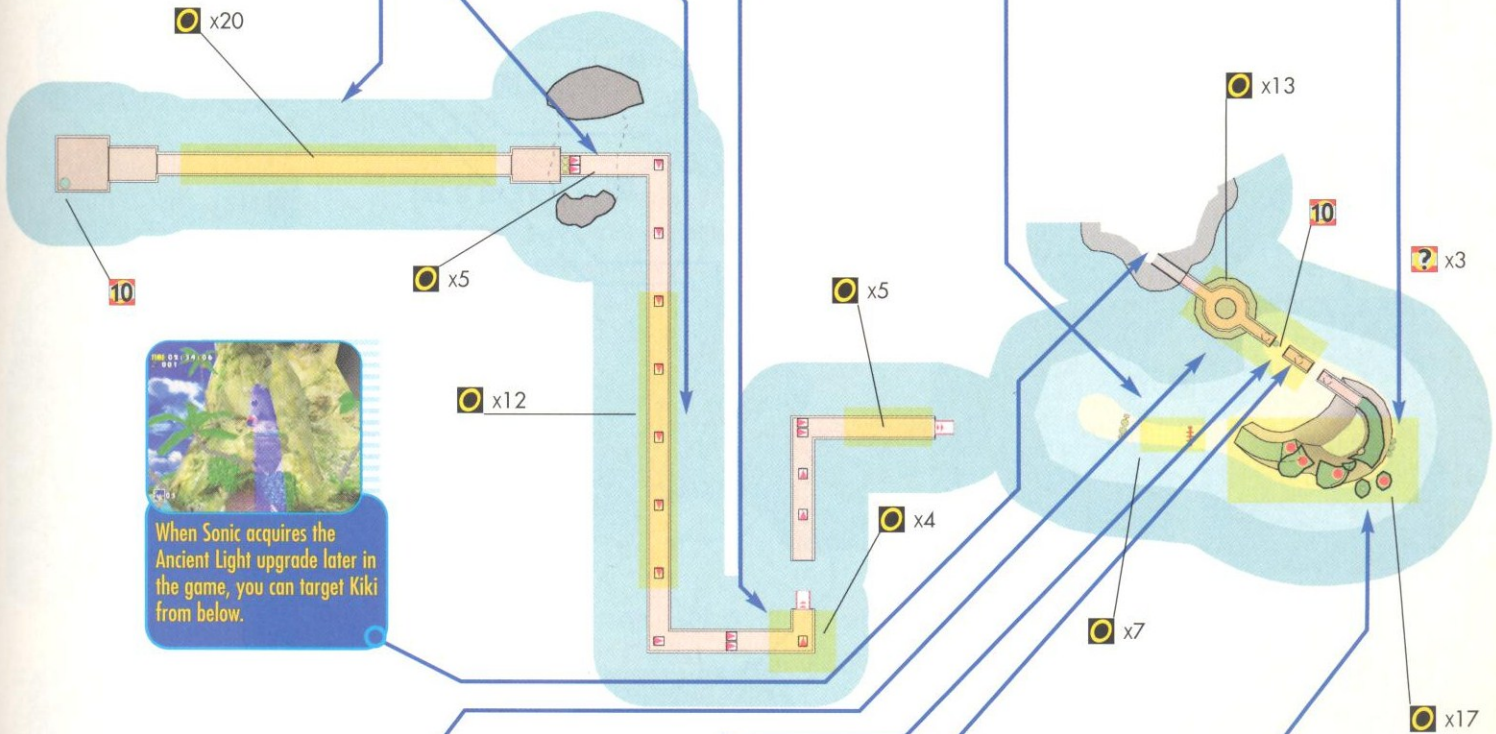
Avoid rolling, and you'll stay in front of the whale and hit the dash panels in the dock's corners.



Off the dock, touch another point marker and watch for Kiki on the right.



Circle around the island to the right and break open the Item Boxes.



When Sonic acquires the Ancient Light upgrade later in the game, you can target Kiki from below.



Avoid Kiki on the high ledge your first time through the level; just run into the cave.



On the island's other side are another Item Box and Kiki in a low tree.



Rolling along the broken bridge allows you to skip over the gaps.



Jump from the ledge with the springpad and target the Item Box with the Extra Life.



Emerald Coast



Follow the pathway up to another point marker. That's the last one in Emerald Coast.



Roll up the steep ramp, angling from the left to the right. To reach the beach, hold the analog thumb pad hard right once you're airborne.



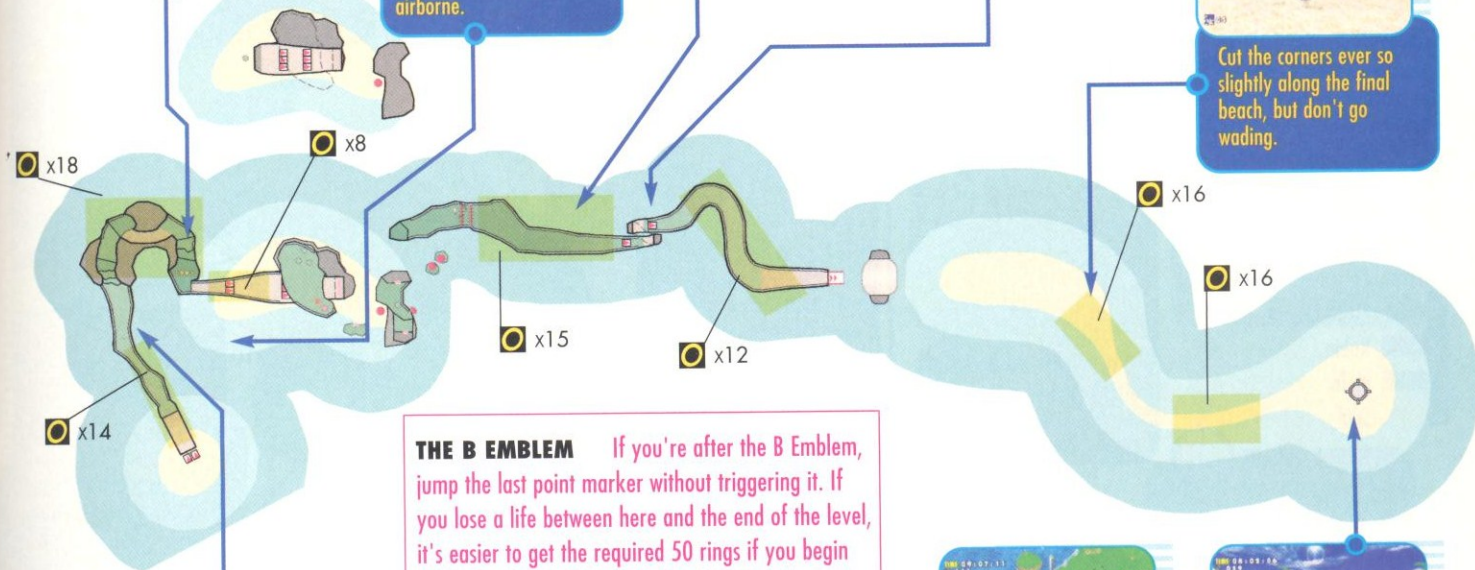
Through the spike traps, look for the waiting Kiki.



Roll down the steep hill, but run before you hit the loop's dash panel.



Cut the corners ever so slightly along the final beach, but don't go wading.



THE B EMBLEM If you're after the B Emblem, jump the last point marker without triggering it. If you lose a life between here and the end of the level, it's easier to get the required 50 rings if you begin from the second-to-last point marker.



Don't slip over the low rail when you take care of Kiki.



In the grassy area above the ramp, take care of Kiki first.

5

x4

x5

?

5

x3

4

x4



Whether you use jump panels, springpads, or a combination, Sonic eventually arrives at the high walkway.



The downed Tails waits at the far end of the winding beach.



Drop off at pad number three to break open the case.



Beneath the ramp waits an Extra Life.



Bail off the ramp's side to explore the beach. The springpad in the distance is an alternate route.



Tikal is always on hand to explain new contraptions, such as the jump panels.

Windy Valley

The Windy Valley is a tricky excursion through a level of dizzying heights and dangerous speeds. As long as you're not racing the clock, take a cautious approach. Leons phase in and out of a general area. Don't get caught looking at the scenery where one is apt to appear.

Rings

248 + (5~200)

Items

Magnetic Shield (x4)
Shield
High-Speed Shoes

Enemies

Leon
Boa Boa

Animals

Parrot
Partridge
Robin
Mole
Seal

EMBLEM GOALS

RANK	CONDITIONS
C	Get the Chaos Emerald!
B	Collect 50 rings and destroy the Capsule.
A	Destroy the Capsule within three minutes.



From the ledge with Leon, jump and target the small fans in order.



Leon appears on the left-hand ledge, though it comes down to the main path.



The wind past the Boa Boa carries Sonic to a small grassy area near the first point marker.



Downhill, a giant Boa Boa circles. Target its head as it comes around.



From the small grassy area, jump to a pathway below.



Beyond the Item Box with the shield, you can smash through the wall to backtrack.



Downhill from the second point marker, you must run through the gate to catch the current.



Past the first point marker, Leon lurks on a ledge. Lure it away from the springpad before attacking.



Follow the small fans to bypass a portion of the level and collect a magnetic shield.



To get this Extra Life, you need the Light-Speed Shoes, which you don't get until you finish the level. Remember this spot when you return.



To reach the Extra Life, jump and target the Item Box as the bridge explodes. Save time by jumping immediately off the bridge to Sonic's right.



Once in the updraft, Sonic is whisked across another bridge, and up into the tornado.

x10

x3

x5

x4

x4

x4

x8

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x4



Windy Valley



Follow the upper path into the hollow, where another springpad hurls Sonic from the eye of the storm.



Bounce up to the hanging bridge.



Jump and use a Homing Attack to strike the springpad at its center.



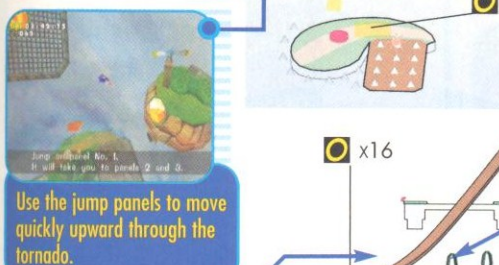
Use the jump panels to move quickly upward through the tornado.



Descending the walkway, look off to the left. Leap to the small island using the springpad.



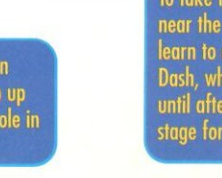
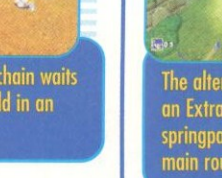
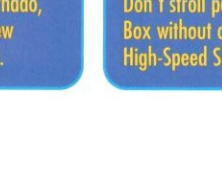
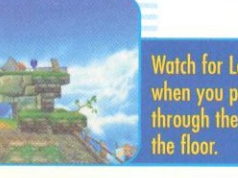
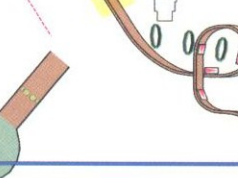
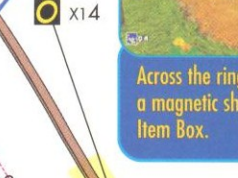
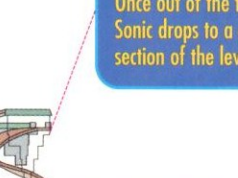
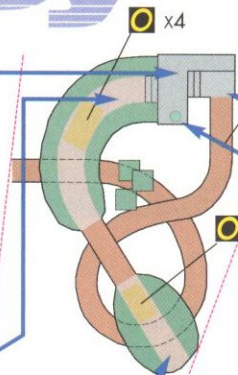
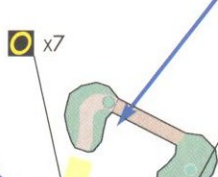
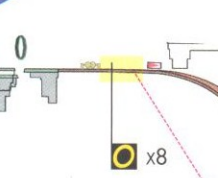
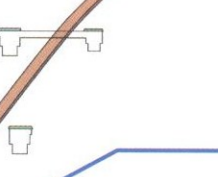
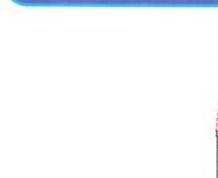
Follow the walkway onto the springpads below the structure.



Leon is also in the vicinity, sometimes waiting in the rocky area ahead.



Take care of the Boa Boa circling in the open area.



Attack the stone barrier to smash through to the walkway.



Don't stroll past the Item Box without claiming the High-Speed Shoes.



Keep on running past the dash panels to make it through the windy gateway.



The alternate route also has an Extra Life. Use the springpad to rejoin the main route.



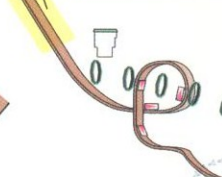
To take the alternate route near the rocket, you must learn to do the Light-Speed Dash, which you won't learn until after you complete this stage for the first time.



Using the springpad tosses Sonic toward an Extra Life. The long hangtime keeps this from being a shortcut.



Across the ring chain waits a magnetic shield in an Item Box.



Watch for Leon when you pop up through the hole in the floor.

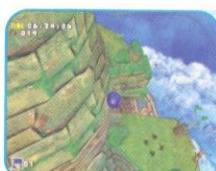
Windy Valley



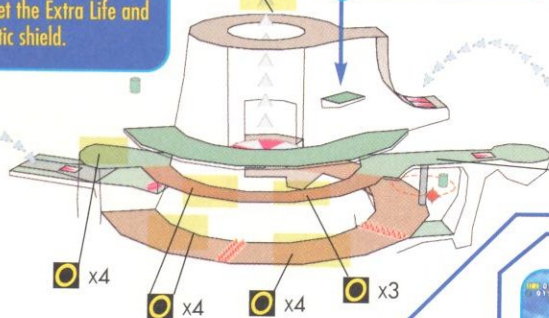
Float along the air currents to slip past the obstacles on the lower walkways. Jump just behind the spiked ball to target the Extra Life and magnetic shield.



A springpad on the upper ledge lets you easily reach the magnetic shield.



At the large stone structure, use the springpad to reach the ledge above the wider area, where Leon patrols.



If you roll onto the first set of springpads outside the tall structure, Sonic can make it to the top in one mighty bound.



After you enter the structure, Sonic heads for a new section of the level.



Open the random ring Item Box before climbing into the windy structure.



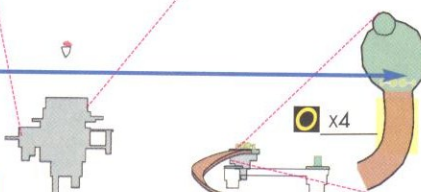
Follow the plummeting path. At the final windy gate, resist the urge to jump. You can run onto the wind current from the walkway.

THE B EMBLEM

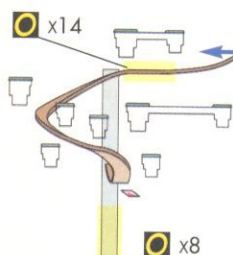
If you're trying for the B Emblem, jump the final point marker without activating it. Between that marker and the level's end is one last wicked wind ride. Should you perish, it's doubtful you'll be able to collect the required 50 rings. A random ring Item Box is next to the level timer, but don't count on getting 40 rings from it when you need them!



The series of springpads drops Sonic to a small grassy area. That point marker is the last of the level.



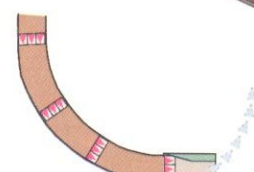
Break open the random ring Item Box and claim the Chaos Emerald.



Follow the walkway, running—not rolling—onto the dash panels in front of the steep wall.



Relax and ride the wind to the level's final platform.



Casinopolis

EMBLEM GOALS

RANK	CONDITIONS
C	Get the Chaos Emerald! (400 Rings)
B	Collect 50 rings and destroy the Capsule.
A	Destroy the Capsule within five minutes.



Casinopolis is Sonic's big chance to strike it rich—the load of rings available translates into a bunch of extra lives. You must collect 400 rings to exit the Casino, but why stop there? The level's ground floor consists primarily of two pinball games that pay off in rings. By intentionally losing either game, Sonic (and Tails) can drop into the basement to face an impressive gauntlet of traps and enemies. If you've learned the Light-Speed Dash, you can avoid most of those obstacles and still collect all the goodies.

PLAYING SLOT PINBALL When you activate the Slot and Pinball machine by striking the target at the top center of the game board, the lights on either side of the pinball tumblers start flashing. The flashing lights are a timing guide. Press **A** three times to stop each tumbler in turn on three consecutive flashes of the lights.

TIMER TIPS

Collecting 400 rings within five minutes requires luck, because the quickest way to the goal is a chance game of pinball. It pays to have a winning system, and one of the pinball games (Card and Pinball) is perfectly suited to the task. As the level begins, turn around and go into the purple transporter just a few feet away. That's the entrance to Card and Pinball.

While you're playing, don't take the scenic trip to the second stage of the pinball game. The entrance to the second stage is at the top of the board, so don't try any tilting in that vicinity.

To rack up a bunch of rings in a hurry, use the left-hand flipper almost exclusively. When the Sonic-ball plays over to the left side, flex the flipper and hold it up so you can catch the ball behind the flipper. When the ball is at a standstill behind the flipper, release the control. Let the ball slide about halfway down the flipper, then whack it. Your target is the opening to the right of the three small panels above—a transparent tube that scores a card and also loops Sonic back around so you can catch him with the left-hand flipper again.



The simplest way to beat the clock is to fire Sonic 'round and 'round through the transparent tube.

When you get a feel for the timing, you can fire the Sonic-ball 'round and 'round, and quickly build a poker hand from the cards you strike. Luck of the draw is involved, but

it's not something you have to try 10 times to make happen. When you master the flipper trick, it happens easily.



If you miss, it's better to miss to the left, toward the three small panels.

While you're working on the timing, realize that it's better to miss to the left of the transparent passage than to the right. To the left are three small panels, side by side. Striking all three scores a

decent number of rings, and you can usually get two at one time by gently applying a little analog thumb pad tilt.

After you collect 400 rings, let the ball pass without striking it. Instead of falling into the basement, you fall back into the Casino, near the vault.

Rings

500 + (3~120)

Items

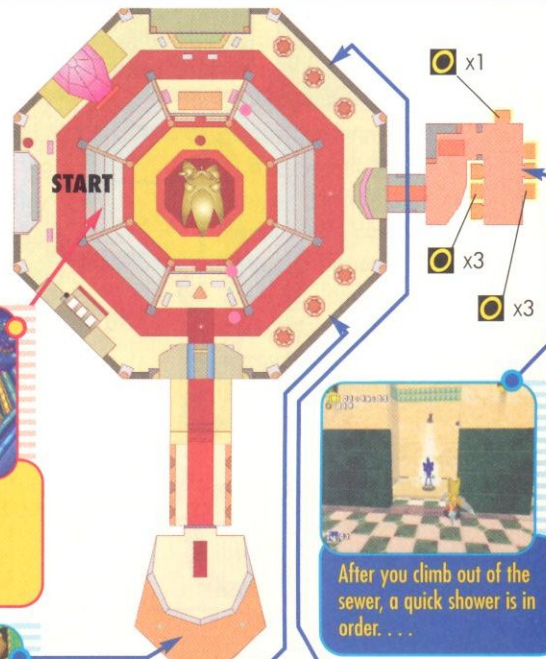
- Extra Life (x5)
- Shield
- Invincibility Shield
- Smart Bomb

Enemies

- Bladed Spinner

Animals

- Parrot
- Partridge
- Robin
- Koala
- Rabbit



To find the Casino's basement, enter either pinball game but don't attempt to hit the balls.



When you've collected at least 400 rings, enter the vault and stand on the switch. The resulting pile of rings allows you to reach the goal.



You can attack the circular sets of slot machines to knock rings loose.



After you climb out of the sewer, a quick shower is in order. . . .



To beat the clock, fire Sonic 'round and 'round through the transparent tube.



In Card and Pinball, build the best five-card poker hand by striking the cards on the board.



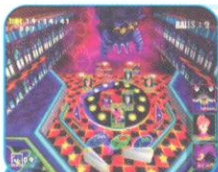
Apply some **O** tilt when you enter one of the side passages to Slot and Pinball, and you can bounce along the springpads.



Getting the Sonic-ball to tilt-bounce into the Extra Life chamber can be a pain, making the ready supply of rings not quite as appealing.



The trip back from the second level of Card and Pinball is pretty, but it takes too much time if you're trying to beat the clock.



The second level of Card and Pinball has plenty of targets, and the Sonic-ball moves faster.



Get Sonic into one of the lighted hoops at the top of the game, and he goes on a scenic tour.



You receive scoring bonuses of limited duration for hitting jackpots.



The triangular lights above the bumpers can help you with your timing.

CasinoPools



Eventually, you enter the second large fan room. More rings. More tunnels. Check the map a few more times....



When you're satisfied with your haul, head for the wider area on the map, away from the fan rooms.



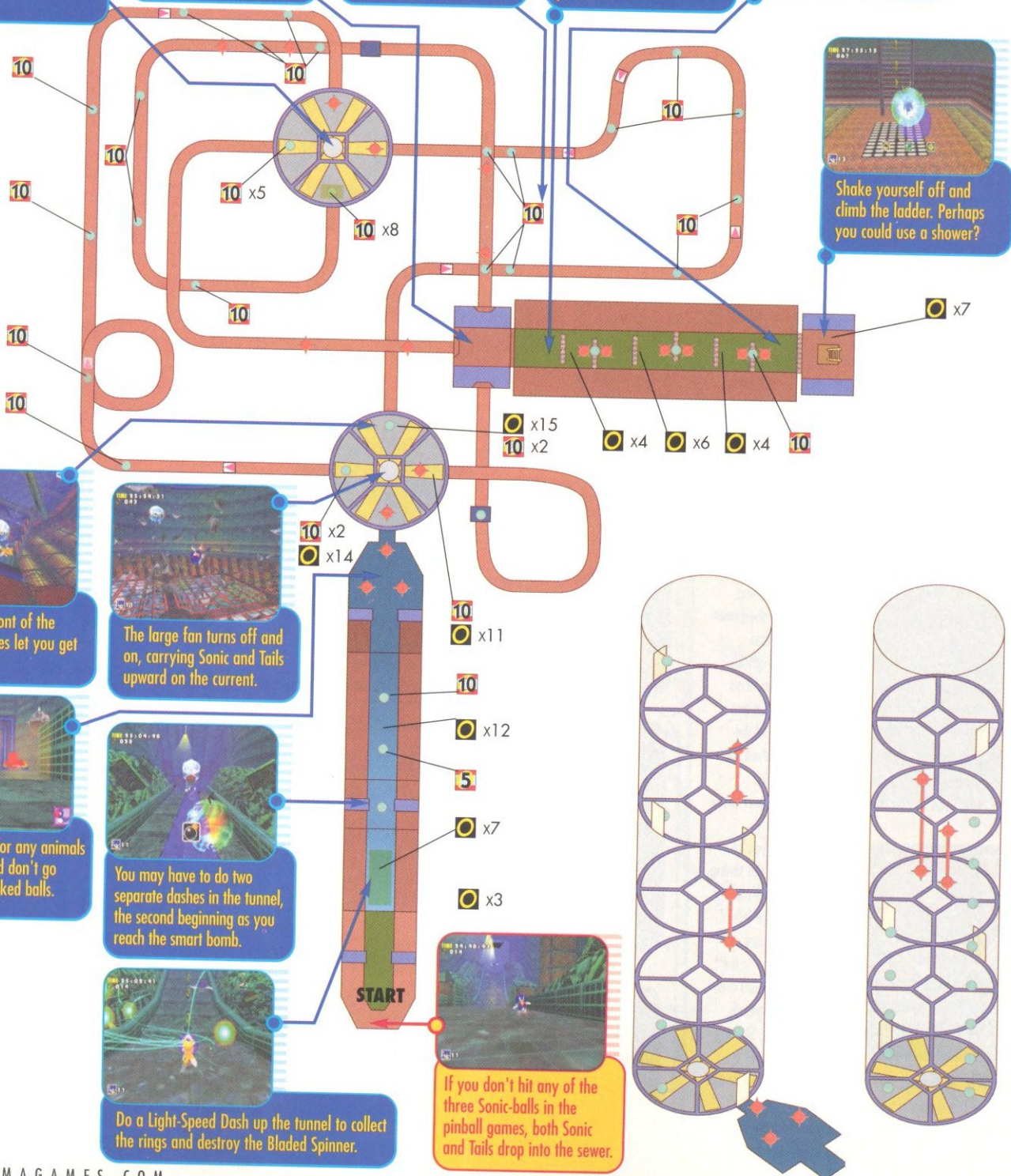
You can collect a ton of rings in the tunnels. Refer to the map, and watch out for more spiked balls.



Quickly clear the wide tunnel by charging the Light-Speed Dash, then jumping before you release it.



Sonic's mad dash leaves him at the far end of the obstacle course.



Shake yourself off and climb the ladder. Perhaps you could use a shower?



Awnings in front of the upper passages let you get inside easily.



The large fan turns off and on, carrying Sonic and Tails upward on the current.



Stop and wait for any animals to catch up, and don't go beneath the spiked balls.



You may have to do two separate dashes in the tunnel, the second beginning as you reach the smart bomb.



Do a Light-Speed Dash up the tunnel to collect the rings and destroy the Bladed Spinner.



If you don't hit any of the three Sonic-balls in the pinball games, both Sonic and Tails drop into the sewer.

Icecap

Icecap feels like the quickest level in the game, mostly because of the out-of-control snowboard run that culminates the action. The route to the snowboard hill is relatively direct, but there's plenty to do and see if you're not on the clock.



EMBLEM GOALS

RANK	CONDITIONS
C	Get the Chaos Emerald!
B	Collect 50 rings and break the Capsule.
A	Break the Capsule within four minutes.

USING THE ICICLE PATHS To jump from one icicle to the next, Sonic has to circle around so the target icicle is behind him, then use **A** and **C** to make the transfer. It's easier if you carefully line up the camera before jumping, instead of letting it swing around at random while you try to line up a jump.

TIMER TIPS

Getting through Icecap quickly depends on a clean run through the first section of the level. Use the shortcuts and don't worry about the spike traps knocking off rings. Just keep moving forward.

When you hit the snowboard slope, it's primarily a matter of keeping off the walls. That includes the sides of the ramps, which require skill to use. Trying to use the ramps slows you down more than it increases your speed. It's too easy to hit the side of a ramp and lose momentum.

Even if you make it onto and off a ramp cleanly, your hang time off the jump eats up more of the clock than if you'd just kept your feet on the ground.

Rings

739 + (2~80)

Items

Extra Life

Enemies

Ice Bot

Boa Boa

Animals

Penguin

Seal

Beaver

Gorilla

Mole



At the high end of the field are the only two random ring item boxes in the level.



The start of the level is a vast, snowy field.



Use two quick Homing Attacks to free the animal from each Ice Bot.



Use the springpad to enter the small cave, and chill out the Ice Bot below.

?

6

8

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5

3

x5

x7

4

x6

x5

x9

2



Hop on top of the ledge with the icicles, and walk along the base of the wall.



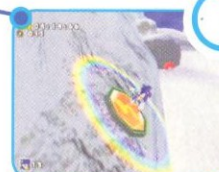
Follow the ledges above the icicles to reach the Extra Life Item Box.



Jump and use a Homing Attack to strike the springpads in their center, and Sonic grabs an icicle.



The exit path leads to a rocket ride and another tunnel across the snow field.



From the ledge where the Light-Speed Dash leaves Sonic, use the jump panels to arrive at the same tunnel where the rocket drops you.



Use a Light-Speed Dash as a shortcut to cross the line of rings.

Icecap

Follow the path along the wall, and use the jump panels to return to the wooden bridge.

Follow the path to the gateway. How you open it affects which snowboard you use.

The switch on the floor activates an icy bridge. Run in a straight line.

You can hop down to deal with the Boa Boa as long as you're not racing the clock.

Far below, a Boa Boa circles. Watch out for icy patches as you approach!

The exit path leads to a rocket ride and another tunnel across the snow field.

The first time you pass it, the wooden bridge is a dead end. You can hop up and break open the Item Boxes, however.

Using the jump panels causes a huge icicle to drop from the ceiling, creating a path.

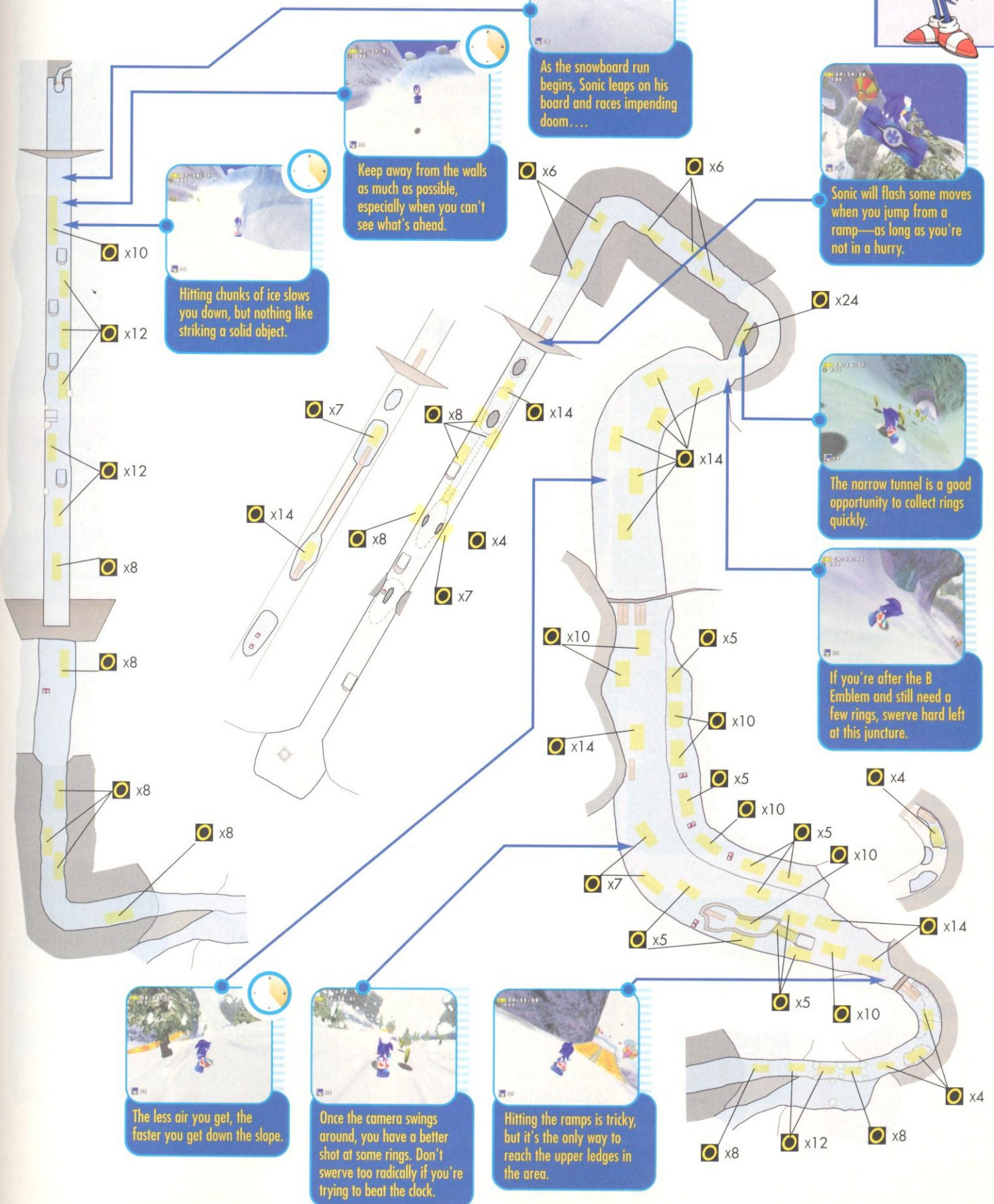
The icicle path is longer this time. Adjust the camera as you go, and take your time.

The pathway up the walls of the cave has several spiked traps. Wait for them to retract before jumping past.

Don't drop all the way to ground level if you're racing the clock. As long as you have some rings, hitting the spikes is no big deal.



Icecap



Twinkle Park

Twinkle Park has a more open feel than some other Action Stages, and it's rare that you forfeit a life because of a single misstep. You're more likely to face a backtrack than a quick demise. That can be time-consuming, but at least you're likely to leave with a net gain in lives!

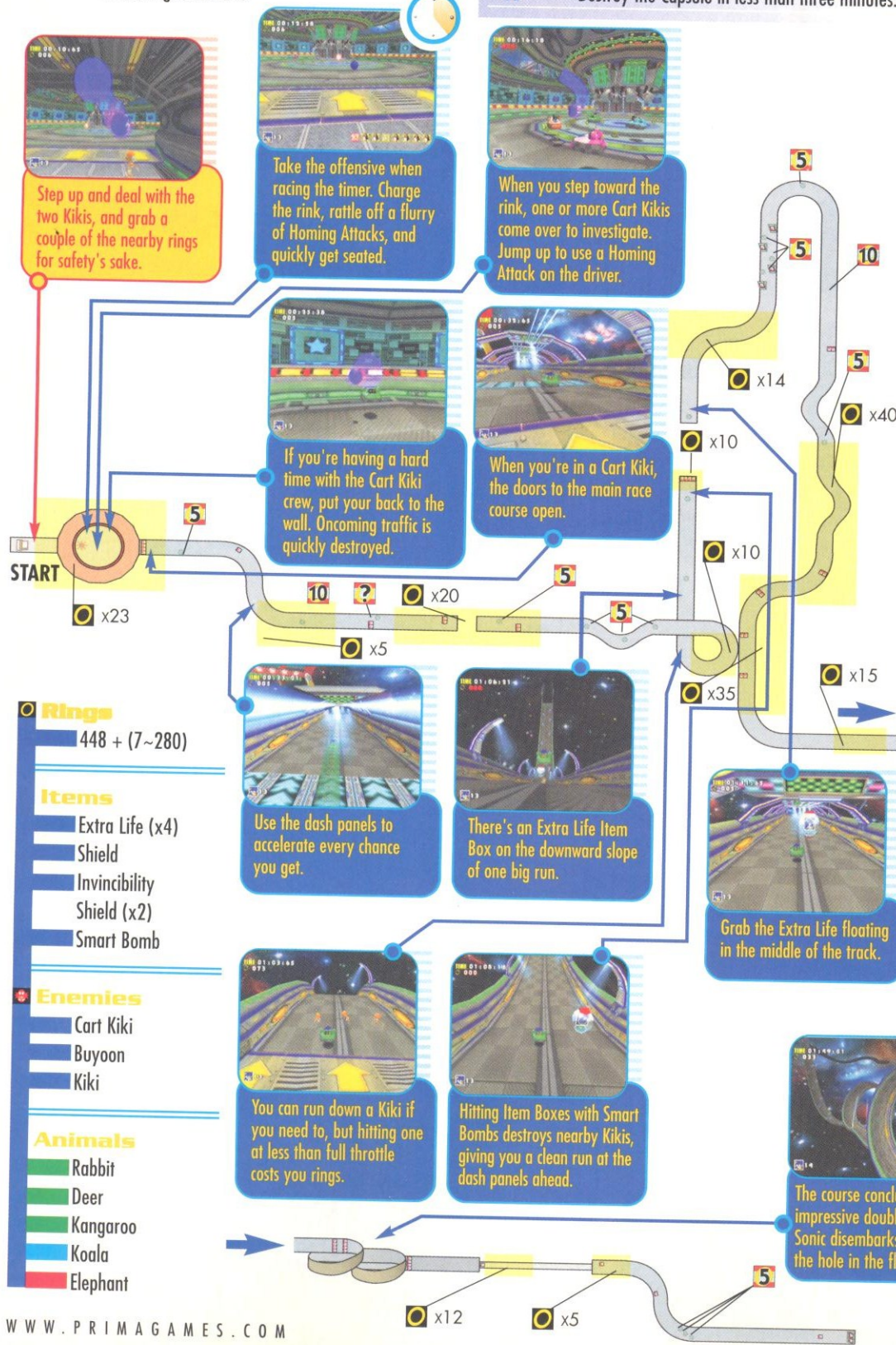
EMBLEM GOALS

RANK	CONDITIONS
C	Destroy the Capsule and rescue the animals!
B	Collect 50 rings and destroy the Capsule.
A	Destroy the Capsule in less than three minutes.

TIMER TIPS

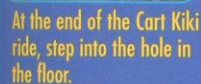
Twinkle Park's size makes it one of the harder timed tests, especially considering that you have to navigate the beginning race course before you reach the main part of the level. The doors to the race course open when you're seated, and you need to get going as soon as possible. Get into a car quickly!

On the course, hit every dash panel you can while avoiding the walls and the other Cart Kiki. The cars on the course generally head toward you when they first come into sight. You have a second to judge their positions and adjust your course to slip past them along the wall. Your vehicle can usually mow down Kikis, but it's best to avoid enemies when you're racing the clock. No sense letting a lucky little monkey ruin your run!

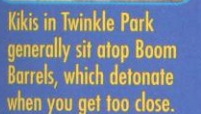




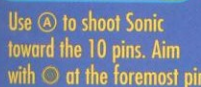
Twinkl Park



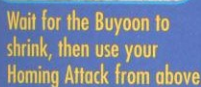
At the end of the Cart Kiki ride, step into the hole in the floor.



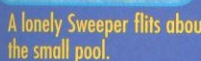
Kikis in Twinkle Park generally sit atop Boom Barrels, which detonate when you get too close.



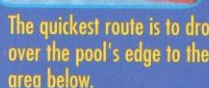
Use **A** to shoot Sonic toward the 10 pins. Aim with **○** at the foremost pin.



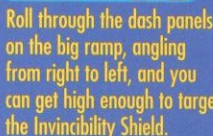
Wait for the Buyoon to shrink, then use your Homing Attack from above



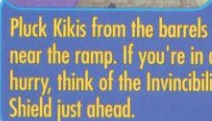
A lonely Sweeper flits about the small pool.



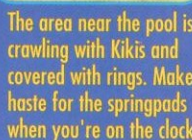
The quickest route is to drop over the pool's edge to the area below.



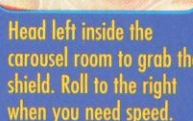
Roll through the dash panels on the big ramp, angling from right to left, and you can get high enough to target the Invincibility Shield.



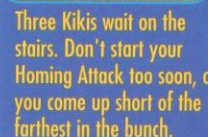
Pluck Kikis from the barrels near the ramp. If you're in a hurry, think of the Invincibility Shield just ahead.



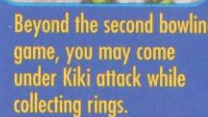
The area near the pool is crawling with Kikis and covered with rings. Make haste for the springpads when you're on the clock.



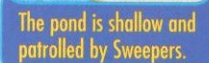
Head left inside the carousel room to grab the shield. Roll to the right when you need speed.



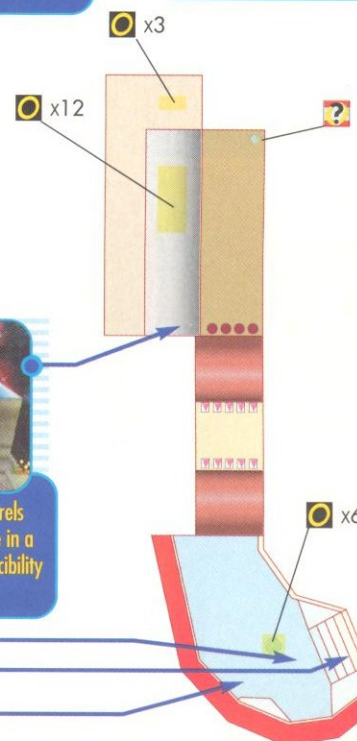
Three Kikis wait on the stairs. Don't start your Homing Attack too soon, or you come up short of the farthest in the bunch.



Beyond the second bowling game, you may come under Kiki attack while collecting rings.



The pond is shallow and patrolled by Sweepers.

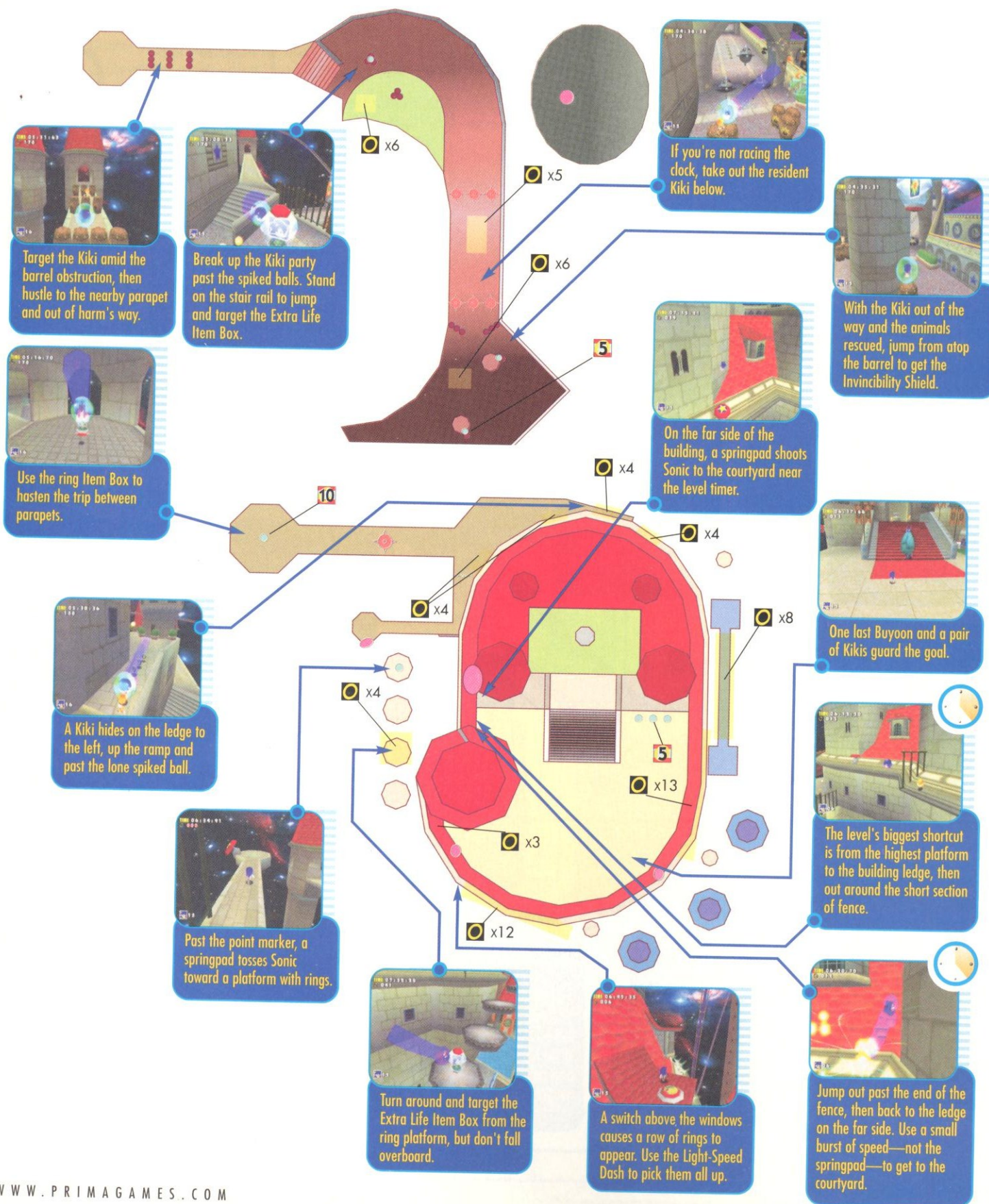


TIMER TIPS

Getting the Invincibility Shield above the pool lets you jump to the area below and charge through the spiked-ball passage. Not having to pause to navigate the obstacles or worry about Kikis in the area saves a ton of time.



Twinkle Park



Speed Highway



The Speed Highway is a reckless romp of twisting roadways and dizzying heights, with almost as many pick-ups as enemies. At this level, Sonic's adventure makes some serious demands on your skills, but the risks are worth it. During your first time through, see all the sights and roll around a lot until you get a feel for the highway. When the roads turn sideways or invert entirely, you must run (not roll) for Sonic to stick to the pavement.

TIMER TIPS

Instead of a couple of major shortcuts, Speed Highway has a bunch of little ones. You must make a clean run through the level and cut almost every corner to beat the clock. The biggest timesaver is the pair of High-Speed Shoes high on the wall near the level's center. If you can grab the shoes and keep running across the wall and onto the roadway beyond, you're on your way to that A Emblem.



EMBLEM GOALS

RANK	CONDITIONS
C	Destroy the Capsule and rescue the animals.
B	Collect 50 rings and destroy the Capsule.
A	Destroy the Capsule within two minutes and thirty seconds.

Rings

756 + (5~200)

Items

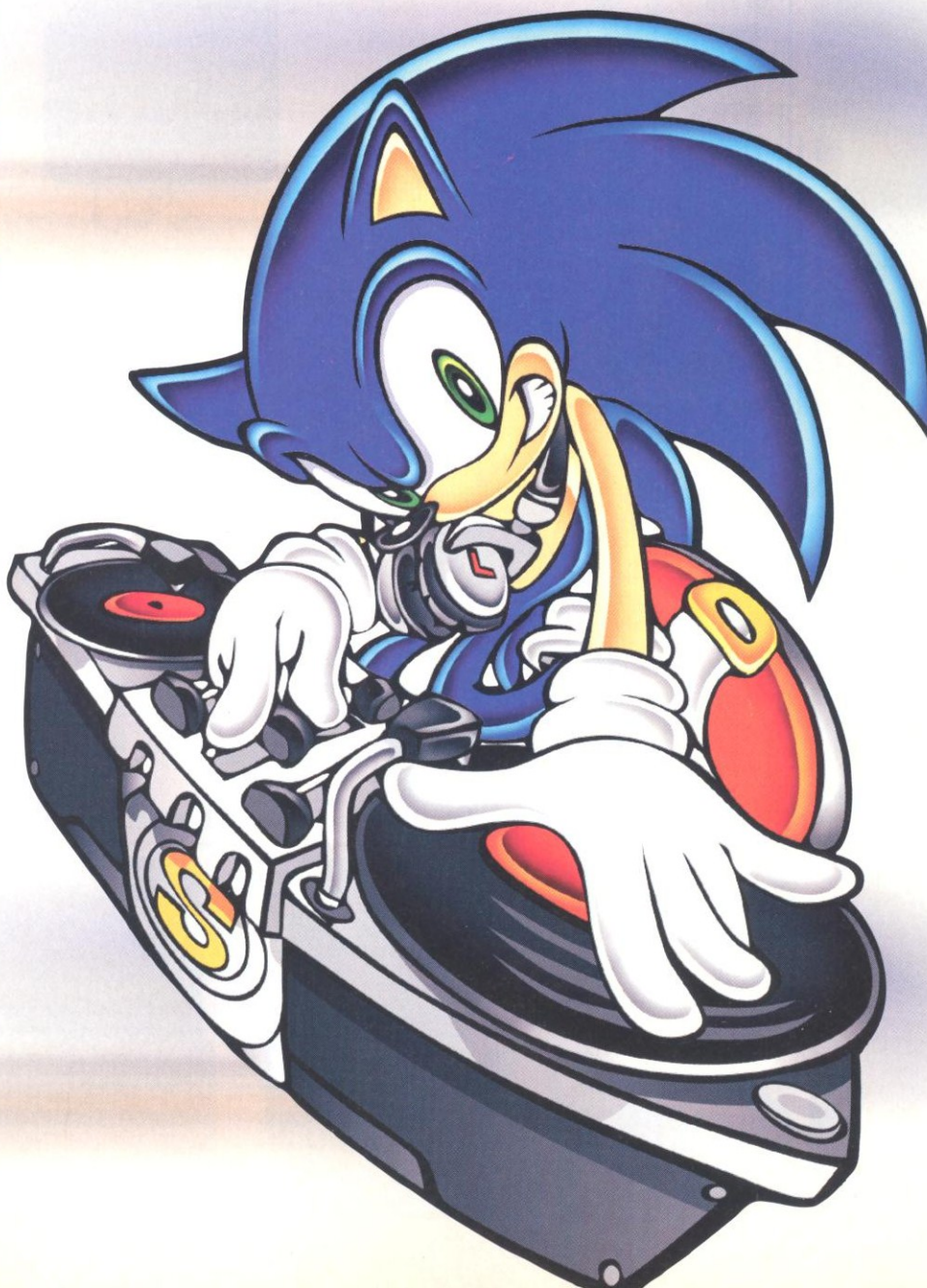
- Magnetic Shield (x2)
- Shield (x3)
- Invincibility Shield
- High-Speed Shoes (x7)
- Smart Bomb

Enemies

- Cop Speeders (x2)
- Bladed Spinners (x3)
- Spiky Spinners
- Electro Spinner

Animals

- Rabbit
- Kangaroo
- Deer
- Koala
- Robin



Speed Highway



Optionally, return to the start of the level and jump off to clear the first loop of rings.



Drop to the highway between the two buildings after you have all the goodies.

x8

x10



Hop on the platform and ride it up to the new section of highway.



Run onto the beam in front of the moving platform to shave off a couple of seconds, but be careful!



If you roll through the dash panels on the road ramp, you can sail over the glass ceiling. Free the animals from the Bladed Spinners.



Jump off the upper section of roadway to collect rings, then jump back up again.

x15

x6

x4



Wait until one of the Bladed Spinners beneath the glass is in range, then attack it to break through the barrier.



Climb to the tower's top and claim the Extra Life. Use your Homing Attack so you can bounce backward from the dangerous ledge.



Jump the gaps in the upper roadway to reach the distant Magnetic Shields.

x3

x5

x4



At the beginning of the level, bail over the side of the roadway to bypass the loop. You drop faster if you don't ball up.



From the tall ramp leading between the towers, jump over the side to one of the buildings' sloped rooftops below.

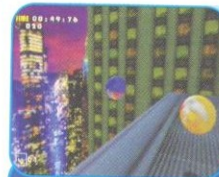
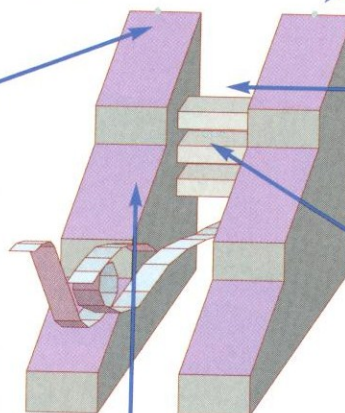
x6

x3

START



Before you slip down the steep slope, jump and land on the flat section of roadway above.



Power up and jump to the roof of the second building from the flat section between the two buildings.



If you get up above the Shields, you can steer down to the ledge as Sonic begins to drop. Take the Extra Life and the rings.



A burst of speed shoots Sonic up the building's side to the next section of sloped roof.



Climb to the top and take the Extra Life from the Item Box.



From this position on the sloped wall, gather more speed and launch upward toward the three Item Boxes.



Another pair of High-Speed Shoes is in the vicinity. Don't let the sudden speed make you lose control!



Don't miss the Extra Life at the end of the short section of highway.



Another Spiky Spinner guards a random-ring Item Box on the lower level.



At the end of the road, a contraption lifts Sonic to the upper highway.



A burst of speed from this position lets Sonic reach the rings on the platform just below.



Cop Speeders and Bladed Spinners guard the area below the bell, near a shield.



If you ring the bell, you're rewarded with rings of another sort.



If you drop downward, you reach an Invincibility Shield, which is handy for dealing with the enemies below.



If you run at a slightly upward angle, you can claim the High-Speed Shoes from the Item Box.



Here, there is a pair of Spiky Spinners. Use the Homing Attack on them from above.



Around one corner of the building is another pair of High-Speed Shoes.



Expect immediate resistance from a Cop Speeder when you arrive near the Extra Life.



Follow the highway to the helipad, landing short of the copter's spinning blades. Jump to the copter's landing strut, and Sonic grabs hold of it.

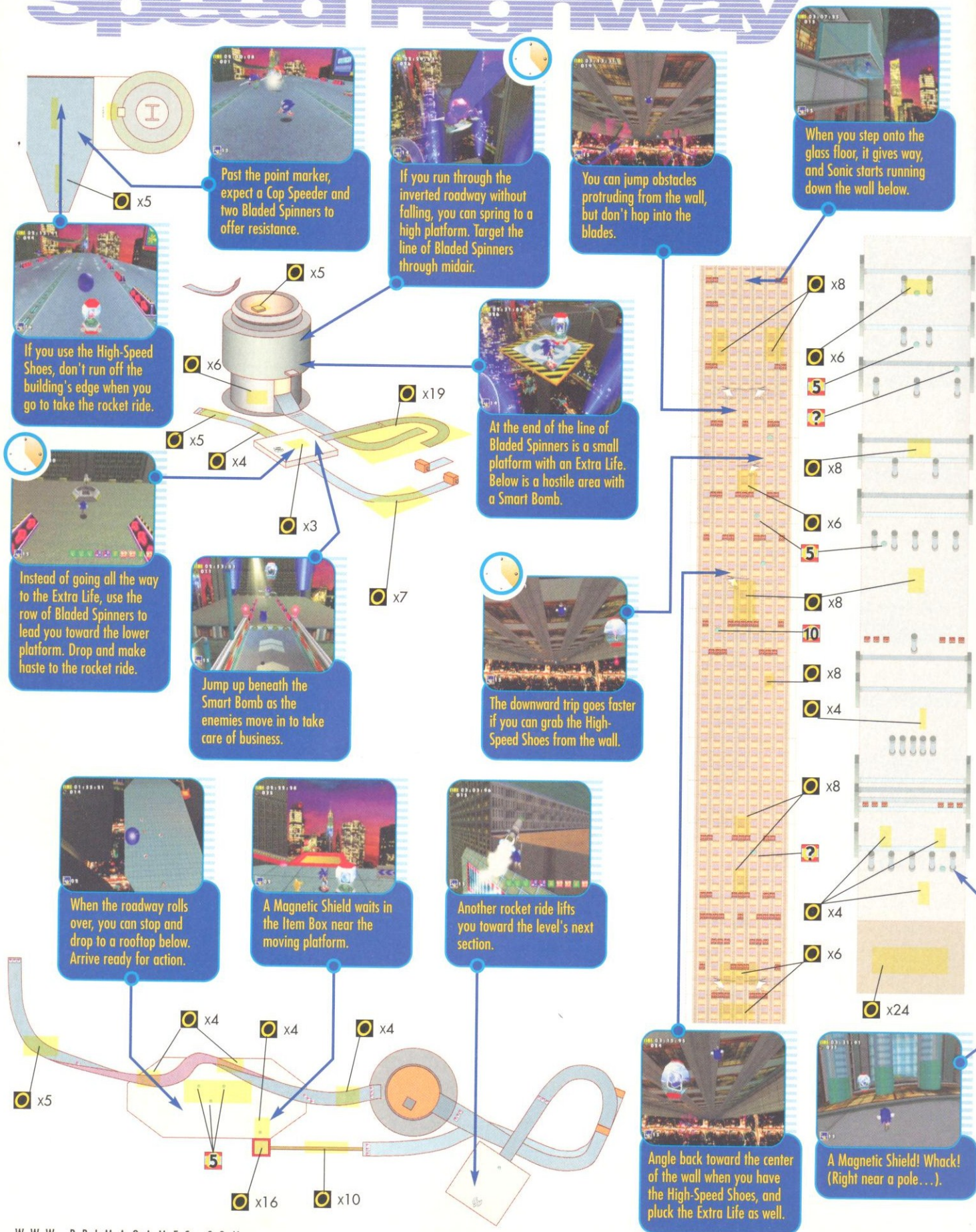


Past the point marker, run onto the building's side.



From the roadway, jump in the direction of the building you just ran across to land on the rooftop below.

Speed Highway



Speed Highway



Run along the road, then roll and arc upward to reach the nearby ledge with the random-ring Item Boxes.



Jump to the rooftop from the ledge with the three Item Boxes. The High-Speed Shoes below are an easy target.



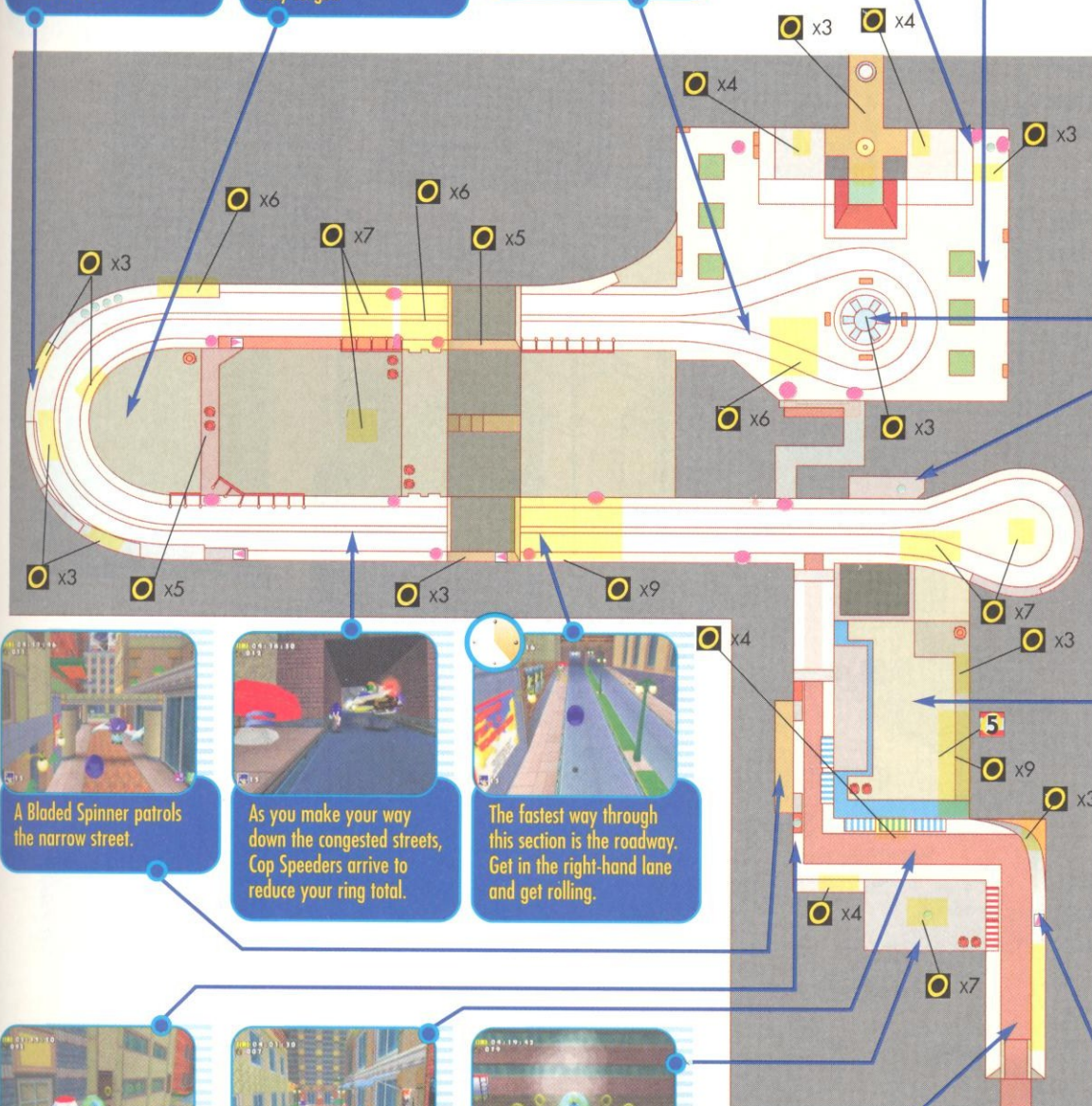
Follow the right-hand lane around, through both sets of tunnels, and head for the fountain. It'll be close.



Collect the Extra Life before heading for the goal.



Expect more Cart Kiki trouble as you explore the street near the fountain.



Jump into the fountain, which carries Sonic aloft. Use to angle toward the goal.



From the ledge across the street, past the rooftop with the five-ring Item Box, you can jump and target the Extra Life.



The rooftop with the five-ring Item Box is a prime spot for getting at many of the goodies in the area.



As the street section begins, roll right and onto the dash panel. Hug the right-hand wall to make it to the rooftop.



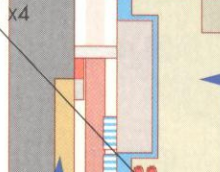
A Bladed Spinner patrols the narrow street.



As you make your way down the congested streets, Cop Speeders arrive to reduce your ring total.



The fastest way through this section is the roadway. Get in the right-hand lane and get rolling.



More High-Speed Shoes, just in case you feel the need for speed. They aren't in a good position to help you beat the clock, unfortunately.



The final section of the level is a city street crawling with cars.



It's easiest to get at the Shield from the rooftop across the street.



Wait for the Electro Spinners to discharge, then rush in for a Homing Attack.



More High-Speed Shoes, just in case you feel the need for speed. They aren't in a good position to help you beat the clock, unfortunately.

Red Mountain

The area in and around Red Mountain is one of the most hazardous in the game. The unforgiving heights of the initial climb give way to floors of molten lava once you reach the interior, making the B Emblem almost as hard to achieve as the A Emblem. Go slowly until you have no other choice. The ground collapsing beneath your feet is a good indicator that it's time to shake a leg.

EMBLEM GOALS

RANK	CONDITIONS
C	Chase the Egg Carrier!
B	Collect 50 rings and destroy the Capsule.
A	Destroy the Capsule within three minutes.

TIMER TIPS

You have to reach the end of Red Mountain in three minutes to score the A Emblem. The good news is that you know early on if you're going to come close. You must cover the distance between the beginning of the level and the first tram ride almost flawlessly to have a shot at the A Emblem, and you should drop inside the mountain with at least 1:30 left. The final hall is merciless, but if you can make it to the last point marker with a couple of lives and 20 seconds remaining, there is hope.



Rings

534 + (6~240)

Items

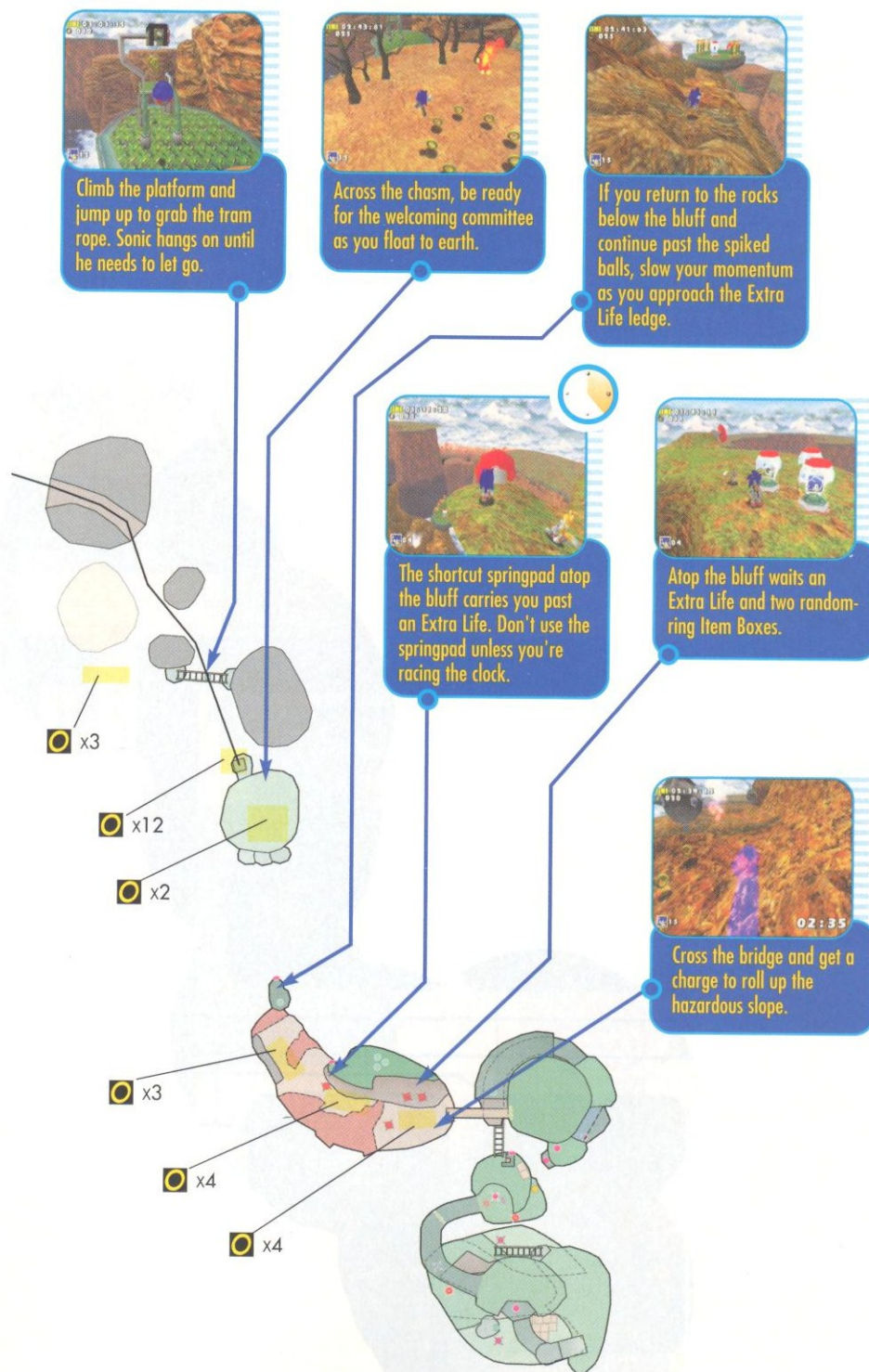
Extra Life (x8)
Shield (x2)

Enemies

Gora
Kiki
Bladed Spinner

Animals

Gorilla
Elephant
Lion
Parrot
Mole



Red Mountain



Attack the Gora from above as the pyrotechnics fade.



The High-Speed Shoes below the bridge can be dangerous, considering where you're headed.



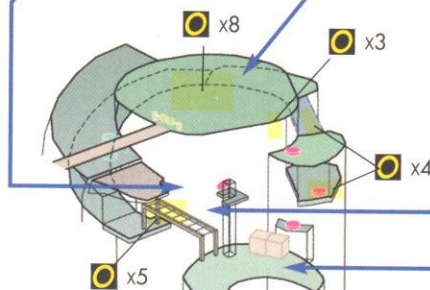
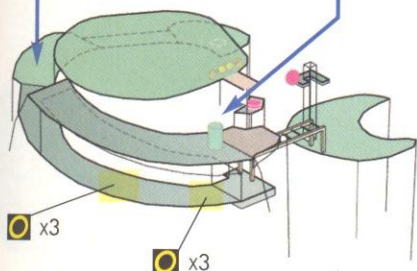
Use the series of springpads to ascend the mountain.



Up top, crash the Bladed Spinners and check beneath the bridge before crossing over.



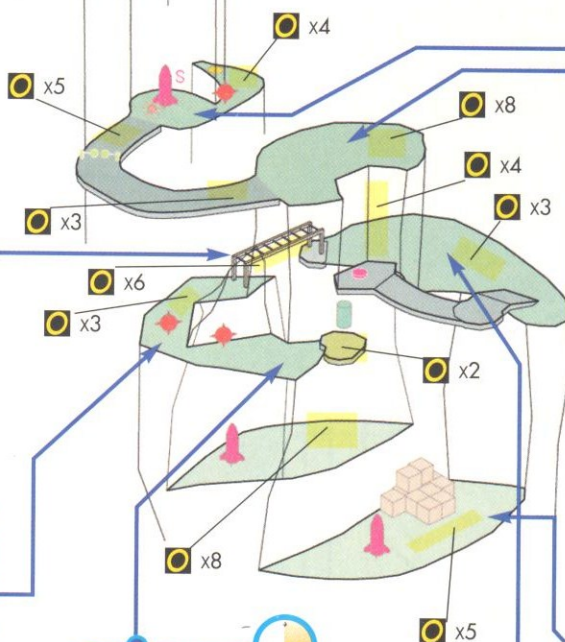
Jump up underneath Kiki on the monkey bars to rescue the animal within it.



Step on the switch, then ride the rocket up to the clearing.



Jump above the monkey bars to grab hold. If you're in a hurry, jump over this set.



As you approach, let the timing of the spiky ball dictate whether you run beneath the obstacle or jump wide and above it.



From the apex of the first rocket ride, lean to hit the springpad for a shortcut.



Round the corner to the right, being mindful of the spiky balls. If you fall over the cliff, you land on a ledge below with a Gora.



From the rocket's apex, you can break the Item Box or, for speed, lean toward the springpad on the right.



A pair of Bladed Spinners waits in the clearing, and Kikis guard the ramp beyond.



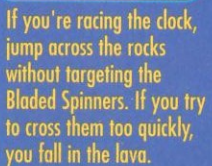
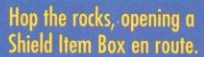
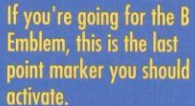
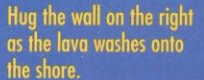
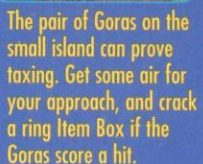
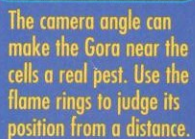
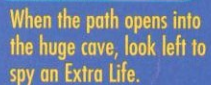
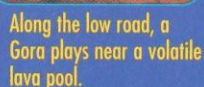
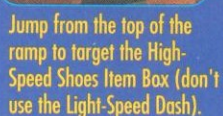
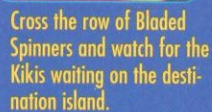
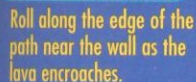
Defeat the crowd of Kikis and step onto the rocket platform.

Red Mountain



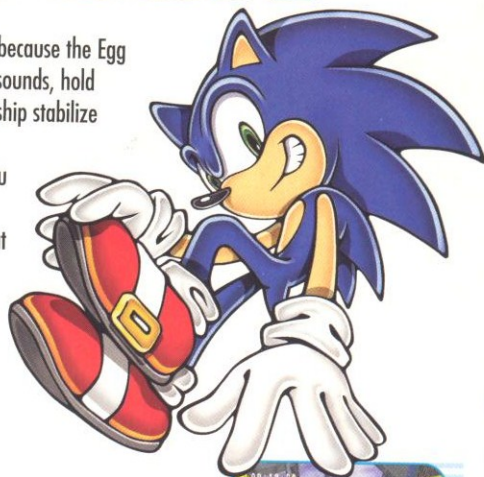


Red Mountain



Sky Deck

Sky Deck is a dizzying level, made more difficult because the Egg Carrier keeps changing altitude. When the alarm sounds, hold your position or grab onto something and let the ship stabilize before continuing. As you travel along the deck's lower portion (not the undercarriage, but after you destroy the first turret) the wind current blows from left to right, toward the large flaps along that edge of the ship. If you're near that edge and unable to grab hold when the ship shifts, run and jump toward the ground to keep from being swept overboard.



EMBLEM GOALS

RANK	CONDITIONS
C	Rescue the animals and destroy the Capsule!
B	Collect 50 rings and destroy the Capsule.
A	Destroy the Capsule within five minutes.



Take out the Spiky Spinner from above, or you risk getting spun over the edge.



There are more animals to rescue in this direction, but it takes time.



When the monkey bars give way, it's critical that you jump from the height of the swing and reach the second level.



Each level of the walkway comes complete with a Magnetic Shield and a set of instructions: Destroy the big gun.



Drop off the nearby pillar to get at the Extra Life, but don't hit the dash panel before claiming the prize.



As you cross the monkey bars, jump up and destroy the waiting Bladed Spinner.



Try to rescue the animals from the Bladed Spinners before taking the Extra Life from the lower platform.



Climb the ladder. This first set of spiked balls isn't much of an obstacle.



Hurdle the obstacles with quick little jumps before the turret gun blasts the walkway to pieces.



Wait for the ship to reach a constant altitude before you try crossing the row of Bladed Spinners.



Use the springpad atop the ladder to shortcut past a pair of Extra Lives.



Jump backward as the pillars rotate to move between them.

Rings

641 + (8~320)

Items

- Extra Life (x8)
- Magnetic Shield (x9)
- Shield (x5)
- Invincibility Shield (x4)
- Smart Bomb (x2)
- High-Speed Shoes

Enemies

- Spiky Spinner
- Bladed Spinner
- Electro Spinner

Animals

- Parrot
- Partridge
- Robin
- Skunk
- Lion

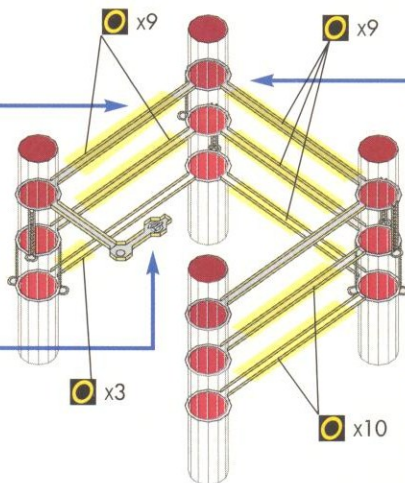
Sky Deck



Hurry along to the fourth pillar after you reach the upper walkways.



Rush up to the rocket and blast the big gun before it blasts you.



Sonic is fired at a point marker to begin the level's next section. Don't use the dash panel if you're racing the clock!



Jump up beneath the Item Box to break out the Magnetic Shield. Lean toward the pillar as you fall.



Even if you shortcut past the ramps successfully, this route takes longer than the true shortcut.



Don't move as you arrive on the small ledge. Wait for the ship to stabilize. The winds here are treacherous.



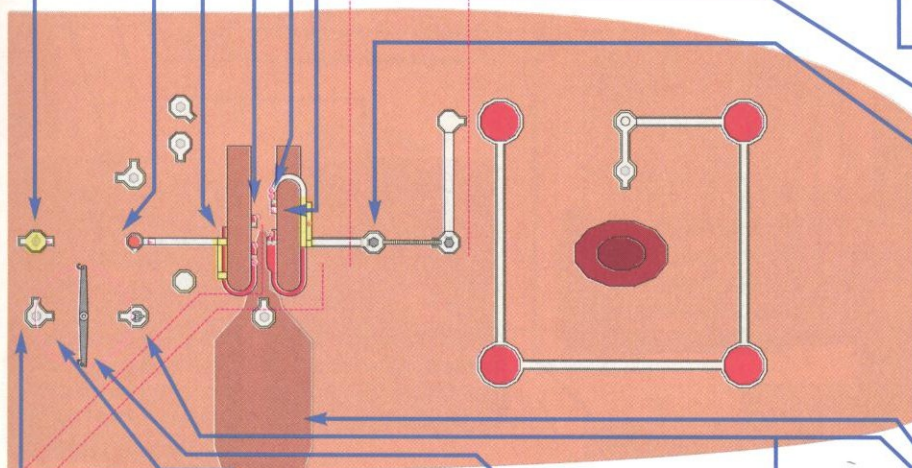
You can cut corners by jumping, and can climb to the third level without a ladder.



Across the springpads, adjust in midair to make Sonic crack out the High-Speed Shoes.



The dash panel sends you down a ring-filled ramp protected by dangerous spiked balls. Hop over the dash panel and off the ledge.



The Invincibility Shield lets you mow through the enemies (if you didn't use a Smart Bomb on them).



The Invincibility Shield lets you hurry around the walkway, then disregard the spiked balls as you climb.



The first major shortcut begins across the short row of Bladed Spinners.



Let the ship stabilize before crossing, and be ready to "pop" to the platform from the last Bladed Spinners.



From slightly off-center on the platform, jump up. Sonic grabs the rotating crane.



Don't use the rocket until after a hook passes by, or Sonic may grab it and waste time riding around on it.

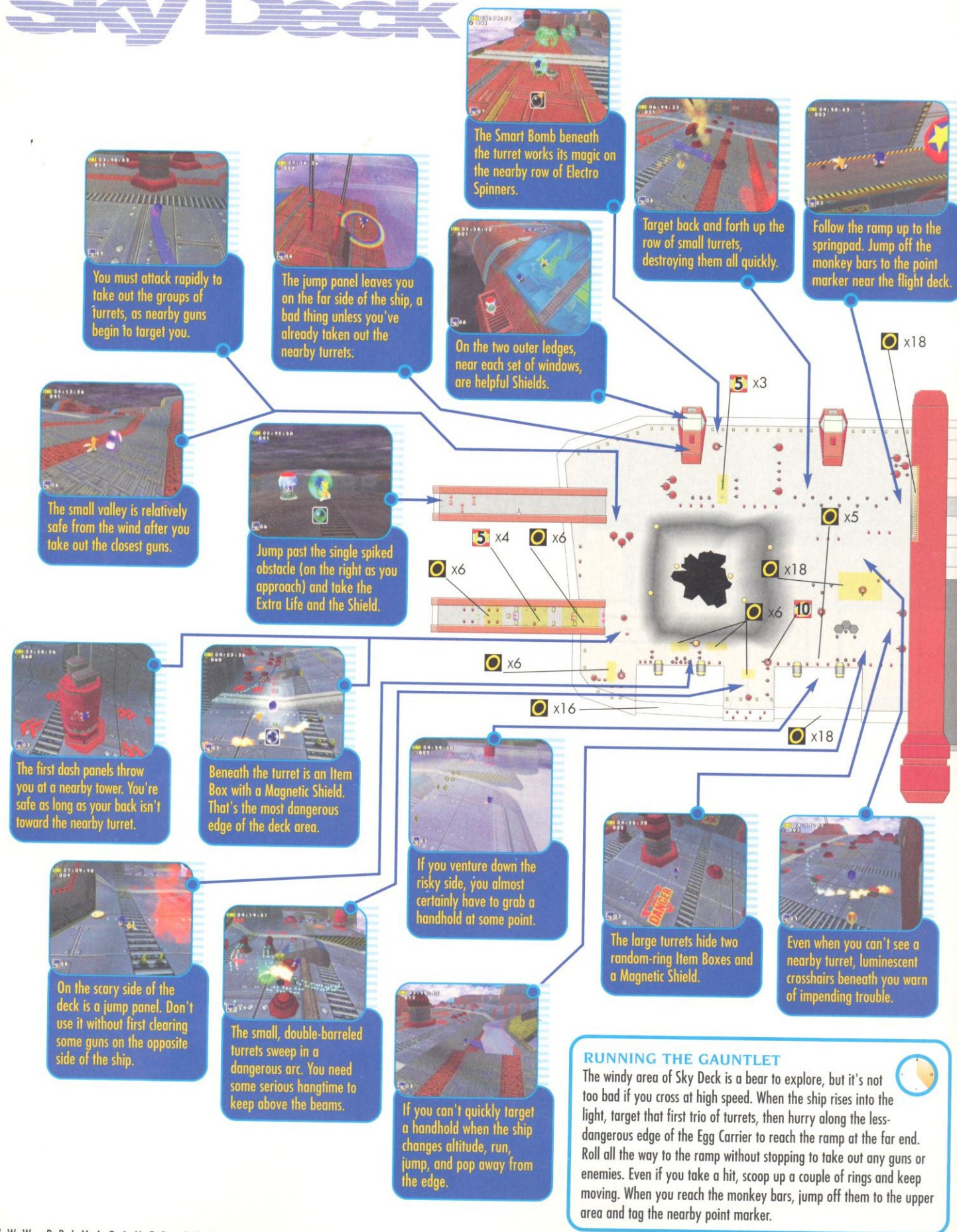


Wait until Sonic is over the platform, then press (A) to let go of the crane.



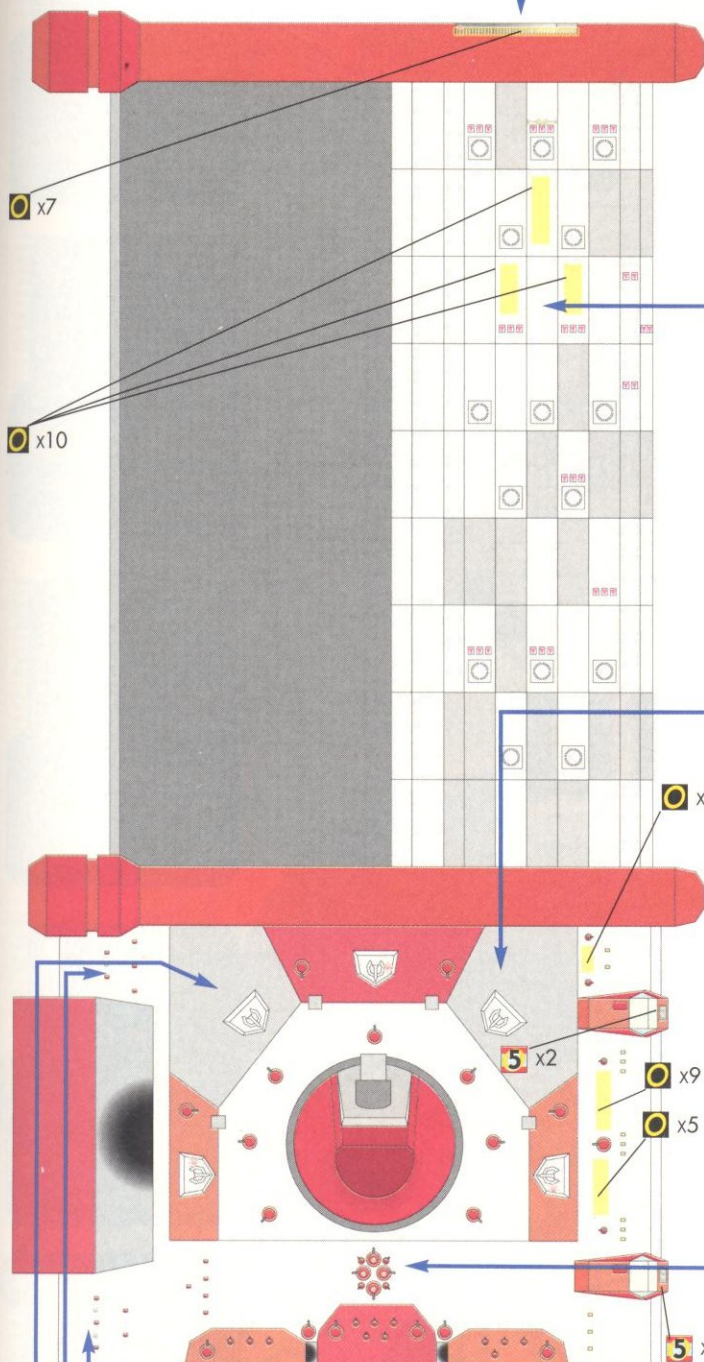
The rocket ride drops Sonic atop a Smart Bomb capsule, destroying the nearby Electro Spinners. Jump over and take the Invincibility Shield.

Sky Deck





Sky Deck



On the Sky Deck's most dangerously windy section, there are Invincibility and Magnetic Shields.

Completing the Sky Deck in five minutes is one of the easiest mad dashes in the game, unless you have a problem with midair trajectories. You can cut your time in three major ways:

1. Use the Smart Bomb and Invincibility Shield near the level's start.
2. Roll past the turrets on the deck's lower section, weaving between them to reach the ladder. It's risky, but it comes between two point markers.
3. Race up the final part of the level before it tilts and forces you into a dangerous climb.

Crossing the flight deck is dangerous, as sections of the deck collapse while you advance. Use the dash panels to shoot across the danger zone. You don't have to run forward to escape from the rectangular pits. You can turn and jump up the side wall instead. It's slower than running forward, but you can lose a ton of lives in this small section unless you use caution.

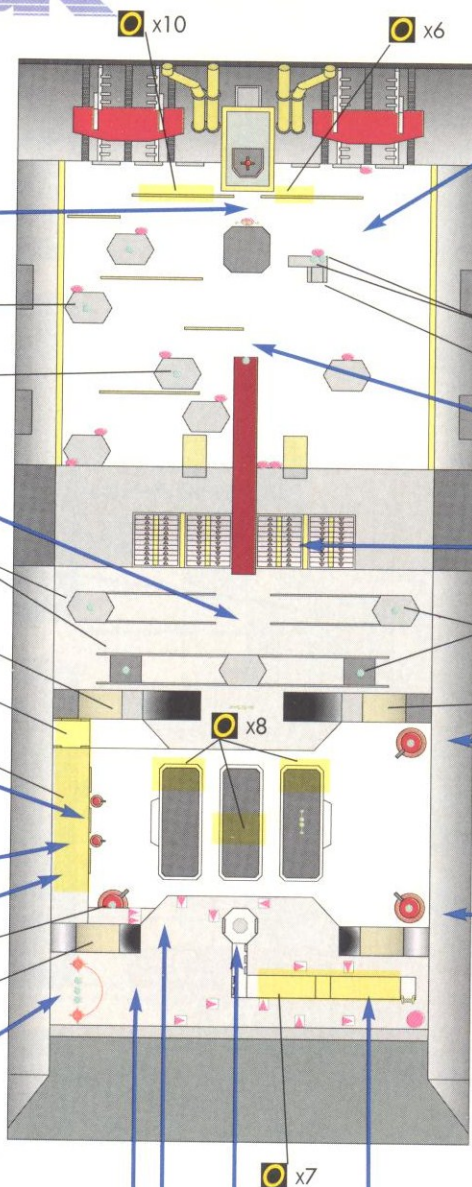


The big gun fires several blasts at one tower, then pivots to pick another target. Once you see where it's aiming, jump up and deliver a rocket.



A Shield is on the windy edge, but it's hardly worth the risk.

Sky Deck



Let go of the crane in the adjacent area. If you're in a hurry, forget about the rings and climb a nearby ramp.



Run across the floor as the ship tilts. Round the corner and stand still until the tilting stops.



Ride the hook all the way around one full revolution to open an Extra Life.



Dodge the obstacles and ride up the elevator in the corner.



Take out the Electro Spinners on the upper walkway. Turn the corner, and use the dash panel only if you're in a hurry.



The central Item Box moves up and down. Jump high to target the Invincibility Shield in the Item Box, then take the Shield and rings.



Two more Electro Spinners are in the area. One is helping guard a trio of Item Boxes.



Hop over the dash panel and around the corner to the right.



From the center of the platform, jump up. Sonic grabs the crane's hook.



Use the dash panels in the area to find the ladder, and climb to the upper walkway. Jump over the enemy if you're in a hurry.



When the ship tilts (when you jump from the ledge past the roller path), use monkey bars and springpads to ascend.



To get at the Extra Life, duck around the corner where it's hanging before the ship starts to tilt.



From the ledge above the ramp, jump atop the moving obstacles to reach the upward-pointing roller path.

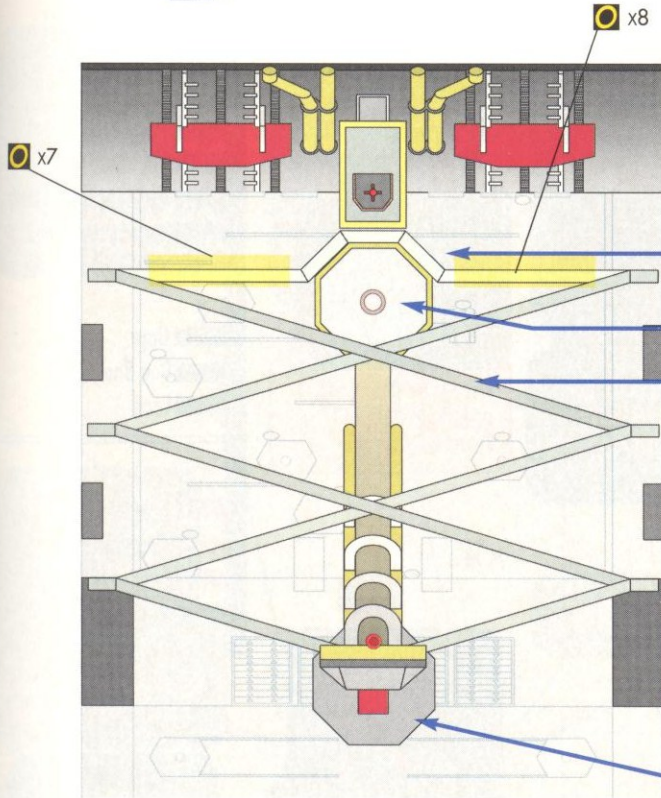


To your right as this section of the level begins is a turret on top of an Invincibility Shield.



A Magnetic Shield is under the turret to Sonic's left.

Sky Deck



When the ship tilts, use the monkey bars and springpads to make a slow climb to the point marker.



Jump from the center of a switchback walkway to drop to the platform below.



Follow the enclosed pathway to the Capsule.



Step on the switch and give the door a half-second to open before entering. It's possible to rush and climb atop the walkway.



Lost World

As you near the final showdown with Dr. Robotnik, the leisurely pace of Lost World seems like the calm before the storm. The level comprises several large and dangerous areas, but if you're not racing the clock, you can work your way through at a cautious pace.

EMBLEM GOALS

RANK	CONDITIONS
C	Go to the center of the ruins!
B	Collect 50 rings and destroy the Capsule.
A	Destroy the Capsule within four minutes and thirty seconds.

TIMER TIPS

The requirement to get to the Capsule in under four and a half minutes makes this the toughest A Emblem for Sonic to obtain. Quickly defeat the large water room puzzle, then make all the right moves in the final area where Sonic climbs the lighted panels. You can shave off seconds in several other small ways, but there's little room for error.



Wait for the pillars to rotate from in front of you, then use the Light-Speed Dash to traverse each section of tunnel.



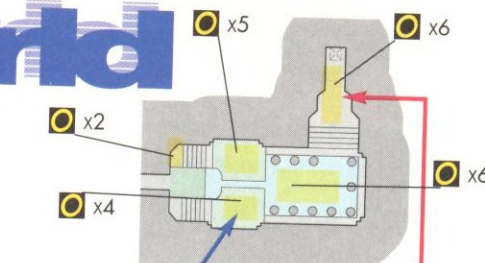
Use the preceding dash panel to roll up and fire down the rotating passage. Avoid the flames as you rush forward.



If you slip into the spikes while gathering rings, leap to safety before the second hit costs Sonic a life.



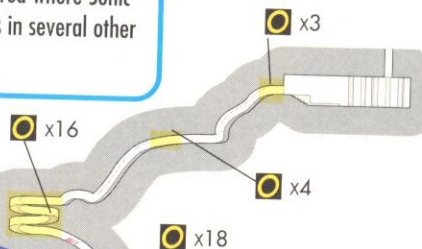
Getting the High-Speed Shoes near the spikes is dangerous. If you're in a hurry, you shouldn't be down there.



The two Leons in this area get stuck behind the last pillar on the left as you near the lawn.



Wait for the Boa Boa to circle around before targeting its noggin.



A Leon waits just past the point marker. If you restart from that point, he's on top of you.



A pit is at the end of the tunnel. Dash or run and jump to reach the far ledge.



At the end of the hall, roll into a ball and soar across the spikes to the point marker.



Light-Speed Dash from the slope to crack the ring Item Box, hopefully dropping to the pedestal below.

Rings

489 + (7~280)

Items

- Extra Life (x2)
- Shield (x3)
- Magnetic Shield (x4)
- High-Speed Shoes

Enemies

- Gora
- Boa Boa
- Leon

Animals

- Gorilla
- Elephant
- Lion
- Mole
- Penguin

Lost World

THE SOUND OF DANGER

When you start raising the water level in the room, you can occasionally fall off one walkway and land on another below. You may still be alive, but you're in danger of drowning. When Sonic's air supply ebbs, the music changes. At that point, get some air in a hurry. If you can't climb out of the water, jump up as high as you can. If you can break the water's surface, you get enough of a breath to keep going.



CAN'T THIS THING GO ANY FASTER?

The big water snake is a ponderous transport, especially if you're racing the clock, but be patient. You want the following sequence: the first water-level switch, then a snake ride, the first door switch, the second water-level switch, then another snake ride. Jump off at the second door switch, then climb to the third water-level switch. From there, jump to the approaching head of the snake and roll toward its tail. It's easy to jump to the last door switch from the end of the snake.

The snake passes the exit walkway twice, the first time below a safe jumping distance. You can jump up and target the ring Item Box near the Gora on that first pass. That gets you to the door a few seconds faster, though you must battle with the Gora to make it happen.



Notice the guiding spotlights on the door switches.



Run and jump to clear the spikes, then press the final water-level switch.



Past the second door switch, jump out away from the spikes, then hook back in to reach the ledge beyond.



At the same level as the Extra Life, jump up and get another Magnetic Shield.



If you're not in a hurry, ride the snake around to the final door switch.



From the last water-level switch, roll the length of the snake to quickly reach the final door switch.



Unless you're racing the clock, rescue the animals from the walkway below before raising the water level with the first switch.



The lower walkway is crawling with invisible Leons.



After you press the first door switch, climb up and use the water-level switch.



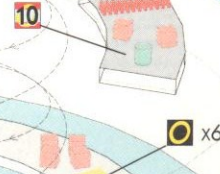
Round the bottom level and climb to the first of three door switches without raising the water level.



Ride the snake around the room, hopping over the spikes to snag the Extra Life and the Magnetic Shield.



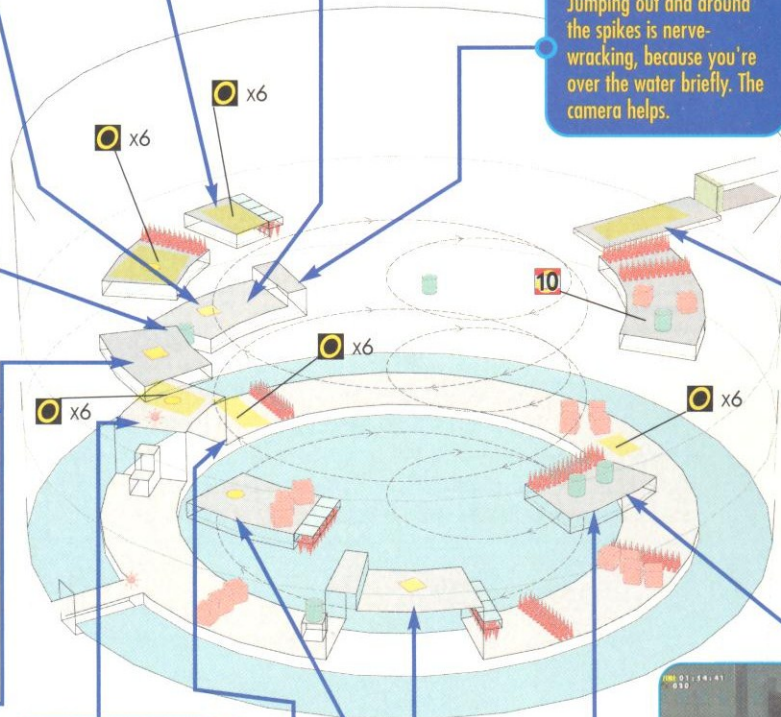
Jumping out and around the spikes is nerve-wracking, because you're over the water briefly. The camera helps.



Stick near the center of the walkways as you free animals. Swimming usually costs Sonic a life.



The Gora waits to spoil your hard work, patrolling back and forth through the spikes. The risk isn't worth the reward.



Lost World

IN THE DARK

Aligning the lights and mirrors in the dark room takes too much time if you're on the clock. Negotiating the room in the dark is hazardous, but you must do it to get the A Emblem. Use the Goras and flame darts as markers. Jump over that first Gora and target the second one from above when it is farthest from you.



Flame darts crisscross the point from which you must Light-Speed Dash.



On the clock, go right for the springpad on the first landing and cross the water.



Ride the rapids over the waterfall, dropping to the small island.



You don't have to use the mirrors after you get the general layout of the room. The indirect light is enough to get you through.



For speed's sake, do not touch the mirrors. Use the flames to guide you.



Hop across the boxes to the Shield. You can jump from there to target a nearby springpad.



Race down the hall, past the obstacles, to the closed door at the far end.



Through the mirror room, a Leon guards the point marker.



Farther along the path is a Magnetic Shield. Double back after you have it, avoiding the rolling blocks.

x2

x4

x6

x6

x9

x12

x17

x12

x16

x5

x5

x7

x5



The outside walkway is treacherous as it narrows and tilts toward the cliff. Proceed with caution.



In the dark chamber, adjusting the lights toward the mirrors illuminates the path ahead.



Attack the Gora from above, in the direction of the path.



Follow the path and adjust the mirror. Aiming for the lower part of the mirror helps it quickly lock on.



The Gora across the gap likes to knock you over. Wait until it's far from the edge before jumping over.

Lost World



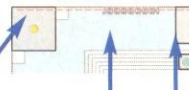
A pair of Goras is in the chamber with the panels on the walls.



Use the switch closest to the entrance to light a path, and take a right where the pathway divides.



Using the same switch repeatedly cycles it through a pattern where panels align and light up, allowing Sonic to climb.



x6

x6

x6

x6

x6

x6

x6

x6

x6

x6

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x6

x6

x6

x6

x6

x6

x6

x6



The Extra Life is easy to reach. Other pathways lead to rings and ring Item Boxes. If you're not on the clock, there's time to explore.



The water near the Boa Boa and hut is deep enough to slow you if you try to run through it. Roll and jump.



If you want the Magnetic Shield, be on the right side of the hall as Sonic runs toward the camera.



There's no stopping in the rolling boulder hall—and no rolling for Sonic, just a flat-out foot race.

THE LIT PANELS IN A HURRY

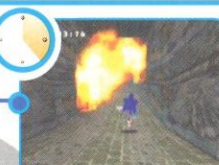
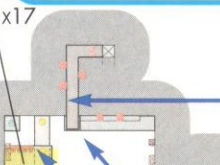
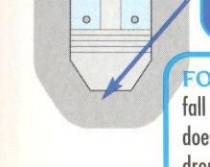
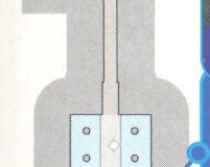
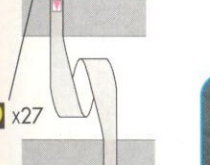
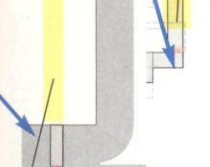
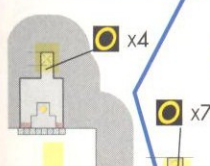
Enter the room and angle left, toward the switch in the water with the Gora beside it. As long as you have any rings, ignore the Gora and jump atop the switch. As the panels realign, jump into the air and trigger the switch a second time. If the Gora closes in, attack it before returning to jump on the switch a third time. Stay on the switch.

When you hit the switch the third time, the panels change color before they align and light up. When you see the color change, jump down and head for the lowest panel. Run up the wall, angling to the right at the top panel to drop to a ledge. Break the boxes there and run through to the switch beyond.

Jump on the second switch. Note the color change. Jump off and run up, angling to the right at the uppermost panel. Jump into the open box with the trail of rings leading down into it. Even if you miss, hug the wall as you fall. The odds are good that you land on a ledge, which is near where you want to be.



Run up the first lighted section of panels and jump to the ledge on the right.



Inside the upper passage, charge through the gauntlet and smash the boxes around the corner to continue.



Jump inside the box above the second switch, on the right. Hug the wall if you miss.



In the final chamber, Sonic approaches the mural on the wall and has a disturbing vision.



If you're up for exploring the stage, defeat the Gora near the point marker above the room.



The second switch when you're racing the clock is beyond the breakable boxes, through the underpass.

Note

If you're trying for the B Emblem, notice that there are 27 rings in the final Light-Speed Dash before the end of the level. After you go through the loop and enter the level's final room, you can't get back out, even if you restart. You appear inside the level's final chamber, where there are no rings.

FOR ONCE, A FORTUITOUS LANDING

If you miss when you try to jump into the high box with the row of rings leading into the passage, you often fall and land on the lip of a ledge. That ledge is near the switch that activates the row of rings and allows you to Light-Speed Dash to the end of the level. The camera doesn't zoom in until you jump inside the ledge's lip, so keep your cool and you might yet beat the clock. If you get twitchy at that point, you slip over the edge and drop to the ground floor of the large room.

Final Egg

This is it, the Final Egg. Robotnik has retreated deep within his lair, stung by his personal defeats and those of his Chaos monster. Sonic must get to the bottom to stay on top, although completing the level is only half the battle. A showdown looms against Robotnik and his malicious contraption, the Egg Viper. A stockpile of lives is your best defense, and the bunch of Extra Lives in the vicinity can help.

EMBLEM GOALS

RANK	CONDITIONS
C	Go to the center of the base!
B	Collect 50 rings and destroy the Capsule.
A	Destroy the Capsule within four minutes and thirty seconds.

TIMER TIPS

As in the previous level, Final Egg has some large puzzle rooms that can eat up time. Make the most of the few long straightaways and choose the shortest route when the paths diverge. There aren't too many tricky ways to cut corners. This last run is all about demonstrating your mastery of the controls.



Rings

751 + (12~480)

Items

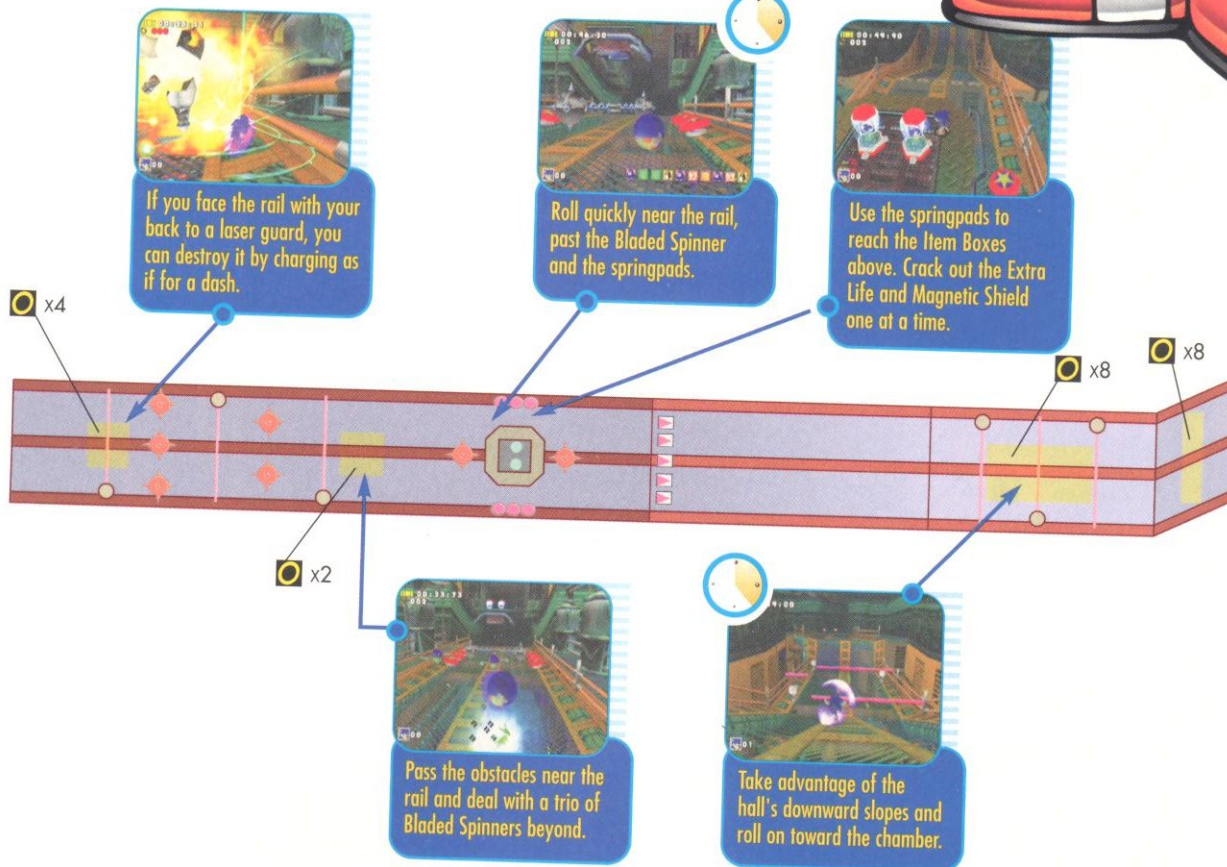
- Extra Life (x16)
- Magnetic Shield (x3)
- High-Speed Shoes (x3)

Enemies

- Egg Keeper
- Bladed Spinner
- Electro Spinner
- Beat

Animals

- Rabbit
- Deer
- Kangaroo
- Gorilla
- Mole





Final Egg



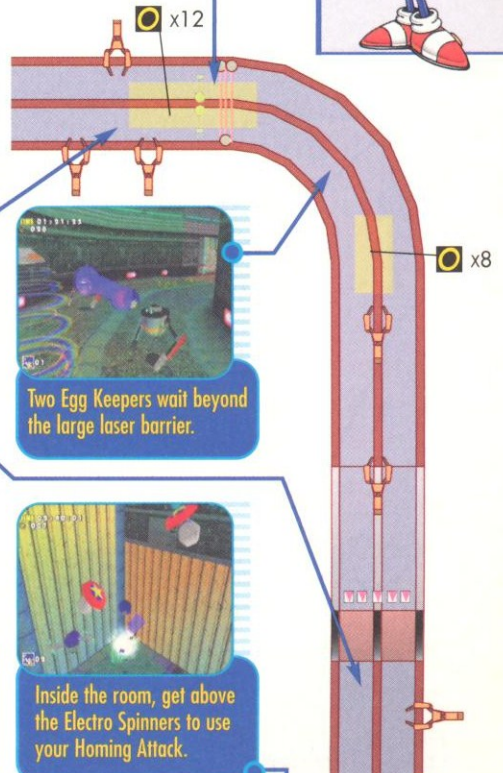
Dodge past more arms to reach the chamber at the end of the corridor.



Follow the corridor, weaving past the mechanical arms that extend to shake loose your rings.



Take out the lowest laser by pressing against the nearby wall and powering up for a Light-Speed Dash.



Two Egg Keepers wait beyond the large laser barrier.



To get back to the upper level, jump left, right, then left again.



Destroy the second Bladed Spinner, then lean toward the distant walkway to reach it safely.



Stand near the laser guards and do a Light-Speed Dash to get at the Extra Life and ring Item Boxes.



Inside the room, get above the Electro Spinners to use your Homing Attack.



Across the Bladed Spinners, to the right, is another Extra Life and two more random-ring Item Boxes.



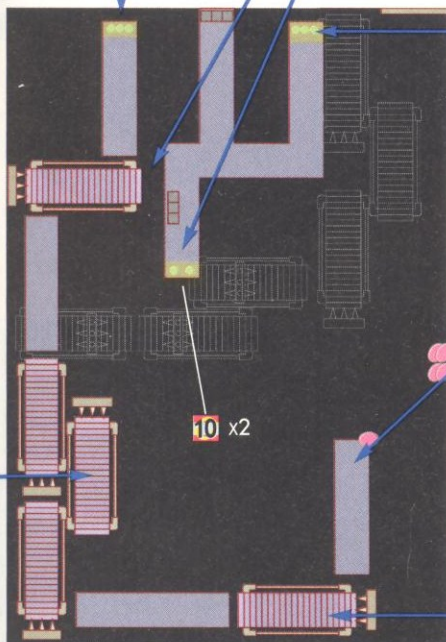
Crack more ring Item Boxes before crossing the Bladed Spinners.



You should hit the second point marker with 30 seconds on the clock.



If you're not in a hurry, investigate the lower level. Jump off the corner of the second platform on the left.



You should land on a platform below, near three random-ring Item Boxes.



From the conveyor belt's left edge, jump to the motionless walkway nearby.

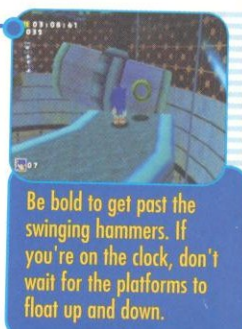
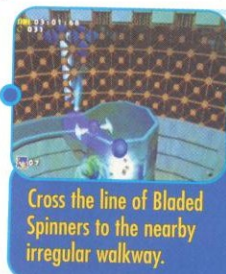
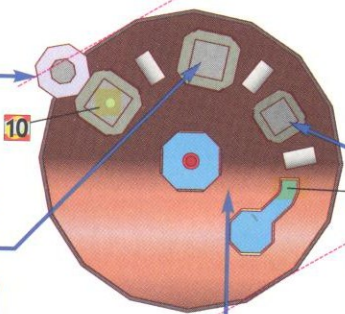
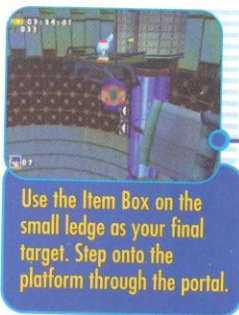
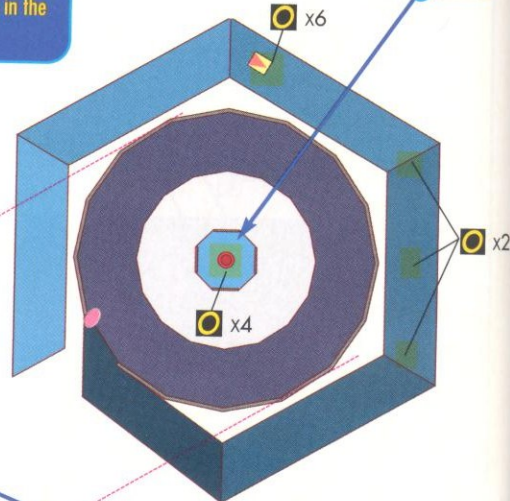
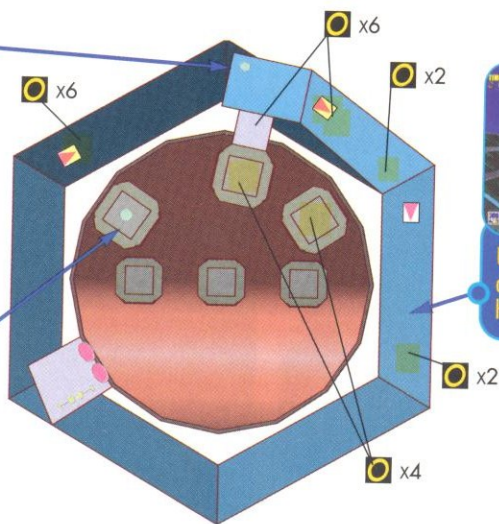
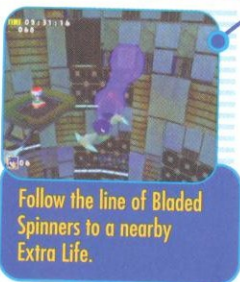
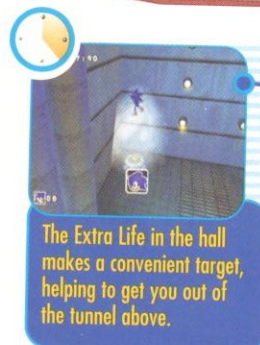
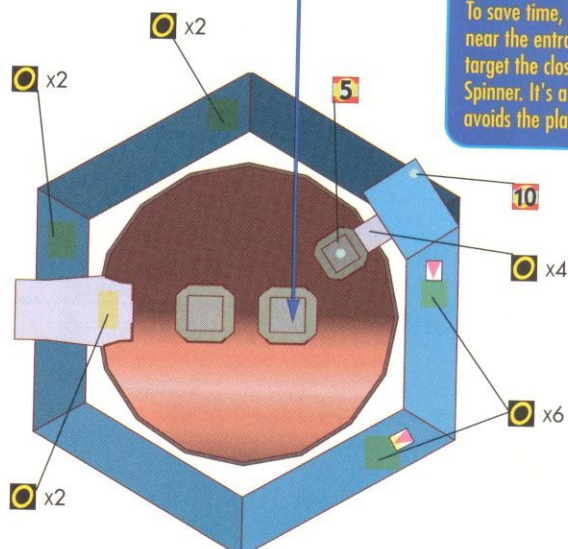
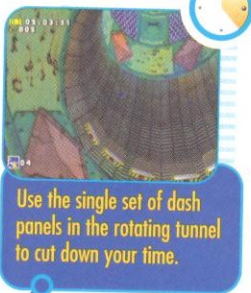
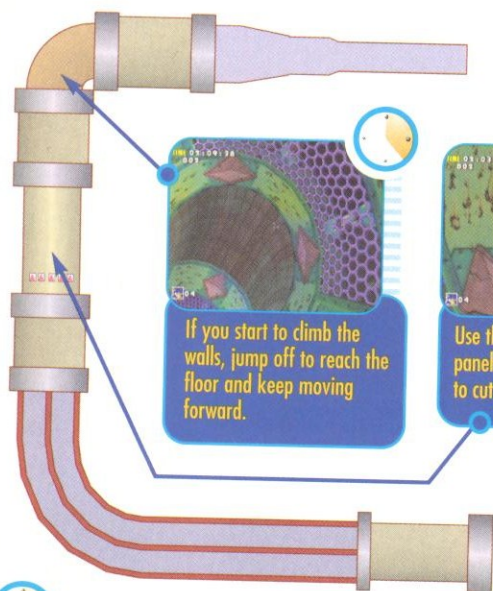


Use a full Light-Speed Dash to target the springpad. Let Sonic soar to the end of the trajectory before dropping to the upper level.



Even when you master the conveyor belts, you need luck and timing to run beneath the rollers unscathed.

Final Egg

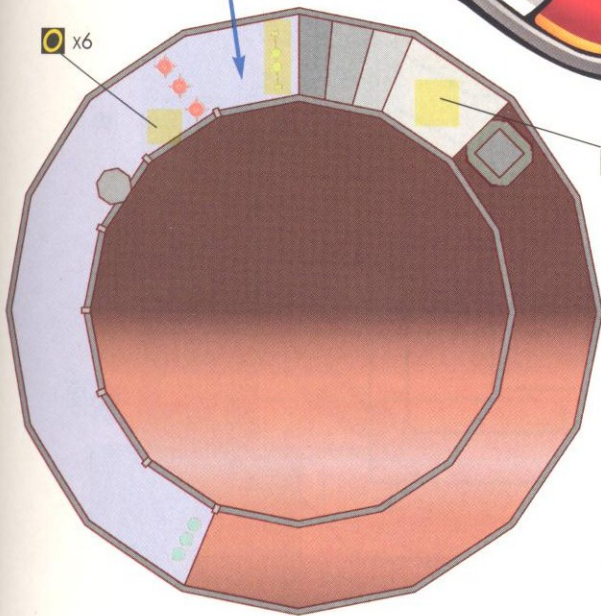


Final Egg



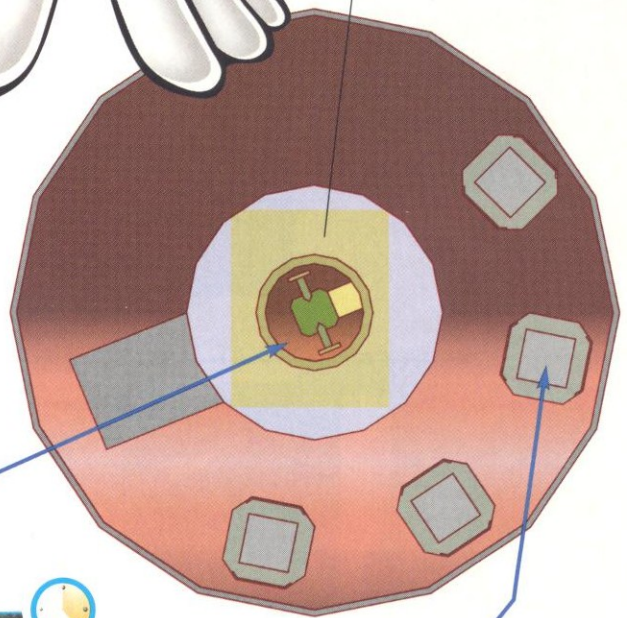
If you're in no hurry, rescue the animals in the lower corridor from the Spiky Spinners.

○ x6



○ x6

○ x23

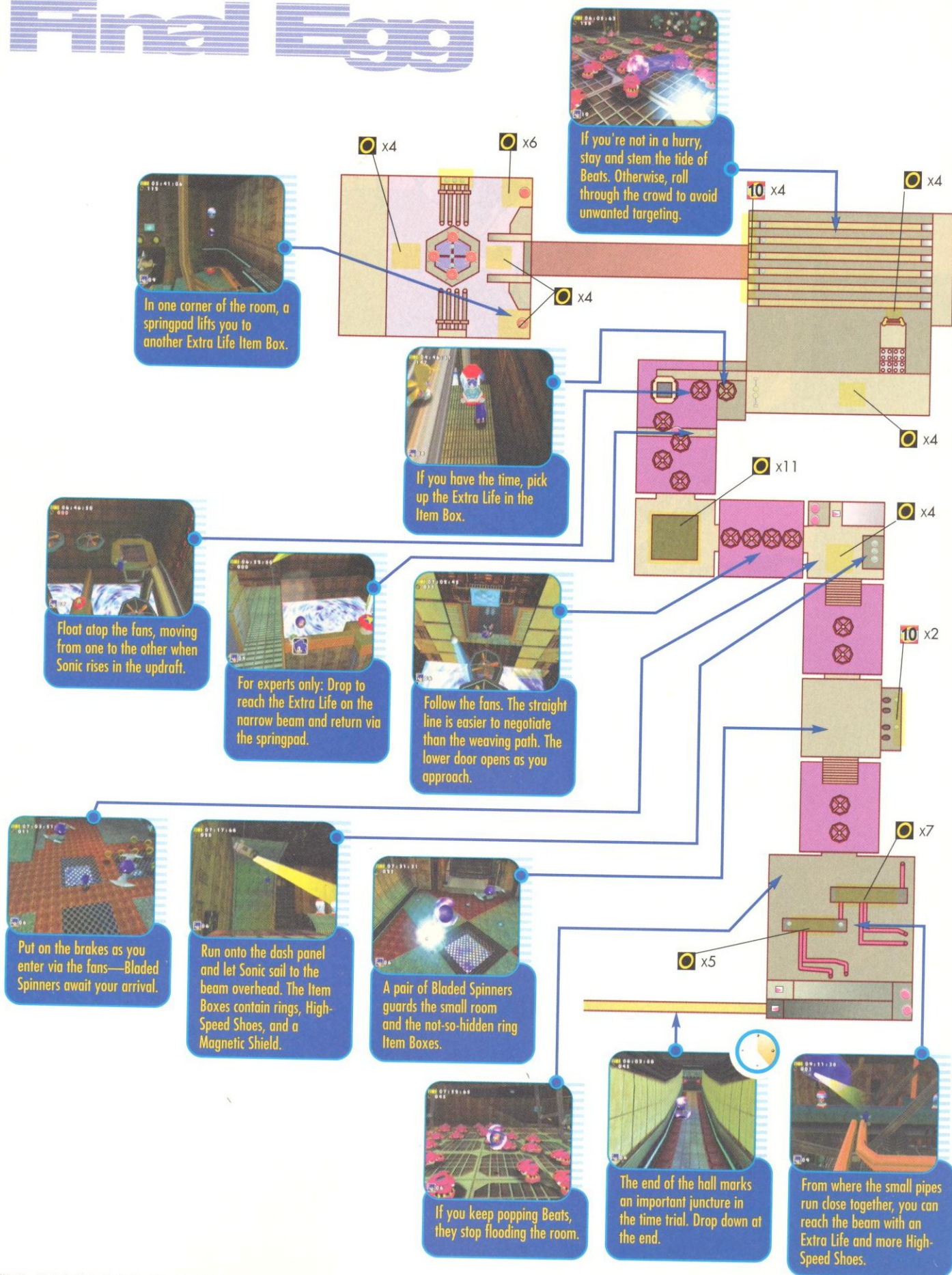


From the lowest platform (the low camera angle) jump to the central area and head to the right. Enter the elevator.



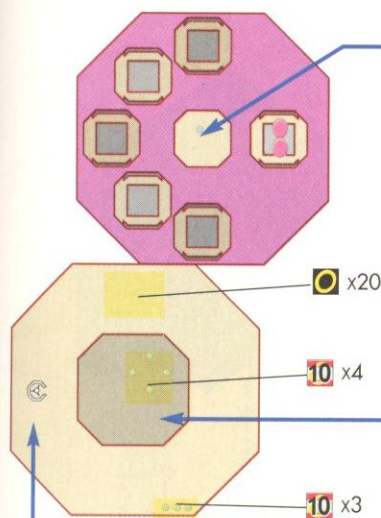
Through the point marker, jump to the descending platforms. When you have the timing, jump before the next platform appears.

Final Egg





Final Egg



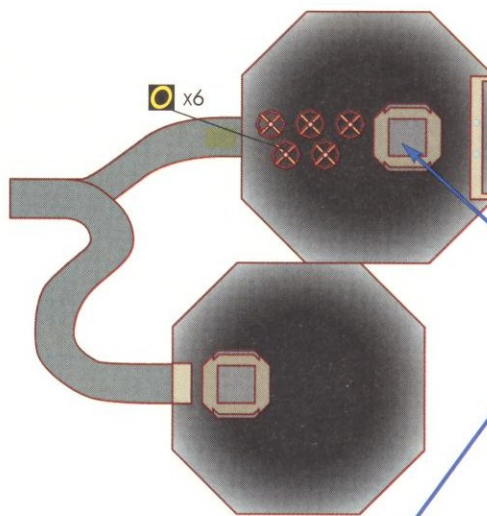
At the end of the upper hall is another tall room, with High-Speed Shoes at the bottom.



Hop the pipe at the end of the corridor to drop into a ring-filled room.



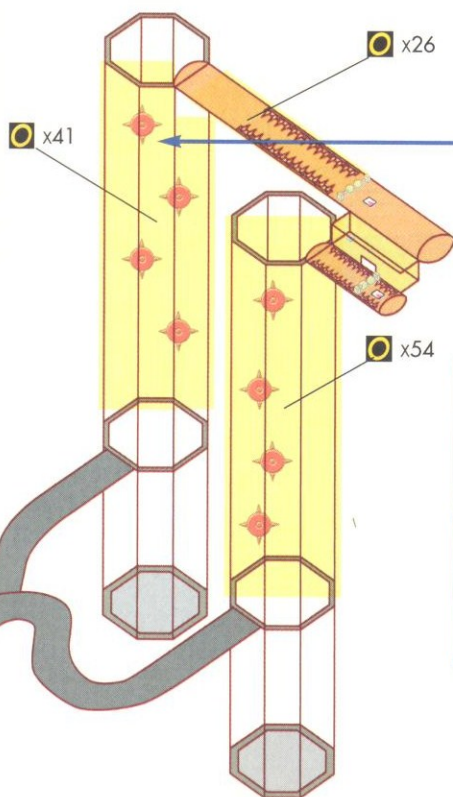
After you collect all the rings, ride the rocket to the platform above.



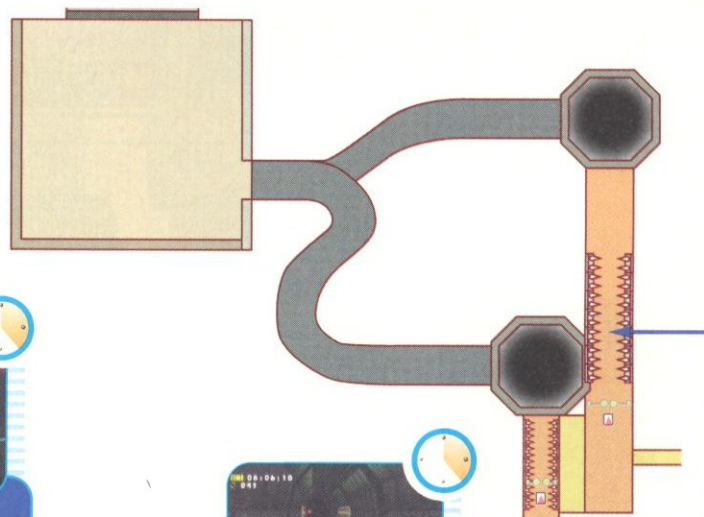
Use the springpads to return to the platform above.



From the upper platform, jump and target Extra Life and random-ring Item Boxes.



If you're in a hurry, fall along the wall at right as you enter and land on the upper platform. Cross the fans to the corridor.



If you drop down at the end of the previous corridor instead of hopping over the pipe, you land in the upper hall.

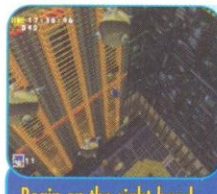
Final Egg



From the narrow ledge atop the ladders, run and jump to the upper area. Four Extra Lives are waiting.



Climb to the top of the center ladder and jump off, hugging the wall.



Begin on the right-hand ladder and climb to the crossing beam. From there, jump over and grab on above the central obstacle.



Before you face Dr. Robotnik, pad your Extra Life total. The platform in the room slowly goes up and down. When it lowers, jump aboard.



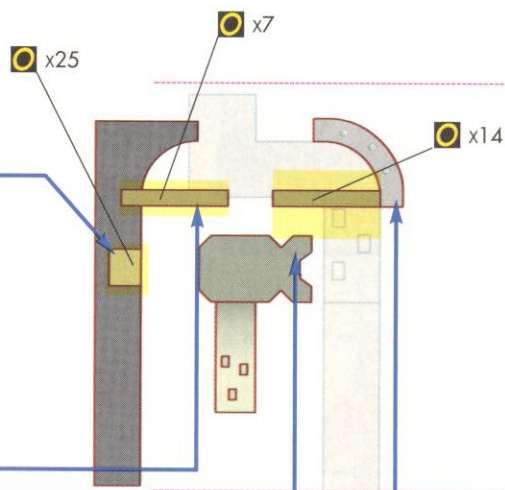
Even if you're racing the clock, make time to quickly take out the last of the enemies. They don't let you pass easily.



By rolling up the slope near the practice dummies, you'll reach the rings atop the wide pipe.



Run and jump from the top of the structure to reach the ring alcove across the chasm. Jump back near the practice dummies.



Use the dark room wall's slope to reach the wide ledge overhead.



If you're exploring, use a Light-Speed Dash to cross the line of rings.

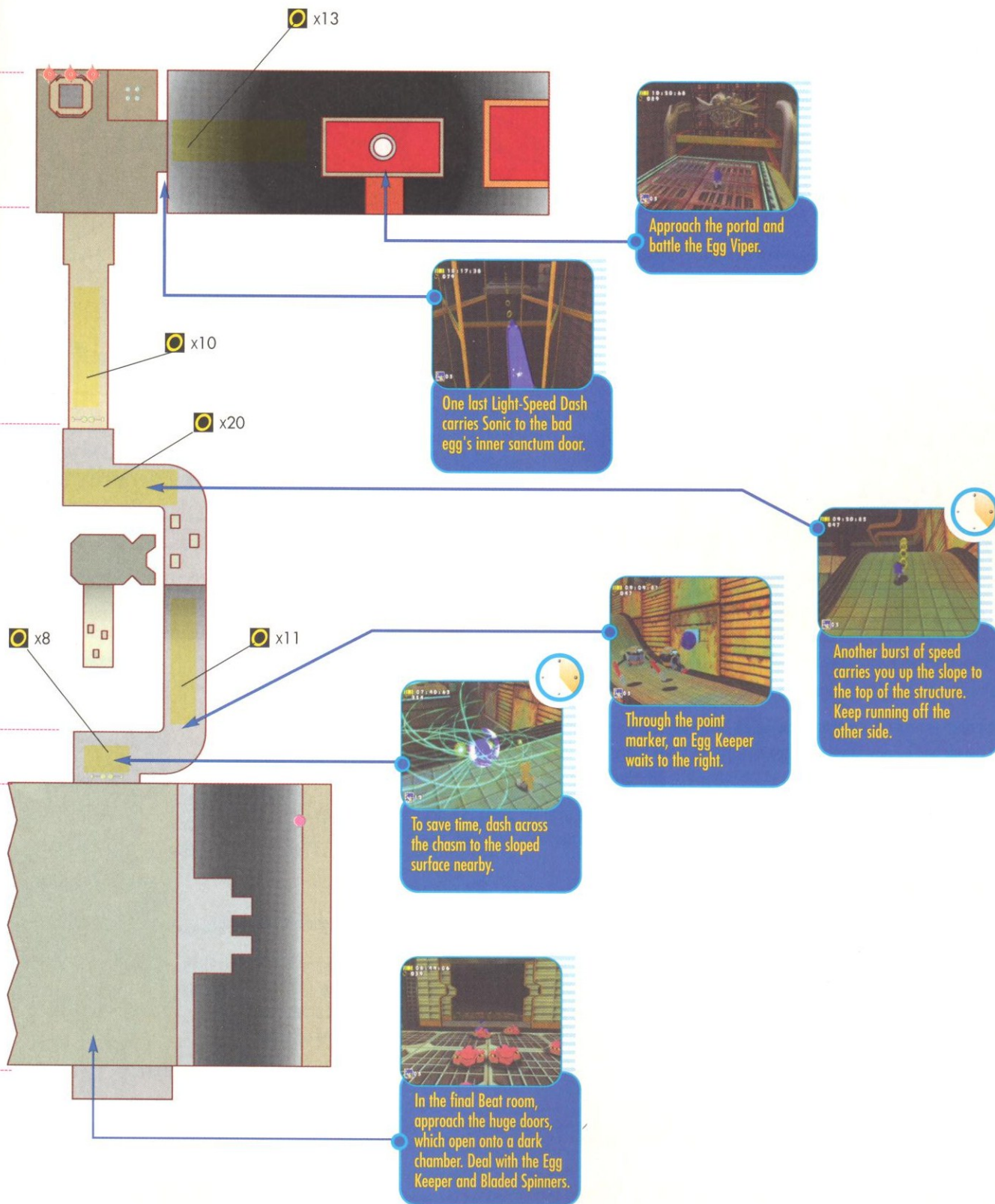


Across the row of rings wait an Item Box containing an Extra Life and two more with random rings.





Final Egg



Miles "Tails" Prower

The twin-tailed fox named Miles "Tails" Prower is one of the most versatile characters in *Sonic Adventure DX: Director's Cut*. You can play as Tails before any of Sonic's other buddies. Once rescued from Emerald Coast at the beginning of Sonic's adventure, Tails becomes a playable character, ready for action.

All of Tails's Action Stages are races, either against the clock, against Sonic, or against Dr. Robotnik. When you make it to Tails's final level (Speed Highway), you have to outrace Robotnik to a downed missile, then battle to save Station Square from the Egg Walker.



Tails's Story



Miles "Tails" Prower idolizes Sonic, and gains some self-confidence as he helps to foil Robotnik's evil plans. Tails's story begins when his plane, the Tornado, experiences engine trouble over Station Square and he has to make an emergency landing in Emerald Coast.

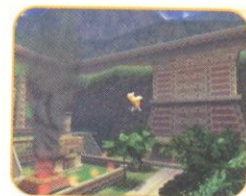
After Sonic rescues him, Tails sets out on his own to undo Dr. Robotnik's evil plan, racing to find missing Chaos Emeralds before he does. The Emeralds are at the end of each Action Stage.

Basic Movement

Prower's biggest asset is his ability to fly a considerable distance. He also finds one of his permanent upgrades (the Jet Anklet) before starting his first Action Stage, augmenting his already impressive hangtime.

You don't need to hold **(A)** the entire time Tails is in the air. If you jump and tap **(A)**, Tails starts flying. If you hold **(A)**, Tails rises through the air and quickly tires out. When he sighs, he starts falling. Aim for solid ground if this happens.

If you don't want to gain altitude, keep tapping **(A)** and let him glide. He covers a greater horizontal distance than if you keep holding **(A)**. This is useful in Action Stages such as Windy Valley, where most of the path lies below you. You can cut out huge chunks of the level by taking a few risks. Thanks to Tails's aerial skills, Sonic never has much chance in their races unless Tails falls off the level.



Advanced Movement: Winning Races

Tails's biggest asset is his flying ability, which reaches maximum effectiveness when you find the Jet Anklet at the game's beginning. Tails loses altitude quickly when you angle him downward, especially if you also release **(A)**.

Keep a few things in mind about the green and black dash rings that form shortcuts across Tails's Action Stages: You don't have to be headed in the "correct" direction when you enter a dash ring. Like the dash panels on the ground, the rings always propel Tails in one direction, regardless of which way he enters. It's better to overshoot a ring than to try to adjust in mid-air and come up short.

If you glide past a dash ring and the next dash ring in the chain is out of reach, make a tight 180-degree U-turn into the nearby dash ring and enter it from the other side. You shoot out of it and into the next dash ring.





You don't have to enter the first dash ring in a row to get the desired effect. Any ring in the chain propels you to the end of that line.

The rings recharge Tails's power, meaning that he comes out of a row of rings fully charged, able to fly as far as if you touched ground and rested.

If Tails loses a life, both Tails and his race opponents reset to the last point marker Tails triggered, so avoid triggering the last point marker in an Action Stage. Tails can overtake just about any opponent if he has enough time, but his job gets tough if both start from a point too close to the finish line.

While flying, Tails can only climb until he strikes something with his head. You can't fly up to a ledge, bang your head on its underside, then continue to gain altitude. If you're flying from a low point to a high point, avoid all obstacles along the way.

Combat Primer

Tails's main attack is a quick flick of the tail, which is enough to destroy most enemies. The trick is to get close enough to inflict a blow without getting hit. Tails must be on solid ground for an effective attack. Because he can fly, it's easy to plop down beside an enemy and whack it before it can react.

When Tails encounters Bladed Spinners, remember that there's always a nearby Invincibility Shield to be used while mowing them down. It's risky to jump up beneath a Bladed Spinner or drop on it from above. It's easier to safely scurry under a Bladed Spinner.

Advanced Combat

When Tails receives the Rhythm Badge upgrade, he can perform a continuous tail attack, spinning in a circle that destroys any encroaching enemies. This is useful in the later Action Stages, when a mob of Cop Speeders might otherwise flatten the little fox. Drop from the sky behind an enemy (or in the middle of a group of them), and take them out by spinning as soon as you hit the ground.

Permanent Upgrades

Speed is Tails's primary concern, so it's good that he finds the Jet Anklet before entering his first Action Stage. When he gets the Rhythm Badge near the end of his adventure, he becomes almost as formidable a fighter as Sonic.

Jet Anklet



Tails finds the Jet Anklet, which gives him added air time, in Station Square immediately after the game begins. Tikal points out that the Anklet lets Tails fly faster, which means he can cover greater horizontal distances. The farther and higher you fly at takeoff, the farther you can glide before Tails's power fades. This is evident in Speed Highway, where flight paths that would be impossible to follow without the Jet Anklet become helpful shortcuts with it.

Rhythm Badge



Tails finds the Rhythm Badge halfway through his Mystic Temple Action Stage. With the Rhythm Badge, Tails can perform continuous tail attacks, spinning in a vicious circle that destroys any incoming enemies.

Tails's Boss Battles

First Boss: Egg Hornet

Tails encounters the Egg Hornet the first time he visits his workshop in Mystic Ruins.



When Tails ventures up the stairs, Robotnik appears and threatens him with the Egg Hornet.



Tails's flying ability gets him above the Hornet's incoming missiles.



When Robotnik attempts to crush you with the Hornet, jump and fly to one side until he's buried in the ground. Run up to whack him as he grinds away.



CHARACTER CONFLICTS

In addition to Dr. Robotnik and his legions, Tails has an occasional spat with another character. When Tails lands three hits on his rival, the fight's over.



Tails meets Knuckles early in the game near the waterfall. Wait for Knuckles to land and attack him from the side.



Tails must subdue E-102 Gamma aboard the Egg Carrier. Zigzag toward E-102 to prevent the robot from locking on to Tails, and apply the tail to him.

Second Boss: Chaos 4

After Tails and Knuckles roughhouse near the waterfall in Mystic Ruins, Dr. Robotnik summons Chaos 4.



Chaos 4 is fought over water. Keep Tails out of the pond as much as possible; it's Chaos 4's element.



Chaos 4 attacks quickly when Tails lands. Drop on a ring, but jump immediately to dodge Chaos 4's attack.



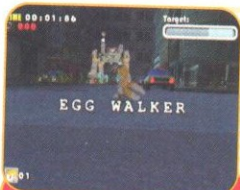
Don't fly farther than you need to, and stick close to Chaos 4. Chaos 4 is temporarily vulnerable when it rises. Quickly land near it and attack.



Jump clear when you hit the beast. The reforming energy balls can hurt you. It takes four hits to sink Chaos 4.

Third Boss: Egg Walker

Tails's showdown after Speed Highway is a face-off with Egg Walker in Station Square.



Be on guard as the showdown begins. Robotnik likes to launch a volley of missiles at a distance.



Robotnik's missiles are big, but they don't home in on Tails, who easily rises above each incoming barrage.



Stay below Egg Walker as much as you can and wait for one of the footpads to flash. Attack it when it does.



The main body of the Walker drops to ground level. Attack it with a solid tail swipe.



While you're under the Walker, Robotnik stomps out shock waves. Float above them until they subside, and be ready to jump again when you land.



As the fight continues, you must hit more than one flashing footpad. To lower the Walker for the final time, hit three flashing footpads quickly.

Station Square



After Tails completes Windy Valley, he can fly and bop the big light to open Casinopolis.



Tails's final test after Speed Highway is the awesome Egg Walker.



After Tails completes Sky Deck, Dr. Robotnik launches a dud of a missile strike on Station Square.



In the waterway behind Twinkle Park, jump and fly up through the hole in the ceiling.



Tails's adventure begins when Sonic rescues him from Emerald Coast.



When you complete Casinopolis, the Ice Crystal appears in the alley.



Tails's first permanent powerup is the Jet Ankle, which lets him fly faster and farther.



Follow the tunnel through the cliff, and place the Ice Stone in the pedestal to open Icecap.



When you return from Sand Hill with Froggy, Big the Cat makes a grand entrance.



When the scuffle with Knuckles is done, Dr. Robotnik appears, and Tails must battle Chaos 4.



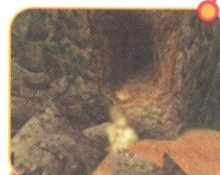
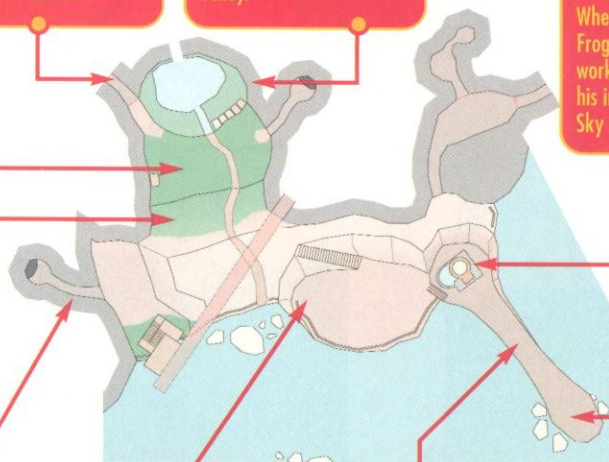
Place the Wind Stone on the pedestal and jump into the updraft to visit Windy Valley.



When Big runs after Froggy, return to the workshop. Tails launches his improved aircraft into Sky Chase Act 2.



After Icecap, check near the waterfall to square off against Knuckles.



After Casinopolis, take the Ice Stone to the Mystic Ruins. The cliff collapses.



When Tails nears his workshop the first time, he must battle the Egg Hornet.



When Tails defeats the Egg Hornet, the Wind Stone appears near Tails's workshop.



After the battle with Chaos 4, return to Tails's workshop to enter Sky Chase Act 1.

Mystic Ruins

TEMPLE AND RUINS



After the first Sky Chase, Tails crashes near the Mystic Temple, and Froggy makes off with the Chaos Emerald.



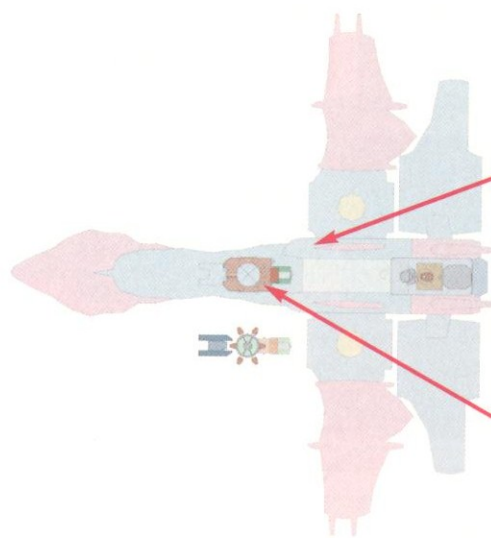
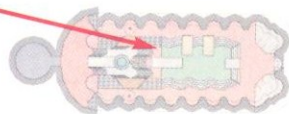
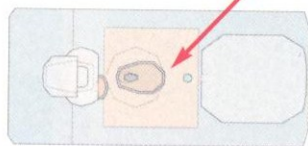
Follow Froggy to the sandy dead end. Fly up and jump on the plunger to release the sand below, then enter Sand Hill.



After Tails defeats Sky Deck, he can take the lift up to the forward section of the Egg Carrier.



On the forward section of the Egg Carrier after Sky Deck, Tails must battle E-102 Gamma.



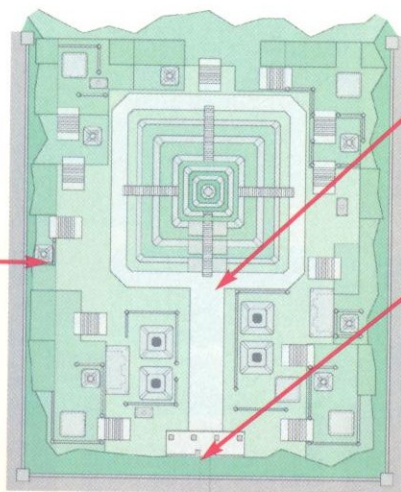
After the ship transforms, the entrance to Sky Deck is available.



After Sky Chase Act 2, Tails makes a crash landing on the Egg Carrier. Explore the ship until it transforms.



The Rhythm Badge, Tails's second permanent upgrade, is near the huge temple.



Tails is transported to the Mystic Temple when he finds Froggy at the end of Sand Hill.



Tikal waits at the steps of the temple to talk with Tails.

Windy Valley



Tails's objective in Windy Valley is to race his blue buddy, Sonic, to the finish line. Although Sonic's speed can't match Tails's flying ability, the small platforms and narrow walkways of the level work against the fox. Get familiar with Tails's special abilities if you find yourself failing at this Action Stage.

Tip

Tails can pick up the Jet Anklet before entering this Action Stage. Possessing the Jet Anklet makes Windy Valley a breeze.

EMBLEM GOALS

RANK	CONDITIONS
C	Find the Emerald before Sonic!
B	Collect 50 rings and beat Sonic.
A	Beat an even faster Sonic.

Rings

142 + (3~120)

Items

Extra Life

High-Speed Shoes (x3)

Enemies

Leon

Animals

Parrot

Partridge

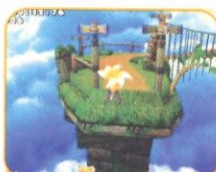
Robin

Mole

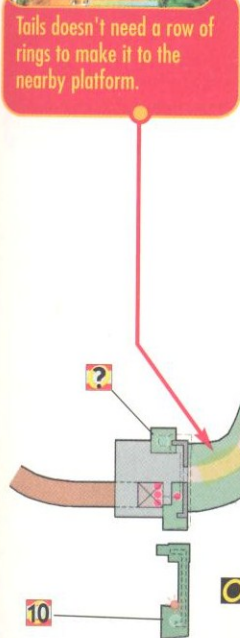
Seal



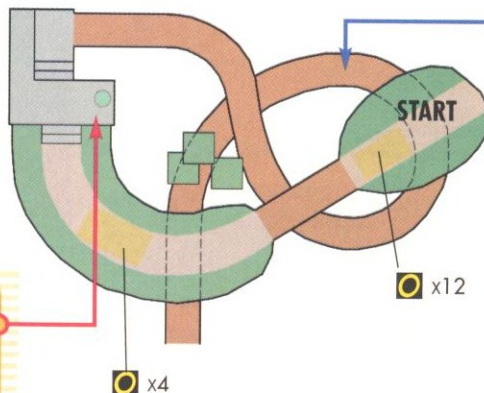
Tails doesn't need a row of rings to make it to the nearby platform.



Tails's flying ability lets him go anywhere.



If you're taking the time to look around, pick up some High-Speed Shoes.



Cut several corners at once by hopping over the side of the platform to the walkway below.



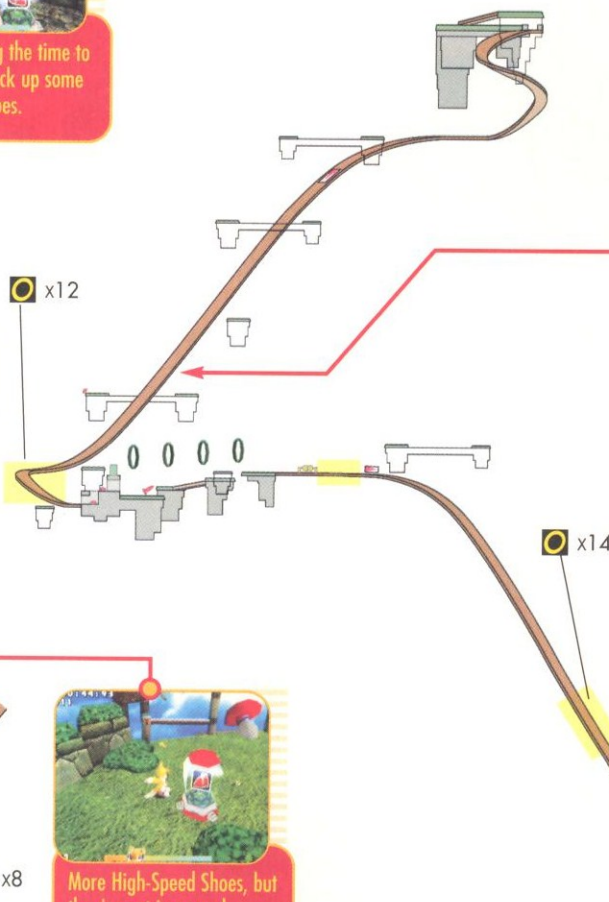
Jump from the walkway above to fly to the top of the structure. Fly from there to enter the row of dash rings.



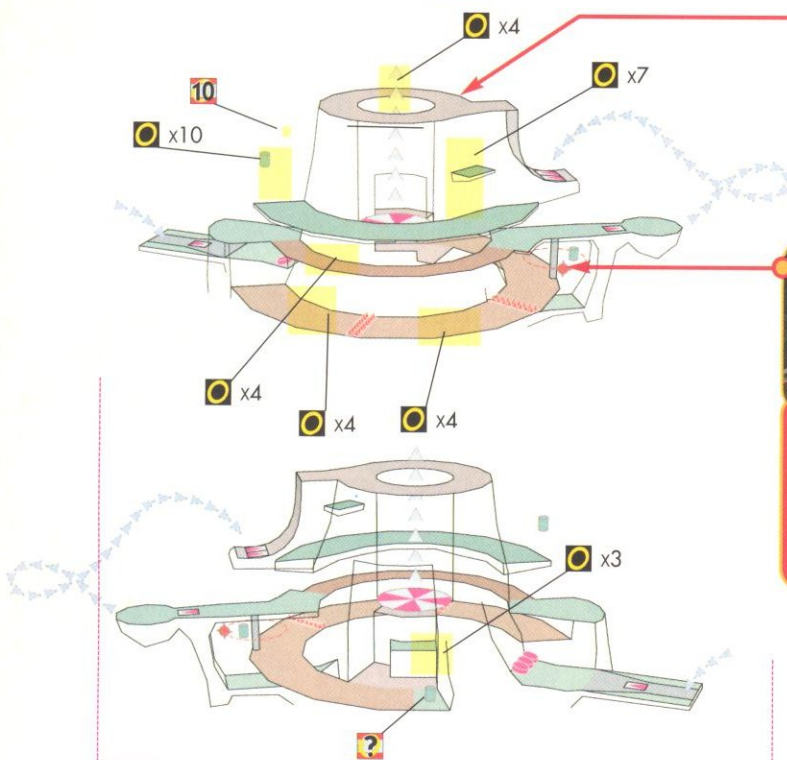
The green and black rings are the air-based equivalent of dash panels, sending Tails streaking along the path.



More High-Speed Shoes, but they're not in a good location for zipping through the level.



Windy Valley



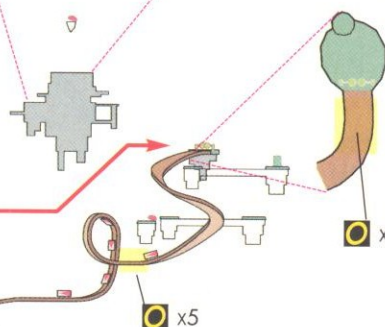
When you hit the springpads below, you fly into the air current.



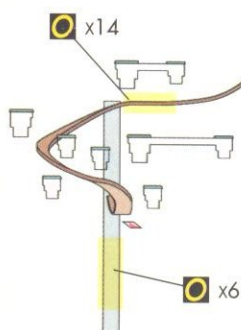
Jump to break open the High-Speed Shoes Item Box, then drop to the ledge. Jump out from under the overhang to fly up and back to the walkway.



As you approach the landing below, you see a row of dash rings cutting across the level.

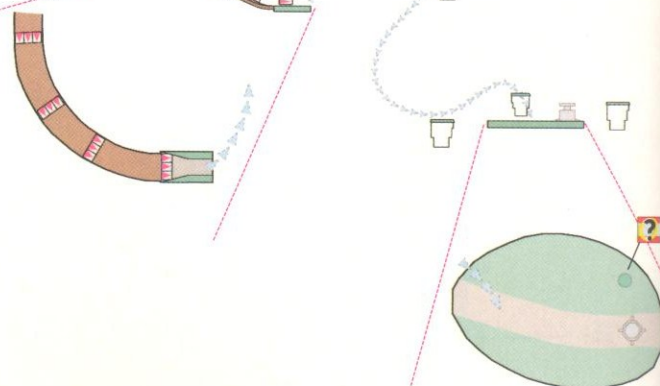


After you're past the big plunge, jump and fly to the goal instead of riding the wind.



COME BACK HERE!

If you're looking around, collecting powerups, and saving animals, Sonic beats you to the finish line, but there's a way to rob him of his victory. Watch the race progress bar at the bottom of the screen. When Sonic gets close to the finish, jump over the edge of a walkway and use up an Extra Life on purpose. You reappear at the last point marker you touched, and Sonic also is reset to that point. Use the Extra Life near the end of the level to repeat this trick as many times as you want without lowering your reserve of lives.

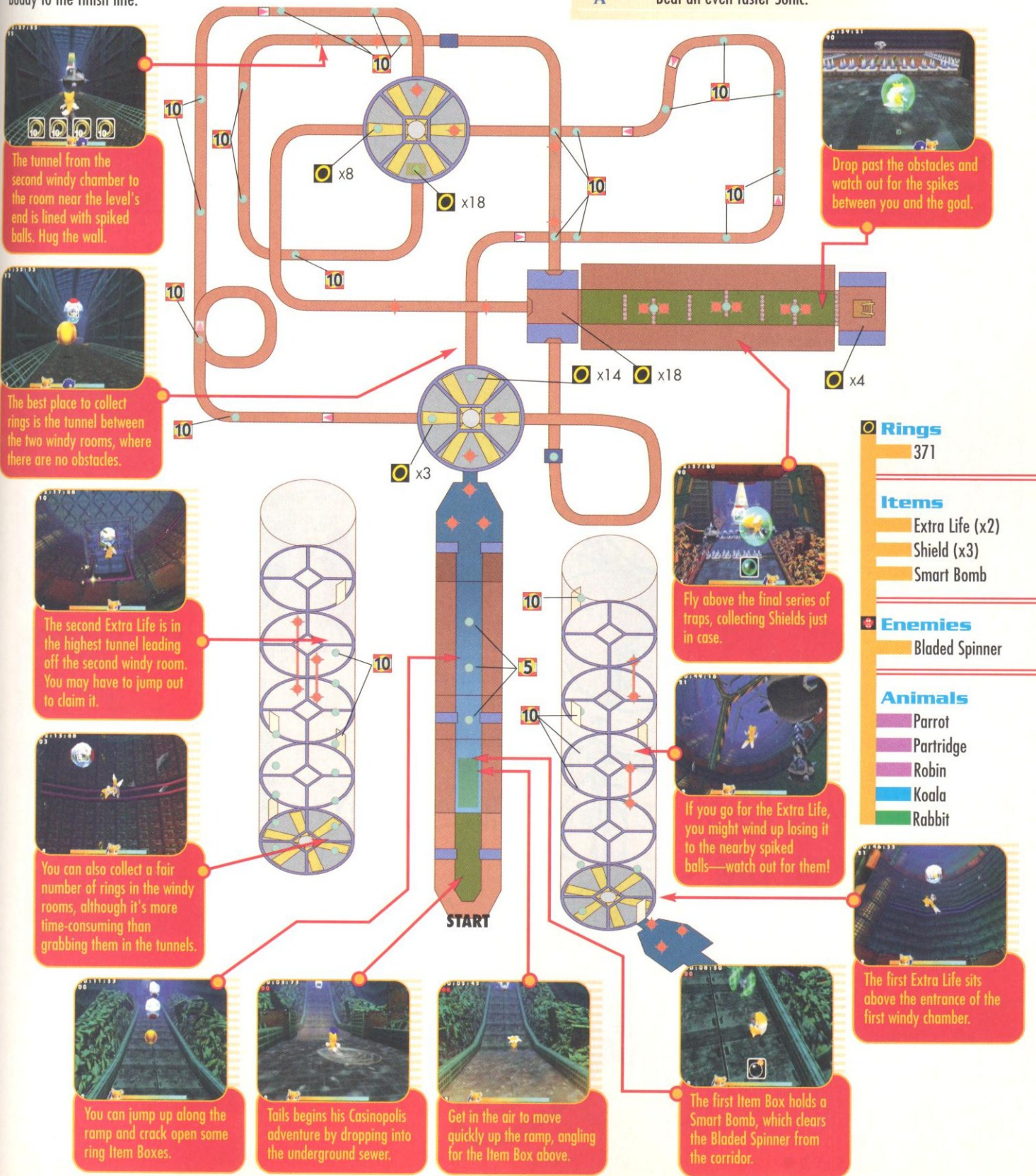




Casinopolis

EMBLEM GOALS

RANK	CONDITIONS
C	Find the Emerald before Sonic!
B	Collect 50 rings and beat Sonic.
A	Beat an even faster Sonic.



Icecap

Tails's version of Icecap is pure high-speed snowboarding. Prepare to be seriously challenged, because earning the A and B Emblems is no easy feat. In contrast to Sonic's trip through this Action Stage, Tails needs all the air he can get, hitting every ramp and taking advantage of smaller rises in the course.

Keep leaning downhill with **○**. Sharp turns are necessary, but digging in also costs you time. Move smoothly and watch the course, accentuating every little hill with a jump while leaning forward. Press **△** as you launch off the large ramps. Tails has wicked midair stunts to show you, and the trickier he gets, the farther he flies!

EMBLEM GOALS

RANK	CONDITIONS
C	Find the Emerald before Sonic!
B	Collect 50 rings and beat Sonic.
A	Beat an even faster Sonic.

Rings

566

No Items

No Enemies

No Animals



The first group of rings is screen left as Tails comes down the hill, but the next three groups are on the right.

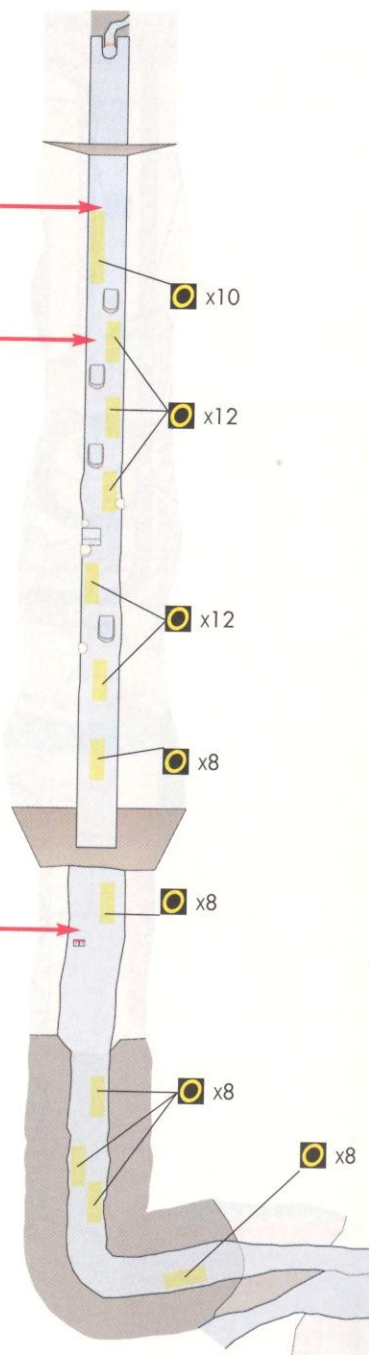


Get air when you can. There's nuance to the snowy course.



Lean forward as the camera shifts behind Tails, and sweep to the right as you land to hit a dash panel.

START





Icecap



Lean forward along the last stretch of ramps to hit them all.



The final series of ramps is a big chance to make up some ground—er, air.



Now for the finale.



It's possible to have too much air. If you nail the ramps along the final straightaway, you can sail over the goal area.



What? No style points?



Press **A** along the length of a ramp rather than trying to time a jump as you fly off.



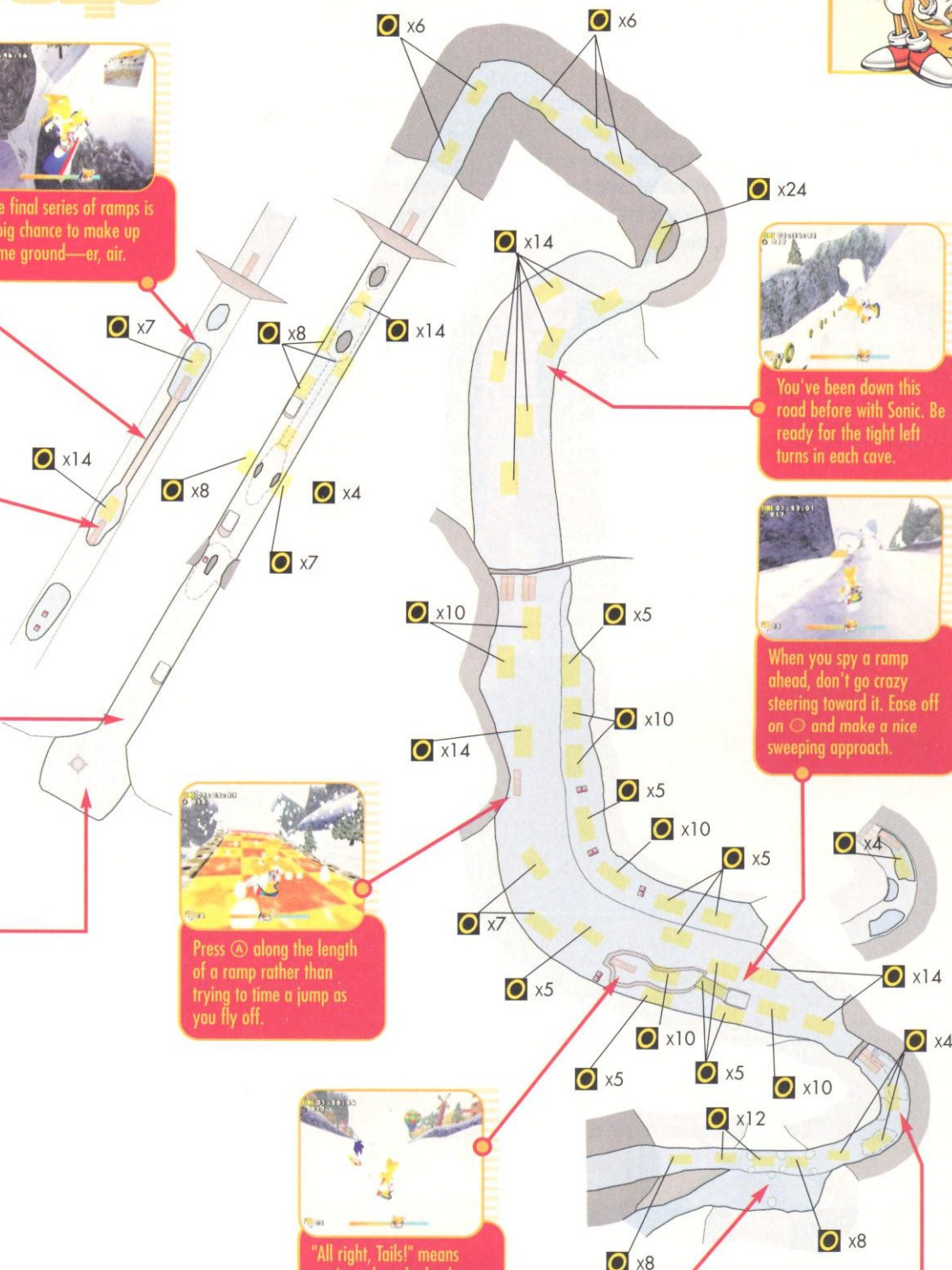
"All right, Tails!" means you've taken the lead. "Hey, hey, hey!" means Sonic has.



Of all the obstacles, trees are the most forgiving.



Make up for lost time by coming out of the turn onto the ramp ahead.



Sky Deck

Though Sky Deck is as bottomless for Tails as it is for Sonic, Tails has a chance at flying to safety. After you play through this section as Sonic, playing as a character with wings seems almost unsportsmanlike. You shouldn't have trouble beating the faster version of Sonic to score the A Emblem.

Fly to the rocket in two safe steps without using the crane, then fly upward to reach the top walkway in the final area. You have time to grab each rotating pillar, but flying past one or two of them is satisfying (and saves time, too!)

EMBLEM GOALS

RANK	CONDITIONS
C	Beat Sonic to the Capsule and break it!
B	Collect 50 rings and beat Sonic.
A	Beat an even faster Sonic.

Rings

249 + (8-320)

Items

- Extra Life (x4)
- Invincibility Shield (x3)
- Magnetic Shield (x2)
- Shield (x2)
- High-Speed Shoes

Enemies

- Bladed Spinner
- Spiky Spinner

Animals

- Parrot
- Partridge
- Robin
- Lion
- Skunk



Fly above the walkway and use the base of the distant pillar for a safe landing.



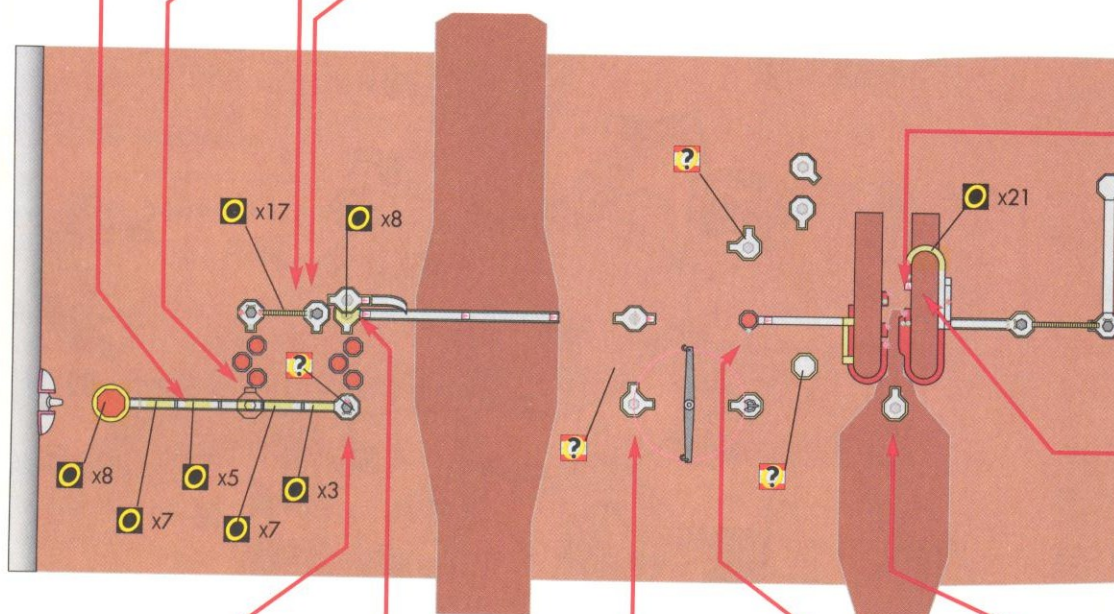
You can fly up and reach the upper pillar's base from the walkway.



To take out the Bladed Spinners, jump up to smash them from the ladder.



At the base of the pillar is an Extra Life Item Box.



The Item Boxes on the lower path hold an Extra Life and an Invincibility Shield to help you rescue nearby animals.



Unless you have a good lead on Sonic, don't waste time going for these High-Speed Shoes.



You don't need this dash ring if you backtrack away from the springpad.



Do not overshoot the Extra Life. Strike the dash panel beyond the Item Box.



Fly to the platform and from there to the platform with the rocket ride on it.

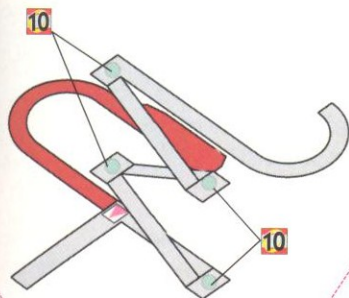


Hop up and crack out the Magnetic Shield. Tails's Sky Deck holds easy rings.



The rocket ride drops you atop an Invincibility Shield. Fly to the lower path and head right.

Sky Deck



There's nothing below you, so don't let the Spiky Spinner knock you off the platform.



If you don't have an Invincibility Shield, wait for Sonic to free the animals, but watch out for the big gun.



In Tails's version of Sky Deck, unlike Sonic's, no spiked balls guard the ladder.



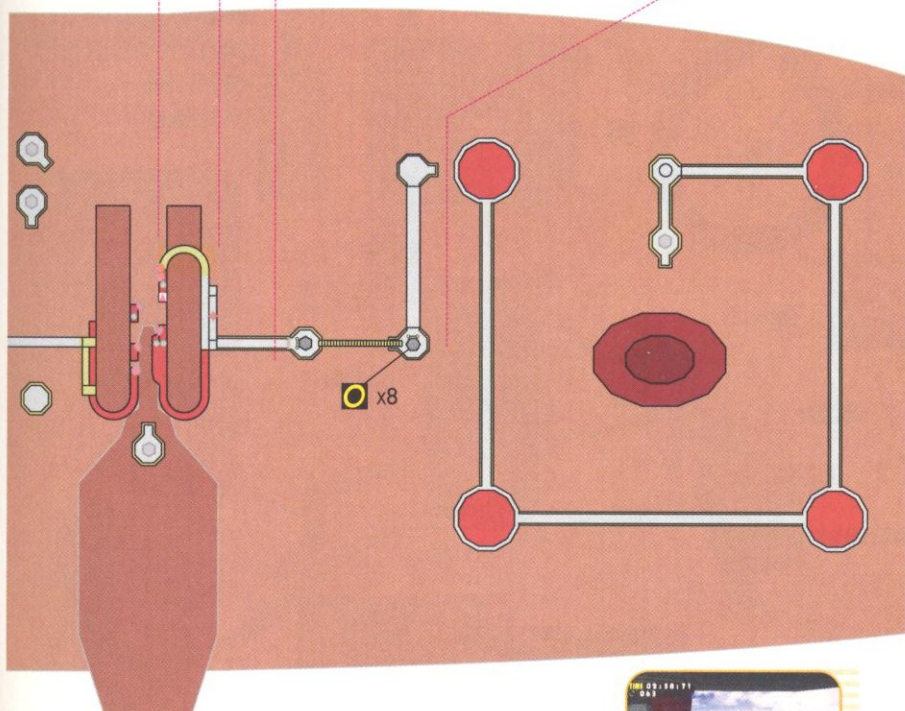
Below the non-spiked ladder waits an Extra Life. You can easily float down from above.



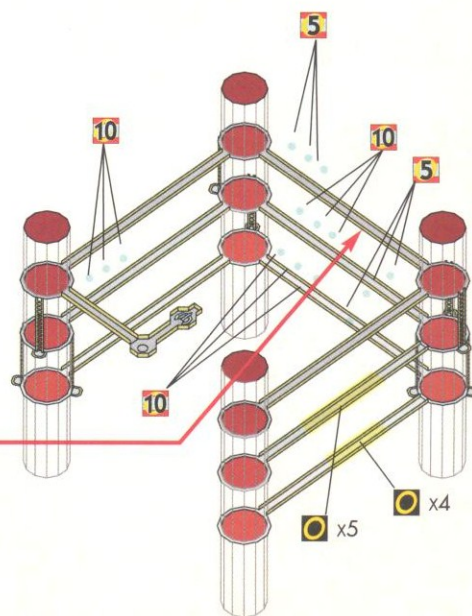
The Item Box on the uppermost tower base contains an Invincibility Shield, handy for taking out nearby enemies.



The two lower base sections hold Item Boxes containing Shields, but falling—not enemies—is the biggest danger you face.



If you're after the B Emblem, notice that the second-tier walkway has a guaranteed 60 rings in easy-to-reach Item Boxes.



Speed Highway

This version of Speed Highway lacks a few of the city blocks seen in Sonic's adventure and includes a few new dash rings, which makes it the perfect course for Tails. It's impossible to explore thoroughly before Robotnik reaches the finish, and resetting from the later point markers rarely works, as the bad doctor is fast. The best strategy for getting the B and A Emblems is to get the Extra Life, then concentrate on learning the collection of shortcuts.

EMBLEM GOALS

RANK	CONDITIONS
C	Find the missile before Robotnik!
B	Collect 50 rings and beat Dr. Robotnik.
A	Beat an even faster Dr. Robotnik.



Jump beneath the Bladed Spinners to take them out.



Crack open the Shield and double back to the rooftop with the first of the shortcuts.



Jump and fly up along the row of rings from the building's corner. Turn left at the highway.



Spin your tail in the wide-open area, and don't stop until the sirens fade and the Cop Speeders are gone.



Watch for the pair of Spiky Spinners when you fly past the spiked balls.



Get your High-Speed Shoes here!



Thump the Cop Speeder and take the Shield from the Item Box. The first shortcut is off this rooftop.



This should be the only point marker you activate when going for the B or A Emblems.

Rings

535 +(3~120)

Items

Extra Life (x4)
Magnetic Shield (x3)
Shield (x3)
High-Speed Shoes (x3)

Enemies

Spiky Spinner
Cart Kiki
Bladed Spinner

Animals

Deer
Kangaroo
Rabbit
Gorilla
Robin



Past the corner of the building, a Cop Speeder begins pursuit, but it's too slow to keep you from the dash ring.

Speed Highway



Jump from the lower level to fly through the dash ring. Drop along the right edge of the Cart Kiki building.



Fly over and grab the Magnetic Shield, which helps you grab dozens of loose rings in the level.



Grab a few rings, then go off-road to the right. Aim as if to fly between the tall buildings, then grab a ring.



The second Extra Life.



Even if you spend most of your time in the air, the High-Speed Shoes increase your movement speed. They're a better bet than the dash rings.



A wicked Cop Speeder duo has taken the place of the Bladed Spinner. Run, jump, and fly over the dash ring to reach the distant ledge.



Drop inside the open circular roof and land on a ledge that connects to the outside.



Below the Extra Life is another pair of Cop Speeders. Run and jump to fly over the hoop to the roadway beyond.



Instead of flying, jump to reach the Extra Life, and you get a better camera angle. You can also reach the distant road from that platform.



The Shield here hardly makes up for the abuse you take trying to get it.



The shortcut lets you bypass this unfortunate area.

Speed Highway



When time grows short, fly over the Spiky Spinners to the far end of this area. Bypass the rocket and fly to the long narrow building's ledge.

x12

x10

x7

x8

x12

x3

x12

x8



If you're after the B or A Emblem, bypass the final point marker along the shortcut.



Even if you're just getting a feel for the level and not trying to win, make it at least this far. Grab the Magnetic Shield.



Make it to the Extra Life before Robotnik crosses the finish line.



Grab the High-Speed Shoes without triggering the point marker. If you have to reset from here, it's impossible to beat Robotnik.



As long as you have the time, it's safer to ride the final lift system for a few seconds than to rush across the platforms.



If you've run a good race so far, don't get ring-greedy. Aim for the platforms.



From the direction of the longer route, you can see the shortcut ring low and left.



If you get too low to fly up, lifts along the way can carry you to a more advantageous height.

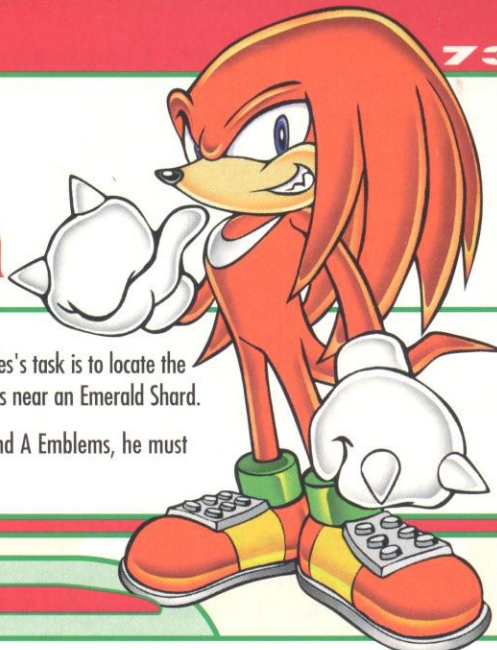


The low road is well aligned, with easy-to-hit platforms below you.



The long route is less intuitive. Use the platforms below if you fly for unsafe distances.

Knuckles The Echidna



Knuckles is the bruiser of the bunch. He's a feisty echidna who prefers to fly fist-first into any situation. Knuckles's task is to locate the Shards of the missing Master Emerald. A sixth sense of sorts helps him in his quest, letting him know when he is near an Emerald Shard.

In each of Knuckles's Action Stages, he must locate three Shards under various conditions. To earn the B and A Emblems, he must do it under some challenging situations. If anyone can do it, it'll be Knuckles!

Knuckles's Story

Knuckles has one of the most important roles in the *Sonic Adventure DX: Director's Cut*™ story, because he was involved from the beginning. Knuckles was the appointed guardian of the Master Emerald, a lonely task that he performed on an island floating in the sky. After an extended period of vigilance, Knuckles let down his guard for a quick echidna nap.

Dr. Robotnik was waiting for Knuckles's attention to waver. Robotnik's latest and greatest creation, Chaos, is powered by the seven Chaos Emeralds, which also control the Master Emerald.

Unfortunately, messing with the Master Emerald (and the attending seven Chaos Emeralds) caused the floating island to plunge from the sky into the sea. This catastrophe scattered the Chaos Emeralds across the game world and shattered the Master Emerald.



Basic Movement

Use (A) to jump into the air, then press it again when Knuckles is balled up to stretch into a superhero-like glide. While gliding, Knuckles can quickly explore his Action Stages.

Knuckles spends most of his adventure seeking out the three Shards of the Master Emerald hidden in each of his Action Stages. When Knuckles approaches a Shard, the radar at the screen's bottom changes from blue to red and pulses more quickly.

As the game begins, the Shards are most often out in the open, possibly atop a high ledge or in an inconspicuous chamber. As the game progresses, enemies and certain inanimate objects may also hold Shards. Knuckles must destroy the enemy or the Shard's container to collect the Shard.

Knuckles can climb almost any wall or cliff face. This is a handy way to reach high-altitude areas or get a better view of the Action Stage.



Knuckles can climb almost any surface.

Advanced Movement: The A Emblems

The hardest part of Knuckles's adventuring is collecting the A Emblems. His standard B Emblem task is a cinch—just don't activate any Hint Orbs in the Action Stage, which usually streak off in the direction of a missing Shard.

Getting the A Emblems requires strategy. The easiest way to do this is in Trial Mode, but you can play in Adventure Mode if you're actively collecting rings and Extra Lives to make up for the ones you lose by following our tips.

Tip
If you think that the Shard might be in a nearby enemy, back off until your radar changes from red to pink and leans toward green. Stop and stand still. If the Shard is inside the enemy, the enemy's movement makes your radar fluctuate even though you're standing still.

From the beginning of the Action Stage, seek out the first Shard. Don't pick it up—just get close enough so you know where it is. If it's not in the open, stand so your radar is red and practically vibrating to make sure you know exactly where it is.

When you locate the first Shard, restart the level and pick up that Shard as fast as you can. Every Shard you collect acts as a point marker—you begin the game there when you restart, which you should do again, immediately after you locate the second Shard. Continue finding Shards and restarting until you know exactly where all three are and can get them in under a minute for the A Emblem.



If you're trying for the A Emblem, restart the Action Stage when you learn the Shard's location.



Shards can be hidden inside objects and enemies.

Combat Primer

Knuckles's basic attack is a punch combination that begins with a running start and finishes with an oversized fist. It's effective against enemies that don't have perimeter defense mechanisms. Attacking enemies from behind gives Knuckles an advantage in combat.

Advanced Combat

When Knuckles is gliding, he can fly into objects and break them, but he seldom damages enemies in this manner without taking damage himself. To attack an enemy from above, glide in above the enemy, spiral downward, then tuck into a ball when you're above your foe. Most enemies you hit while falling like that are destroyed, and Knuckles rarely takes a hit in the bargain.

When you come to the Bladed Spinner, get underneath the machine and jump up to smash it open.

When Knuckles has his Fighting Glove, he can perform the Maximum Heat Knuckles Attack. This attack annihilates practically any enemy in the game. A charged-up Maximum Heat Knuckles Attack is as powerful as Sonic's Light-Speed Attack. That sounds extreme, but wait until you see where the Fighting Glove is located....



They don't call him Knuckles for nothing.



Glide in circles over an enemy until you get a good camera angle, then ball up and drop down on it.



The Maximum Heat Knuckles Attack is just about the only attack Knuckles needs.

Permanent Upgrades

Knuckles has only two permanent upgrades, but they are arguably the coolest upgrades in the game!

Shovel Claw

Knuckles's Shovel Claw allows him to dig into the earth and uncover all manner of goodies: Master Emerald Shards, golden rings, animals, and even Extra Lives. If you pass a small open earthen area, attempt to dig in it by holding **B** while pressing **A**. Knuckles either digs or complains that "It's no use."

Dig frequently—you only find helpful items or nothing at all; you're never surprised by a buried spike or enemy. If you uncover a few rings, dig again. You might find more!



Fighting Gloves

Knuckles finds his Fighting Gloves on a high, narrow ledge above the temple area of Mystic Ruins. Power up the gloves by holding down **B** until an aura glows around Knuckles. Point Knuckles toward an enemy and release **B** to send the enemy into next week. It's rare that an enemy can defend itself, especially if you attack from outside the enemy's patrol area and wait until its back is turned.

Knuckles' Boss Battles

Knuckles has more boss battles than any other character except Sonic. He faces the even-numbered incarnations of Chaos (2, 4 and 6), but Knuckles is up to the task.

First Boss: Chaos 2

Knuckles is the only character in *Sonic Adventure DX: Director's Cut*™ to face Chaos 2. This battle occurs when he follows Dr. Robotnik up the right-hand elevator in the Station Square hotel.



Chaos 2 has a telepathic attack that's very hard to avoid. Keep one eye on the nearby rings, just in case.



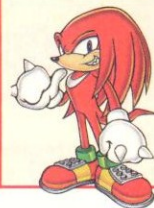
When Chaos 2 forms into a ball and bounces around the small area, keep your distance until it changes form again.



When the monster strikes a pose, preparing to unleash a psychic attack, it's vulnerable. Roll into a ball and drop on it from above.



When Chaos 2 turns into an ever-expanding puddle, don't jump immediately. Instead, run to the arena's outside edge, then jump and glide over Chaos 2 at the last second.



Second Boss: Chaos 4

Chaos 4 appears after Knuckles and Sonic get into their tussle near the waterfall. Fighting over the pond is one of Knuckles's tougher tests.



Hopefully, by the time you face Chaos 4 as Knuckles, you've seen the Chaos monster's fourth incarnation while playing as another character.



Knuckles has trouble getting out of the pond if he falls in. Make quick stops on the lily pads and wait for the monster to peek up.



You can land beside Chaos 4 and use Knuckles's punching attack, if you're willing to risk getting hit.



Alternately, ball up and drop on the monster from above. You have to score four hits to sink the beast.]

Third Boss: Chaos 6

Knuckles's final contest is a showdown with Chaos 6 aboard the Egg Carrier. Chaos 6 is a tough gelatinous customer, but no match for everyone's favorite echidna.



To defeat Chaos 6, freeze it, then crack it while it's defenseless.



Glide away from Chaos 6 until its suction subsides.



Attack one of the small satellites and pick it up. Run and use **B** to throw it at Chaos 6.



When the monster freezes, attack it quickly. It takes four hits to knock the beast to bits.



When Chaos 6 emits long tendrils, stand still until you must move. When the tendrils retract, jump and glide away to avoid the swinging tail.

CHARACTER CONFLICTS

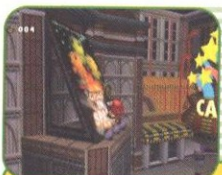
Sonic is the only character that Knuckles has a problem with, and that's because he thinks the hedgehog is holding a Master Emerald Shard. Keep circling in mid-air until you can drop down close to Sonic and give him a punch or three, at which point the fight ends. If you stand on the ground too long, Sonic connects with a Homing Attack.



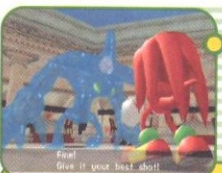
Station Square



Glide over and bop the big yellow light to open up Casinopolis.



After you complete Speed Highway, follow the rings up the wall across from the Casino.



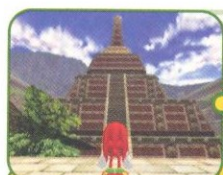
After some harsh words with Robotnik, Knuckles has the pleasure of facing Chaos 2.



Once out of Casinopolis, check the front desk at the hotel. Follow Robotnik up the right-hand elevator.



Circle the temple and approach Tikal and her father to get more of the story.



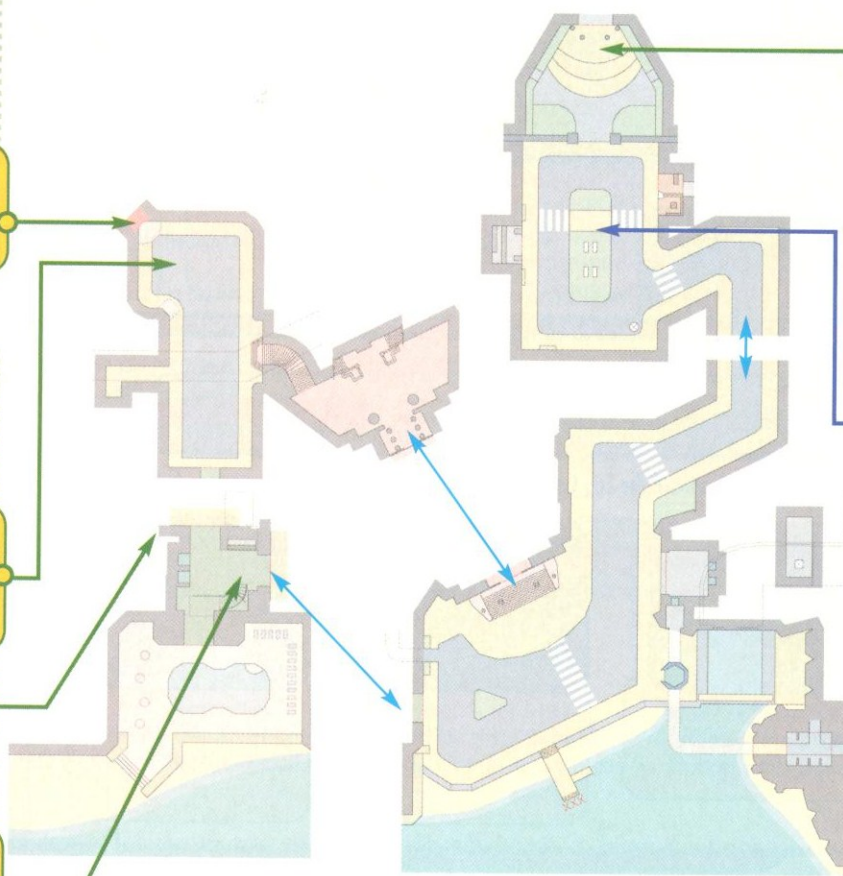
After Casinopolis, Knuckles has the first of many strange visions.



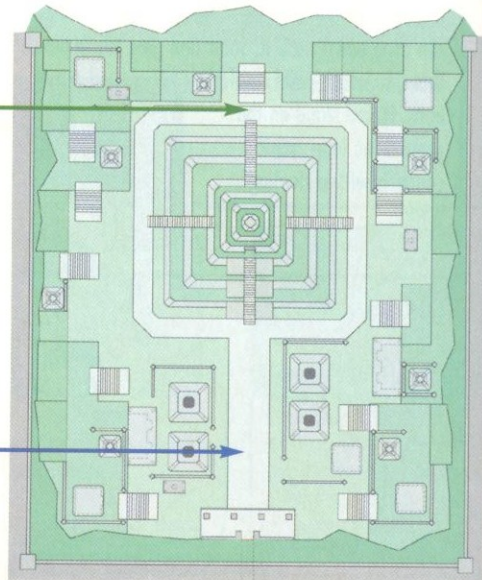
Advance through the courtyard, and the door to Speed Highway opens.

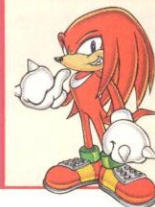


To get into the action, Knuckles begins by smashing through the courtyard barrier.

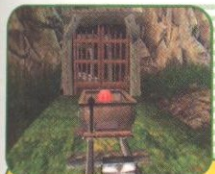


Mystic Ruins Temple





Mystic Ruins



Knuckles notices one of Robotnik's robots and gives chase. Take the ore cart to the Mystic Temple and jungle.



Use the Monkey Destruction Switch to open Red Mountain.



When Knuckles returns from Red Mountain, he and Sonic wrestle near the waterfall.



After Knuckles's disagreement with Sonic, Robotnik arrives, and Knuckles must battle Chaos 4.



Near the caged monkey, Knuckles finds his first item upgrade: the Shovel Claw.



Use the Shovel Claw to dig into the earthen mound and uncover the Monkey Destruction Switch.



Set the Monkey Destruction Switch in the vicinity of the caged Kiki.



When Knuckles returns from Lost World, he attempts to rebuild the Master Emerald. Some pieces are missing.



For his grand finale, Knuckles replaces the missing pieces of the Master Emerald, restoring the island to its rightful place in the sky.



After surviving Chaos 2, Knuckles checks out the Mystic Ruins.



When Knuckles has a vision of the Shrine of the Master Emerald, things are OK.



When Knuckles later sees the shrine, the area is a burning ruin.

Shrine of the Master Emerald



Knuckles sees Tikal, who is worried about the course of action her father is set upon.



Approach the small figures in front of the burning shrine to get more of the story.

Mystic Ruins

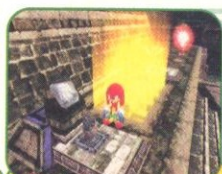
TEMPLE AND JUNGLE



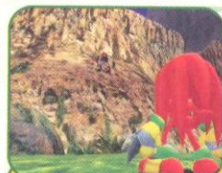
Dig in the dirt, and Knuckles comes up with a silver statue.



The gold statue fits in one of the fixtures near the temple's portal.



When both statues are placed in the appropriate fixtures, the portal to Lost World opens between them.



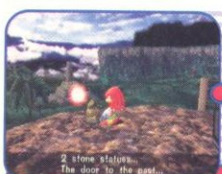
Knuckles is back from Lost World, and the Master Emerald is missing pieces. Knuckles follows one of the evil Robotnik's henchmen.



When Knuckles enters the tunnel to the Egg Carrier, the ship lifts off.



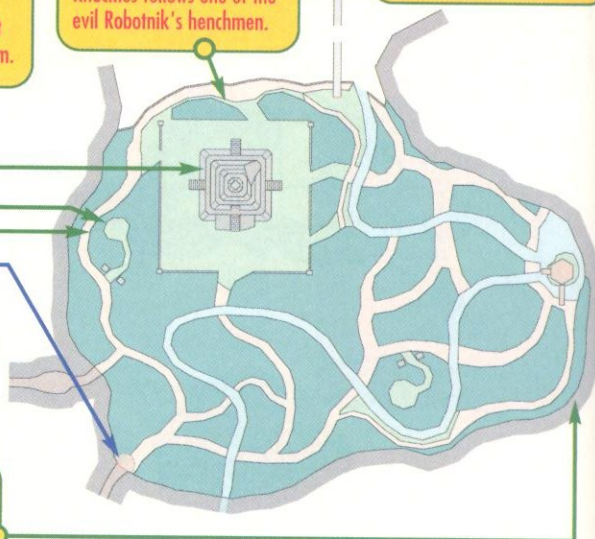
Check the small dark path near the temple to find the second temple key.



Arriving above the jungle, hot on the trail of the robot, Knuckles notices a gold statue.



High on the cliffs, Knuckles finds the Fighting Gloves, which allow him to do the Maximum Heat Knuckles Attack.



Egg Carrier



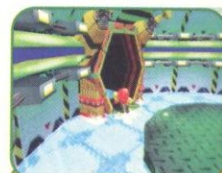
Once airborne, explore the Egg Carrier until it transforms.



When Knuckles's vision has passed, check the large circular area of the ship for trouble.



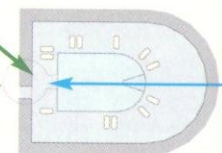
In the dry end, Knuckles discovers an open doorway.



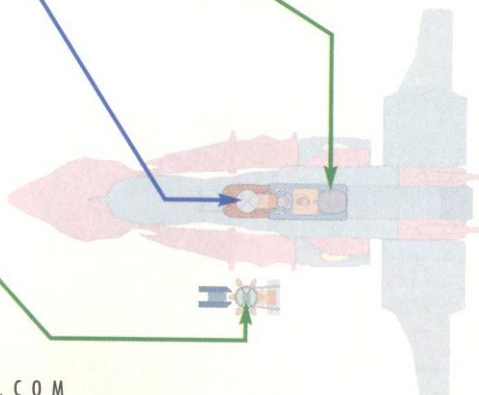
The portal in the pool leads to Knuckles's Sky Deck Action Stage.



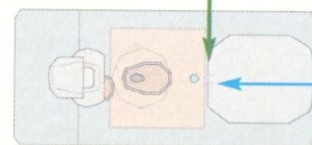
When Knuckles completes Sky Deck, Tikal returns to impart a grim vision.



Knuckles fights his final boss, the formidable Chaos 6, here.



After the ship transforms, check the swimming pool area.



Speed Highway



Knuckles's version of Speed Highway is a quick trip along the Action Stage's ground-level city streets. The more you can stay above the ground by gliding from the face of one building to the next, the better off you are. The street is swarming with Cop Speeders, only one of which carries an Emerald Shard. Also, notice that the area near the fountain is devoid of possible Emerald locations. Sweep that area. If your radar fails to light up, move to one of the adjoining areas.

EMBLEM GOALS

RANK	CONDITIONS
C	Find the three Emeralds!
B	Find the three Emeralds!
A	Find the Emeralds within one minute.

Rings

185 + (1~40)

Items

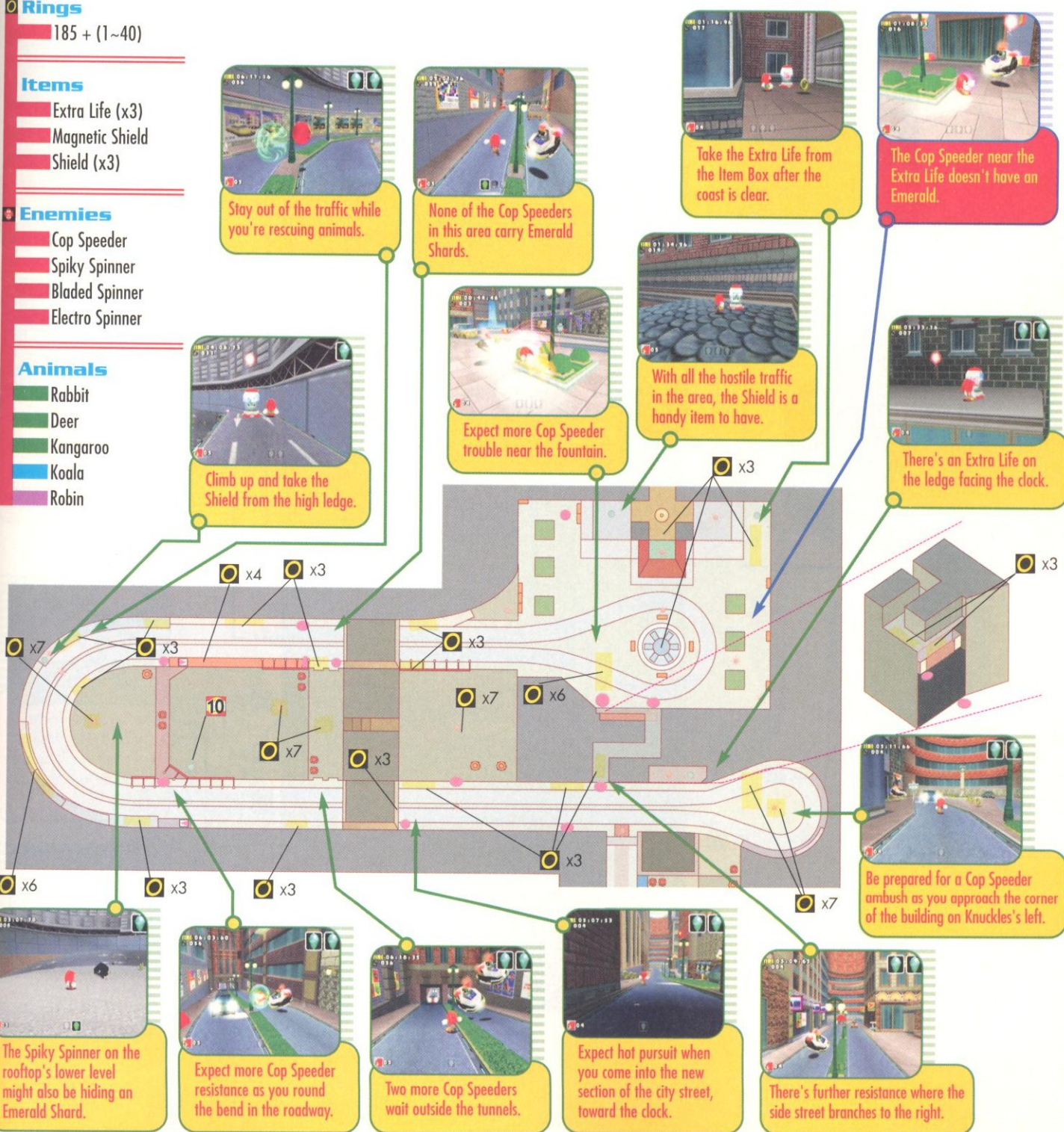
- Extra Life (x3)
- Magnetic Shield
- Shield (x3)

Enemies

- Cop Speeder
- Spiky Spinner
- Bladed Spinner
- Electro Spinner

Animals

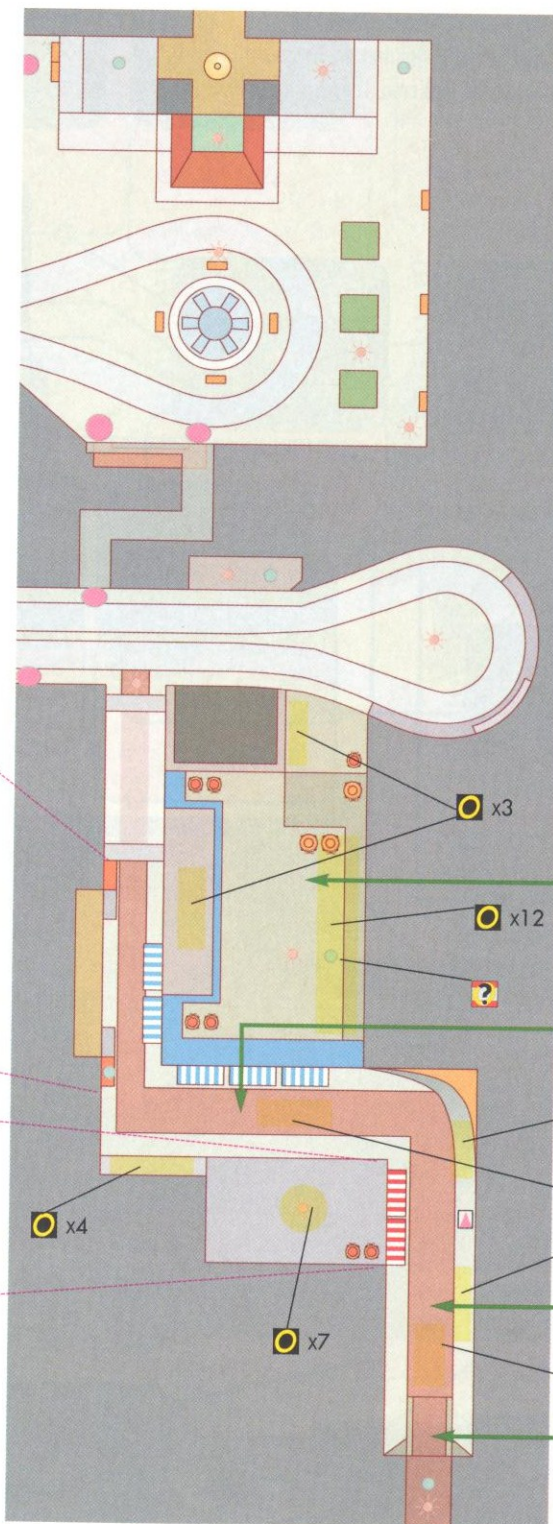
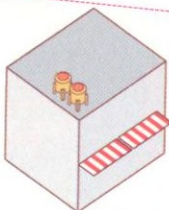
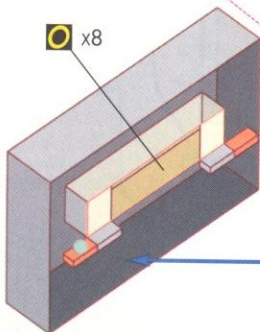
- Rabbit
- Deer
- Kangaroo
- Koala
- Robin



Speed Highway



There's a Magnetic Shield on the low ledge facing the side street.



That Spiky Spinner might be hiding an Emerald Shard. Smash it.



It's possible for either of those Electro Spinners to be carrying an Emerald Shard. Run underneath them to check.



The Cop Speeder in the dead end of the side street is the only one in the level that might have an Emerald Shard.



Claim the Extra Life from the dead end before you discover the final Emerald.

Casinopolis



Casinopolis is the smallest of Knuckles's Action Stages, but it has a vertical component that keeps your Emerald radar from constantly pulsing. The springpads on the floor level toss you into the heights—don't adjust your trajectory when using them. One of the pads drops you into the crow's nest of a pirate ship. From there you can climb to the rafters. The other pad leaves you near a switch-and-trapdoor combo. Both positions give you excellent height for gliding around the room, allowing you to scout out the missing Shards.

EMBLEM GOALS

RANK	CONDITIONS
C	Find the three Emeralds!
B	Find the Emeralds without using Hint Orbs.
A	Find the Emeralds within one minute.

Rings

185 + (1~40)

Items

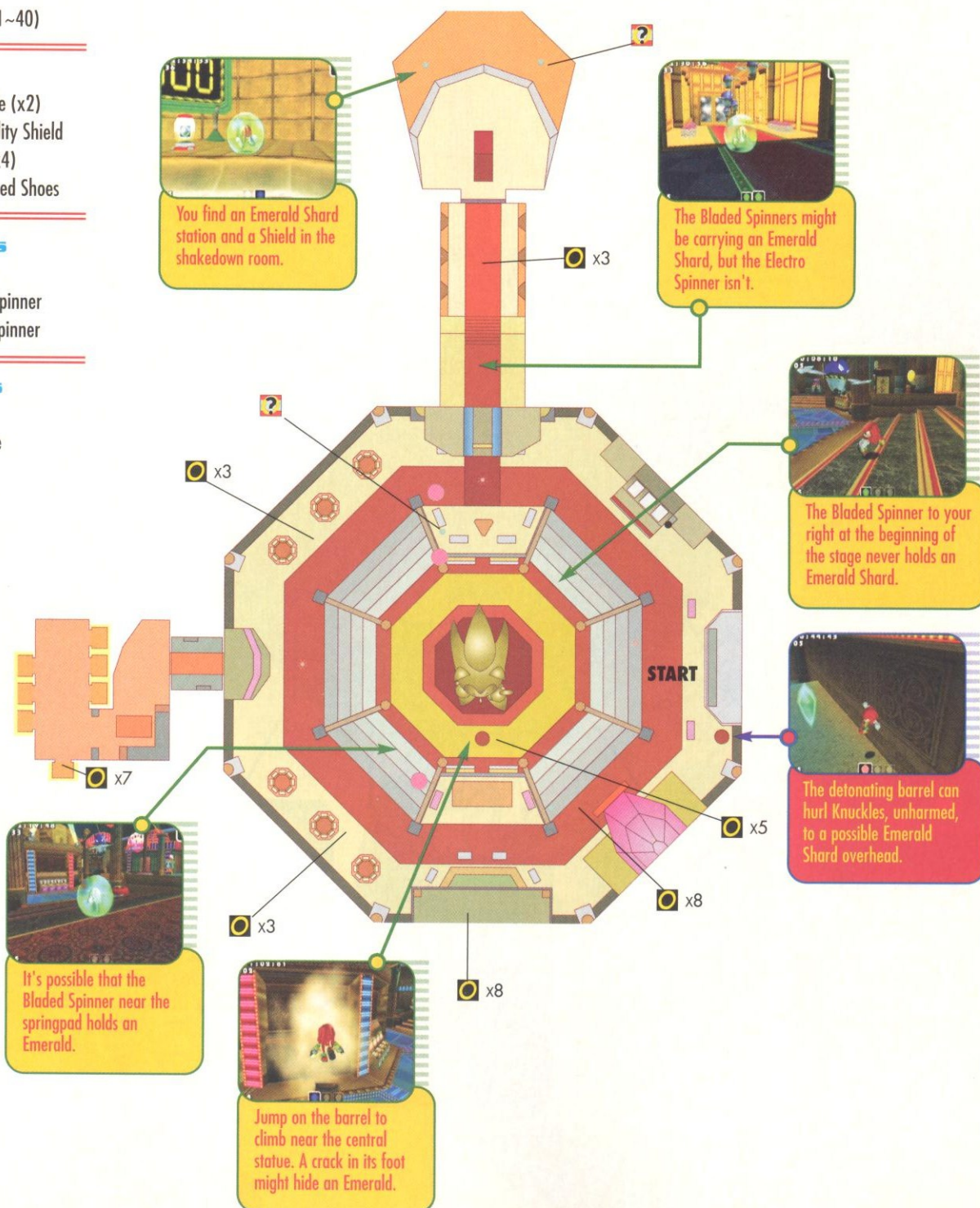
- Extra Life (x2)
- Invincibility Shield
- Shield (x4)
- High-Speed Shoes

Enemies

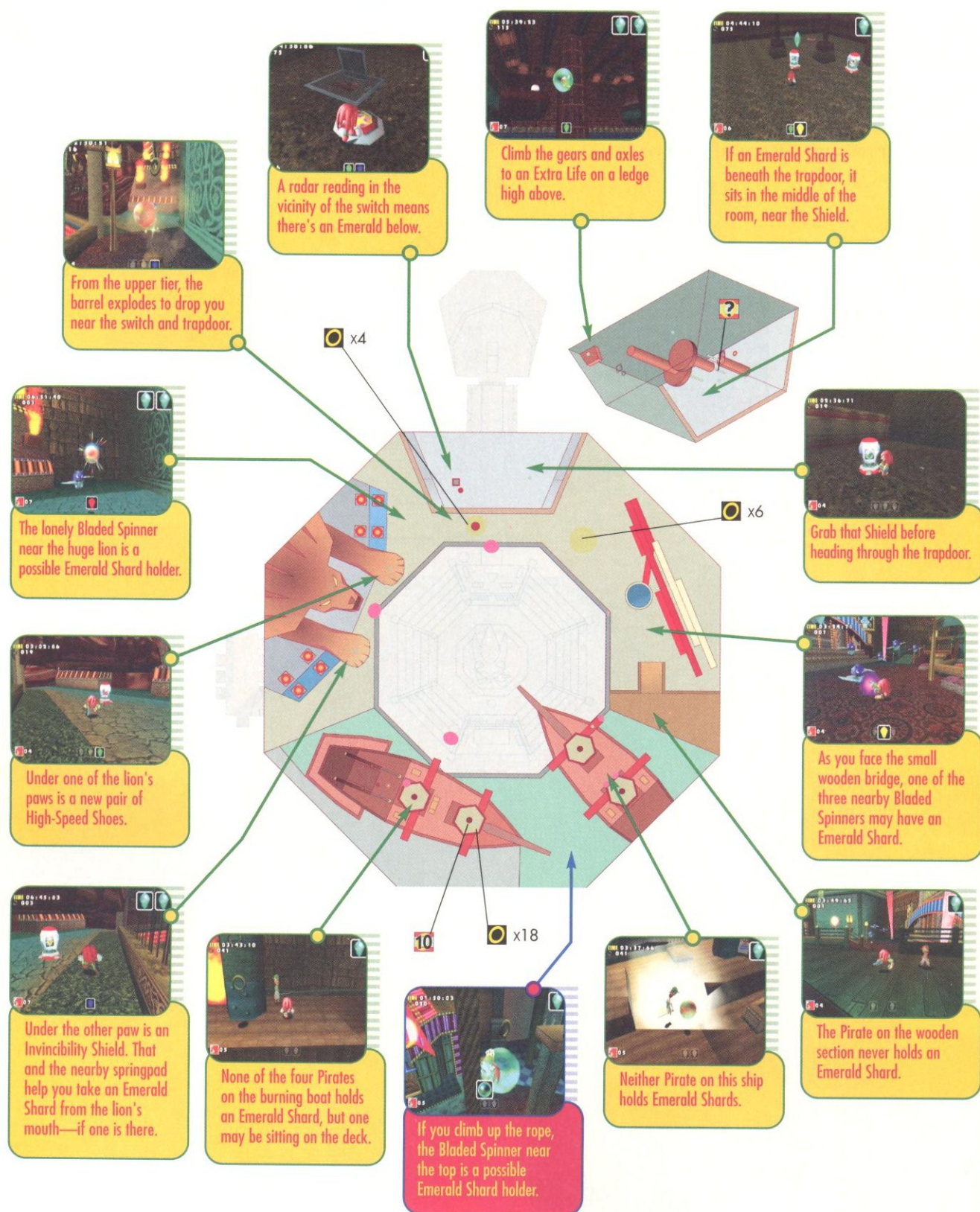
- Pirate
- Bladed Spinner
- Electro Spinner

Animals

- Parrot
- Partridge
- Robin
- Koala
- Rabbit



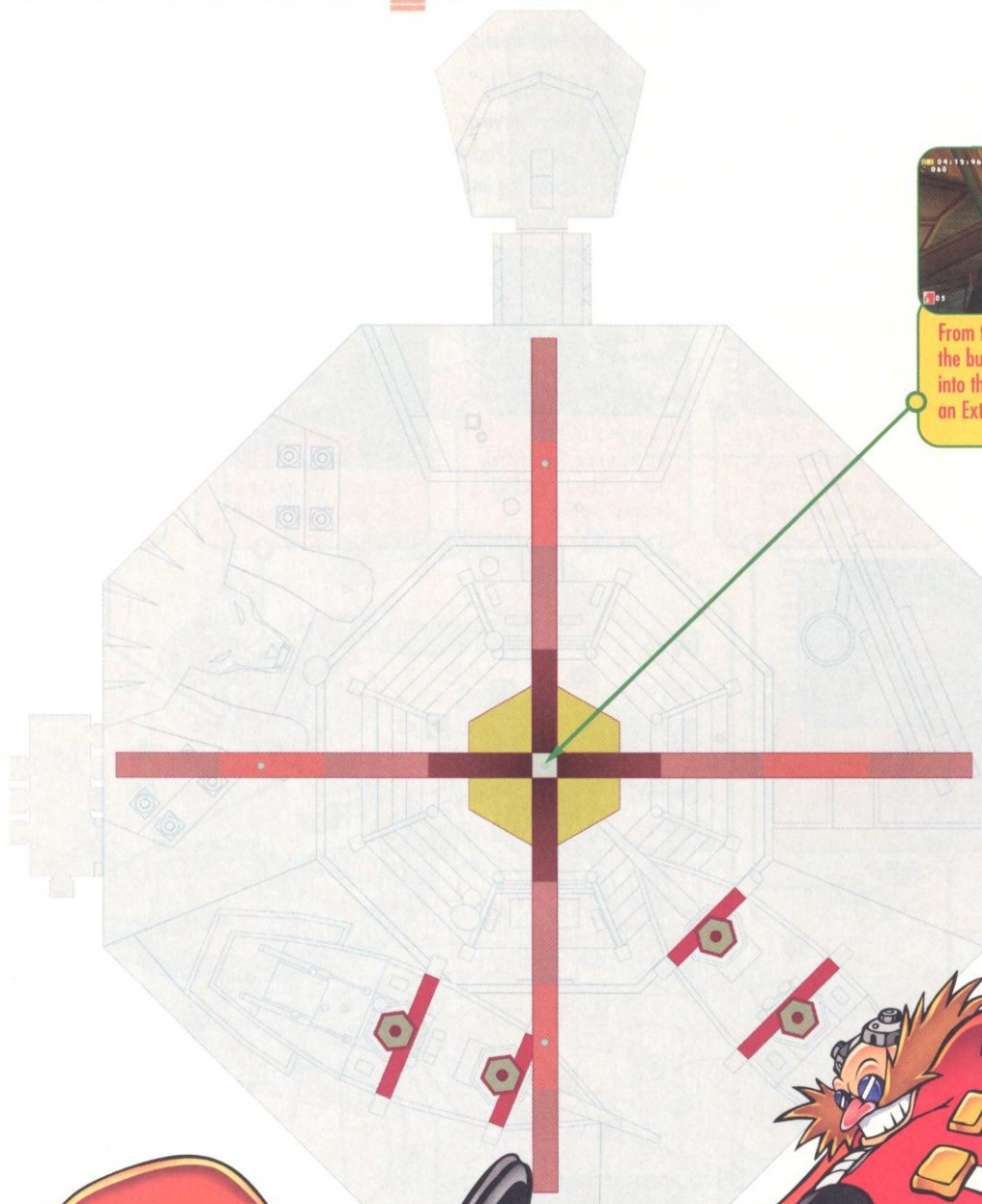
Casinopolis



Casinopolis



From the crow's nest of the burning boat, climb into the rafters and snag an Extra Life.



Red Mountain

Red Mountain is big. The tall piles of rocks and earth make it impossible to get a good look around, forcing you to patrol for Emerald Shards in the air.

It's also a confusing stage: The huge cylinder that rises to the lava pool isn't much of a landmark, because it's at one end of the level, the rest of which spreads out away from it. The ladders serve as decent points of reference, as does the semicircular area containing the three Bladed Spinners. Past that is a collapsible bridge with flaming statues below, then low ledges near the tall Kiki plateau. Dig into the earth. Rings, powerups, and animals can be dug out of places where Emerald Shards are not.

EMBLEM GOALS

RANK	CONDITIONS
C	Find the three Emeralds!
B	Find the Emeralds without using Hint Orbs.
A	Find the Emeralds within one minute.

Rings

277 + (3~120)

Items

- Extra Life (x4)
- Invincibility Shield
- Shield

Enemies

- Bladed Spinner
- Kiki
- Gora

Animals

- Gorilla
- Elephant
- Lion
- Mole
- Parrot



The mad-bombing Kiki atop the high rock tower has no Emerald Shards, but you can dig up his plateau.



The pair of Bladed Spinners near the unstable rock bridge may hold Emerald Shards.



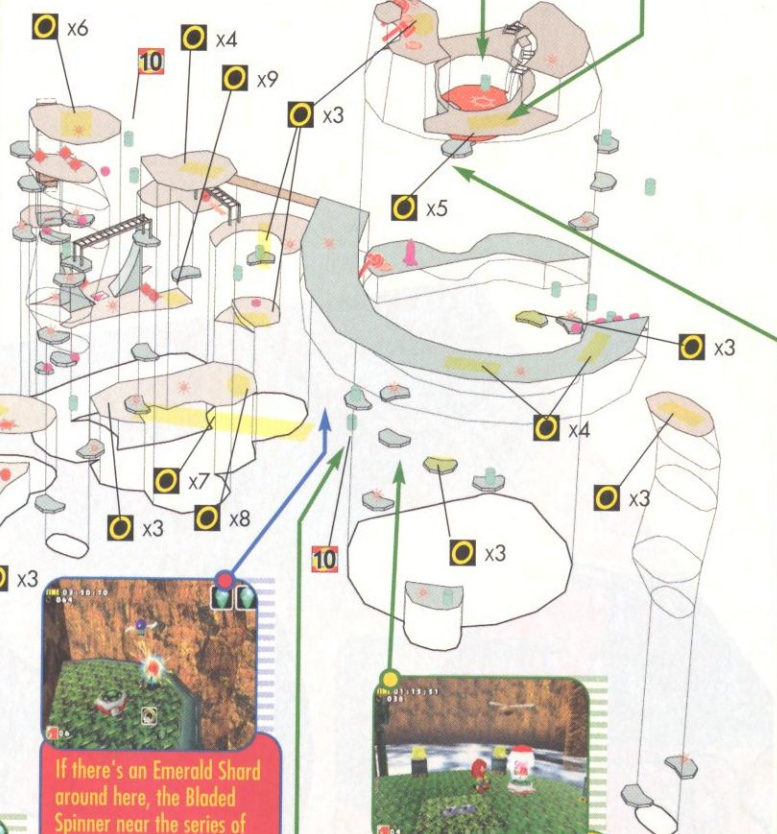
When you're near the lava pool, grab that Extra Life.



None of the four Bladed Spinners in the lava pool area holds an Emerald Shard.



The Bladed Spinner patrolling between the lower rock formations never has an Emerald Shard.



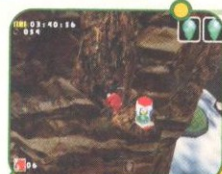
Should you venture to the edge of the level, an Extra Life's your reward.



Either the Bladed Spinner or the Kiki on the small low ledge at the level's edge may be hiding an Emerald Shard.



If there's an Emerald Shard around here, the Bladed Spinner near the series of ledges doesn't have it.



An Invincibility Shield Item Box can be below a small ledge.

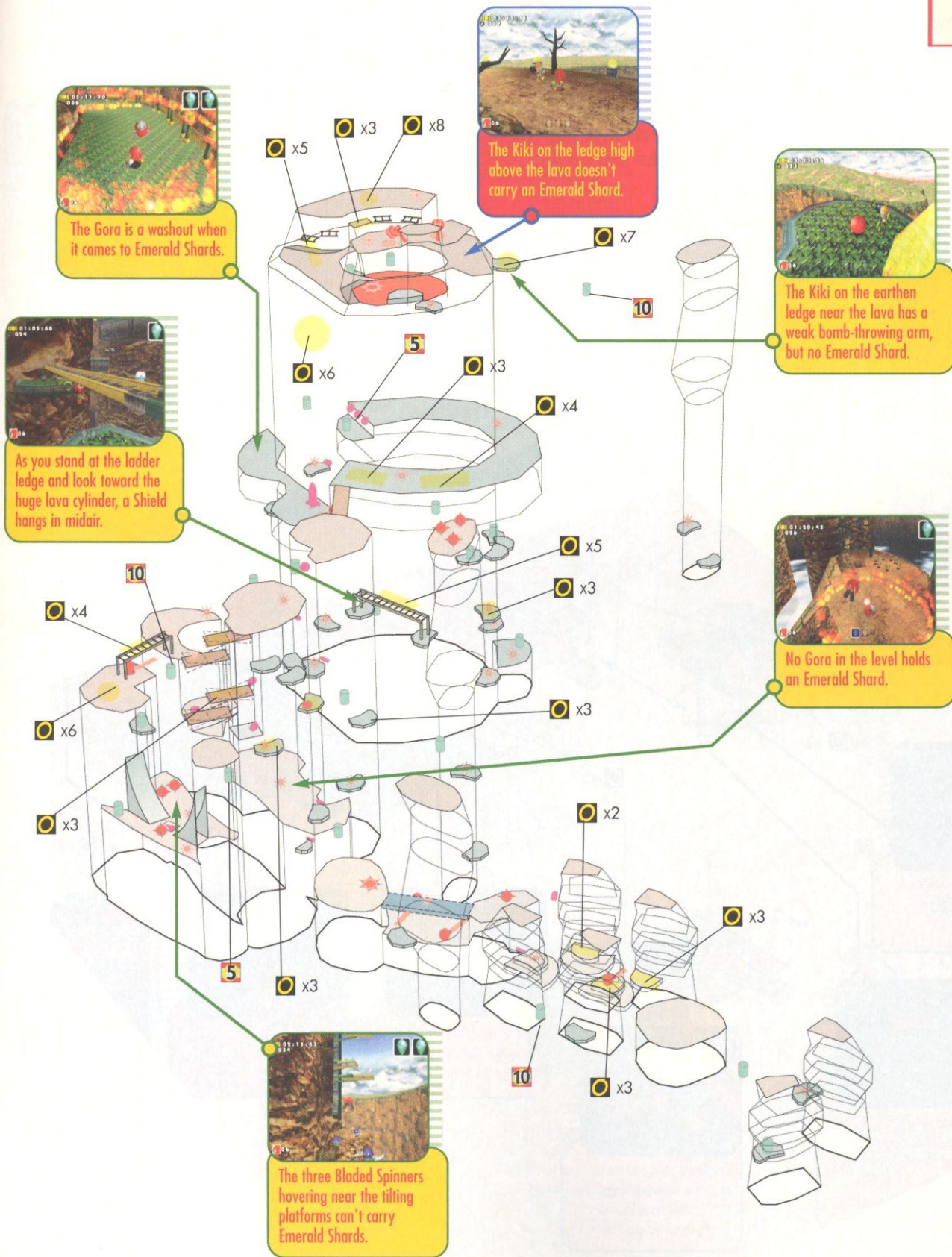


The large ledge at the base of the huge mountain holds an Extra Life Item Box.



Check all three of the Bladed Spinners near the semicircular landmark for Emerald Shards.

Red Mountain



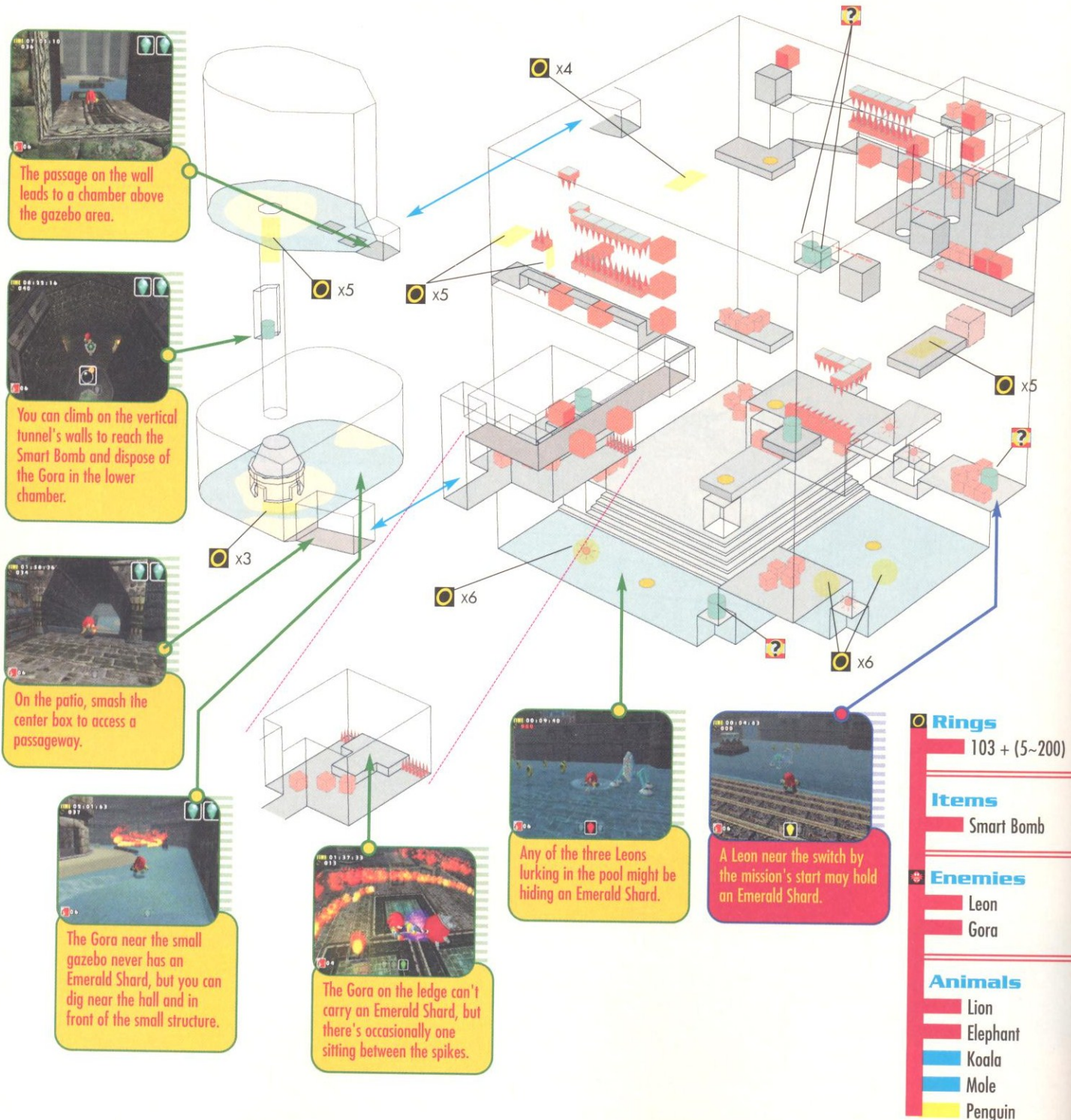
Lost World

Knuckles's version of the Lost World Action Stage is a tiny area crawling with Leons and loaded with spike traps. Get a move on as the level begins. The Leons on the patio don't let you sit there unharmed for more than a couple of seconds. Get some rings, then turn your attention to the reptiles.

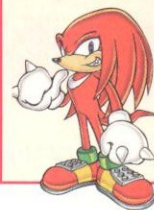
The Emerald Shards are on high ledges or stuck to the walls, in the vicinity of some hideous row of spikes. Restarting at one of those points is hazardous, because you have no rings when you do. Don't be too quick to jump into the air when you reset during the A Emblem race.

EMBLEM GOALS

RANK	CONDITIONS
C	Find the three Emeralds!
B	Find the Emeralds without using Hint Orbs.
A	Find the Emeralds within one minute.



Lost World



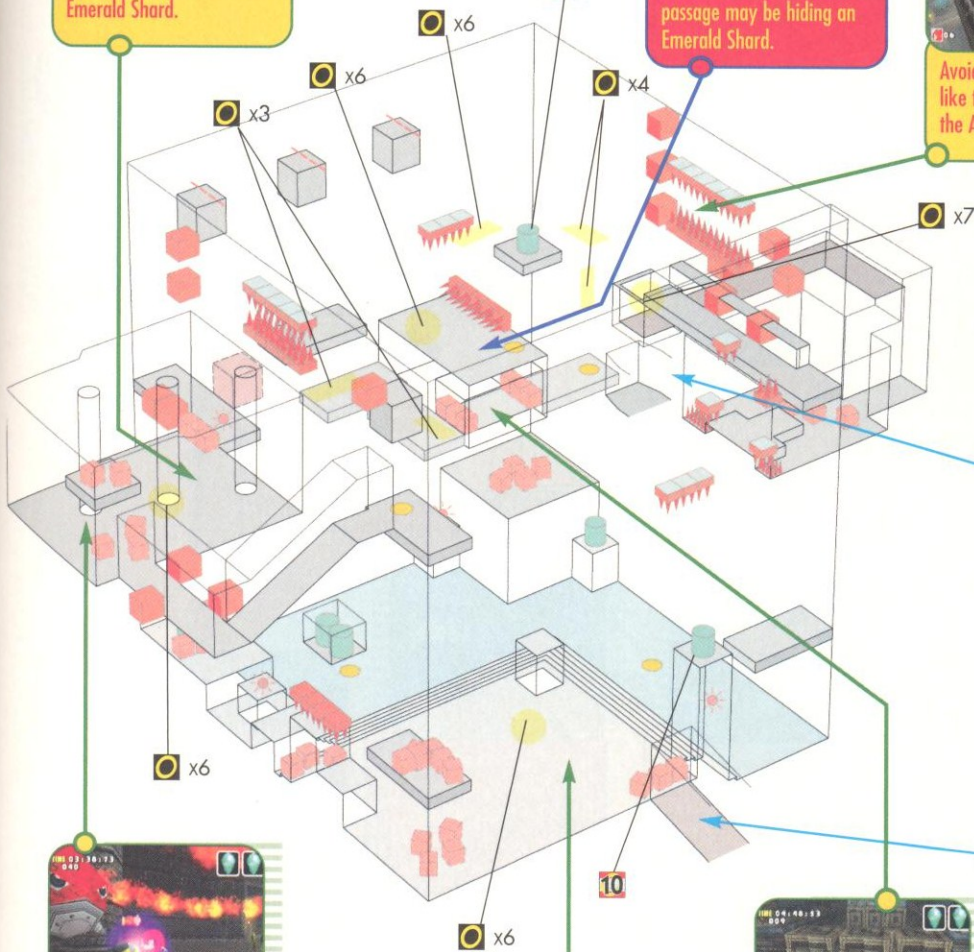
The Gora keeping company with the Leon never holds an Emerald Shard.



The Gora on the ledge above the boxed-off passage may be hiding an Emerald Shard.



Avoid resetting near spikes like these when you're after the A Emblem.



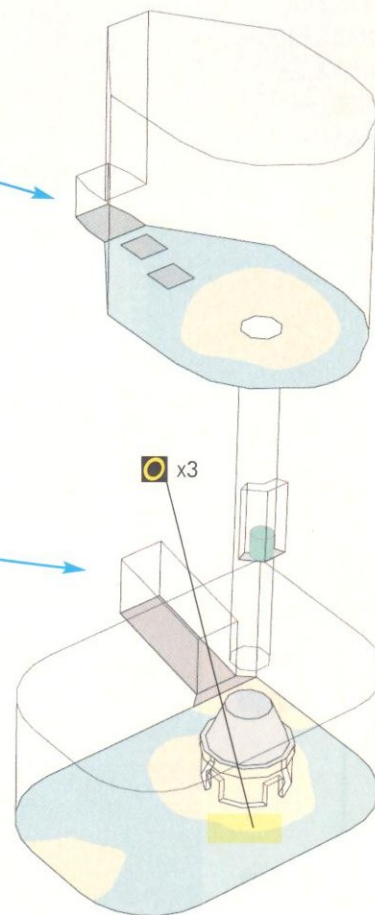
The Leon on the Gora's high ledge may hold an Emerald Shard.



A pair of Leons lurks on the patio, and either might have an Emerald Shard.



If your echidna-sense is going crazy, and it's not because of the Gora above, check the boxed-off passage.



Sky Deck

No wonder the ship was pitching up and down so radically during the other characters' adventures—someone left an echidna at the controls! During Knuckles's Sky Deck Action Stage, you must open two sets of doors by manipulating a lever near where you begin. Push the lever in the direction of the doors you want to open. When you're pushing on the lever, wait until you hear the debris crashing before you stop pushing. That's how you know the doors are open without wasting time checking on them.

Rings

131 + (4~160)

Items

- Extra Life
- Shield (x3)
- High-Speed Shoes

Enemies

- Spiky Spinner
- Electro Spinner

Animals

- Parrot
- Partridge
- Robin
- Lion
- Skunk

EMBLEM GOALS

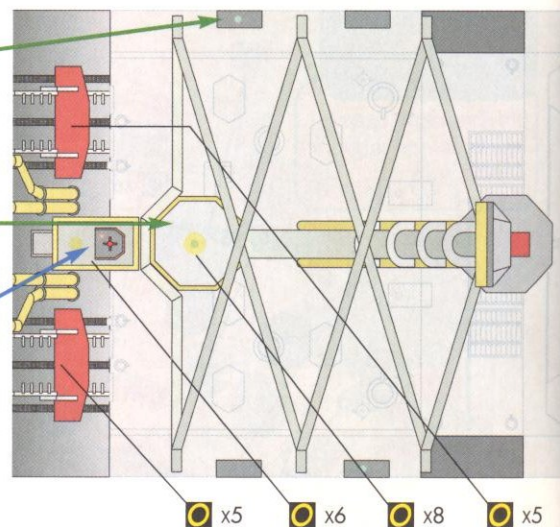
RANK	CONDITIONS
C	Find the three Emeralds!
B	Find the Emeralds without using Hint Orbs.
A	Find the Emeralds within two minutes.



High-Speed Shoes are close at hand, in case you need them.



From the start of the stage, climb the wall to the left to discover an Extra Life.



When you're after the A Emblem, push the switch away from the large chamber. That opens the doors below.



After you check the doors below the switch, climb up and push the switch in the other direction to open the set of doors at the chamber's far end.



Both the Electro Spinner and the right-hand portal near the set of doors with the Shield may conceal Emerald Shards.



The Electro Spinner near the set of three doors holds no Emerald Shards, but the right-hand door might hide one.



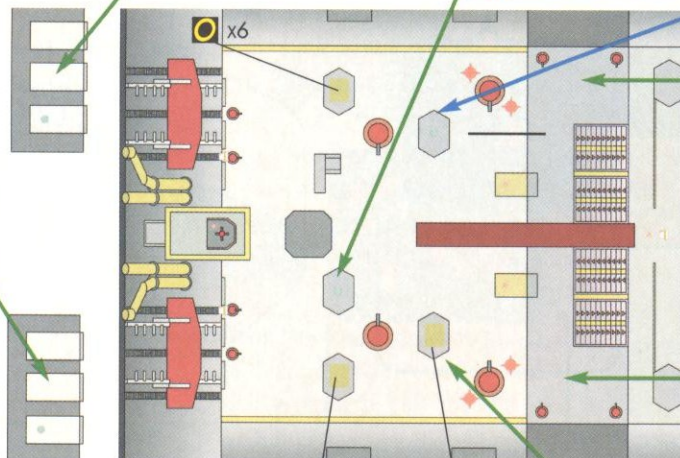
The Electro Spinners here don't hold Emerald Shards, but the spiked turret might.



Just as you saw on the other side of the room, there are Electro Spinners without Emerald Shards and a spiked turret that might have one.



The Electro Spinner on the wide ledge may be hiding an Emerald Shard, but be careful—it's well-guarded.

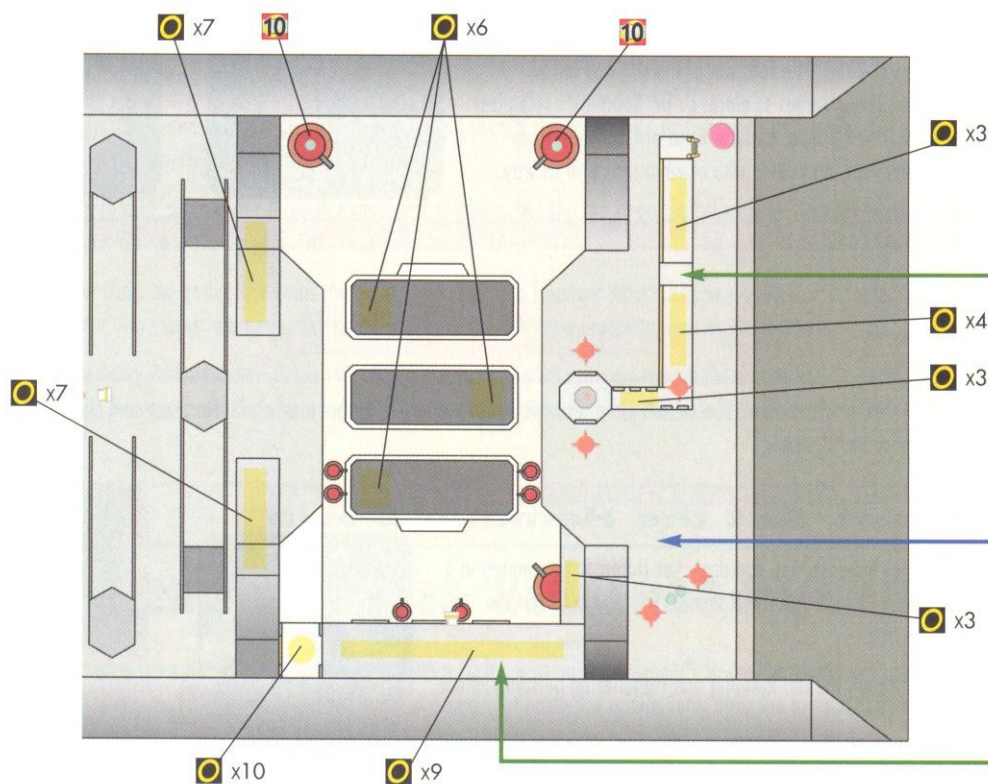
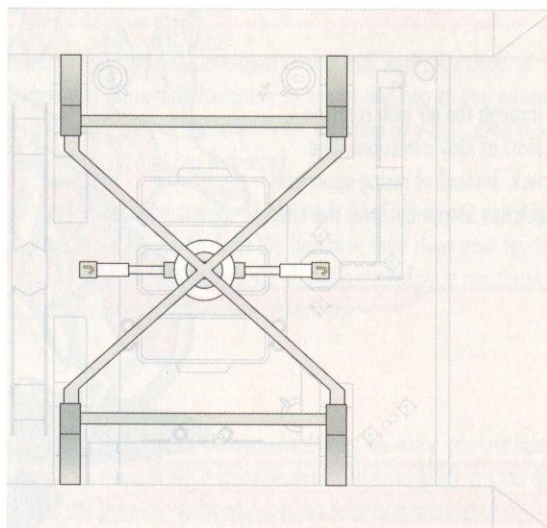


This Electro Spinner may have an Emerald Shard. The turrets activate when you approach the ledge from the walkway.



Below the central walkway in the first chamber, the group of Electro Spinners might be harboring an Emerald Shard.

Sky Deck



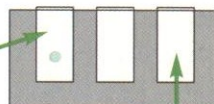
The Spiky Spinner on the upper walkway never has an Emerald Shard.



The Spiky Spinner guarding the Shield is a possible Emerald Shard holder.



The right-hand door in this set of three holds a Shield.



In the set of doors in the far chamber, you might find an Emerald Shard in the Electro Spinner or the middle door.



Neither of the two Electro Spinners on the upper ledge carries a Shard.

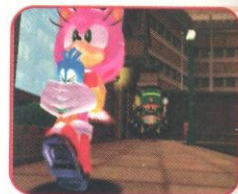
Amy Rose

Amy Rose is an intriguing mix of grace and power. She flips through the air with carefree ease, only to land hammer-first on some unsuspecting Beat. Most of Amy's missions, like Tails's, require speed, even though she's not always on the clock. Instead of racing opponents like her twin-tailed friend, Amy is usually chased through her Action Stages by Zero, the often invincible robot.



Amy's Story

At the game's start, Amy is mindlessly strolling the streets of Station Square. Her humdrum afternoon is interrupted by the arrival of a small bluebird named Birdy, who falls out of the sky and lands exhausted at Amy's feet. Amy's concern for Birdy quickly changes to alarm as Dr. Robotnik's relentless robot servant, Zero, drops from the sky in hot pursuit of the bird. Birdy, it turns out, escaped from Robotnik's Egg Carrier, and Zero has come to retrieve him, no matter who or what stands in its way.



Basic Movement

Amy's movement is less complicated than most of the other characters'. She cannot jump, but can manage short hops that are helpful for ascending short inclines in a hurry. When she lands from her hop, she usually draws her Hammer.

Advanced Movement: Put the Hammer Down

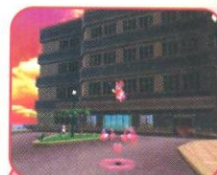
When Amy draws her Hammer, her movement options increase. You can draw her Hammer by running in a straight line until she gets up to speed, at which point she pulls out the Hammer. She also pulls out the Hammer after landing from a short hop on level ground.

By using the Hammer while running, Amy can flip through the air. Running and Hammering gets you where you're going much faster.

If you run and Hammer an enemy or an Item Box, Amy can get a high jump out of it. When you're racing the clock, that can be an advantage that lets you hurdle obstructions or enemies.



When Amy's Hammer appears in her hand, her movement options increase.



When Amy Hammers on the run, she performs an amazing flip high in the sky, often getting out of immediate danger.

The Little Metal Barrel

In some Action Stages, you see a small metal barrel that Amy can hide beneath. Doing so is not recommended. Zero is rarely fooled, and tends to pound the area near the barrel with shock waves, knocking Amy's rings loose. Stay out from under the barrel unless you're using it as a step in Final Egg.



It's tough to get under the barrel without Zero noticing. If you must, press **B** while standing next to the barrel.



Combat Primer



If you jump, then Hammer in midair, the average Kiki is easily popped amid a shower of pink hearts.

Amy's combat skills are not as developed as those of Sonic, Knuckles, or Tails. Almost invariably, a Kiki gets off a couple of bombs while you're running toward it, so weave and hop as you advance, waiting for the Hammer to pop out. When it does, jump into the air and Hammer in the direction of a Kiki, even if you're far away. Amy executes a low-trajectory Hammer Attack that no Kiki can withstand.

You can also hop toward the enemy, which draws Amy's Hammer more quickly than running toward the enemy. Move up to some little monkey, hop to draw the Hammer, then show your foe the business end of the mallet. A Kiki's biggest weakness is that it must wait for its bomb to detonate before it can throw another. Dodge a Kiki bomb, then attack before the bomb detonates somewhere behind you.

Advanced Combat

You can attack Zero, but you can't destroy it until the end of Amy's adventure. During her story, you can beat Zero until it smokes, but it keeps getting up and coming back for more. When it starts smoking and turns black, it's too dangerous for Amy. Leave the area! When next you meet Zero, it's greenish again, and you can beat on it some more.

Don't stand directly in front of Zero or run away from it in a straight line; the fiend locks on and fires quickly. Most of the time, Zero extends a long arm to grab at Birdy, but it can also slap the ground to emit a shock wave. Expect this shock wave attack after you batter the 'bot black.

Zero's shock wave is thin and dissipates quickly, but the robot usually rattles off four or five in a row, forcing you to make little hops to hang onto Amy's rings.

Amy's basic combat skills can get her through almost any situation, but she can upgrade her weapon twice by playing the Hedgehog Hammer Game in the Egg Carrier.

The first time she plays the game, she gains the ability to do the Spin Hammer Attack. If you move  in a circle, slowly at first, then faster, Amy spins in a circle, extending her Hammer to form a protective barrier around her.

Amy receives her Long Hammer after playing the Hedgehog Hammer Game again toward the end of her adventure. The Long Hammer lets her leap and attack from a greater distance, and gives her an extended range when she's attacking near an enemy.



Zero takes all the abuse Amy can dish out, and always comes back for more.



After several Hammer attacks, angry steam jets shoot out of Zero's head. Amy can't strike it until Zero reappears in a different part of the stage.

PERMANENT UPGRADES: HEDGEHOG HAMMER GAME

Amy earns both of her permanent item upgrades by setting high scores on Dr. Robotnik's Hedgehog Hammer Game, in the chamber near Amy's cell in the Egg Carrier. Amy earns 500 points for hitting a yellow Super Sonic doll and 100 points for a blue Sonic doll. She loses 200 points if she hits a red Robotnik doll.

Hit as many yellow Super Sonic dolls as possible. Hitting a blue doll is fine, but don't whack at a blue doll that pops up between two Robotniks—the risk of losing points isn't worth the 100 points for doing it right.

The game has quick cycles dominated by one type of doll. You go through a cycle where you see almost nothing but Robotnik dolls. After it passes, you see several Super Sonic dolls. If you don't get twitchy through the Robotnik parade, you can clean up on the Super Sonics that follow and beat the Doctor's high score of 2,000 points.

When you top 2,000 points, let the time run out. When the timer expires, Amy gets the Warrior Feather, which gives her the ability to perform the Spin Hammer Attack.

After completing Hot Shelter but before Final Egg, return to the Egg Carrier to play the Hedgehog Hammer Game again. You must top 3,000 points to win the Long Hammer, so you might have to play a couple of times. Avoid hitting any Robotniks. Swing at a blue Sonic or two if it seems safe.



For scoring more than 2,000 points in the Hedgehog Hammer Game, Amy is awarded the Warrior Feather.



After completing Hot Shelter, Amy can come back and earn the Long Hammer with a score of better than 3,000 points.

Racing the Clock: The A Emblems

Between the unfriendly layouts of some of the Action Stages and Zero's relentless pursuit of Birdy, Amy's A Emblems are almost as hard to collect as her blue beau's. Most of the difficulty stems from the differences between Amy's controls and those of any other character. Don't try to get the A Emblems right off the bat. Experience Hot Shelter and the relative ease of Final Egg, then come back for the A Emblems after you earn her upgrades and master her Hammer.

To get the A Emblem in Twinkle Park, use the High-Speed Shoes near the pool to get to all three door switches. At the end of the level, you have to move cleanly over the Kiki and the barrels past it and up the steep slope without the spiked balls hitting you.

In Hot Shelter, use the powerups without going too far off the beaten path. There are three Invincibility Shields, four sets of High-Speed Shoes, and two Smart Bombs. At two points during the level an Invincibility Shield and High-Speed Shoes are side-by-side. Those come in handy, as does the last Smart Bomb, which detonates the crowd of Kikis waiting near the Balloon at the end of the stage.

In Final Egg, go through the first door on the right in the octagonal room, trigger the point marker there, then use the little barrel as a stepping stool to get up to the ledge.

Grabbing the Balloon

Amy ends each Action Stage by grabbing a ring that hangs below a large yellow Balloon. It's simple if Zero is not hot on your heels. To grab the Balloon ring, stand on the circular shadow beneath the Balloon, jump up, and hold down **B**. Amy grabs hold of the Balloon.

Amy Rose Boss Battles

The Showdown with Zero

Amy ends her adventure by battling Zero on the Egg Carrier's deck. It's easier than running from Zero through the Adventure Stages; all Amy has to do is knock Zero against the electric ropes that encircle the ring.

When Amy swats Zero into the hot wires, its body gets an unhealthy jolt, and the top of its green noggin flips back to reveal a big, blue button. Hit that button four times, and Zero goes boom.



Hammer Zero into the electrical ropes, and it crackles with an overload of juice.



When Zero flips its lid, jump up and Hammer the blue button under it.



Zero attacks with shock waves; keep some distance between Zero and Amy to hop over them.



When Zero's almost finished, it sends an electric "jump rope" after Amy, which she must skip to survive. Run along in the same direction that the rope is turning as you jump to easily avoid it.



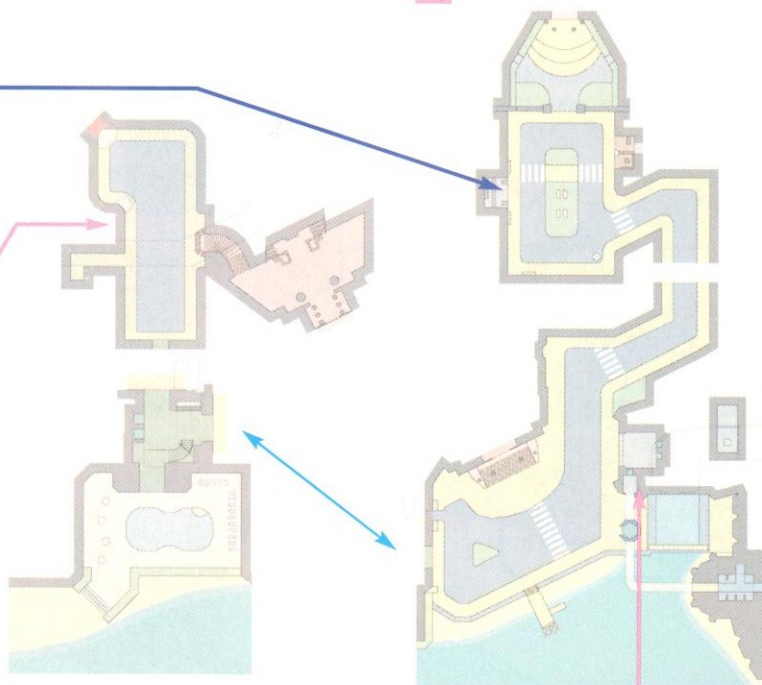
Station Square



Amy's adventure begins when Birdy escapes from the Egg Carrier and falls at her feet. Zero the robot chases the bird.



Check the area near the Casino. Amy meets Sonic for the first time.



Return to the street near Twinkle Park. Amy meets Sonic and hides in Twinkle Park.



Zero is waiting here when Amy returns to Station Square. The robot abducts her and takes her to the Egg Carrier.

Egg Carrier



When Amy returns to the Egg Carrier after Final Egg, she goes into her boss battle with Zero. Come back before Final Egg to get the Long Hammer.



Sonic and E-102 Gamma do battle until Amy steps in to stop the fight.



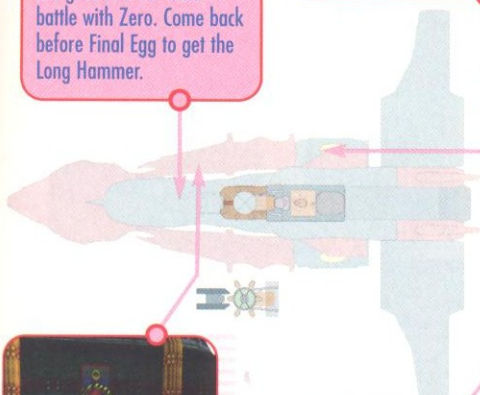
After Amy's vision, Dr. Robotnik confronts her as she attempts to flee the Egg Carrier.



Don't ditch the egg. Hatch it properly and feed it before returning to the Egg Carrier via the dock portal.



Hammer the small switch to open the Hot Shelter door.



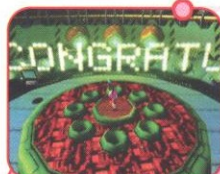
Amy can open the cell with the special Chao egg.



Before she enters Final Egg, Amy should return to the Egg Carrier through the brightly lighted tunnel in Mystic Ruins. Use the raft then the yellow lift or the tram to get inside the ship.



When you get the Chao egg, take it to Dr. Robotnik's Chao Garden.



Replay the Hedgehog Hammer Game before entering Final Egg. Beat 3,000 points, and Amy receives the Long Hammer.

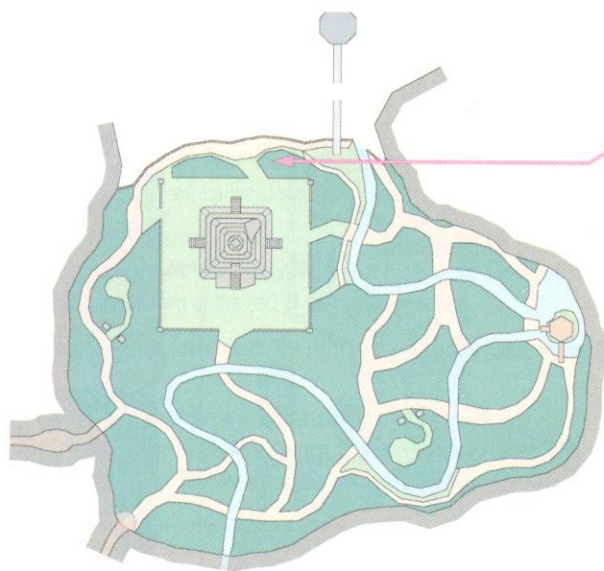


Win the Hedgehog Hammer Game the first time, and Amy gets the Warrior Feather.

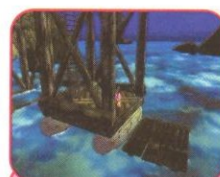


When Zero takes Amy aboard the Egg Carrier, E-102 Gamma befriends her and sets her free.

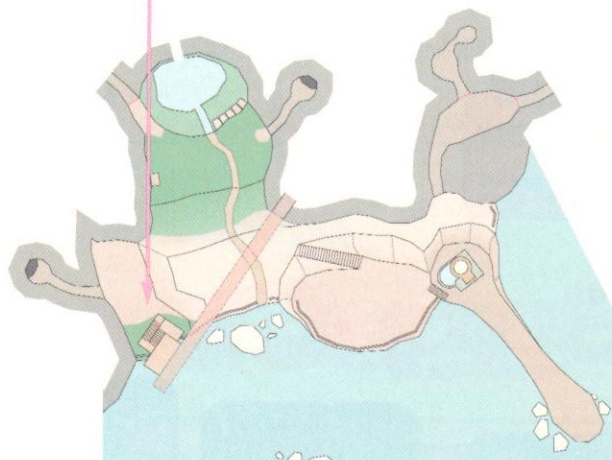
Mystic Ruins



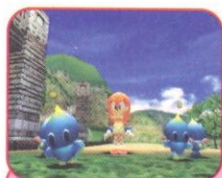
The long hall leads to Amy's final action stage, Final Egg.



Use the raft below the train station to return to the Egg Carrier before playing Final Egg.



Shrine of the Master Emerald



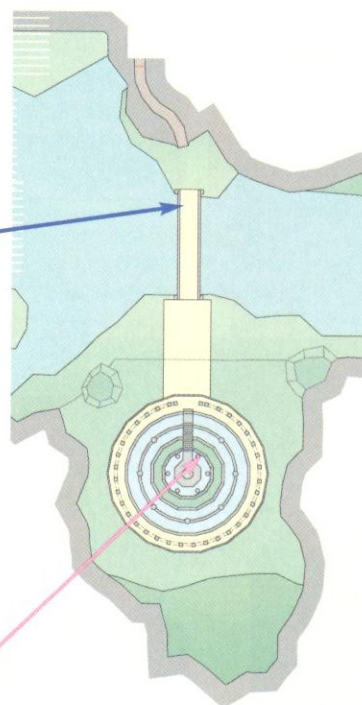
Near the shrine, meet Tikal and some happy Chao. But wait—what's that in the water?



After Hot Shelter, Amy is transported to the Mystic Temple. Exit through the corridor.



When Amy leaves the temple area, she appears near the Shrine of the Master Emerald.



Twinkle Park



Even though it's Amy's first Action Stage, Twinkle Park is a demanding trek. The mirrored rooms are a nightmare, and Zero follows hot on Amy's heels the whole time. In the open area by the pool, practice smacking Zero around, and get used to the distance that Amy can cover when she attacks after jumping first.

Rings

168 + (5~200)

Items

Extra Life
Shield

Enemies

Kiki
Buyoon

Animals

Rabbit
Deer
Kangaroo
Koala
Elephant

EMBLEM GOALS

RANK	CONDITIONS
C	Evade Zero and grab the Balloon!
B	Collect 50 rings and grab the Balloon.
A	Grab the Balloon within two minutes.

TIMER TIPS

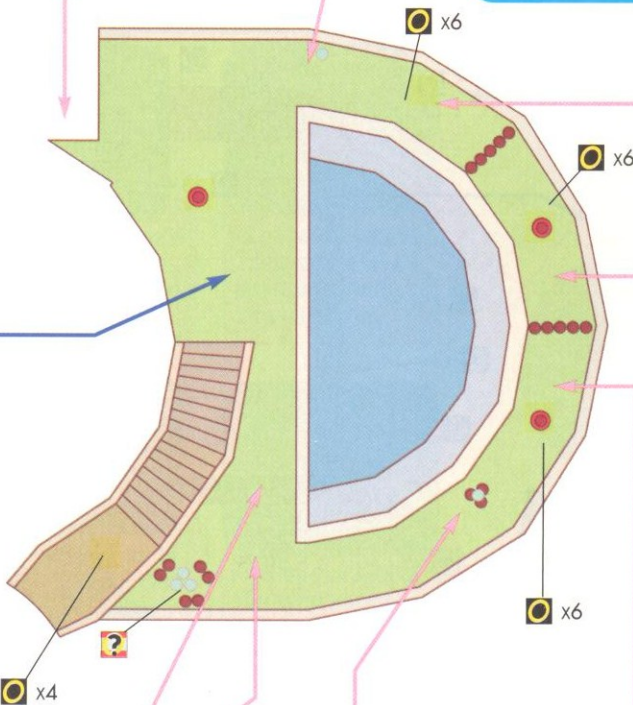
Completing Twinkle Park within two minutes is one of Amy's tighter time tests. The Action Stage is one long straightaway that you have to cleanly negotiate. That sounds simple enough, but there are no easy shortcuts or alternate paths, so every second spent running into an enemy or getting stuck against a mirror makes it that much harder to get to the Balloon in time. Use the High-Speed Shoes and negotiate the mirrored halls by running in the direction toward which the camera points.



Step on all three switches and the large doors open. Amy is the only character that gets to go through them.



Open the Shield Item Box, which is in the shrubbery near the wall.



Zero hops from the pool's direction as you come down the stairs. The first of the door switches is ahead, near the Kiki.



Run halfway down the stairs and jump to the right. You must quickly get at the door switches.



Keep out of Zero's way, and don't get stuck near those nasty exploding barrels.



The High-Speed Shoes cut down on time spent poolside. Don't jump too soon. The Item Box is above the barrels.



You must trigger three switches under the guard.



As Amy rounds the pool, the first Kiki lurks behind the beam. There is no switch near it.



Be quick to rescue the animals with Zero chasing you around the pool. Occasionally give Zero a whack.



A Kiki waits on the other side of the exit door. Stay to the right while the camera adjusts.



The rings near the stairs sit atop a pit. Wait for the spiked ball at the top of the stairs to rise before hopping beneath it.



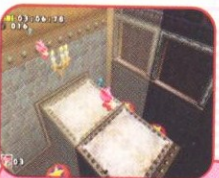
Hop up the ramp to get at the Kikis before they begin bombing.



The second mirrored hall is a sticky spot. Hold ○ to the left, and adjust up and down to stay off the walls.



Bash through the Buyoons. After you go through the door ahead, there's no turning back.



In the final area, jump across the pit that opens. The next two gaps have life-saving springpads.



Notice the reflection on the left in the final mirrored room. Use the reflection to time your jump over the pit.



Attack the Buyoon after running past it. If you get bounced as you approach, you're knocked into some spikes.



Drop to the lowest step, then jump and hammer in midair to get past the spikes.



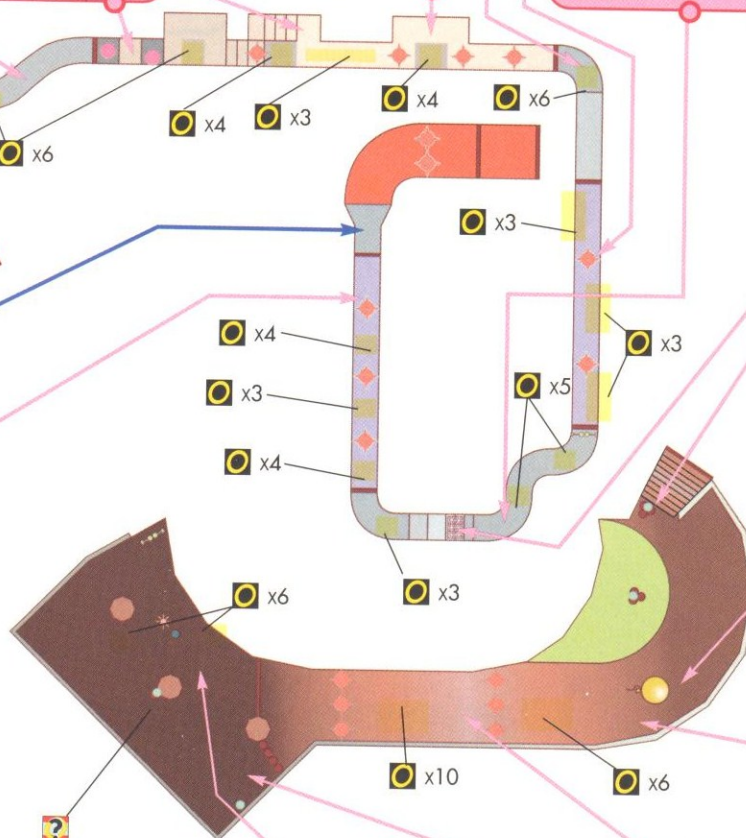
With the Kiki under control, you can shake Zero long enough to climb up near the steps and jump for the Extra Life.



Run around the near corner and hammer the Kiki before you scoop up the rings.



The first mirrored room is a straight dash beside the spiked balls, with Zero in pursuit.



To get to the Balloon, stand on the small shadow below it and jump up.



Near the Balloon, four crazy Kikis await your arrival. Keep moving and take them out while avoiding Zero.



Zero reappears up top as you approach the last set of spiked balls. You can back up and run around it.

MISSING THE POINT (MARKER)

You'd think that when you're after the B Emblem and lose a life, you'd rather start farther back in the stage. Twinkle Park is the exception to that rule. Hit the final point marker (past the point where the doors slam shut behind you), and leave the ring Item Boxes in the courtyard intact if you don't need them to reach 50 rings. If you lose a life before the level's end, you have a chance, after restarting, to get the 50 rings you need in that final area.



If you're after the B Emblem and have 20 or more rings, don't break any Item Boxes past this point.



Zero drops into the area, hot on Amy's heels. Don't hide in the metal can near the Buyoon; it won't help.



Pop the Kiki near the barrels. If you're in a hurry, Hammer-vault the obstruction and keep moving.



Hot Shelter

Of the three characters (Gamma, Big, and Amy) who get to explore Hot Shelter, Amy's excursion is the most thorough. Zero is right behind her for most of the level, but the abundance of powerups helps Amy stay one step ahead of the robot's laser sight.

Rings

316 + (2~80)

Items

Extra Life (x4)
Invincibility Shield (x3)
Smart Bomb
Magnetic Shield
Shield (x5)
High-Speed Shoes (x4)

Enemies

Egg Keeper
Kiki
Leon

Animals

Penguin
Seal
Otter
Deer
Skunk

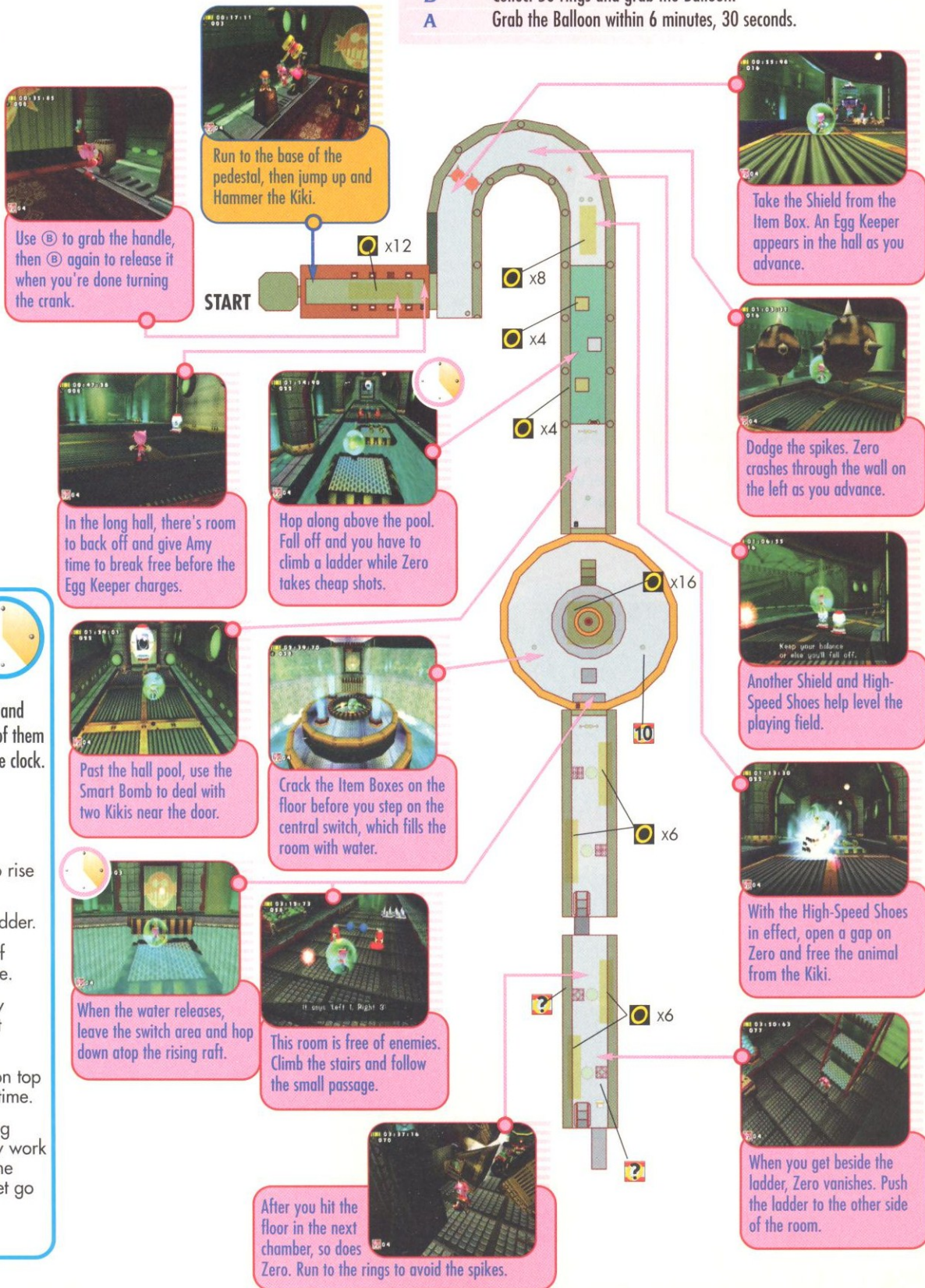
TIMER TIPS

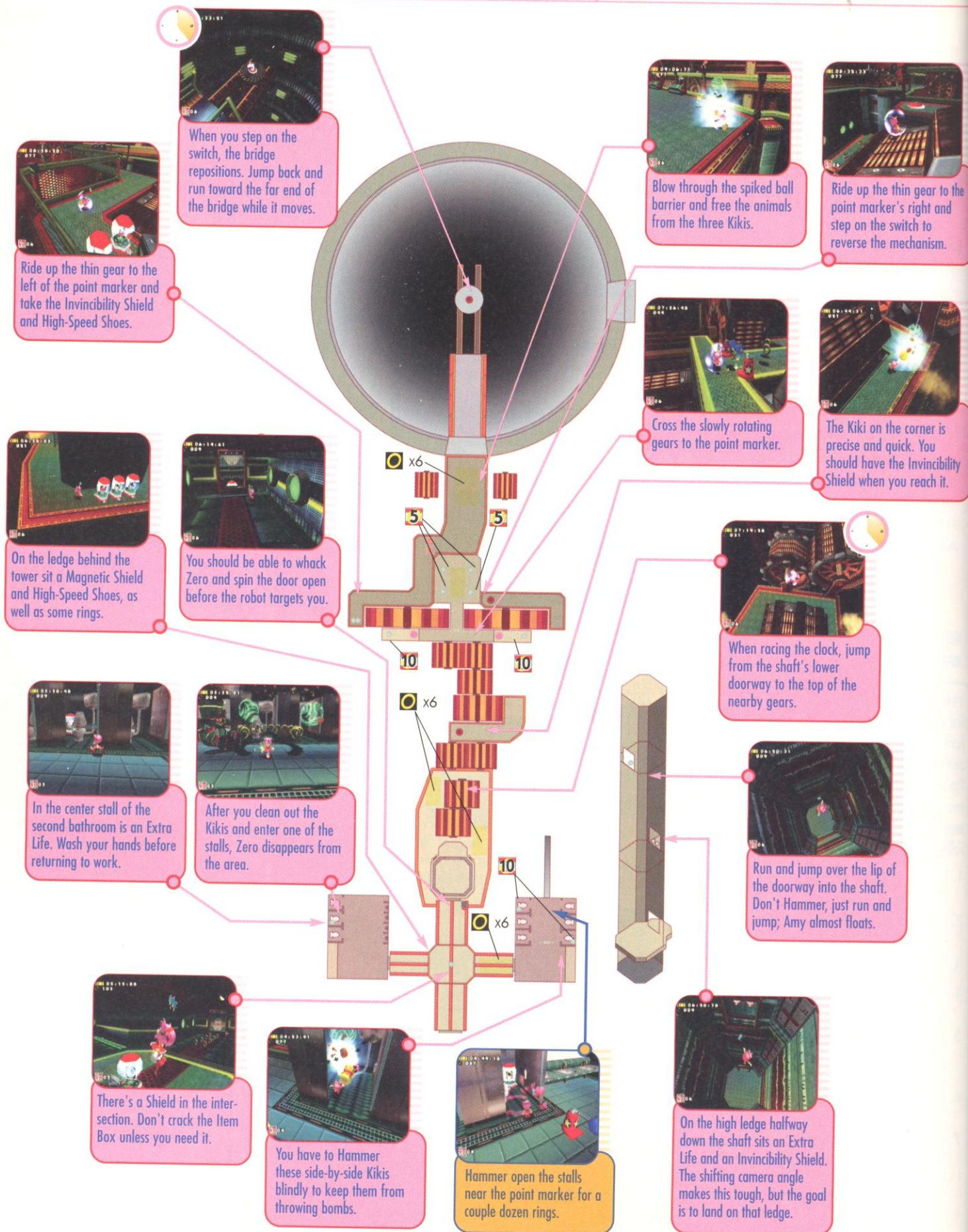
The longest of Amy's Action Stages, Hot Shelter also has a long time limit. The level is full of tiny shortcuts and minor obstacles. String enough of them together to shave seconds off the clock. Follow this game plan:

1. Stay out of the pool in the hall.
2. Don't wait for the raft to rise before jumping on it.
3. Immediately push the ladder.
4. Jump atop the first set of gears from the low ledge.
5. When the long walkway moves, run along it as it repositions.
6. Drop the power cubes on top of their sockets the first time.
7. Even with Zero breathing down your neck, quickly work the door cranks. After the door is halfway open, let go of the crank. The door continues to rise.

EMBLEM GOALS

RANK	CONDITIONS
C	Evade Zero and grab the Balloon!
B	Collect 50 rings and grab the Balloon.
A	Grab the Balloon within 6 minutes, 30 seconds.



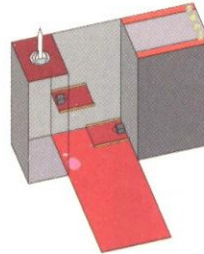
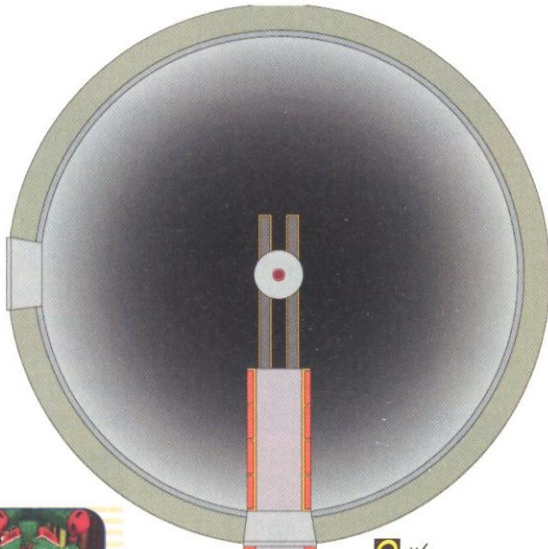




The rocket ride lets you float down through several ring Item Boxes and an Extra Life. Adjust your trajectory as Amy falls.



In the large chamber, place the power cubes atop the fixtures. Zero comes crashing through a wall, creating the exit.



10



As you approach the trio of Kikis, Zero appears behind you. Smacking Zero with your Hammer buys you some breathing room.



Up the stairs sits a Shield. You can jump safely down to the small lift platform off to the left.



Run past the Kiki and into the lift, activating it before Zero closes in.



Don't mess with the Leon if you're racing the clock. Head to the springpad.



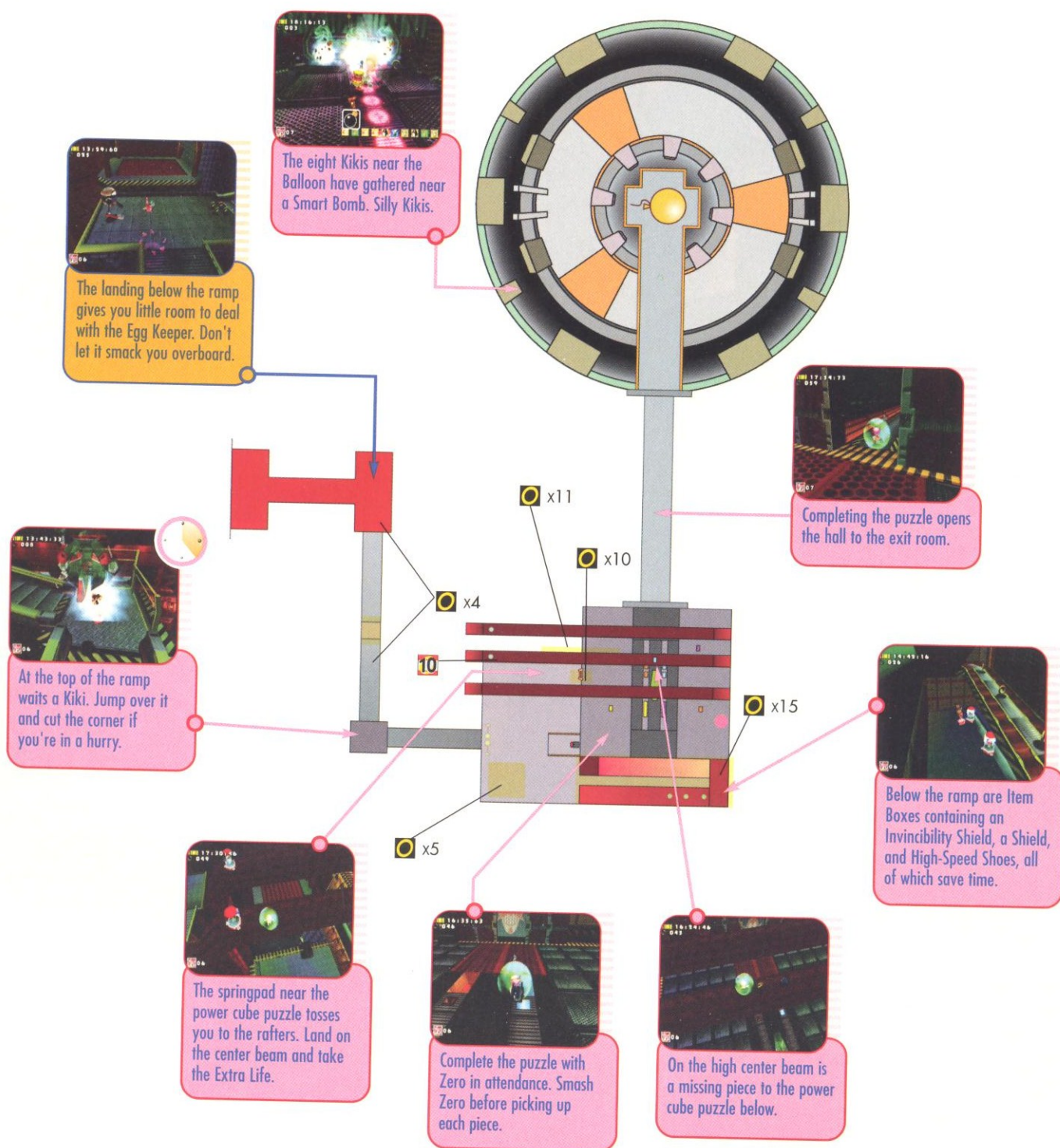
Shortly after you dispose of the Kiki, a Leon materializes in the same vicinity.



The Kiki near the portal has been watching too much TV. Free the animals and stay on guard.

x6

x10



Final Egg



The last chapter of Amy's adventure is the leaner version of Final Egg. This Action Stage is a footrace with Zero that leaves little room for error. By now, you should have Amy's Long Hammer and Warrior Feather from the Hedgehog Hammer Game. This is the last chance you get to heap abuse on Zero before the final boss battle, so be fully equipped. You finally get to put one of those little hiding barrels to good use—by using it as a step into the last Balloon room.

EMBLEM GOALS

RANK	CONDITIONS
C	Evade Zero and grab the Balloon!
B	Collect 50 rings and grab the Balloon.
A	Grab the Balloon within 2 minutes and 30 seconds.

TIMER TIPS

Two-and-a-half minutes isn't a generous time limit for completing Final Egg, but it's realistic. Use Amy's Long Hammer to propel her down the straightaways and to make short work of the Egg Keepers blocking the path. At the final such barrier in the level, run and attack the Egg Keeper on the lower left. The momentum vaults Amy over the uppermost laser beam.

Also, for what might be the first time, the little metal barrel comes in handy. Zero won't be fooled if you hide under it, but you can position the barrel below the ledge in the penultimate room and use it as a step to reach the final corridor.

Rings

72 + (4~160)

Items

Extra Life (x2)

Enemies

Egg Keeper
Bladed Spinner

Animals

Rabbit
Deer
Kangaroo
Gorilla
Mole



The Egg Keepers in the corridor can be activated individually, if you carefully approach each.



Wait for the claw to retract, then rush forward to nab the Extra Life.



In the narrower corridor, you should give Zero a whack before attacking the lowest Egg Keeper.



Step on the floor switch when you arrive and pound on Zero while you wait for the elevator.



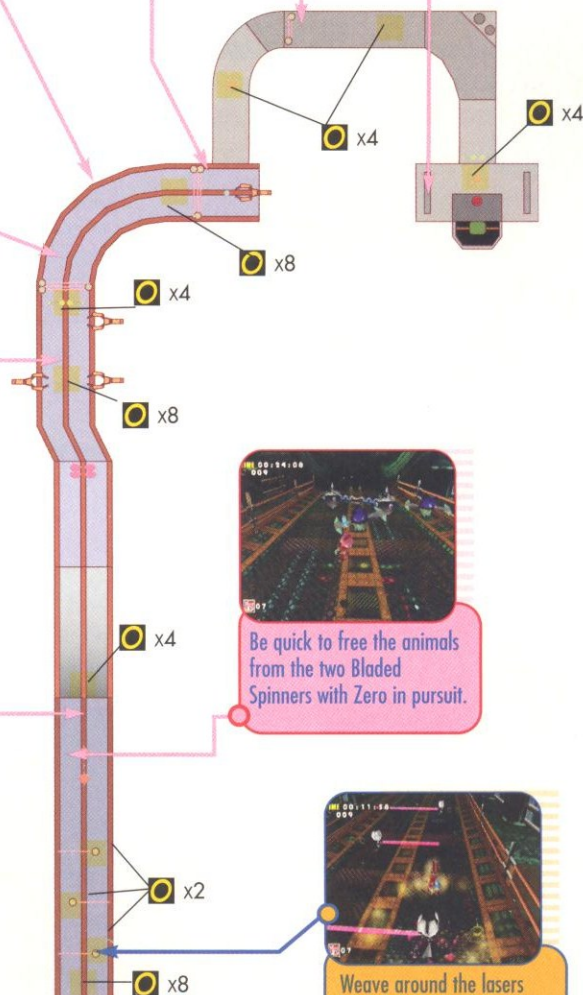
When racing the clock, you can jump between the broadly spaced laser beams.



The giant metal claws have an impressive reach. Weave and run to the point marker to avoid getting pinched.



Pass by the rotating spike balls along the railing.



Be quick to free the animals from the two Bladed Spinners with Zero in pursuit.



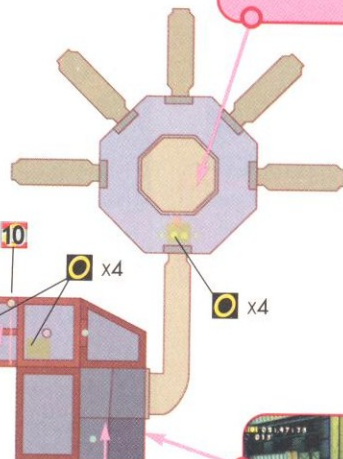
Weave around the lasers when you're not in a hurry.



When you exit the car, Zero crashes through the wall on your left. The path is to the right.



In the octagonal room, try the first door on the right as you enter. You find the point marker.



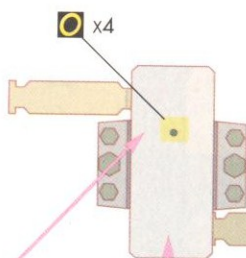
If you attack the lower left Egg Keeper from a run, Amy vaults over the obstruction.



If Robotnik's going to leave those Extra Lives lying around, you might as well help yourself.



Dispose of the Bladed Spinners and enter the hall. Zero relents as you move to the next chamber.



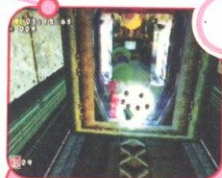
Check the lineup of random ring Item Boxes, then grab the Balloon to make good your escape.



Zero crashes through the wall on the right as you enter. Draw Zero away from the can and whack it, then get beneath it.



If you get under the can, Zero punishes you. That's OK. Move the can over below the ledge before coming out of hiding.



Moving the can below the ledge lets you step into the upper corridor. Hammer the Bladed Spinner.

E-102 Gamma

Remember all of those times in *Sonic Adventure DX: Director's Cut*™ that you raced against the clock for an A Emblem, wishing you could turn back time? Well, wish no longer—E-102 Gamma is the robot for you. Instead of a timer that counts up from 0:00, E-102 Gamma has a timer that counts down. He can add time to his clock by freeing animals, and he gets extra time when he targets many enemies simultaneously.

E-102 Gamma's A Emblems are among the toughest to earn in the game; the only way to earn them is to learn how to sweep E-102 Gamma's targeting beam as you stomp through the Action Stages.



Gamma's Story

E-102 Gamma begins the game as one of a legion of E-series robots in the service of their creator, Dr. Robotnik. Their first order of business is to capture Big The Cat's buddy, Froggy, who somehow figures prominently in Robotnik's evil plans.



When E-102 Gamma questions Robotnik's authority (and sanity), he is moved by the plight of Amy Rose, whom he meets while she's a captive on the Egg Carrier. Shortly after he meets Amy, she saves him from demolition, and E-102 Gamma has a change of heart. From that point on, he sets about destroying E-series robots and freeing birds trapped inside them.

Basic Movement

E-102 Gamma's basic mode of locomotion is a stilted walk, which becomes a tank-like roll when he runs. Gamma bounces uncontrollably when rolling over rough terrain, which wastes time. Prevent him from rolling if an environmental obstacle is ahead.

Advanced Movement

E-102 Gamma acquires Jet Booster early in his adventure. It allows him to fly into the air and stay aloft for a considerable distance. There's seldom any strategic advantage to sending him that high into the sky.

Combat Primer

The more enemies that E-102 Gamma can target in a single pass, the more time gets added to his clock. You can only target enemies for a few seconds before you have to fire or forfeit your attack, so be quick on the trigger. As the game progresses, Gamma's foes aren't arranged in convenient shooting-gallery groups, but moving past a small group of enemies without destroying them often allows you to target the enemies you passed and another group of enemies ahead for big-time bonuses. Boa Boas are the best enemies to focus E-102 Gamma's firepower upon, because each of the snaky foes' segments can be locked on to and destroyed.

Advanced Combat: The A Emblems

Gamma's toughest tests are the A Emblems, especially when you leave the Robotnik's target range. Be prepared for some sanity-testing trials. Red Mountain is almost impossible, requiring you to think vertically as well as horizontally. Shoot up into the air with your Pre-Jet Booster to target airborne and ground enemies simultaneously and increase your time total.

When you're going for the A Emblems, every advantage is worth the trouble, even if it's just targeting an extra enemy in a large mob. Over the course of the level, doing so can mean an extra 10 seconds on the clock. Considering that you have a boss battle against an E-series robot at the end of three of the five Action Stages, every second is precious.



Enjoy the Windy Valley Boa Boas while they last. Each section counts as an individual target.



On Red Mountain, squeeze every spare second out of the groups of enemies.

PERMANENT UPGRADES

E-102 Gamma receives a pair of helpful upgrades that accentuate his strengths by helping him target several enemies at once. Both of the upgrades are available early in the game, located in separate small rooms on the Egg Carrier.

Jet Booster

After Emerald Coast, while E-102 Gamma is still under Robotnik's control, the mad doctor instructs him to get the Jet Booster before fighting Sonic on deck. The Jet Booster allows E-102 Gamma to fly higher, so he can bypass difficult terrain and increase his targeting opportunities.

Laser Blaster

When E-102 Gamma drops into Mystic Ruins after the fight with Sonic, backtrack to the Egg Carrier by using the nearby raft and tram. On the Egg Carrier's upper walkway, across from the room where you acquired the Jet Booster, drop to the floor and grab the Laser Blaster. Now E-102 Gamma can target in a wider arc and hold his shot a bit longer before he has to fire or lose the charge.



E-102 Gamma's Boss Battles

E-102 Gamma has to beat many bosses. His final three Action Stages conclude with battles against the increasingly difficult E-series robots. The final boss fight against E-101 Mark II ranks as the toughest boss battle in the game after Sonic's scrap with the Egg Viper.

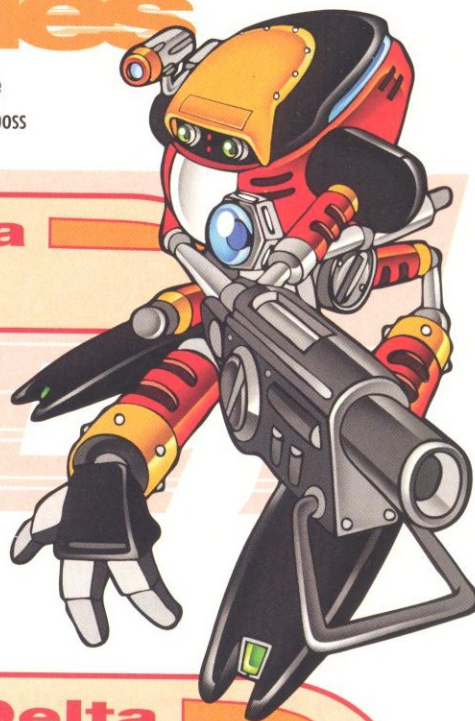
First Boss: E-101 Beta



E-101 Beta is a moderately tough foe, but you can target and fire faster than it can.



Target E-101's missiles, as well as the robot itself. Keep your distance and use your speed to your advantage.



Second Boss: E-103 Delta

E-102 Gamma must defeat E-103 Delta to complete the Windy Valley Action Stage.



E-103 is quicker on the draw than E-101. Use the open space to keep your distance and stay out of trouble.



If you don't let 103 get on top of you, you'll have enough time to target and destroy its homing missiles.



After you take out any threatening missiles, lock on to 103 and fire!



Third Boss: E-104 Epsilon

E-104 isn't a tough boss—you've seen its kind before. But the time it takes to destroy it might stand between you and the A Emblem for Red Mountain.



Close the gap on Epsilon. It can fire homing missiles more quickly than its predecessors.



If you stand too far away, Epsilon continues to fire missiles, which interfere with your ability to target the robot.



To quickly end the battle with Epsilon, get near it. When you score a hit, wait just long enough for E-104 to shake it off, then fire again.



If you're not pressed for time, you don't need to stay on top of 104. Just face it to quickly target any missiles.

Fourth Boss: E-105 Zeta

The mighty E-105 Zeta looks more impressive than it is. Keep moving around the perimeter walkway, and its homing missiles almost never lock onto you. And because it sits still, your own attacks easily find their mark.



To defeat E-105, to take out all the large turrets surrounding the robot.



Don't get fancy with this battle. Run around the rink and flash your targeting laser toward the robot when you can.



When E-105 launches a volley of missiles, keep moving to lure them off course, or target and destroy them.



Each time you blow off a turret, E-105's energy level drops. When the turrets are all gone, so is E-105.

Fifth Boss: E-101 Mark II

The latest and greatest E-series robot is a worthy opponent; it's only vulnerable after it unleashes its most devastating attacks.



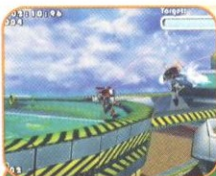
E-101 Mark II is a powerhouse.



The Mark II's most dangerous attack is nasty, but it telegraphs it by zipping backward to put some distance between the two of you.



When the Mark II rushes forward, get out of its way by leaning hard to one side as you jump and use the Jet Booster.



Avoid a direct collision, and the Mark II will continue moving to the edge of the ring, turning its back to you. Now, target it.



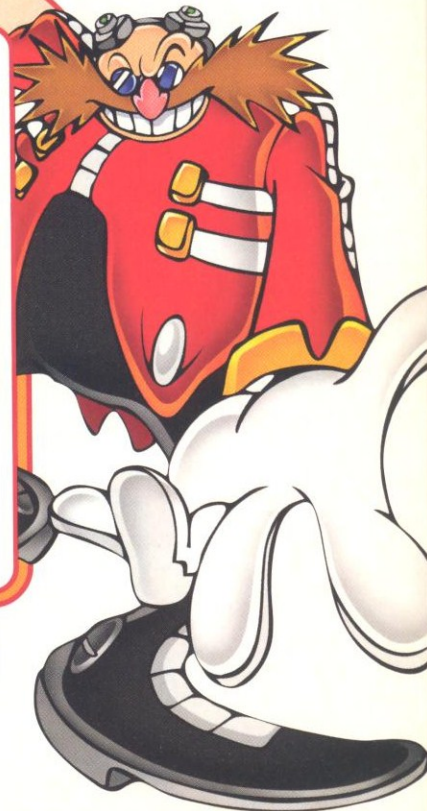
Even though you can't hit this enemy from the front, you can target and destroy its missile barrages.



When the Mark II retreats to a position above the ring, jump and use your Jet Booster to move back and forth across the area and avoid its attack.



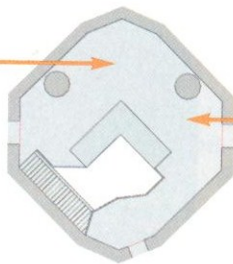
When the Mark II is finished, so is Gamma's adventure.



Egg Carrier



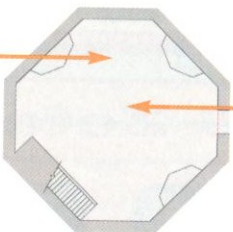
E-102 Gamma begins his existence as a servant of his creator, Dr. Robotnik.



Approach Robotnik, and he shows you to the first Action Stage, Final Egg.

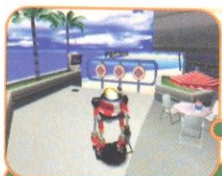


When E-102 Gamma completes Final Egg, locate Robotnik in the small area below.

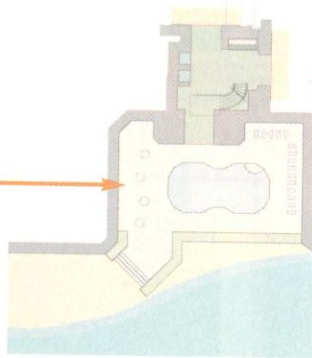


Robotnik pits E-102 Gamma against E-101 Beta for his own amusement.

Station Square



When E-102 Gamma arrives in Station Square on his Froggy hunt, blow open the barrier and enter Emerald Coast.



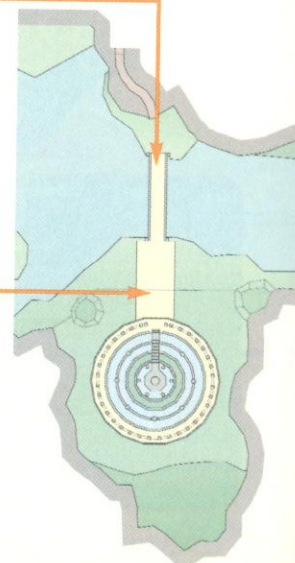
Shrine of the Master Emerald



Tikal appears to E-102 Gamma at the end of Emerald Coast, and the robot has a vision.



Approach the shrine to meet Tikal, and hear the happy sound of contented Chao.





Egg Carrier



E-102 Gamma remembers the battle with Sonic differently.



While backtracking from Mystic Ruins, use the tram to enter the ship's interior.



It's E-102 Gamma who delivers Froggy, after completing Emerald Coast.



After he defeats E-101 Beta, E-102 Gamma and the other E-series robots are given a directive: Find Froggy.



E-101 Beta is back with a vengeance. E-101 Mark II is E-102 Gamma's final boss.



Robotnik summons E-102 Gamma to the deck and instructs him to pick up his first permanent upgrade, the Jet Booster, on the way.



The Laser Blaster, E-102 Gamma's second and final upgrade, is in the emergency drainage room.



When you have the Jet Booster, ride the large gold lift up to the deck area.



When Dr. Robotnik tells E-102 Gamma to get Birdy from Amy, the robot makes a wrong turn.



E-102 Gamma can get the special Chao egg from the cell next to Amy's.



Moved by Amy's plight, E-102 Gamma frees her and Birdy.



The center door is the entrance to the last of E-102 Gamma's Action Stages, Hot Shelter.

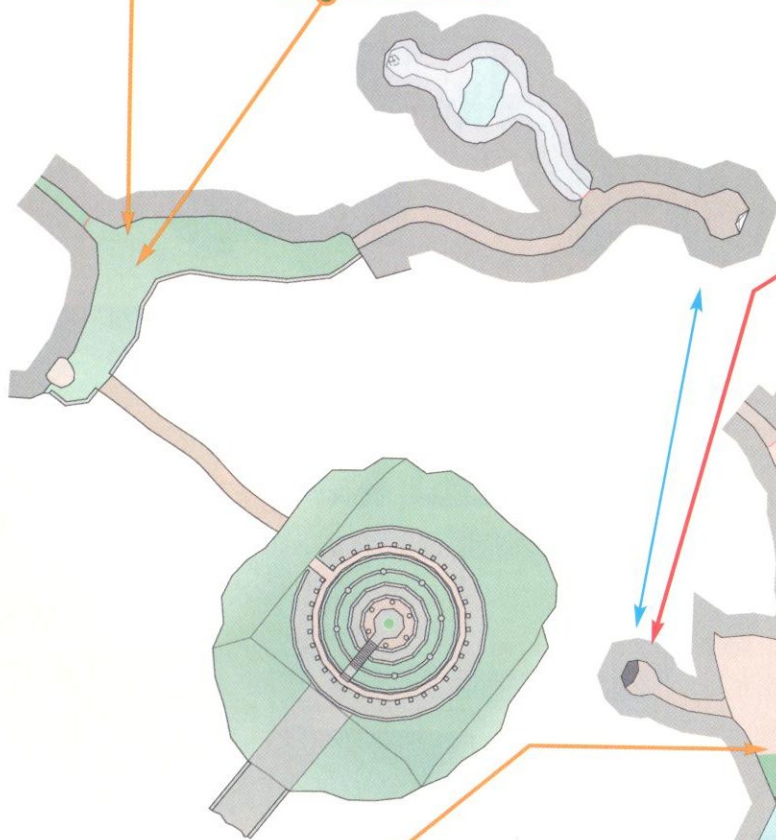
Mystic Ruins



In the adjacent area of the Mystic Ruins, shoot the monkey in the cage to open Red Mountain.



When E-102 Gamma exits Red Mountain, he reasons that the remaining E-series robots must be on the Egg Carrier. Use the raft and tram to return.



After E-102 Gamma leaves the Egg Carrier, he questions the merits of serving a madman.



Place the Wind Stone in the fixture to open E-102 Gamma's third Action Stage, Windy Valley.



When you exit Windy Valley, the wall of the cliff collapses.



Upon arriving in Mystic Ruins, head to the Egg Carrier for a weapon upgrade.



After you have the Laser Blaster, return to the Mystic Ruins. Claim the Wind Stone near Tails's workshop.

Final Egg



Tip

There's no reason to fly to the little island near the point marker and shoot the target dolls there. You can hit all the dolls you need without taking the risk of flying to the island.

The immobile dolls on this practice range are an introduction to E-102 Gamma's targeting system. The Action Stage is tiny, and the timer is generous. Your goal is to pop up as many targets as possible within target range.

By doing so, you get used to the amount of time your weapon can hold a charge. Fire before the target cubes change from blue to purple, or you aren't able to hit all the dolls you targeted.

Rings

120

Items

None

Enemies

Target Doll

Animals

None

EMBLEM GOALS

RANK CONDITIONS

- | | |
|---|--|
| C | Destroy the "Sonic doll"! |
| B | Collect 50 rings and destroy the "Sonic doll." |
| A | Destroy the "Sonic doll" with more than 150 seconds left on the clock. |



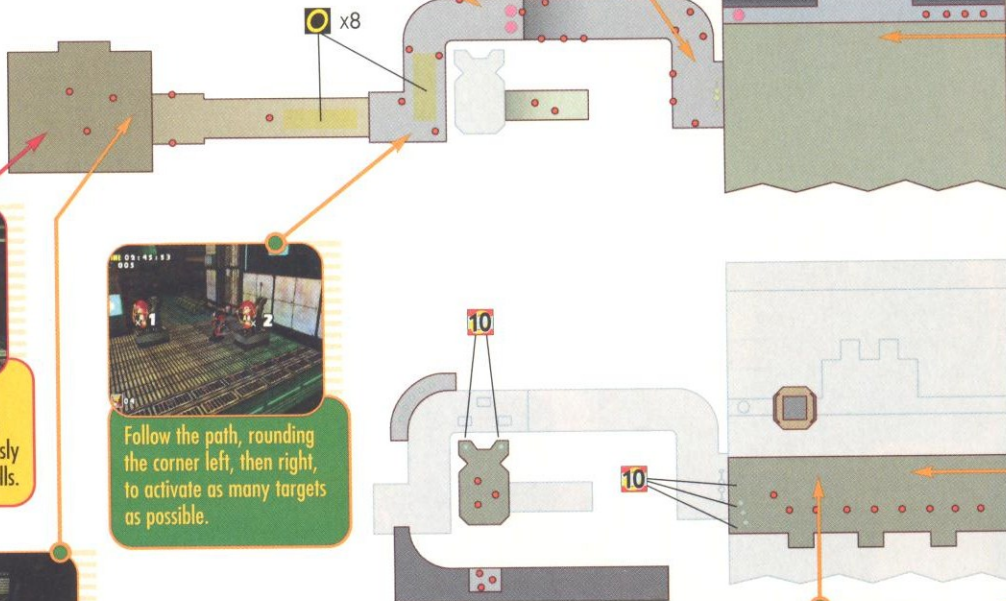
Walk near the springpads and target another group of dolls. Search for rings on the ledge above.



Hop up on the box near the point marker to include another doll in your targeted group.



If you run down the length of the lower level near the railing, another set of targets emerges.



Advance to trigger more dolls. If you approach the hall, you can simultaneously target as many as five dolls.



Follow the path, rounding the corner left, then right, to activate as many targets as possible.



Don't target every doll down the highway—you risk losing your lock on the first dolls you targeted.



At the end of the row of dolls are ring Item Boxes. After you have them, drop to the lower landing.



Use the springpad to land on the floating platform, and run along the row of dolls above to pop them all up.

When racing the clock, you can target more enemies if you boost up and scan the ledge's length. You might pick up the Rhino Tank below.

Windy Valley



Now that E-102 Gamma has found Froggy and decided that Dr. Robotnik might not be the world's greatest employer, it's off to rescue the rest of the E-series robots from their servitude. You see Boa Boas as you progress through the Action Stage; target each segment of a Boa Boa as it revolves in midair for big time bonuses. E-103 Delta waits at the end of Windy Valley. It's one of the weakest bosses in the game, but the battle is a valuable learning experience for fighting other E-series robots.

Rings

101 + (3~120)

Items

Extra Life (x2)
Invincibility Shield
Magnetic Shield
High-Speed Shoes

Enemies

Boa Boa
Leon
Rhino Tank

Animals

Parrot
Partridge
Robin
Seal
Mole

EMBLEM GOALS

RANK	CONDITIONS
C	Destroy E-103 Delta!
B	Collect 50 rings and destroy E-103 Delta.
A	Destroy E-103 Delta with more than 150 seconds remaining.



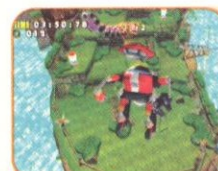
Lock onto the Extra Life atop the high pillar when you fly over it. It's tough to jump up and target the Extra Life from below.



The Boa Boas make this one of the easiest time tests in the game. Enjoy.



Jump over the side of the bridge to target the High-Speed Shoes and land on the springpad.



The springpad bounces you in the air, letting you lock onto several targets below.



The segmented Boa Boas make for one long row of targets.



Wade into the crowd of enemies.



If you shoot the Rhino Tank on the bridge, the other Rhino Tanks attack you and make your landing difficult.



Stand on the small bluff near the bridge and jump high to Jet Boost over. Target the Boa Boa at the top of the pillar.



The Rhino Tanks on the bridge don't bother you if you fly above them.



Target and destroy the Boa Boa to add time to the clock if you didn't lock onto it while flying near it.



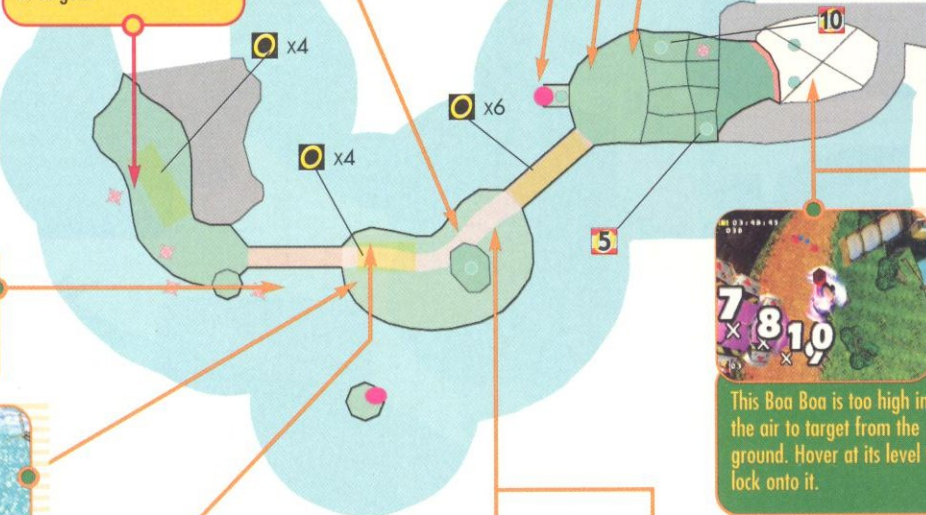
A pair of Leons lurks here. Use the little ledges to draw out the Leons, and leap to safety before targeting.



This Boa Boa is too high in the air to target from the ground. Hover at its level to lock onto it.



Use the Jet Booster as you fall to collect the Invincibility Shield and Magnetic Shield, which help you earn that B Emblem.



Windy Valley



Red Mountain



E-102 Gamma's Red Mountain Action Stage is a nasty little trek with far too many rock walls to open and knock down. It's not always in your best interests to target too far ahead, because you might omit an enemy from the target group, but you must anticipate the barriers and roll through them as they explode.

EMBLEM GOALS

RANK	CONDITIONS
C	Destroy E-104 Epsilon!
B	Collect 50 rings and destroy E-104 Epsilon.
A	Destroy E-104 Epsilon with more than 180 seconds remaining.

That's especially true when you're going for the A Emblem. Target the sections of the rock walls along the edge of the lava lake while you're airborne. They have to come down, and you should be en route to the passages beyond them. The same is true for the huge rock slabs that must fall for you to reach the final area. Get up in the air and take them out as you fly toward them. You may take a little lava dip in the process, but getting the A Emblem doesn't require you to have a single ring at the end of the stage.

When you're after the B Emblem, however, slow and steady progress, punctuated by prudent grouping of enemy targets, easily wins the race.

Rings

163 + (1~40)

Items

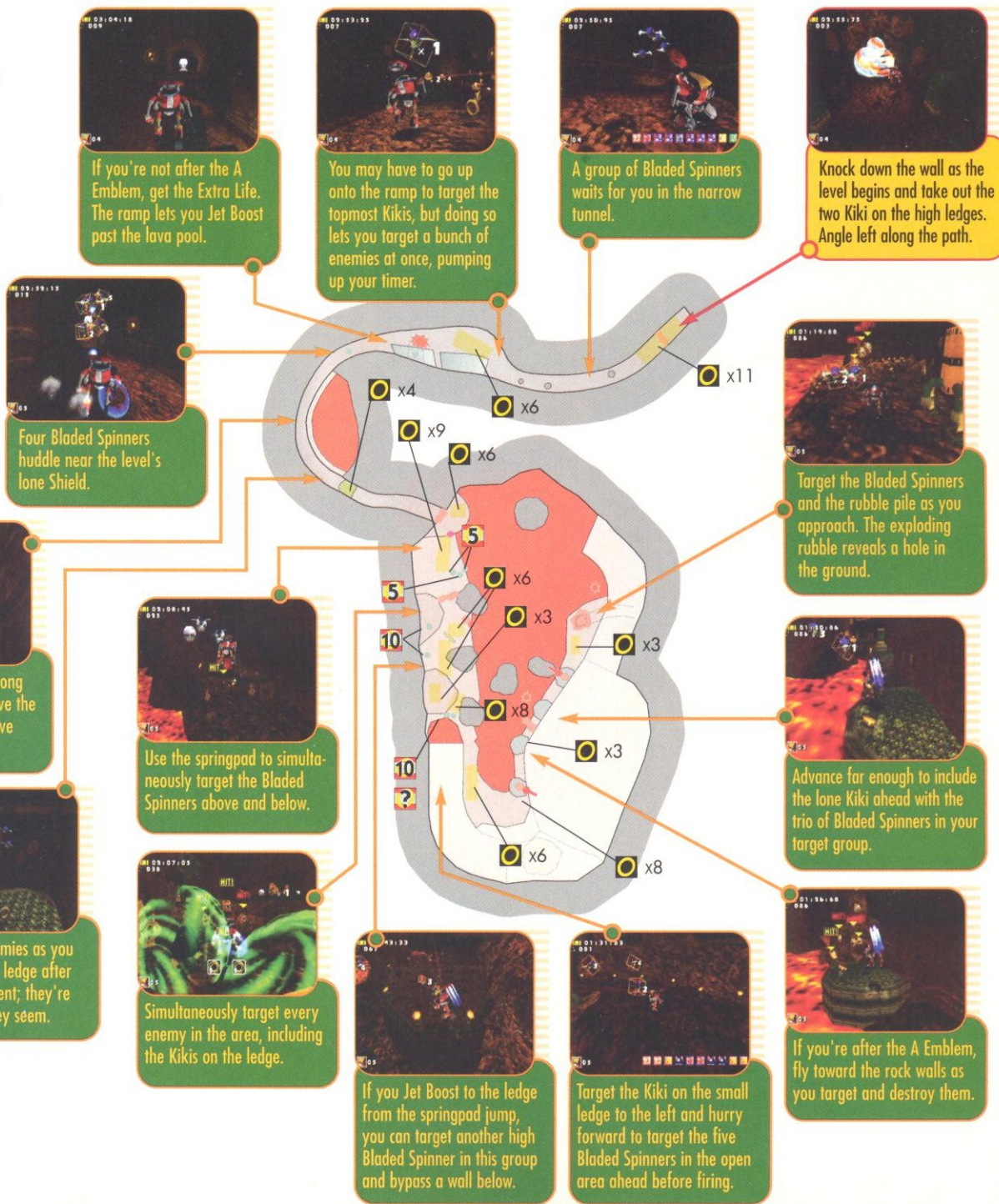
Extra Life
Shield

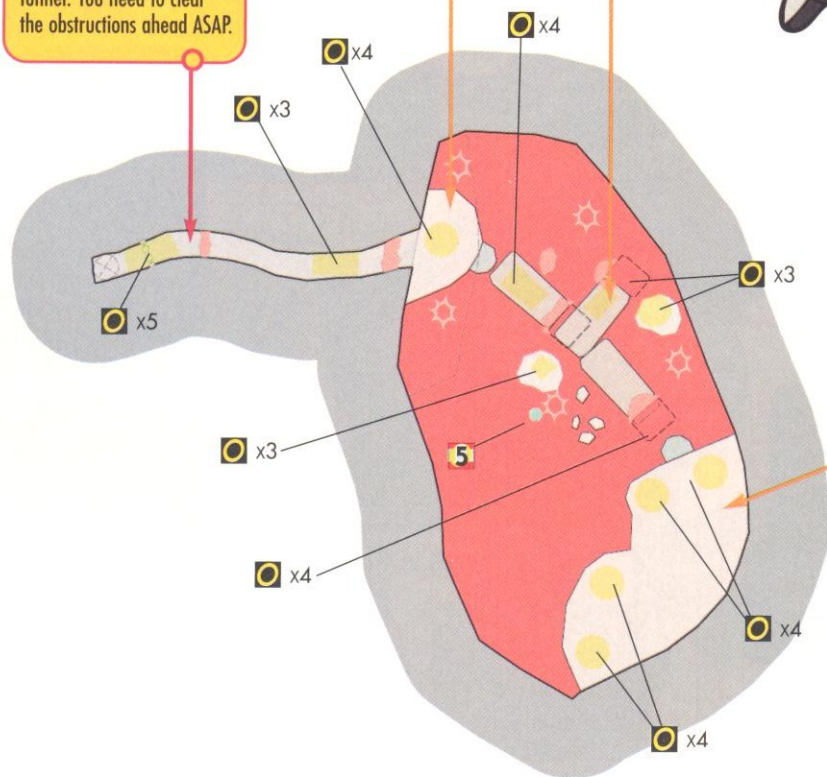
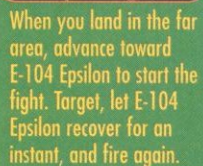
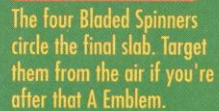
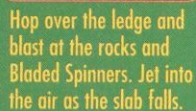
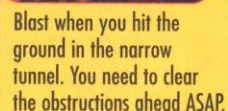
Enemies

Kiki
Bladed Spinner

Animals

Gorilla
Lion
Elephant
Parrot
Mole





Hot Shelter



Hot Shelter is E-102 Gamma's last and toughest Action Stage. This stage doesn't have a lot of large groups of enemies, so you need to quickly move through.

When you're racing the clock for the A Emblem, the train ride eats time, but you can make it up by defeating large groups of enemies at the end of the level. Keep moving forward on the train. The two tracks move back and forth to show you the easiest path, but you can also get up on top of the cars and run or Jet Boost along. You must be on the train with more than two minutes left on the clock to have any shot at the A Emblem.

A few large groups of enemies wait near the end of the level as you fall through a giant cylindrical structure. Locking onto large groups of enemies while in free fall is tricky business, but if you pull it off, your timer thanks you. E-105 Zeta waits for you at the end of the stage, and the timer ticks down until you beat him.

Rings

336 + (4~160)

Items

- Extra Life (x4)
- Invincibility Shield
- Smart Bomb
- Magnetic Shield (x4)
- Shield (x4)

Enemies

- Egg Keeper
- Kiki
- Leon

Animals

- Penguin
- Seal
- Otter
- Deer
- Skunk

EMBLEM GOALS

RANK	CONDITIONS
C	Destroy E-105 Zeta!
B	Collect 50 rings and destroy E-105 Zeta.
A	Destroy E-105 Zeta with more than 120 seconds remaining.



Target surrounding enemies by spinning in a circle in the hall intersection. Destroy them before the Kikis throw bombs.



Jump from the top of the gear and Jet Boost to one of the low springpads to reach the ledge above.



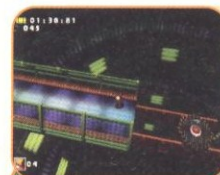
Clean out the Kikis in the opposite restroom.



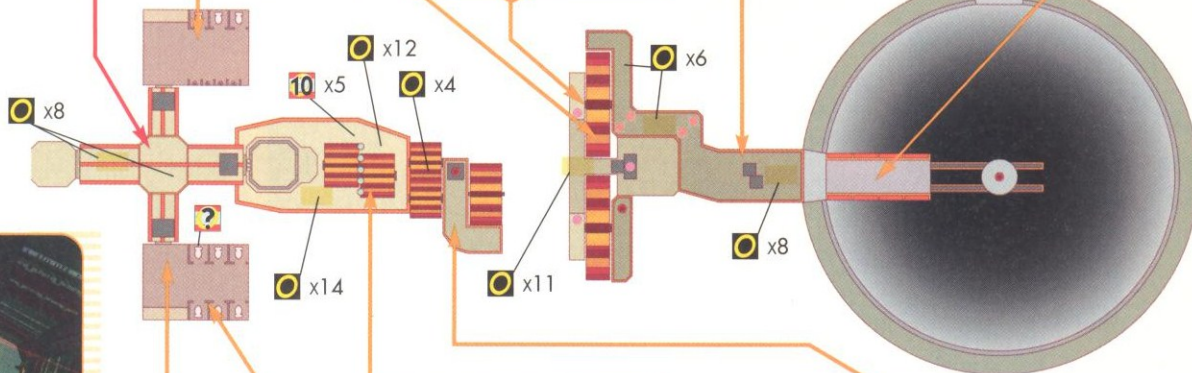
Rush forward as you detonate the barrier beyond the point marker. A springpad is ahead.



The springpad bounces you into the air. If you're after the A Emblem, target the enemies below and sail over the obstruction.



In the huge circular chamber, target the switch from a distance. Wait near the door at the end of the walkway as it repositions.



When you drop through the door, target the opposite wall as you fall, aiming for the open door ledge you fall past.



You pick up an Extra Life and a Magnetic Shield from the ledge on your way down.



A Leon patrols inside one of the bathrooms.



You can target the Kiki without opening the doors.

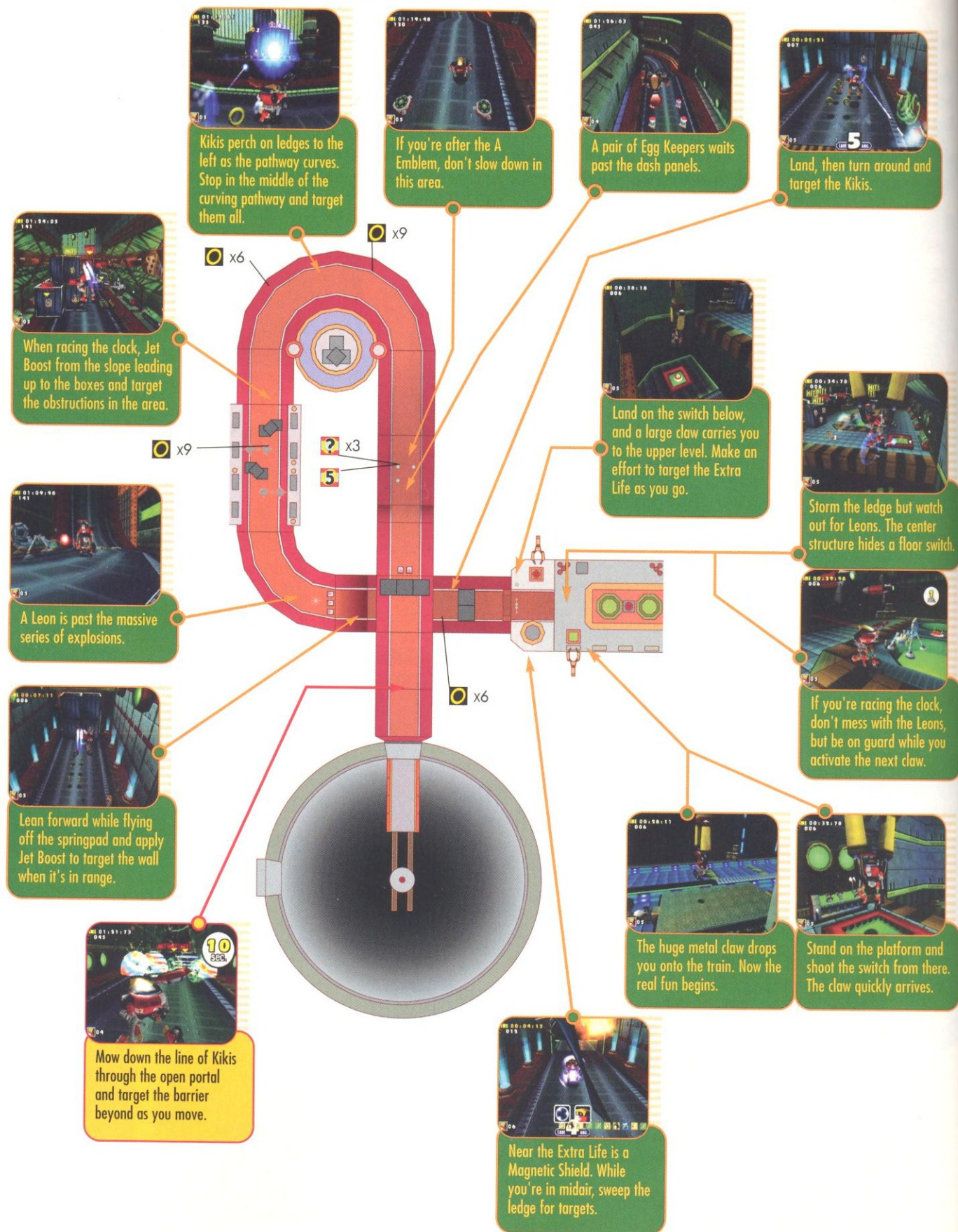


When you're after the A Emblem, jump from the point marker to reach the top of the gears, then Jet Boost over the gap.



Ride the gear up and punish the Kiki near the switch, then shoot the switch.

Hot Shelter





Move forward until you spy the trainload of Kikis coming up on the other track, then cross over.



Past the big bunch of Kikis is a car with a monkey engineer and the switch that lets you off the wild ride. Shoot the switch.



If you're after the A Emblem, rush through the Leons and the spiked obstruction. You take one hit, but keep going.



A couple of Kikis guard the stack of boxes, which explodes to reveal an opening in the floor. Use that Jet Boost.



Blast your way forward through the obstructions.



As you fall, Jet Boost to slow near each set of ledges. The first has a Magnetic Shield as well as several ring Item Boxes.



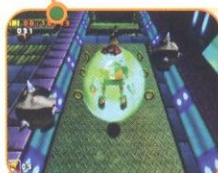
When you spy the point marker, hop over and target the Kikis as you cross to the first train.



If you've got the time and the skills, venture forward to open the cargo doors and target everything inside when the trains pass.



Jump high and Jet Boost over the obstacle, targeting the Kiki crowd beyond it.



Jump and target the Shield as you wait for the low car to position itself. Run along the low cars in the direction you were headed.



Ledges full of Kikis! Avoid the Shield if you picked up the Magnetic Shield.



It's easiest to reach the top of this car from the low ledge at its end. The Egg Keepers appear too late to be viable targets.



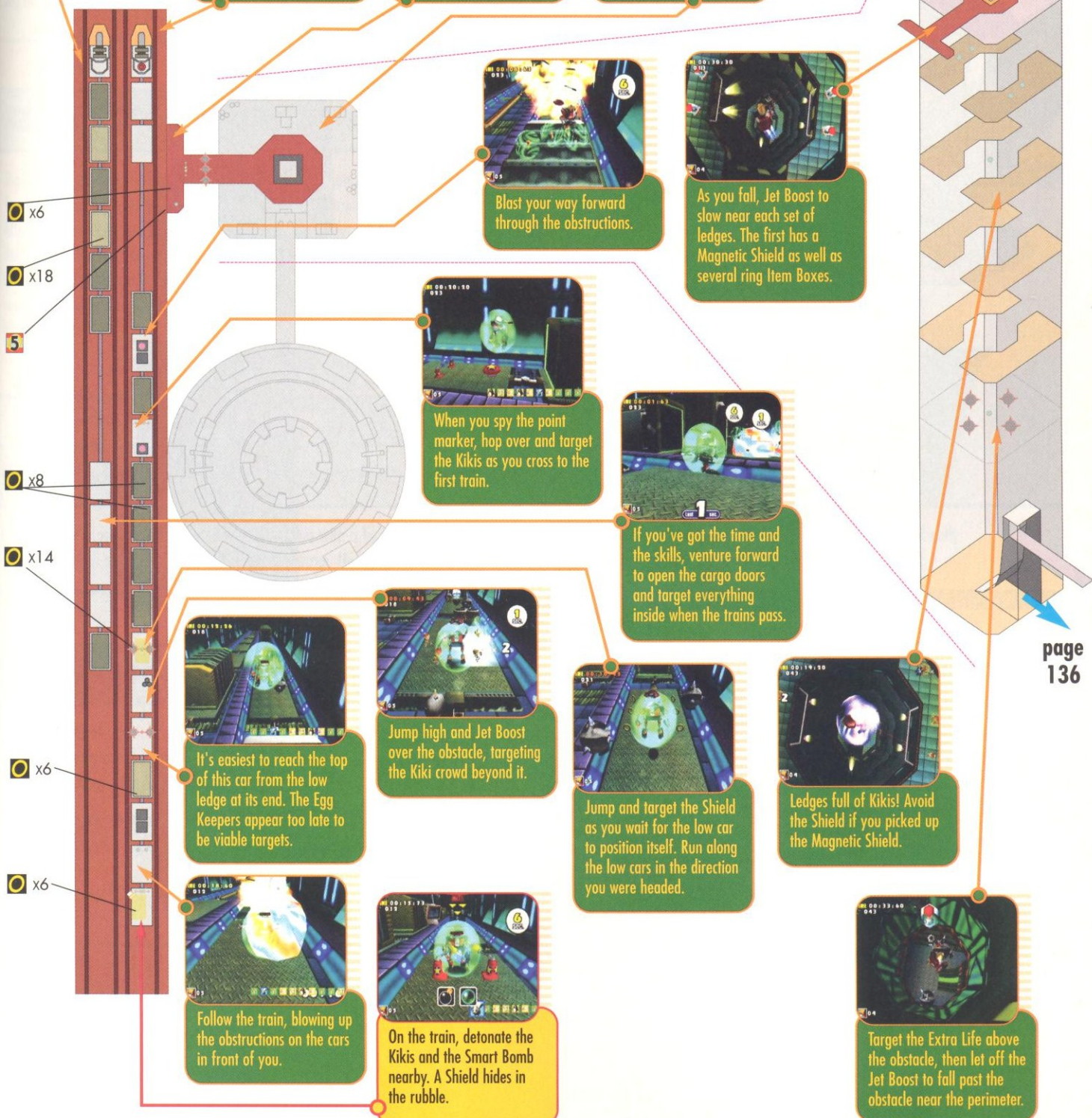
Follow the train, blowing up the obstructions on the cars in front of you.



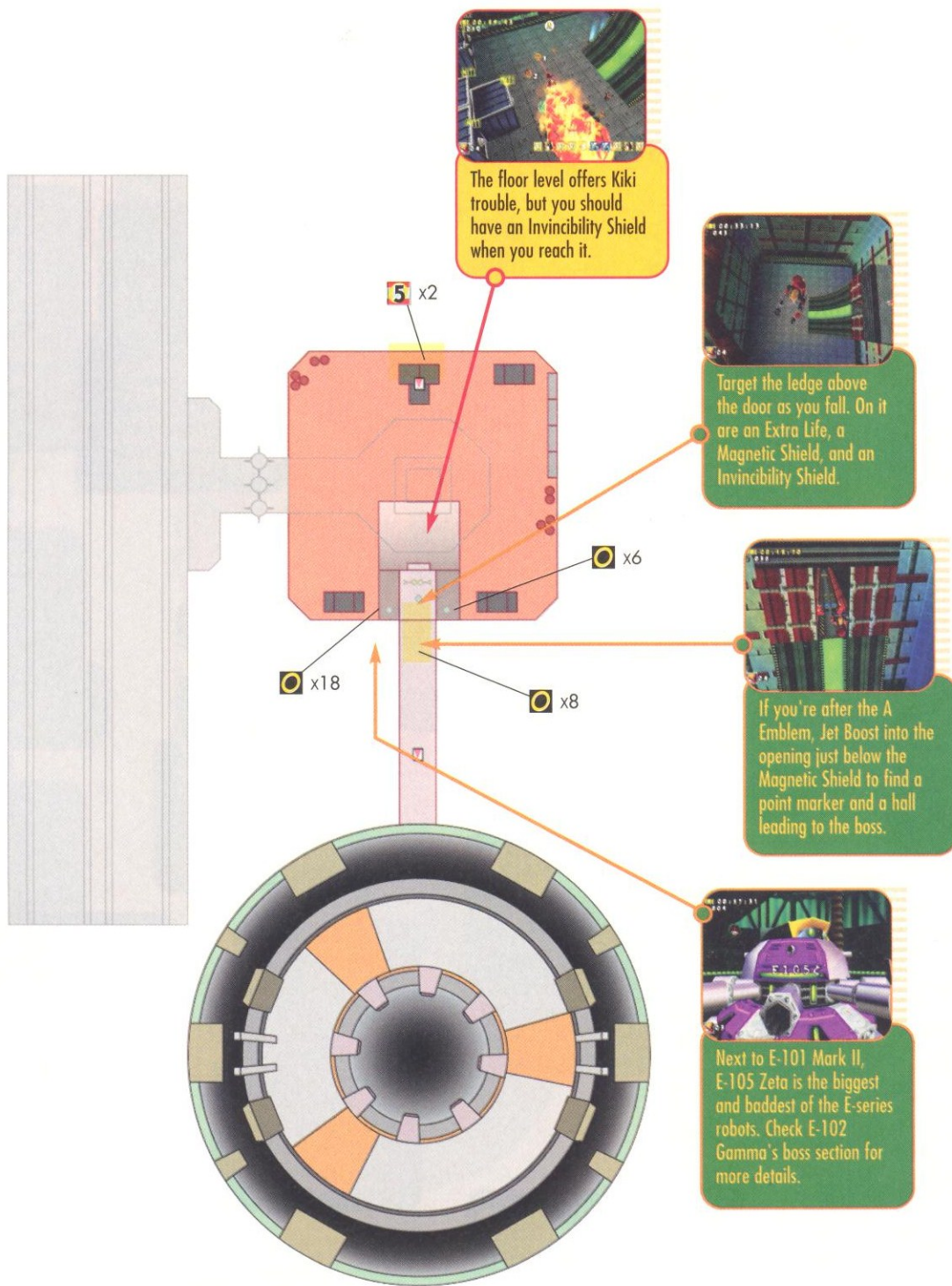
On the train, detonate the Kikis and the Smart Bomb nearby. A Shield hides in the rubble.



Target the Extra Life above the obstacle, then let off the Jet Boost to fall past the obstacle near the perimeter.



Hot Shelter



Big The Cat

Of all of the characters in *Sonic Adventure DX: Director's Cut*, Big The Cat is the most...singular. While the other characters spend their time dashing, gliding, and hammering through their Action Stages, Big doesn't want to do anything strenuous. Most of his Action Stages require Big to catch his amphibious friend, Froggy, with his ever-present fishing rod.



Big The Cat's Story

Big and Froggy live in a small hut in the Mystic Ruins jungle. Life for them is one big fish feast, until Froggy gets the urge for a midnight snack and gobbles down a Chaos Emerald. After that, the panicked frog winds up lost and the target of Dr. Robotnik's mechanical Beats. Only Big The Cat, with his superior fishing skills, can seek out his friend and bring him home.



Basic Movement

Big is not the most athletic of characters. He moves with a loping gait, punctuated by expressions of hunger. He doesn't like to do anything more physically demanding than casting his fishing line into the water. He is strong, and can lift huge boulders to smash through the ice in Icecap.

Combat Primer

Big's method of attack is among the most unusual in the game: He uses his fishing pole to pop Kikis from a distance! Aim the fishing pole target behind and to the right of a Kiki (Big is a lefty), so the arc of the fishing line passes from left to right across the Kiki when it is cast.

Big can also run up to a Kiki and whack it over the head with his fishing pole, but Big's girth often prevents him from reacting quickly enough to dodge the Kiki's bombs. It's better to attack from a distance and fish for Kikis.



Big uses his fishing pole as a weapon, staying well out of harm's way.

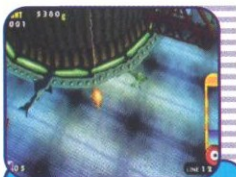
Cat

Big The Cat Goes Fishing

Fishing in *Sonic Adventure DX: Director's Cut*™ requires patience and finesse. You also want to collect all Big's powerups to regularly catch huge fish. The large fish (2,000 grams and up) that you need to catch to earn an A Emblem are rare. They also snap your line as they struggle, unless you're careful. Every snapped line costs you an Extra Life.

Selecting the Proper Fish

Look into nearby ponds and pools to estimate the weight of the fish by their size. You need to land a fish of at least 1,000 grams for the B Emblems, and a monster mackerel over 2,000 grams to earn an A Emblem.



Visually inspect the fish close to Froggy. That's a 2,000-gram catch if there ever was one.



Note the impressive size of your finny friend. That's your A Emblem swimming around down there.

Fish weighing 1,000 grams are common. Any of the long, slender eel or squid that seem to be of above-average size are probably at least 1,200 grams.

It's easy to waste time catching 1,800-gram and 1,900-gram fish, unless you generate a 2,000-gram fish yourself with our time-tested Froggy catch-and-release method (see below).

Froggy usually appears in one location, labeled on the maps for each Action Stage. If you're after the A Emblem, find Froggy first. That accomplished, check the fishing pools in the immediate area for particular fish: sharks (including hammerheads), marlins, or big green cods. There are other 2,000-gram fish, but the largest versions of these species are of A Emblem-weight class more often than other fish.



The long, slender fish are surprisingly heavy. A larger one is perfect for the B Emblem.

BIG FISH V. HUGE FISH: A HEAVY QUESTION

To visually gauge the weight of a green cod, look for a fish that's almost as big as Big himself. Compare it with Big's tummy by swimming up to the fish. The Cod has to be wide as well as long to come in over 2,000 grams. If you see one, you'll know it. You're probably nervous about turning your back on the thing. It looks as if it would have no problem eating Big for lunch, instead of vice versa.

When it comes to 2,000-gram sharks or marlin, you also want to find fish that are not only long but wide. When you look down on them, 2,000-gram sharks and marlin appear chubby, but they don't have to be as dangerously huge as the cod. A 2,000-gram shark or marlin might look smaller than another species of fish that weighs less than 2,000 grams.



Catching and Releasing Froggy

If you look around Froggy's immediate area and see no fish that look like they weigh 2,000 grams, catch Froggy and release him.

Cast into Froggy's pool and coax him over to the lure with short, quick taps on (B). If you're successful at getting his attention, he breaks out of his small swimming circle and heads toward the lure. When he bites the lure, hammer on (A) and move (C) erratically. The lure should pop out of Froggy's mouth.

If everything works, all the fish in the Action Stage respawn at once. Check the nearby fishing holes. Are there any huge fish? No? Hook and release Froggy again. Eventually, you see a 2,000-gram fish. Now all you have to do is catch it!

Where the Fish Run Free...or Don't


Getting a fish interested in your lure is the easy part, especially if you've been diligent about collecting Big's powerups. Drag the lure slowly through the fish's area, giving it a little action with taps on (B). Over-cast and let the lure sink to attract fish at the bottom of the pond. The fish breaks from its pattern when it notices the lure. When it bites, move (C) toward you to set the hook. "HIT!" appears on the screen when you get a solid strike, and Big exclaims, "Something's biting."

Fish weighing more than 2,000 grams love to run, and they fight you all the way in. With that in mind, try to hook fish near walls or embankments. Instead of running out 30 meters of line before it starts to tire, the fish runs seven or eight meters before hitting a dead end. The fish's biggest energy surge comes after being hooked, and it loses that boost when you trick it into pressing its face up against a wall.



The biggest fish run hard. Try to give them a nearby dead end to run into.








Use this trick after Big has his Life Belt and can wade into the water to fish. Hook a fish that is no more than 10 meters away to keep from having to struggle with it for half an hour. If you have to over-cast and let the line sink, you can get away with more distance.

If the fish reels off about 30 meters of line despite your best efforts, don't sweat it. Just let it run. You don't have much of a choice. When the fish tires, your warning alarm stops ringing and the tension meter dips back to about half-tension. Move  from side to side to tug the line back and forth. The fish starts fighting from side to side instead of pulling away from you. This takes a little more tension off the line so you can start reeling him in.



A large fish may run several times. Be ready to let tension off the line if the meter shoots up.



When reeling in the biggest fish, you have to take up the line quickly (use  rather than ) when the tension meter isn't maxed out. If you use  with the bigger fish, you see the line growing longer and the tension increasing at the same time! Reel in using  in short, controlled bursts. When the fish fights, let off  to silence the alarm, then use  to work the line from side to side, breaking the fish's concentration. When the tension on the line dips back to the halfway point, begin another series of quick bursts on . The fish may run two or three times, depending on its size and spirit, but each repeat is less dramatic than the one before, and it's easier to reel up any line you have to let out during the run.

Landing Your Little Buddy

If you can haul in a 2,000-gram fish, landing Froggy is simple. Let him run if he wants, then gently reel him in so as not to scare him.

If you land a 2,000-gram fish and Froggy snaps your line, you don't have to catch another huge fish to get your A Emblem—just Froggy. Also, if the lure is sitting in front of a fish and it's not going for it, it's probably because Froggy has already zeroed in on the line. Yank the line from the water, or you may get a hit you don't want or need.

PERMANENT UPGRADES

You need all the lure powerups to catch an A Emblem fish. We've landed big enough fish without all the lures, but it's generally because the fish tired itself out and just happened to be 2,040 grams. If you lay paws on all the lure powerups as well as the Power Fishing Rod and the Life Belt, landing a huge fish goes from fluke to regular occurrence.

Power Fishing Rod

Big's cattail-pattern fishing pole is under the bed in his gazebo. Push the bed aside.



Life Belt

The Life Belt is in the ice cave before the ladder to Icecap. It lets Big float and fish at the same time.



Lure Powerups

There are four lure powerups, three of which are in Adventure Fields. The last one is in the Icecap Action Stage. Consult the Adventure Field and Action Stage maps for the exact locations.

Big The Cat's Boss Battle

Big has one boss challenge: fishing Froggy from Chaos 6's gelatinous body. If you have all Big's permanent upgrades, this is your easiest fight with Chaos 6, because the boss has been toned down so as not to heap too much abuse on the friendly feline.

If you don't quickly finish off Chaos 6, it becomes a tougher foe. You have four or five good chances to hit the Froggy target as Chaos 6 stalks Big around the ring before attacking. Let Chaos 6 get close, and cast as if your buddy's green hide depended on it. It does.



Big encounters Chaos 6 on the Egg Carrier's deck area.



When Chaos 6 advances, aim for the small red target inside it to rescue Froggy.



Let the monster get close to improve your aim. Cast beyond the beast so the lure passes through the target.



With Big's bull's-eye well past the monster, the lure should hit the mark about halfway up Chaos 6's gelatinous body. Mission accomplished.

Station Square



Stand next to the car and hold down **Ⓢ** for a couple of seconds. Release **Ⓢ** to lift the car and drop down the hole under it.



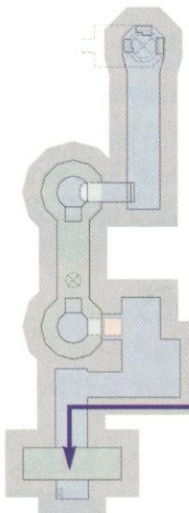
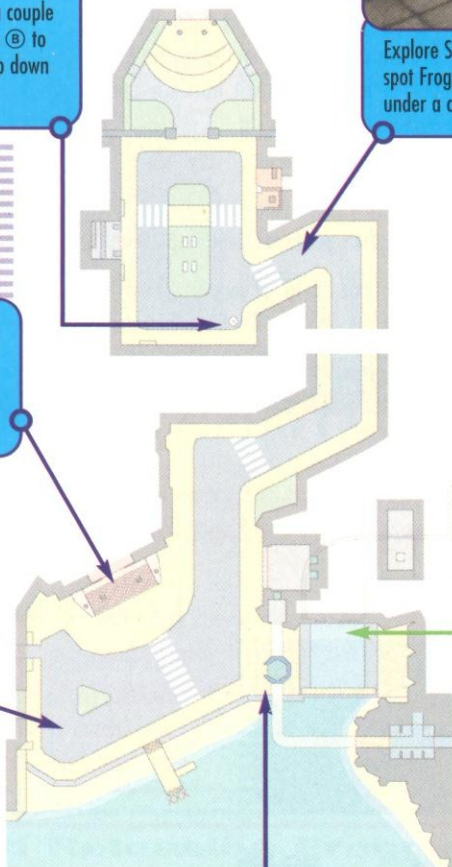
Explore Station Square to spot Froggy hopping under a car.



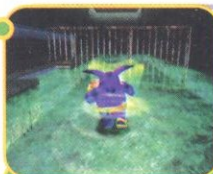
On your way back from the Icecap, stop and hang out with Sonic. He's off to save Amy from Zero.



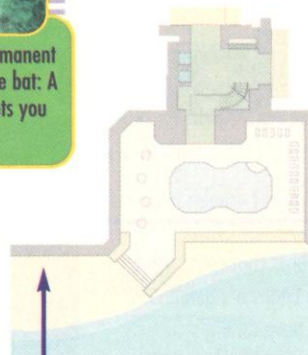
After Icecap, you spot Froggy in the street, heading toward Emerald Coast. Follow him.



Hop onto the box underneath the car to reach the balcony.



Big gets his first permanent upgrade right off the bat: A lure powerup that lets you attract bigger fish.



When you exit Twinkle Park, the Ice Stone appears behind the Twinkle Park lift. Run and jump to it from the water.



The balcony door is a back way into Twinkle Park. To enter, follow the glass corridor to the far side.

06



After Icecap, pursue Froggy to Emerald Coast.



After you catch Froggy at the end of Emerald Coast, E-102 Gamma snatches him. Follow Gamma to the Egg Carrier via the raft and tram.

Mystic Ruins



Big's adventure begins in the Mystic Ruins when a strange light in the sky awakens him and Froggy.



Push Big's bed to reveal a hole and drop into it.



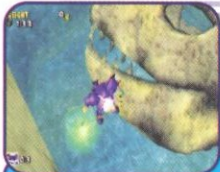
Below Big's bed is the Power Fishing Rod, which makes fishing easier.



To reach a lure power-up, cross the stream, then head to the right when the pathway branches into the forest. The path is hard to see in the shade.



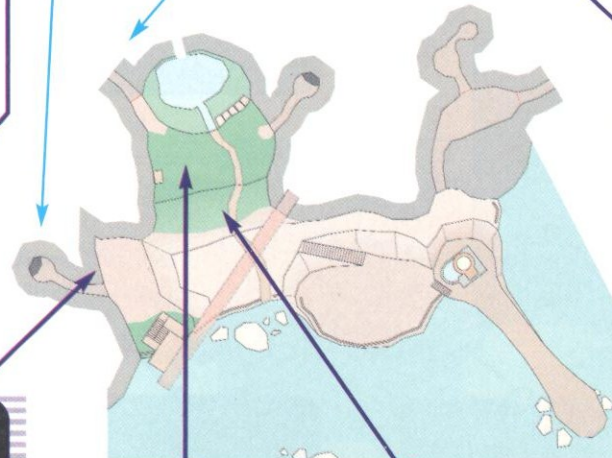
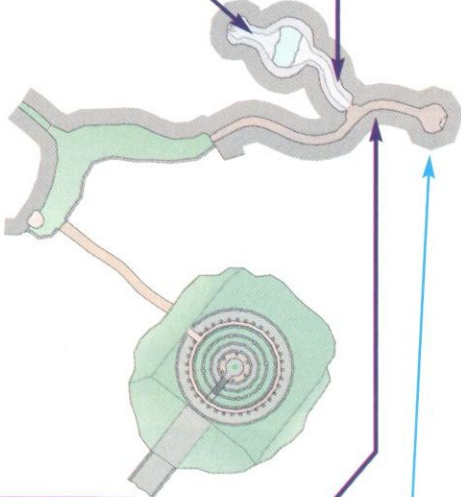
To reach Big's hut (and the Power Fishing Rod) bear right at this junction.



Another lure powerup is at the bottom of the skeleton chamber in Icecap. It's the only upgrade found in an Action Stage.



Inside the entrance to Icecap waits the Life Belt, which keeps Big afloat. You no longer have to fish from shore.



Place the Ice Stone on the fixture to open Icecap.



Take the Ice Stone through the opening in the rock wall after completing Twinkle Park.



When Big exits Icecap to the area near the waterfall, he finds Tails and Froggy, who hops in the direction of Emerald Coast.



After Twinkle Park, you can get a tip from Knuckles, who's hanging out by the waterfall.

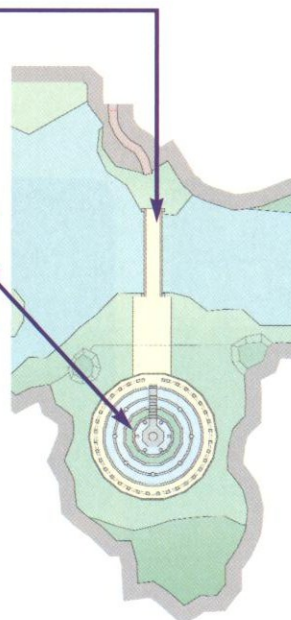
Shrine of the Master Emerald



When Big completes Hot Shelter, Tikal appears and brings him a vision.



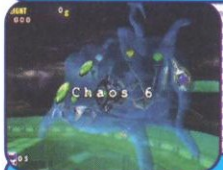
Approach the shrine to meet with Tikal and hear her revelation concerning the Chaos Emeralds.



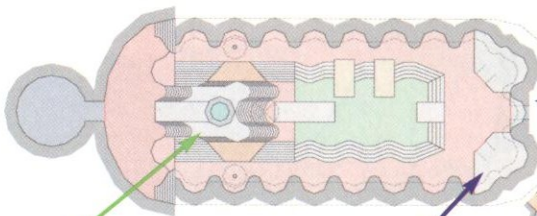
Egg Carrier



Froggy is forced to relinquish his Chaos Emerald in the large circular arena.



To win back your buddy and complete Big's adventure, defeat Chaos 6.



When you arrive on the Egg Carrier after Emerald Coast, check the prison cells before entering Hot Shelter.



After you hook Froggy from the gelatinous interior of Chaos 6, check out Tails's downed airplane.



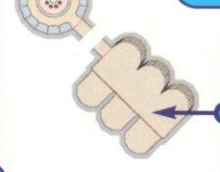
As the Egg Carrier goes down in flames, Big and his buddy escape.



When you exit Hot Shelter with Froggy, ride the golden lift up to the deck of the Egg Carrier.



The door on the right leads to the cells where Amy was once imprisoned.



Hop on the plunger switch and take the lure powerup from the first cell.

Twinkle Park

Twinkle Park gives Big a chance to get his furry feet wet, fishing in the small pool where you can see everything that's happening in a tidy little area. Although 2,000-gram fish are too tough for Big to catch with his current gear, this is a prime place to experiment after you get some of the lure upgrades.

If you're going to fish from poolside, stand on the edge or on the lower lip. To catch larger fish, float in the center of the pool with the Life Belt. That way, a fleeing fish can't draw out 30 meters of your fishing line before hitting a wall.

Rings

30 + (2~80)

Items

None

Enemies

Kiki

Animals

Rabbit

Kangaroo

Deer

Elephant

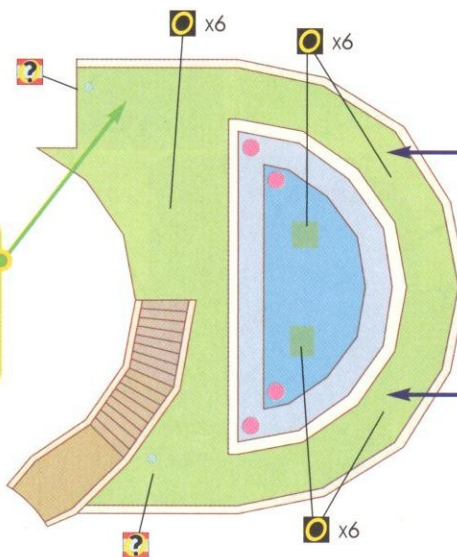
Koala

EMBLEM GOALS

RANK	CONDITIONS
C	Fish for and catch Froggy!
B	Catch a 1,000-gram fish and Froggy.
A	Catch a 2,000-gram fish and Froggy.



The Kikis at poolside don't attack until Big does, but they may run into you inadvertently if you get too close.



These docile Kikis make great practice targets. Experiment with attacking with the fishing pole from a distance.



Froggy is at the pool's end near the stairs. Experiment with the catch-and-release technique to respawn fish in the pool.

Icecap

Icecap is Big's largest Action Stage. Froggy is in the small pool near the level's start. That's convenient when you're going for the C Emblem, but not good when you're in search of bigger fish. Froggy's small pool is only one of half a dozen places where fish appear. You can spawn larger fish in Froggy's pond if you catch and release him, but save yourself some time and trouble by checking out the other fishing holes.

The ponds freeze over after you break through them. Don't spend an unnecessary amount of time underwater, or you may become trapped under the frozen surface of the water and unable to break out from below.

You can enter or leave the water through the small opening near the skeleton trapped in the ice in the largest chamber. That small gap doesn't freeze, and it lets you move quickly from Froggy's primary pool to the rest of the level.

Don't adjust your trajectory while using the springpads in Icecap. Jump instead of walking when Big's on ice.

Explore the level. This is the only Action Stage in the game that holds a permanent upgrade (a lure powerup) for one of the characters.

Rings

90 + (5~200)

Items

Extra Life

Invincibility Shield

High-Speed Shoes

Enemies

None

Animals

None

EMBLEM GOALS

RANK	CONDITIONS
C	Fish for and catch Froggy!
B	Catch a 1,000-gram fish and Froggy.
A	Catch a 2,000-gram fish and Froggy.



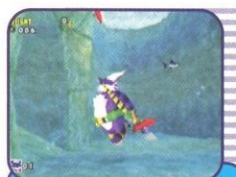
This chamber is separated from the rest of the level. The only way in or out is by making a hole in the ice.



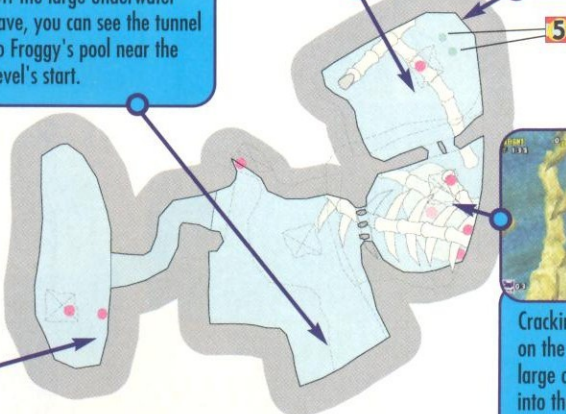
At the highest fishing hole's bottom is a lure powerup, the only permanent upgrade in an Action Stage.



Off the large underwater cave, you can see the tunnel to Froggy's pool near the level's start.



The frog pond has a small underwater passage that leads to the rest of the level.



Cracking through the pool on the ledge above the large chamber drops you into the pool the huge skeleton dominates.

loop



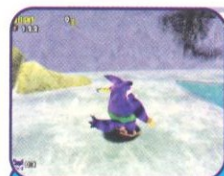
When you explore on dry land, watch out for the small rows of spikes at the base of some walls.



The High-Speed Shoes aren't necessary, but they help you move through the stage more quickly.



Head up the rocks above the starting area to find a small pool containing an underwater passage to the upper area of the large chamber.



On the opposite side of the ice-encrusted spine is a fishing hole.



The small crack in the large chamber between the skeleton and the path never freezes.



Jump and crash through the ice near the stage's start to find Froggy's favorite pond.

x6
x4
x5



If you crack the ice near the skeleton, you fall into a large underwater cave.



Find more High-Speed Shoes here. If you're coming from the opposite direction, use the small upward curl of the path to go up the long slope.

x5
x6
?

x6
x4



The main chamber features part of the huge skeleton and two of the level's six fishing spots.



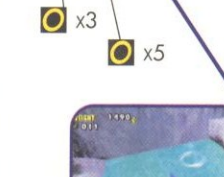
Jump and crack the ice on the high ledge or use the nearby boulder to break through it.



An Extra Life and some ring Item Boxes wait on the ledge above the level's starting point.



Float to the back of the cave, and the camera zooms in to let you fish a spot in the back.



x3
x5



The springpad takes you on a ricocheting journey that drops Big on the ledge near the uppermost fishing hole.



Run and jump from the high wooden bridge to reach the lower ledge nearby.



From the floor, snag the Invincibility Shield with your pole, then cross the spikes to use the springpads.



If you swim through the passageway from the pool above the level's starting point, you reach a high ledge near a wooden slope.

Emerald Coast



Emerald Coast is large, but it's an easy stage in which to find large fish. Catch and release Froggy in the small cove near the stage's start, then run across the small sandbar to scan the sea for monster-sized marine life.

The few Kikis in the area are more hostile than those Big has seen previously, so immediately deal with them. Pop the one on the sandbar if you're going to scout for larger fish. If you don't take out the sandbar Kiki immediately, you risk having to do it after spying a giant fish. That causes all the fish to respawn (and turns that big fish into a "one that got away" story).

Tikal speaks highly of a secret room, but it's a mediocre place to fish. The fish have too much room to run, even if you're on the center island, and Froggy's too far away to conveniently catch and release. Plenty of fish around the island meet your Emblem needs.

Note

Not only do the fish respawn every time you catch and release Froggy, but they also respawn when you take out a Kiki.

EMBLEM GOALS

RANK	CONDITIONS
C	Fish for and catch Froggy.
B	Catch a 1,000-gram fish and Froggy.
A	Catch a 2,000-gram fish and Froggy.

Rings

92

Items

Extra Life

Enemies

Kiki

Animals

Penguin

Seal

Otter

Rabbit

Koala



Tikal mentions a Secret Room, which is inside the nearby rock formation.



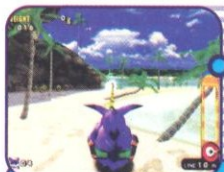
If you don't fish from the central island in the hidden chamber, a hooked fish runs around the island, pulling out too much line.



Take a deep breath before you navigate the underwater passage, and note where the tunnel is when you come out. It's tough to find it when you exit.



An Extra Life waits on the short grassy trail.



The second Kiki is to Big's left as the level gets under way. It's easiest to walk right up and smash it, though you have to dodge a grenade or two.



Check this location as well as the fishing holes on either side of the sandbar when you catch and release Froggy.



Froggy swims beside the large lighthouse pillar.



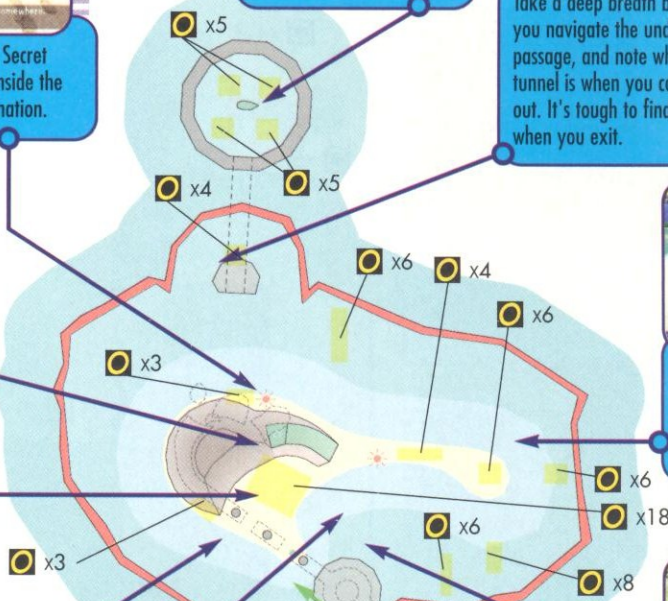
As the level begins, Big is caught in a nasty Kiki crossfire. Scoop up some loose rings and don't spare the rod.



Pop the Kiki at the end of the sandbar from a distance. If you go any closer than the tree on the left, it lobbs bombs.



Fish here with your back to the large pillar. Otherwise, the fish (and Froggy) run toward it and use it as a haven.



Hot Shelter

The key to success in Hot Shelter is not making it harder than it is. Froggy filters into the central chamber when you step on the Drainage Release Switch, and nearby fishing holes let you generate a big fish through the catch-and-release method. The raft in that circular room makes a great fishing spot—large white sharks and hammerheads are prone to pop up near it. You won't be able to catch Froggy in the upstairs area, but the pool in its center spawns king-size versions of remarkable fish.

EMBLEM GOALS

RANK	CONDITIONS
C	Fish for and catch Froggy.
B	Catch a 1,000-gram fish and Froggy.
A	Catch a 2,000-gram fish and Froggy.

Rings

126 + (1~40)

Items

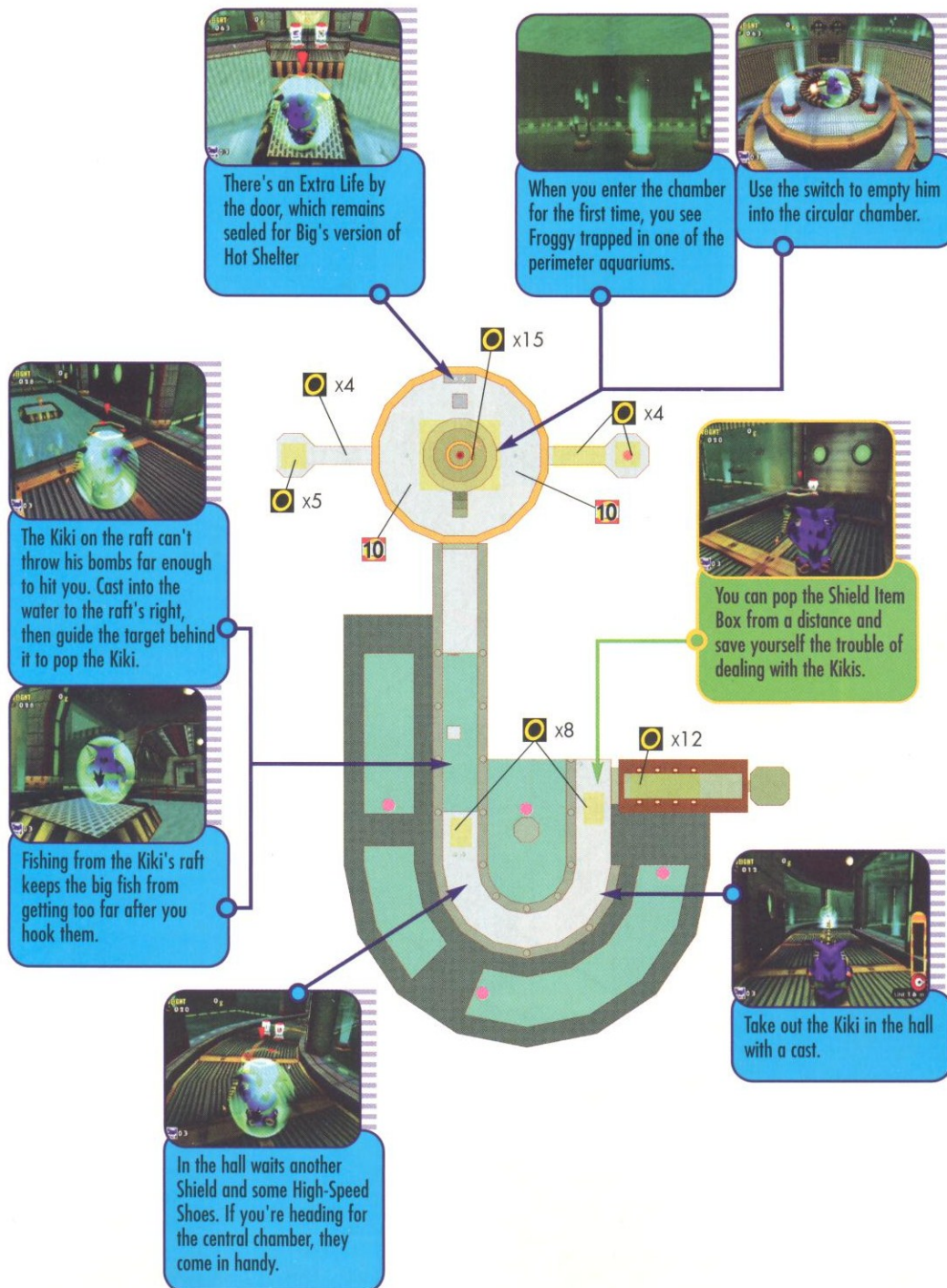
- Extra Life
- Shield (x2)
- High-Speed Shoes

Enemies

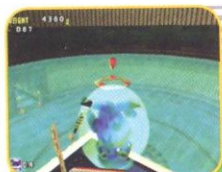
- Kiki

Animals

- Penguin
- Seal
- Otter
- Rabbit
- Koala



Hot Shelter



Through the checkpoint in the upstairs area, climb up on the boxes and cast across the top of the plug.



When the view changes to an animation, give the line an upward tug to pull the plug.



Removing the plug floods Froggy's chamber and allows you to explore the level's higher areas. After you do it, it can't be undone.



Submerge to reach the springpad, and bounce up toward the opening in the wall.



Position yourself over the springpad and hold down **A** to swim down to it.

 x10

10

 x10



Two Kikis wait in the upper area on a grating above the emptied pools.



At the far corner of the area are more High-Speed Shoes.

 x6



Stand on the glass and trick the Kiki into shattering the aquarium with a thrown bomb.



There's another Kiki in the central area, but you need him to blow up the aquarium glass. Don't pop him until he does!

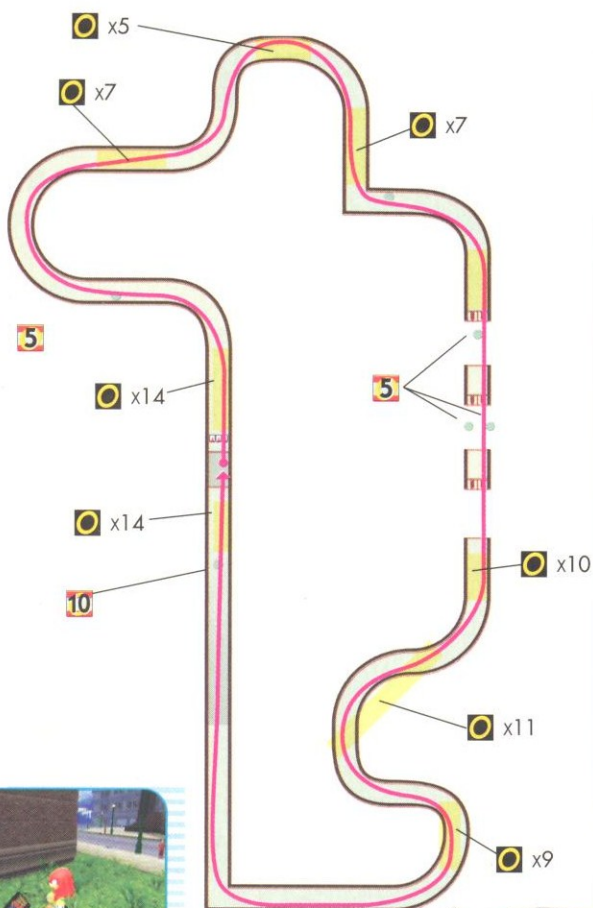
The Sub Games

Sonic Adventure DX: Director's Cut™ features several small Sub Games that help further the plot, as in the Sky Chases, or offer a fun diversion from the more intense Action Stages. In the Twinkle Circuit Sub Game, for instance, you race a Cart Kiki around a race course that's similar to the one Sonic encounters in the first part of his Twinkle Park Action Stage. If you beat the Sub Game's high score, you earn a Sonic Emblem.

Note

To see a Sub Game's high score, look in the Emblem Results Menu for the Sub Game in Trial Mode.

Twinkle Circuit

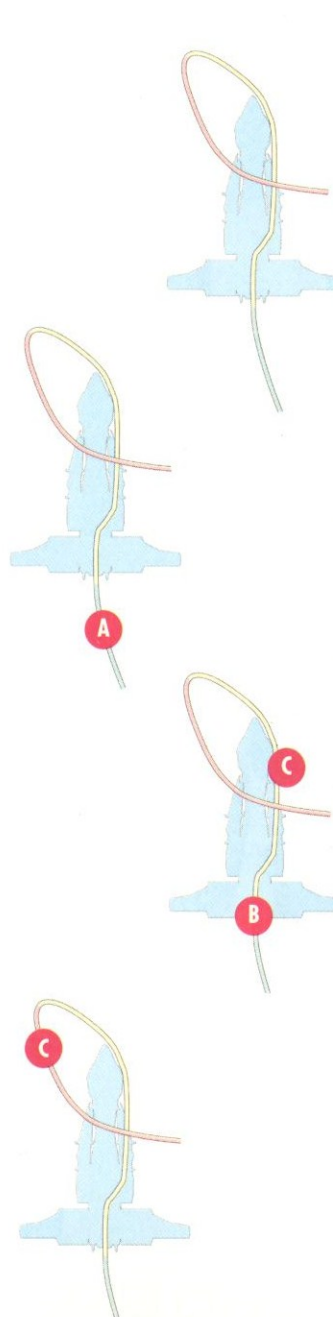


If the character you're playing as doesn't usually have access to the Twinkle Park Action Stage, look for a Pass Card in the grass next to the Twinkle Park entrance to gain admittance. All characters' adventures must be complete before you enter.



Sky Chase Act 1

Sonic and Tails embark on Sky Chase Act 1 in pursuit of the Egg Carrier. The episode is destined to end badly, but they get another shot later in the game.



The Tornado has plenty of firepower. Pick off enemy aircraft until you get close to the Egg Carrier.



The Egg Carrier unleashes a barrage of defensive missiles at our heroes. Concentrate fire on the Egg Carrier to destroy the missiles as you close in.

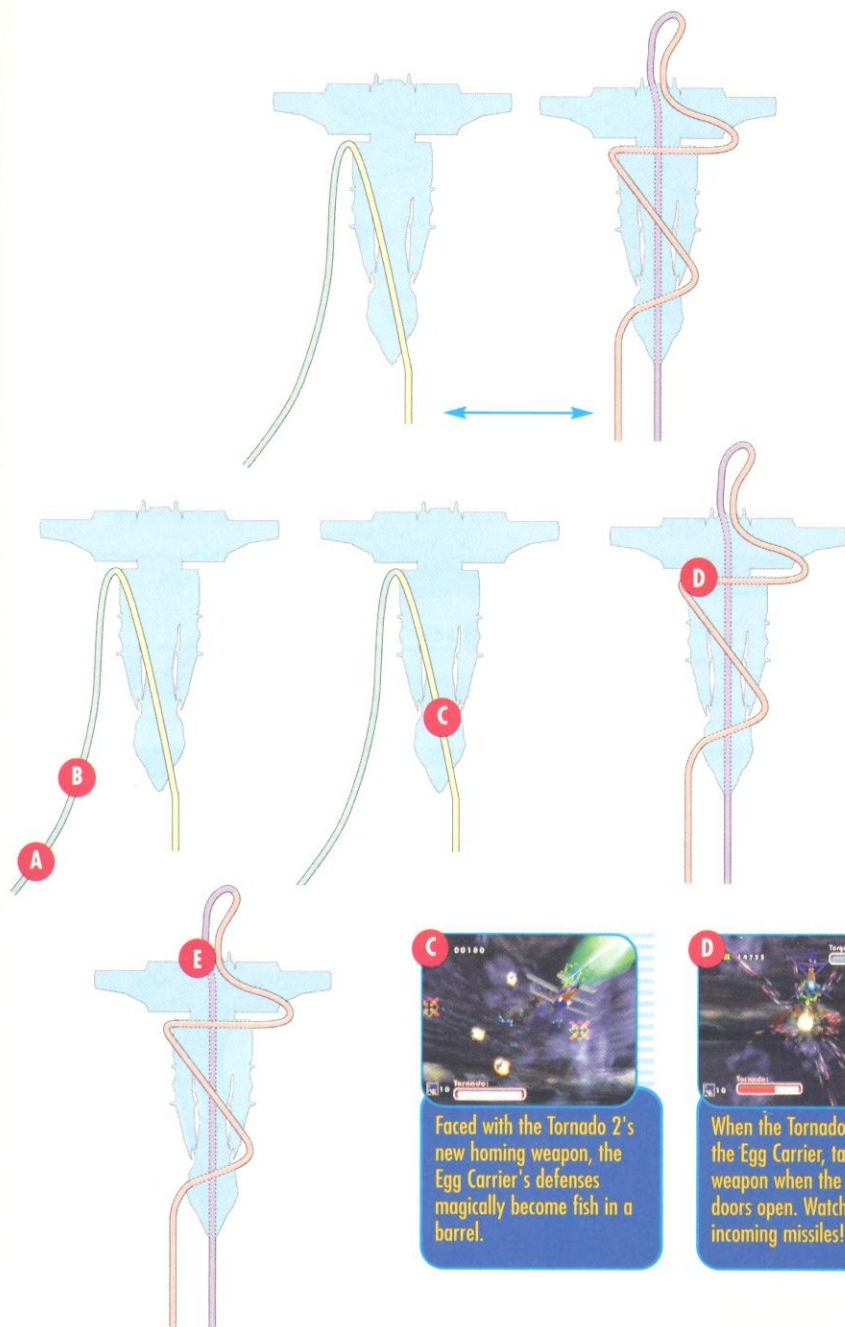


This Sky Chase ends when a monstrous blast from the Egg Carrier shears off the Tornado's wing. You can't do anything about it now, but you'll get payback in Act 2.



Sky Chase Act II

Sonic and Tails are back after the Egg Carrier in Sky Chase Act 2, and this time they don't stop until they board Robotnik's flying fortress.



Sky Chase Act 2 features more enemies in the sky and more threats from the Egg Carrier itself.



Use the Tornado 2's new target lock by holding down (A) and moving the crosshairs over enemies to target them. Release (A) to fire.



Faced with the Tornado 2's new homing weapon, the Egg Carrier's defenses magically become fish in a barrel.



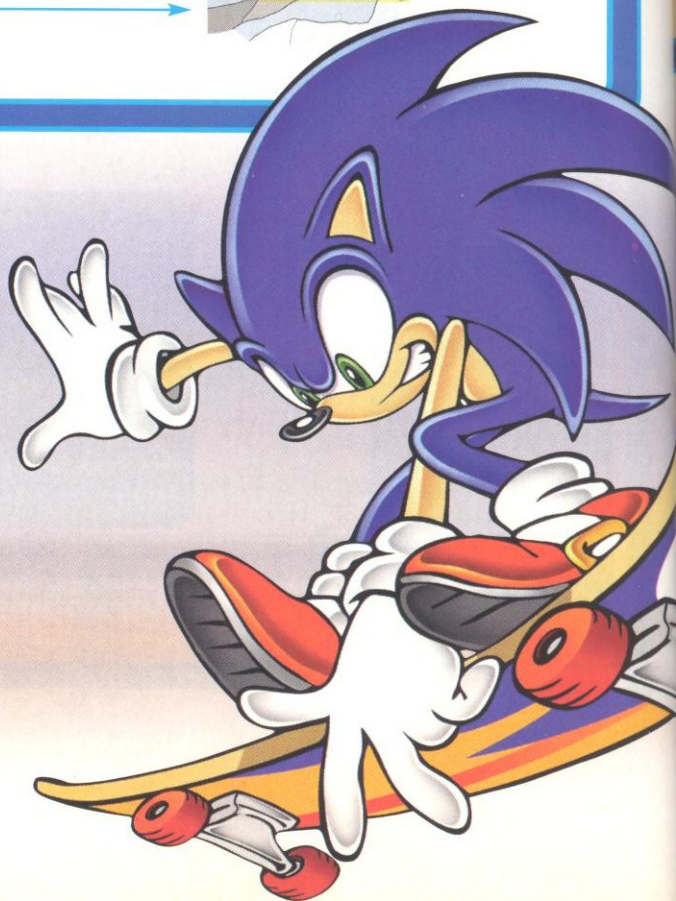
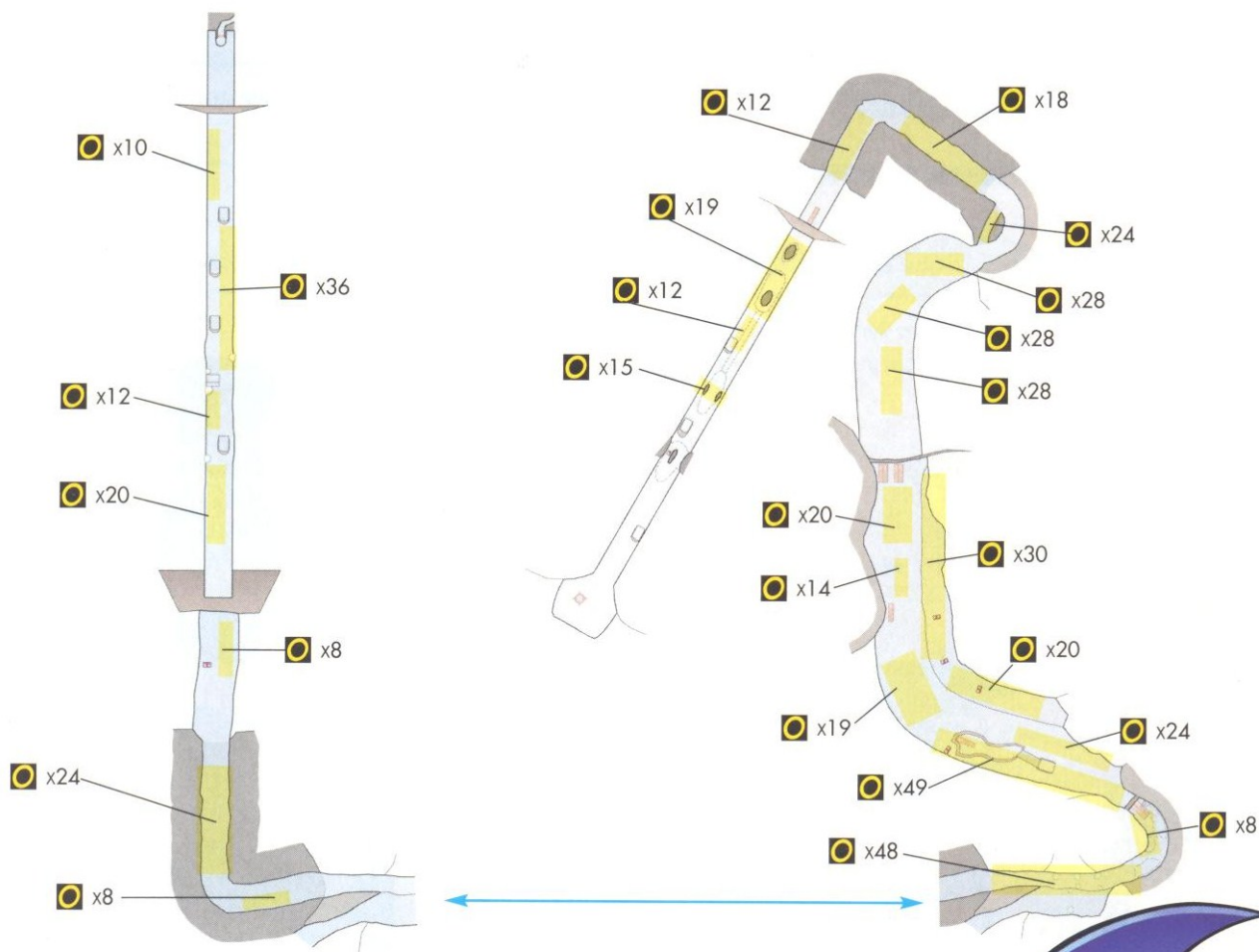
When the Tornado 2 clears the Egg Carrier, target the weapon when the huge doors open. Watch out for incoming missiles!



Watch out for the missiles and mines below the Egg Carrier.

Icecap Snowboarding

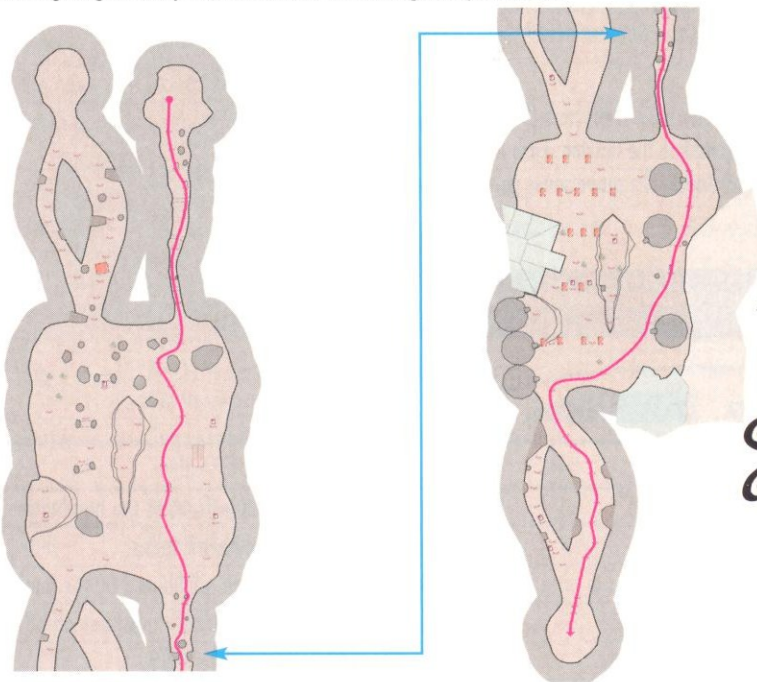
Both Sonic and Tails can experience the thrill of Icecap's snowboarding segment as a Sub Game.





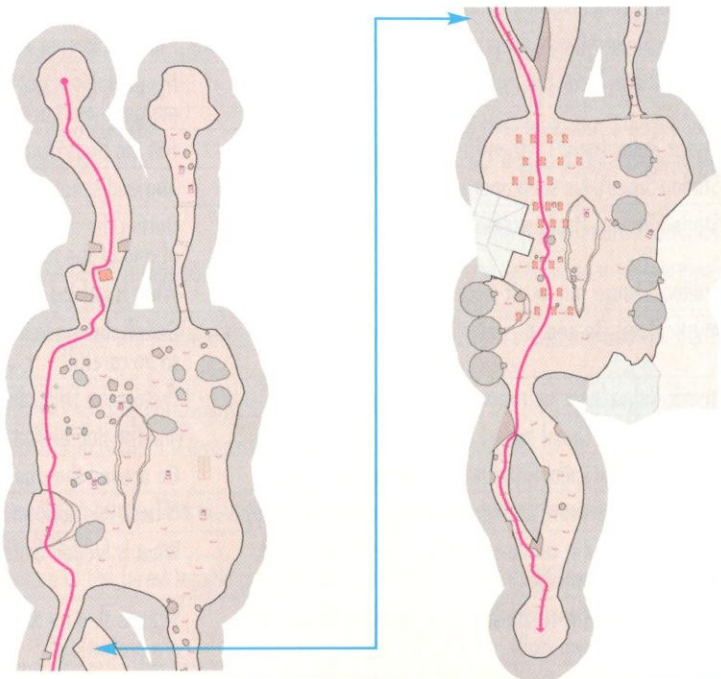
Sand Hill (Tails)

Tails can open this Sub Game by flying to the ledge above the big sandy obstruction in the Mystic Ruins forest. While racing through Sand Hill, you must pass through a gate every three seconds or the scoring multiplier resets.



Sand Hill (Sonic)

Sonic can enter the Sand Hill Sub Game through the same entrance Tails uses, but Sonic has to use the grassy slope outside the sandy cave in the Mystic Ruins forest to get airborne and reach the switch on the ledge. His course is different from Tails's, but you still must pass through a gate every three seconds or the scoring multiplier resets.



Mission Mode

After you complete each character's adventure (including Super Sonic's—see the next section of this guide), you can access Mission Mode from the Main Menu. Mission Mode is an all-new *Director's Cut™* feature that was not included in the original *Sonic Adventure* for the Dreamcast.

To complete Mission Mode, you must find 60 Mission Cards with the six main characters (Sonic, Tails, Knuckles, Amy, E-102, and Big), and follow the instructions on the card to complete the mission. Each mission is unique to a character—Sonic can't perform one of Knuckles's missions, for instance. The game saves your progress after you find each Mission Card and complete each mission.

Number of Missions Per Character

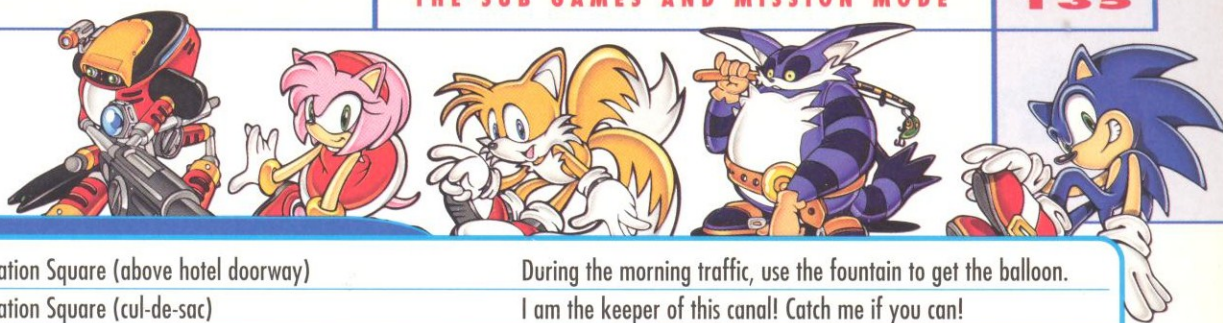
Character	Missions
Sonic	25
Tails	8
Knuckles	9
Amy	5
E-102	5
Big	8
TOTAL	60

Tip

Mission Cards are found only in Adventure Fields.

Mission Mode Missions

Mission #	Character	Card Location	Card Text
1	Sonic	Station Square (in front of train station)	Bring the man who is standing in front of the hamburger shop!
2	Sonic	Mystic Ruins (top of train depot steps)	Get the balloon in the skies of Mystic Ruins!
3	Sonic	Station Square (hotel pool area)	Collect 100 rings and go to Sonic's billboard by the pool!
4	Tails	Mystic Ruins (near the train)	Weeds are growing all over the place! I must get rid of them!
5	Knuckles	Station Square (near Casinopolis entrance)	I lost my balloon! It's way up there now!
6	Amy	Mystic Ruins (near train station)	He is going to drown! Help the man in the water!
7	E-102	Mystic Ruins (near the mine cart to the temple area)	Lonely Metal Sonic needs a friend... Look carefully.
8	Big	Station Square (near Twinkle Park elevator and train station)	The medallion fell under there! No illegal parking please!
9	Sonic	Station Square (behind Twinkle Park elevator)	Get the balloon floating behind the waterfall at the emerald sea.
10	Tails	Station Square (hotel lobby)	What is that sparkling in the water?
11	Sonic	Mystic Ruins (near waterfall by train station)	Destroy the windmill and proceed. Find the balloon in orbit!
12	Knuckles	Mystic Ruins (in the Egg Hornet arena)	Who is Chao a good friend with? And what is hidden underneath it?
13	Sonic	Station Square (Casinopolis entrance area)	I can't take a shower like this! Do something!
14	Big	Station Square (near Twinkle Park elevator and train station)	I am the keeper of this hotel! Catch me if you can!
15	Sonic	Mystic Ruins (near the train station fence)	My medallions got swept away by the tornado! Somebody help me get them back!
16	Tails	Mystic Ruins (near cave entrance to Chao garden)	Get the flags from the floating islands!
17	Sonic	Station Square (in shop near cul-de-sac)	Aim and shoot all the medallions with a Sonic Ball.
18	Amy	Station Square (train station)	During the night, at the amusement park, pace your jumps on top of one of the tables.
19	Amy	Station Square (on music store awning near train station)	What is behind that mirror?
20	Sonic	Mystic Ruins (in pool of water near Icecap entrance)	Get all the medallions within the time limit! It's really slippery, so be careful!
21	E-102	Mystic Ruins (near entrance to Final Egg)	Protect the Sonic doll from the Spinners surrounding it!
22	Big	Station Square (hotel lobby)	Find the flag hidden in the secret passage under the emerald ocean!
23	Sonic	Station Square (near Twinkle Park entrance)	Go around the wooden horse and collect 10 balloons!
24	Tails	Station Square (near Casinopolis entrance and Ice Key)	"I hate this dark and filthy place!" Can you find it?
25	Knuckles	Station Square (in cul-de-sac, near entrance to Speed Highway and Town Hall)	What is hidden under the lion's right hand?
26	Knuckles	Station Square (in cul-de-sac, near entrance to Speed Highway and Town Hall)	What is that on top of the ship's mast that the pirates are protecting?
27	Sonic	Station Square (in diner near cul-de-sac)	Collect 100 rings and head to the heliport!



28	Sonic	Station Square (above hotel doorway)	During the morning traffic, use the fountain to get the balloon.
29	Big	Station Square (cul-de-sac)	I am the keeper of this canal! Catch me if you can!
30	Sonic	Mystic Ruins (near forest temple)	A fugitive has escaped from the jail of burning hell! Find the fugitive!
31	Tails	Station Square (on top of train station clock)	Get the balloon as you float in the air along with the trash!
32	Knuckles	Mystic Ruins (near the bridge to Angel Island, by the entrance to Icecap/Red Mountain)	Can you get the balloon that is hidden under the bridge?
33	Sonic	Egg Carrier (pool area)	Shoot yourself out of the cannon and get the balloon!
34	Sonic	Egg Carrier (upper deck)	Can you get the balloon that is hidden on the ship's bridge?
35	Big	Mystic Ruins (near where Knuckles dug for the monkey switch)	I am the keeper of this icy lake! Catch me if you can!
36	Sonic	Egg Carrier (near entrance to Chao Garden/Hot Shelter/Prison)	Fighter aircraft are flying everywhere. Somebody get me out of here!
37	Tails	Mystic Ruins (near mine car to temple)	Fly over the jungle and get all the balloons!
38	Tails	Mystic Ruins	A message from an ancient people: In the direction where the burning arrow is pointing, you will see. . . .
39	E-102	Station Square (secret hotel lobby room)	Treasure hunt at the beach! Find all the medallions under a time limit!
40	Sonic	Mystic Ruins (Tails's workshop)	What is hidden in the area that the giant snake is staring at?
41	Sonic	Mystic Ruins (forest temple)	Look carefully just as you fall from the waterfall!
42	E-102	Egg Carrier (prison cell)	I can't get into the bathroom. How could I've let something like this happen to me?
43	Amy	Egg Carrier (prison cell)	Fortress of steel. High jump on 3 narrow paths. Be careful not to fall.
44	Big	Egg Carrier (to the right of the pool entrance)	I am the keeper of this ship! Catch me if you can!
45	Sonic	Mystic Ruins (near Sand Hill entrance)	Go to a place where the rings are laid in the shape of Sonic's face!
46	Sonic	Mystic Ruins (where Big finds Lure powerup)	A secret base that's full of mechanical traps. Pay attention, and you might see. . . .
47	Tails	Mystic Ruins (near Tails's house)	Get 10 balloons on the field under the time limit!
48	Knuckles	Station Square (atop lamp post in cul-de-sac)	Can you get the medallion that the giant Sonic is staring at?
49	Sonic	Station Square (sewer under cul-de-sac)	Scorch through the track and get all the flags!
50	Amy	Mystic Ruins (near Final Egg entrance)	Select a road that splits into 5 paths before time runs out!
51	E-102	Mystic Ruins (atop forest temple)	Gunman of the Windy Valley! Destroy all the Spinners under a time limit!
52	Big	Mystic Ruins (in Big's hut)	Get 3 flags in the jungle under the time limit!
53	Sonic	Mystic Ruins (near Icecap/Red Mountain entrance where Sonic gets Light-Speed Shoes)	Get the balloon with 3 super high jumps using the ski slope!
54	Knuckles	Mystic Ruins (near forest temple, where Knuckles gets his Fighting Gloves)	Slide downhill in a blizzard and get all the flags!
55	Sonic	Station Square (up Twinkle Park elevator and to the left)	Run down the building to get all the balloons!
56	Knuckles	Mystic Ruins (near train station, behind a tree near fallen rock)	Relentless eruptions occur in the flaming canyon. What could be hidden in the area she's staring at?
57	Sonic	Mystic Ruins (near entrance to Icecap/Red Mountain, behind a rock on Angel Island)	Peak of the volcanic mountain! Watch out for the lava!
58	Sonic	Mystic Ruins (at the bottom of the forest temple area ladder)	The big rock starts rolling after you! Try to get all the flags!
59	Knuckles	Egg Carrier (pool area)	Watch out for the barrels and find the hidden flag inside the container!
60	Big	Mystic Ruins (on the train tracks near the station)	Something is hidden inside the dinosaur's mouth. Can you find it?

The Final Showdown

Super Sonic vs. Perfect Chaos

After playing through all six characters' adventures, you think that Dr. Robotnik and Chaos are done for, right? Wrong. Chaos has had it with being Robotnik's flunky. It has the power of the seven Chaos Emeralds now, and nothing and no one is going to control it. It begins a rampage in Station Square that none of Sonic's friends are able to stop. That's where Super Sonic comes in.

If you complete each character's adventure and watch the end credits to save your progress, Super Sonic appears as a playable character on the character selection ring in Adventure Mode.

Super Sonic is the only character who can use the remaining pure energy in the Chaos Emeralds to fight and defeat Chaos, whom the Emeralds' dark side powers.

What to Do, Where to Go?

To be transformed into Super Sonic, Sonic has to do a bit of legwork. After Tails informs you of impending doom, head for the area of Mystic Ruins near the Red Mountain entrance and go through the cave that opens halfway through the game.



Cross the bridge and approach Robotnik and Knuckles to advance the story.



Go toward the Shrine of the Master Emerald during Sonic's vision.



After Pachacamac and his tribesmen storm the shrine, go up the steps to the Emerald.



When Sonic's visions end, he awakens near Red Mountain. Follow Tails to the Mystic Ruins jungle.



Sonic and Tails spy the downed Tornado near Big's hut. Chaos got there ahead of them.



Perfect Chaos smashes through Station Square and destroys Robotnik's second Egg Carrier.



When the debris settles, Tikal and friends advise Sonic to use the good force inside the Chaos Emeralds to become Super Sonic.



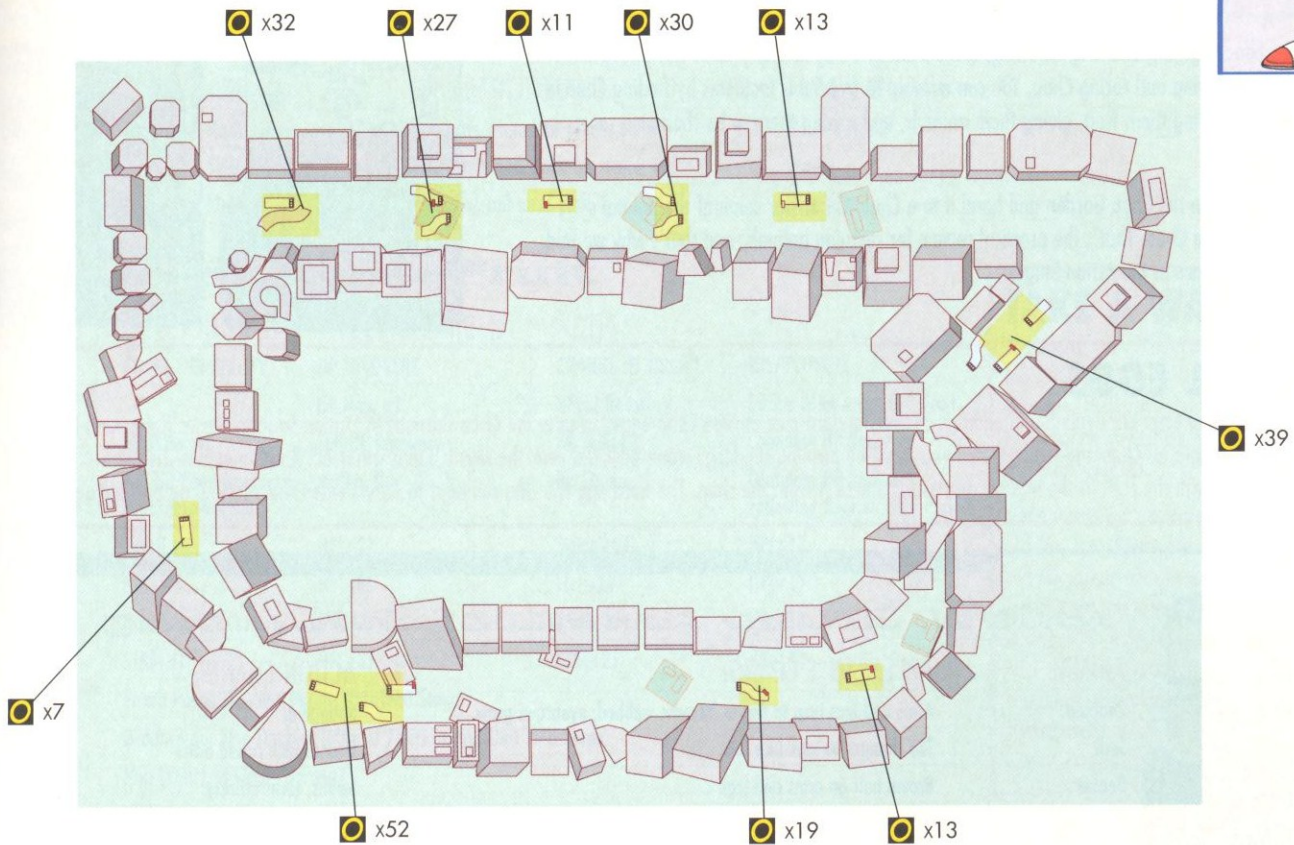
Fighting Perfect Chaos

The showdown with Perfect Chaos is a test of speed—the clock runs while you fight. Instead of seconds, however, your supply of rings ticks away. If it reaches zero, you lose a life. You can pick up additional rings as you fight, but you also have to hit Perfect Chaos six times to defeat it.

Dodge Perfect Chaos's horrific assault long enough to get up to ramming speed. Super Sonic glows with an awesome energy when he really starts to move. He can only attack Perfect Chaos successfully when he's in this powered-up state.

Unless you're in need of more time, don't go out of your way for rings. Pick up what you can get from the most convenient ramps. The longer it takes you to reach Perfect Chaos, the more withering its assault is.

After you hit Perfect Chaos with three successful attacks, the beast falls apart and reforms for round two. In the second round, it's an accomplishment to reach the big freak, much less hit it at damaging speed. Even if you run into it and don't inflict damage, the clock stops as Perfect repositions, giving you a chance to build up speed for another run.



The corners in the Station Square arena (with one exception) are right turns. Round them smoothly.



Don't go out of your way for rings. Angling too hard for a ramp causes you to lose speed and draw the monster's fire.



The beast's breath blast is easy to maneuver around without losing speed.



Tornadoes are tough to avoid, as they have homing properties. Weave between them to get past them and hit Perfect Chaos.



When you ram into Perfect Chaos at lightning speed, Super Sonic spirals up inside the monster and explodes out of its head.



Hit Perfect Chaos six times to beat it. Unless you pick up plenty of rings quickly, you have time for only one unsuccessful run.



When Perfect Chaos falls, order is restored.



Station Square's seen better days, but the danger is past.



Caring for Chao

Aside from Chaos fighting and ring collecting, there's another way to enjoy *Sonic Adventure DX: Director's Cut*™: raising and racing Chao. You can earn up to five Sonic Emblems by finding Chao in Chao Gardens, feeding them fruit, giving them animals, and raising them to be champion racers in Chao contests.

Pick up an animal in the Chao Garden and hand it to a Chao to transfer some of the animal's characteristics to the Chao. That's the practical reason for rescuing animals, and that's why we told you which animals are in the Action Stages.



Treat your Chao with affection. Gently caress the egg to hatch it.



Eventually a Chao cocoons, and emerges more fully developed.

SPECIAL EGGS

Three special Chao eggs are available in addition to the standard pair of blue Chao eggs found in the Chao Gardens in Station Square, Mystic Ruins, and Egg Carrier. The first special Chao egg is silver, and you get it by pushing the large stone pedestal near the Mystic Ruins waterfall. Another is in a shop in Station Square; swap it with the rock in the nearby courtyard to take it from the shop. The third egg is in the cell next to Amy's when she's locked up on the Egg Carrier.



Penguins, seals and beavers increase a Chao's swimming attributes.

Yellow Group Animals: Swimming

ANIMAL	APPEARANCE CHANGE	ACTION CHANGE
Penguin	Arms and legs turn to fins or become webbed, eyebrows grow	Snuggling
Seal	Tail changes to look like fins	Dances with raised arms
Beaver	Brown hair on arms and legs	Swims, turns quickly



The birds that make up the purple group increase a Chao's flying ability.

Purple Group Animals: Flying

ANIMAL	APPEARANCE CHANGE	ACTION CHANGE
Parrot	Wings and tail turn red, red plume on head	Sings
Partridge	Gets a spreading green tail and green plume on head	Becomes Conceited
Robin	Wings and tail turn blue	Dances in circles



The wallaby, rabbit, and deer make a Chao run faster.

Green Group Animals: Running

ANIMAL	APPEARANCE CHANGE	ACTION CHANGE
Rabbit	Grows rabbit legs and ears	Backflips
Deer	Grows hooves and horns	Bows
Kangaroo	Green hair grows, long tail	Shadow boxes



Elephants, lions, and gorillas boost a Chao's strength.

Red Group Animals: Strength

ANIMAL	APPEARANCE CHANGE	ACTION CHANGE
Gorilla	Grows long nails, turns purple, grows ears	Beats drum
Elephant	Arms and legs thicken, ears grow	Does Sumo action
Lion	Nails and ears grow, mane appears	Washes face like cat



Blue group animals (mole, koala, and skunk) can have a dramatic impact on any of a Chao's stats.

Blue Group Animals: One Skill Affected Randomly

ANIMAL	APPEARANCE CHANGE	ACTION CHANGE
Koala	Nails grow, white hair covers body	Blows trumpet
Skunk	Grows white and black fur, skunk tail	Draws
Mole	Nails grow, tail turns pink	Digs holes



Effects of Chao Fruit

FRUIT NAME	EFFECT IN VMU	EFFECT IN GARDEN	NOTES	
	CHANGE IN ABILITY	HP RECOVERY	CHANGE IN ABILITY	HP RECOVERY
Coconuts		HP Max +1	HP(1) Recovery	Effects After Approx. 3 Fruit
ChaoNut	All Skills +4	Full HP Recovery	All Skills+2	Complete HP Recovery
LifeNut	Full Hit Point Recovery & Position Recovery	Mating Up	No Change	Complete HP Recovery Following Reproductive Period
Lemon	Swim(+4)	HP(+2)	Swim(+2)	HP(+1)
Plum	Fly(+4)	HP(+2)	Fly(+2)	HP(+1)
Grape	Run(+4)	HP(+2)	Run(+2)	HP(+1)
Cherry	STR(+4)	HP(+2)	STR(+2)	HP(+1)
StarNut	Punch Power Doubles During That VMU Stage			
HastNut	Distance per Step Doubles (Max of 25m) During That VMU Stage			
LazyNut	Nap (VMU) or Sleep (Garden)			

TAKE A WALK, CHAO

Developing your Chao is a long process involving more than giving it animals. Taking your pet on Adventure Walks in the Game Boy Advance version is the fastest way to help it along, because the fruit is rich and plentiful.

The coconuts you get from the GameCube Chao Gardens are all right, but they only have about half the effect on your pet's stats as the fruit found in the Game Boy Advance version. Additionally, your Chao can meet with Game Boy Advance game characters on an Adventure Walk and receive a significant boost to one characteristic (unless they run into the non-organic Gamma, who gives them nothing).

Effects of Fruit Received From Characters

CHARACTER	RESULT
Sonic	Running (+10)
Tails	Flying (+10)
Knuckles	Strength (+10)
Amy Rose	Full HP Recovery
Gamma	No Change!
Big	Swimming (+10)

The Adventure Walk path you choose for your Chao is critical. Don't bite off more than a Chao can chew. Don't take your Chao for an Adventure Walk until it has been exposed to plenty of fruit and animals in the Chao Garden. Measure your Chao's relative skill by entering it in one of the Chao races.

To get all five Chao-related Sonic Emblems, you need a well-rounded Chao. Begin in races that play to your Chao's strongest characteristics, but eventually you must compete in a race where all aspects of a Chao's abilities come into play.



Pearl Course

Strength is the most important characteristic in the Pearl Course, because your Chao needs to get past some heavy pearls strewn near the finish line. If your Chao isn't buff enough, it takes a nap before the finish.



Amethyst Course

The emphasis in Amethyst is on running, but a wily Chao with good flying ability might opt for a crucial shortcut.



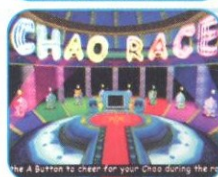
Sapphire Course

This long course tests every aspect of your Chao's abilities. Only the well-rounded need apply.



Ruby Course

The Ruby Course only tests swimming. The entire race takes place in a pool.



Emerald Course

This is the ultimate test of a Chao's abilities, combining the Amethyst and Sapphire courses into one long trek. Make sure your pet is well-rested and fed before trying it.

A GOOSE FOR THE CHAO

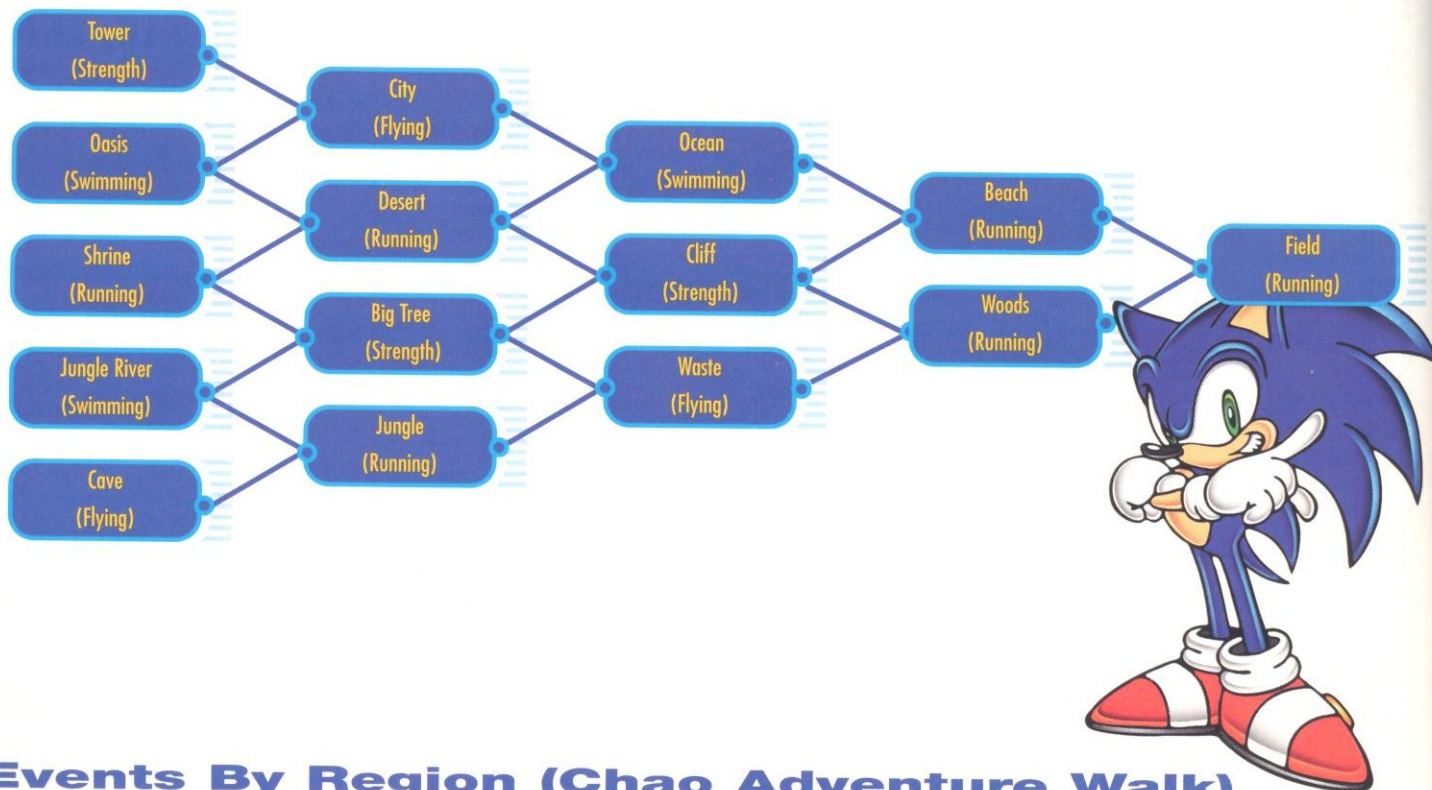
During the Chao race, you're given a chance to cheer your Chao onward when it's the current crowd favorite (represented by a small red arrow overhead). Encourage it to pour on the speed with a few quick taps of **(A)**.



Critical Adventure Walk Path

Now that you have a buff little racing Chao, transfer it to your Game Boy Advance and take it Adventuring. The parenthetical attribute under each area in the chart below is the skill most needed to complete that section. When it comes to Bullies, Bully A is the toughest, descending to the relatively tame Bully E.

Adventure Walk Route



Events By Region (Chao Adventure Walk)

STAGE NAME	500M	1000M	1500M	2,000M	2,500M	3,000M	3,500M
Field			Bully A	Bully A		Treasure Chest	
Beach	Bully B			Treasure Chest			
Woods	Treasure Chest			Bully B			
Ocean			Treasure Chest				Big
Cliff		Bully C	Treasure Chest				Tails
Waste	Bully B				Bully B	Sonic	
City		Bully C	Bully C		Treasure Chest	Treasure Chest	
Desert				Treasure Chest			
Big Tree					Bully B	Bully B	
Jungle			Treasure Chest	Bully D	Treasure Chest		
Tower	Bully C	Gamma		Bully D			Bully E
Oasis	Bully C				Bully E	Treasure Chest	Bully E
Shrine		Knuckles	Bully B		Bully C		Bully D
River	Bully A	Bully A	Bully A	Bully A	Bully A	Treasure Chest	Bully E
Cave		Amy Rose				Bully E	Bully E

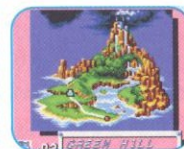


Unlocking Minigames

All 12 of Sega's *Sonic* franchise Game Gear minigames are hidden away in *Sonic Adventure DX: Director's Cut*™. Each time you complete 10 missions or collect Sonic Emblems, you unlock a new Game Gear minigame. After you unlock your first minigame (*Sonic The Hedgehog*), Mini Game Collection appears as a play mode on the Main Menu.

Sonic The Hedgehog

Overview



Originally Released: December 1991

Sonic The Hedgehog for the Game Gear was Sonic's first appearance on the Sega handheld console. Sonic races through six levels of three areas each in a quest to stop Dr. Robotnik and his army of robots from carrying out their nefarious plans. Although the gameplay and plot are almost identical to the Sega Genesis game of the same name, the Game Gear title was not a straight port of the Genesis game.

Tips

- Like other *Sonic* games, this one gives Sonic a bonus score at the end of the level depending on how many golden rings he picks up. The rings keep him from losing a life if an enemy hits him. Unlike many *Sonic* games, this one doesn't let Sonic pick up rings that are knocked loose by an enemy.
- If you complete Level 1 or 2 of Areas 1 through 4 with 50 or more rings in your possession, you get to play a bonus minigame.
- You earn an Extra Life for every 50,000 points you earn and for every 100 rings you collect.
- If you find the six Chaos Emeralds hidden in the game, you earn a 120,000-point bonus upon completion. See the table below for instructions on where to find them.
- When you hit the turnstile at the end of the area, stop to remain on the screen while the turnstile flies into the air and lands. You earn a bonus of up to 10,000 points for doing so.

Sonic The Hedgehog Controls

BUTTON	EFFECT
○ or + Control Pad	Move Sonic
↓	Duck
↓ while running	Roll attack
(A), (B), or (X)	Spin Jump attack
(START)	Pause
(Z)	Display menu during game

Chaos Emerald Locations

Level-Area	Emerald Location
1-2	Jump up and left from the continue point, then go left into a tunnel. Go left through the tunnel until you drop, then go right to find the Chaos Emerald.
2-1	The Chaos Emerald rests on a low ledge that's hard to reach. Stand on the nearby bridge and let it collapse under you, then leap off it to reach the ledge with the Emerald.
3-1	Drop off the ledge next to the waterfall with the rolling log to land on a platform above the river. Walk left off that platform to land on a barrel; walk left off the barrel to find the Chaos Emerald.
4-2	The Chaos Emerald is in the upper part of the screen just before the level's end.
5-2	Go left after going through the teleporter to find the Chaos Emerald.
6-2	From the level's start, jump left off the screen to land on a hidden platform. Climb the ladder next to the platform to get a 1-UP, then ride the platform at the bottom of the ladder and jump across a tricky series of platforms. Jump left off the vertically moving platform to find the Chaos Emerald.

Sonic Drift

Overview

Sonic and friends make their first foray into portable console kart racing. As Sonic, Tails, Amy, or Dr. Robotnik, you race along flat courses inspired by levels from the original *Sonic The Hedgehog*. This game was originally released only in Japan.

Tips

- There are three circuits of six courses each. The races become more difficult as the games progresses.
- Master your drift technique while rounding corners. On gradual turns, hold (A) while tapping (B). Hold both (A) and (B) while rounding moderate turns, and release (A) and tap or hold (B) while going around sharp turns.
- To activate your special power, collect two or more rings while racing and press ↑. Each character has a special power (see Special Abilities). Every time you hit an obstacle or are otherwise forced to stop, you lose one of your rings.
- If you hold down (A) and (B) at the same time for too long, you spin out.
- Use the Item Boxes along the course against your opponents. The blue boxes hold Invincibility Shields that keep you from harm. The orange plungers send you into the air (and over your opponents), and the red boxes give you a High-Speed Shoes boost of velocity.



Originally Released: March 1994

Sonic Drift Controls

BUTTON	EFFECT
⊙ or + Control Pad	Steer kart
↑	Use special power
(A)	Accelerate
(B) or X	Brake
(B) or X while rounding a corner	Drift
Z	Display menu

Special Abilities

Character	Ability
Sonic	Speed boost
Tails	Short burst of flight
Dr. Robotnik	Throws bombs
Amy	Leaves behind heart mines

Sonic Chaos

Overview

Sonic Chaos is another platform adventure in the style of previous *Sonic The Hedgehog* games, with an important twist: You can play as Sonic or Tails, each of whom has his own set of levels and objectives. This game was released in Japan as *Sonic and Tails*.

Tips

- Like *Sonic The Hedgehog*, the game is divided into six zones of three levels each. The third level is shorter than the other two, with a boss fight at the end.
- Sonic starts with three lives and no continues; he gets one continue for every 50,000 points he earns. Tails starts with five lives and three continues; he earns one continue for every 30,000 points he earns.
- If Sonic collects 100 rings, he gets a 1-UP and is transported to a bonus stage, where he has one minute to capture one of the five Chaos Emeralds. After you get the Emerald (or time expires), you continue the game at the start of the next level. If Sonic has already captured all five Chaos Emeralds from the bonus stages, he gets a 1-UP. Tails can't enter the bonus stages, and just gets a 1-UP for every 100 rings he collects.
- When given a choice between a high path and a low path, take the high path. It's usually easier!
- Novice players find Tails easier to control, but Sonic gets to enter those groovy bonus stages. So, play through with both!

Tip

Use the + Control Pad to enter the cheats.
⊙ is too easily pushed diagonally instead of up, down, left, or right.



Originally Released: November 1993

Sonic Chaos Controls

BUTTON	EFFECT
⊙ or + Control Pad	Move Sonic
↓	Duck
↓ while running	Roll attack
↓+(A, B, or X)	Rev up Spin Dash
Release ↓ after revving	Spin dash
(A, B, or X)	Spin jump attack
↑+(A, B, or X)	Fly (Tails only)
Z	Display menu during game

Old-School Cheats!

Enter these cheats at the title screen when "Press Start" appears.

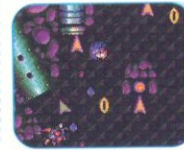
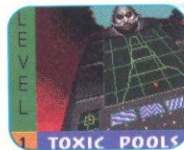
Sonic Chaos Cheats

Cheat	Buttons
Level Select	↑, ↑, ↑, ↑, →, ←, →, ←, (START)
Sound Test	↑, ↑, ↑, ↑, ←, →, ←, →, (A), (B) (or X), (START)



Sonic Spinball

Overview



Originally Released: November 1993

Sonic Spinball is one of the most challenging *Sonic* games ever released! It's similar in feel to the Casino levels that appear in many *Sonic* games. Sonic bounces around the game's four zones like a giant pinball to find the Chaos Emeralds, which open portals to boss fights.

Tips

- The first two zones have three Chaos Emeralds; the third and fourth zones have five.
- Between stages, you appear in Bonus Cages, where you can boost your score. Collect half the rings in a cage to open the next one. If you don't escape from the third cage before the timer expires, you lose all your goodies!
- It's difficult to control Sonic with \odot or the + Control Pad. The best you can hope for is to nudge him in a direction.
- Practice different ways of using the flippers. An extended flipper can hold Sonic in place, for instance. Sonic flies in different directions depending upon where he hits the flipper when you activate it.
- Pressing (A) activates every left flipper in the level; pressing (B) or \times activates every right flipper in the level.

Sonic Spinball Controls

BUTTON	EFFECT
\odot or + Control Pad	Steer Sonic
(A)	Left flipper
(B) or \times	Right flipper
(Z)	Bring up menu

Sonic Spinball Cheats

Play These Sounds in Sound Test... ...to Activate This Cheat

0, 2, 1, 5, 6, 6	Level Select
0, 4, 2, 5, 5, 7	Speed Up Background Music
0, 9, 0, 1, 6, 8	Turn Off Gravity
0, 2, 1, 1, 6, 6	Zoomed-In View

Sonic Labyrinth

Overview



Originally Released: March 1995

Oh, no! Dr. Robotnik has stolen Sonic's super-speed sneakers and encased his feet in lead boots! If Sonic wants to recover his speedy sneakers and shut down Robotnik, he must roll through four labyrinths (each of which has four zones), find the Chaos Emeralds at the end of the labyrinths, and defeat the Emeralds' guardian bosses.

Tips

- Make it to the end of each zone within the time limit. Defeat enemies to earn 5-second bonuses, but watch out! If you run into an enemy or obstacle, you lose 10 seconds!
- Use keys to open doors. Each key you find gives you a 30-second bonus. If an enemy or obstacle injures you, your keys scatter around the immediate area. You can pick them up, but you don't get the time bonus after the first time you pick them up.
- Your average speed (in km/h) determines your bonus at the end of the zone. Speeding through the zone means you get a huge time bonus at the end, but you might overlook helpful items in your haste.
- Master Spin Dashing. It's the only way to hit enemies or go up ramps. Use it as your primary means of getting around the levels, and get the hang of braking with (A), (B), or \times after Spin Dashing.
- Here's the Level Select cheat for the original Game Gear game: When the title screen says "Press Start Button," press $\uparrow, \uparrow, \rightarrow, \rightarrow, \rightarrow, \downarrow, \downarrow, \downarrow, \downarrow, \downarrow, \leftarrow, \leftarrow, \leftarrow, \leftarrow, \leftarrow, \leftarrow, \leftarrow, \leftarrow$ (that's $\uparrow \times 2, \rightarrow \times 3, \downarrow \times 6$, and $\leftarrow \times 9$). If you did it right, the sound test option on the Main Menu changes into the Level Select Menu.

Sonic Labyrinth Controls

BUTTON	EFFECT
\odot or + Control Pad	Move
press (A), (B), or \times	Spin Dash
hold and release (A), (B), or \times	Powered-up Spin Dash
(A), (B), or \times while Spin Dashing	Skid to a stop
(START)	Pause
(Z)	Bring up menu

Tip

You earn 1-UPs at 10,000 points and 30,000 points, and another 1-UP every 30,000 points thereafter.

Time Limits Per Stage

Stage	Time Limit
1-1 (Sky)	1:00
1-2 (Sky)	1:00
1-3 (Sky)	1:00
1-4 (Sky)	No limit
2-1 (Sea)	1:15
2-2 (Sea)	1:15
2-3 (Sea)	1:15
2-4 (Sea)	No limit
3-1 (Factory)	1:30
3-2 (Factory)	2:00
3-3 (Factory)	1:30
3-4 (Factory)	No limit
4-1 (Castle)	1:30
4-2 (Castle)	2:30
4-3 (Castle)	3:00
4-4 (Castle)	No limit

Sonic The Hedgehog 2

Overview

This sequel to *Sonic The Hedgehog* is full of the same high-velocity platform-jumping mayhem as the original. Dr. Robotnik has kidnapped Tails, and it's up to Sonic to rescue him by zipping through seven zones of three acts apiece.

Tips

- The turnstile at the end of each level shows one of four pictures after you run past it and spin it: Robotnik (gives you nothing), a ring (gives you 10 bonus rings if your ring total is divisible by 10), Sonic (gives you a 1-UP), or Tails (gives you a continue).
- Collect the five Chaos Emeralds hidden in Act 2 of Zones 1 through 5, to unlock the super-secret Zone 7 (see below for a list of Chaos Emerald locations).
- If an enemy hits you, all the rings fly out of Sonic's pockets. You can recover up to seven of them if you're quick.
- At the end of each zone's third act is a boss fight. There are never rings in Act 3 of any zone, so be careful when approaching boss fights.
- To rack up a bunch of Extra Lives, find an act where you can get a 1-UP and 100 rings. Collect both for two Extra Lives. Then sacrifice yourself and play through the level again for two more lives.

Chaos Emerald Locations

Zone-Act	Emerald Location
1-2	Jump to the right as the railcar rolls off the ledge. You land at the bottom of a staircase. Climb the stairs to find the Chaos Emerald to the right.
2-2	Use the hang glider at the start of the act to reach the Chaos Emerald at the top of the screen, halfway through the act. If you have trouble with the glider, run to the right and jump off the springy cloud to the Emerald's left.
3-2	Ride a large bubble up the wide shaft to the right of the crab and two lobsters. Jump in the tube to the right of the shaft's top, and hold ← while falling to enter a side shaft containing the Chaos Emerald.
4-2	Use the springpads to take the highest route through this act. When you come to two springs with four columns of rings above them, bounce onto the hill at left and run down the hill. You run off the ledge and land to the right of the two springs. Your momentum takes you to another pair of springs. Use them to reach the top of the tall platform to the right that holds the Chaos Emerald.
5-2	After the conveyor belts and spikes, jump up and to the left of the fake wall above you to enter a secret passage. Keep going left through another fake wall and use the two large wheels to climb to the passageway above you to the right. Nab the Chaos Emerald.



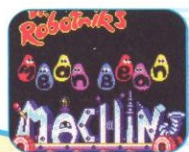
Originally Released: January 1992

Sonic The Hedgehog 2 Controls

BUTTON	EFFECT
○ or + Control Pad	Move Sonic
↓	Duck
↓ while running	Roll attack
(A), (B), or (X)	Spin Jump attack
(START)	Pause
(Z)	Display menu during game



Dr. Robotnik's Mean Bean Machine



Overview

Dr. Robotnik has hatched another plan to conquer the world: He's going to steam the jolly beans of Beanville with his Mean Bean Steaming Machine and turn them into robots that stamp out fun forever! Outwit Robotnik's 12 robot henchmen and the bad doctor to shut down the Mean Bean Machine.

Tips

- Your goal is to place your beans so that four or more of the same color are touching. This gets rid of the beans and gives you points. If your bean pile hits the screen's top, your game is over.
- When you get rid of some of your beans, gray beans fall on your opponent's side of the screen (and vice versa). To eliminate gray beans, you must get rid of the colored beans that touch them.
- You want to match up your beans quickly and flood your opponent's bean pile with gray beans, but you can score more points and drop more gray beans if you get rid of five or more of the same bean color.
- Don't wait for the beans to drop into place. When you have one lined up, hold \downarrow to drop it quickly.
- Your game isn't over until the area that the beans fall from is blocked. If you have to pile up beans, do it on the sides of the bean pile, not the center.

Dr. Robotnik's Mean Bean Machine Controls

BUTTON	EFFECT
\odot or + Control Pad	Move bean
START	Pause game
Z	Bring up the menu

Originally Released: November 1993

Level Select Passwords

Choose "Continue" rather than "New Game" after choosing your game mode and enter the following combinations of beans to skip to a level.

Mean Bean Machine Passwords

Level	Scenario Mode Password	Puzzle Mode Password
1	Choose "New Game"	Choose "New Game"
2	Yellow, Red, Green, Blue	Green, Yellow, Pink, Gray
3	Blue, Red, Gray, Orange	Gray, Orange, Gray, Orange
4	Orange, Pink, Gray, Yellow	Blue, Red, Green, Pink
5	Blue, Gray, Gray, Orange	Blue, Green, Gray, Pink
6	Red, Pink, Gray, Green	Pink, Green, Yellow, Pink
7	Yellow, Blue, Pink, Blue	Blue, Green, Red, Green
8	Gray, Blue, Red, Orange	Orange, Blue, Red, Orange
9	Pink, Blue, Red, Orange	Pink, Orange, Yellow, Green
10	Blue, Yellow, Red, Green	Yellow, Pink, Yellow, Orange
11	Orange, Pink, Yellow, Blue	Yellow, Gray, Gray, Pink
12	No password	Red, Pink, Yellow, Blue

Sonic The Hedgehog Triple Trouble

Overview



Originally Released: November 1994

The unthinkable has happened: Dr. Robotnik has collected all the Chaos Emeralds! As he warms up his Emerald-powered doomsday device, an assistant presses the wrong button and blows it up, sending the Chaos Emeralds flying to the ends of the island.

Sonic and Tails must recover them before Robotnik does, but they're up against three threats: the evil Dr. Robotnik, the misled Knuckles The Echidna, and the bounty hunter Nack The Weasel. As in *Sonic Chaos*, both Sonic and Tails are playable characters in the game's six three-act zones.

Tips

- Many of the usual powerups (Invincibility Shield, Extra Life, etc.) appear in *Triple Trouble*, but the game also has several new gadgets that Sonic and Tails can use. The table below has more information.

- To reach the bonus stages where you can grab the five Chaos Emeralds, find the Chaos Emerald powerups. The levels hold twelve of these powerups, and after you trigger one, you can't trigger it again! See the table below for the powerup locations. You must defeat Nack The Weasel in most of the Chaos Emerald bonus stages.
- The gadgets that you find are usually placed so you can reach a hidden area or valuable item. Look at the surrounding area before activating a gadget.
- The Air Roll is a move unique to *Triple Trouble*. Master it as soon as possible. It often means the difference between hitting an enemy or being hit yourself.
- Look at the blocks that make up floors and walls. If any seems different from the blocks surrounding it, it may be breakable.

Triple Trouble Gadgets

Gadget	Who Can Use It?	Effect
Jet Turbo	Sonic	A powerful rocket that quickly shoots you across the stage for a short time
Pogo Spring	Sonic, Tails	A spring that bounces you along and lets you reach areas to which you couldn't otherwise jump
Snowboard	Sonic	Lets you zip down snowy slopes (press A or B to hop)
Super Tails	Tails	Temporarily powers up Tails's flying ability
Swim Fin	Sonic	Flippers that function like an underwater Jet Turbo
Submersible	Tails	An underwater vehicle that makes Tails temporarily invulnerable and keeps him supplied with air

Sonic The Hedgehog Triple Trouble Controls

BUTTON	EFFECT
○ or + Control Pad	Move Sonic
↓	Duck
↓ while running	Roll attack
↓+ A , B , or X	Rev up Spin Dash
release ↓ after revving	Spin Dash
A , B , or X	Spin Jump attack
A , B , or X in the air	Air Roll attack
↑+ A , B , or X	Fly (Tails only)
Z	Display menu during game

Chaos Emerald Powerup Locations

Zone-Act Powerup Location

1-1	Take the high road through the act and bounce across the trees in the act's second half to reach a ledge with the Emerald powerup.
1-2	Stand on the ledge to the large pool of water's right, and Spin Dash to the right through the ledge to find the Emerald powerup.
2-1	The Emerald powerup is atop the last loop before the end of the act; use the spring to the loop's left to reach the top.
2-2	Run over the two small hills following a railcar and bridge, and use the spring to reach a high ledge on the screen's right side, where you find the Emerald powerup.
3-1	Near the act's start, drop to a moving platform above a brown pool. A tunnel to the left leads to the Emerald powerup.
3-2	If you're Tails, you can fly to this Emerald powerup. If you're Sonic, use the Pogo Spring near the act's end to jump across some narrow platforms to reach a crumbling ledge and a tunnel leading to the Emerald powerup.
4-1	Leap across a series of moving platforms, ending on a vertically moving platform with an enemy. Go right to find the Emerald powerup.
4-2	Ride a vertically moving platform up to a tunnel about halfway through the act. Spin Dash into the tunnel, avoiding the retracting spikes, to reach the Emerald powerup.
5-2	Near the level's end, you reach an air pocket with pipes above and to the left. Take the upper pipe, defeat the enemy inside, hop over the breakable floor to the air pocket to the left, and swim up to find the Emerald powerup surrounded by breakable blocks.
6-1	Near the act's end is a high ledge to the left of a pit. The Emerald powerup is on that ledge. Both characters can reach it, but Sonic has a harder time doing so.
6-2	At the four-way tube intersection, go left. Go right through a transporter, then left to three ring Item Boxes and the Emerald powerup.

Sonic Drift 2



Originally Released: November 1993

Overview

Sonic Drift 2 is a beefed-up version of the original *Sonic Drift*. It includes three new characters (Metal Sonic, Fang, and Knuckles) and slight changes to the course design, including banked corners.

Tips

- There are three circuits of six courses each. The races become more difficult as the game goes on. See the full course list below.
- Use (A) and (B) to take corners. Hold (A) while tapping (B) on gradual turns. While rounding intermediate turns, hold both (A) and (B). During sharp turns, release (A) and tap or hold (B).
- Don't hold down (A) and (B) at the same time for too long, or you spin out.
- To activate your special power, collect two or more rings while racing and press ↑. Each character has a special power. Every time you hit an obstacle or are forced to stop, you lose a ring.
- The items along the tracks are similar to those in *Sonic Drift*. The blue boxes hold Invincibility Shields that keep you from harm, the orange plungers send you into the air (and over your opponents), and the red boxes give you a High-Speed Shoes boost of velocity.

Sonic Drift 2 Controls

BUTTON	EFFECT
⊙ or + Control Pad	Steer kart
↑	Use special power
(A)	Accelerate
(B) or ↶	Brake
(B) or ↶ while rounding a corner	Drift
(Z)	Display menu

Sonic Drift 2 Course List

Course #	Green (Easy)	Yellow (Normal)	Red (Hard)
1	Emerald Hill 1	Desert Road 2	Dark Valley 2
2	Hill Top 1	Rainy Savanna	Quake Cave
3	Dark Valley 1	Ice Cap	Balloon Panic
4	Casino Night	Hill Top 2	Emerald Ocean
5	Desert Road 1	Mystic Ruins	Milky Way
6	Iron Ruin	Emerald Hill 2	Death Egg

Tails Skypatrol

Overview



Originally Released: April 1995

While on a vacation without Sonic, Tails winds up on an island in time to see an evil witch named Witchcart, who claims the island for her own and threatens to turn any dissenters into crystal. Tails must fly through five levels and defeat Witchcart before the island's inhabitants are transformed into fine stemware!

Tips

- The game constantly scrolls horizontally, so you have to keep moving forward (although you can slow down with ←). You can swing on poles that reverse your direction, but you can never stop.
- If Tails is hit by an enemy or projectile, press (A) or (B) to recover. If he slams into a wall, he falls off the screen's bottom and loses a life.
- Tails only has a certain amount of energy in his flight meter. Make it to the end of each stage before it expires, or he falls and loses a life. Use → to speed up and get to the end more quickly. Refill the meter by finding candy powerups (see below for a full power-up list).
- If Tails touches any solid surface, be it the ground or a wall, he loses a life. Steer carefully through narrow passageways!
- Tails can use environmental objects, such as balloons and rail carts, to get past certain obstacles. Know them and use them (see below for a list).

Tails' Skypatrol Controls

BUTTON	EFFECT
↑/↓	Move up/down
←	Slow down
→	Speed up
(A), (B), or ↶	Throw Boomerang
(A), (B), or ↶ (when falling)	Recover flight ability
(START)	Pause game
(Z)	Bring up menu

Tip

In the original Game Gear version of *Tails' Skypatrol*, you could hold ↑ and press (B), then press (START) at the title screen to bring up a Secret Options Menu. The menu included background music and sound effects tests, as well as a Level Select.

Tails' Skypatrol Powerups

Powerup Effect

Crystals	Collect for bonus points.
Candy	Refills flight energy meter. More candy means more energy.
1-UP	Extra Life.
Star	Temporary invincibility.

Tails' Skypatrol Objects

Object Effect

Balloon	Float up
Weight	Fall down
Rail Cart	Leads you along the rail tracks

Sonic Blast

Overview

For the first time in any Game Gear game, Sonic and Knuckles must work together to destroy Dr. Robotnik's Silver Castle. Although its name seems to imply that this was the Game Gear version of *Sonic 3D Blast* for the Sega Genesis or Saturn, it was actually closer to *Sonic & Knuckles* for the Genesis. This was one of the last Game Gear games released.

Tips

- Each character has a special attack, activated by pressing (A) or (B) a second time after jumping. Sonic performs a vertical Boost Jump that lets him reach high ledges. Knuckles performs a horizontal glide. If he glides into a wall, he can climb it.
- In this game you lose only ten rings if you are hit by an enemy while carrying rings, and you can pick up as many as five of them if you're quick.
- The game has five zones of three acts each, and in Acts 1 and 2 of each zone is a giant ring that takes you to a special stage. If you collect 50 rings in the special stage, you get a 1-UP (if you entered in Act 1) or a Chaos Emerald (if you entered in Act 2). You only get one shot at each act's bonus stage.
- After you return from a bonus stage, all the golden rings and powerups in the act respawn. You reappear at the beginning of the act with all the rings you collected before entering the bonus stage. You can collect 100 rings and earn a 1-UP after each bonus stage.
- Watch for wall-mounted buttons. Press them to cause some sort of barrier to disappear, giving you access to hidden areas.

Bonus Stage Ring Locations

Zone-Act Location

1-1	The giant ring is in a tunnel in the pond's lower right corner near the act's end.
1-2	Take the high road when the path splits after the continue point, and head right past a cylinder of spikes to find the giant ring.
2-1	Duck into either of the two pipes near the level's end to reach an underground room. The giant ring is on a ledge above the two pipes. Use your special attack to reach it.
2-2	At the wall of sinkholes near the level's end, enter the bottom right one to be launched through several of them. When you can move again, go left to bounce around some more. After this, jump up and right to enter a sinkhole that takes you to the ring.
3-1	The giant ring appears above the disappearing platforms over the lava lake. Get up to the upper-right platform, then jump to the right to find the ring.
3-2	Stand at the valley's left side just past the continue point, and prepare for a tough jump. Spin Dash right, then jump right and bounce off a fireball enemy to reach the ledge holding the ring.
4-1	You see the giant ring in the level's second half, but the current keeps you from getting it. Go left, climb the ledges, and trigger the continue point at the top. Jump across the dry ledges to the left to find a switch that drains the level of water. Go back down and right to reach the ring.
4-2	Take the top path, jump over a gap in the floor, and go right through some fake walls. Hop on a spring to enter an overhead pipe, where you find a button. Press it to lower the barrier around the ring, then backtrack to find the ring, which you should have seen earlier in the act.
5-1	When you reach an area with two teleporters, jump to the top one. When you reappear, jump on each of the six platforms to activate another teleporter that takes you to the ring.
5-2	Jump down the hole after the two ramps with the spikes between them and hold → as you fall to land on a crumbling ledge. Move right into a teleporter. Use the enemies in the rooms beyond as stepping-stones to get past the spikes, then find the ring.



Originally Released: November 1996

Sonic Blast Controls

BUTTON	EFFECT
○ or + Control Pad	Move Sonic
↓	Duck
↓ while running	Roll Attack
↓ + (A), (B), or (X)	Rev up Spin Dash
release ↓ after revving	Spin Dash
(A), (B), or (X)	Spin Jump attack
(A), (B), or (X) in the air	Special attack
(START)	Pause game
(Z)	Display menu during game

Tails Adventure

Overview

Tails Adventure was a puzzle-based platform adventure with some RPG elements thrown in—a far cry from the blistering pace of most *Sonic* games. Tails is relaxing in his hometown on Koko Island when the Great Badoru Kukku XV invades, seeking to collect the Chaos Emeralds on the island so as to hatch a villainous scheme.

Tips

- Tails can find and collect 26 items, but can only carry 4 of them at a time into a level. When you find an item, store it at Tails's house, and return there to pick up new items and drop off old ones.
- During the game, Tails acquires the Sea Fox, a submarine that lets him explore underwater areas. You can pick up several powerups for the Sea Fox.
- Save your game progress with passwords. Find a table of all the original Game Gear passwords under *Tails Adventures Passwords*.
- In this game, unlike most *Sonic* games, you need to do a lot of back-and-forth adventuring. When you find a new item, revisit previous levels to see if you can reach any new areas with it.
- Pick up Chaos Emeralds to increase your ring points (hit points) and flight energy. Pick up rings to refill your ring points; flight energy naturally refills when you land and rest.

Tails Adventure Items

Item	Effect	Where Found
Bomb	Blows up enemies and small stone barriers	You start with it
Chaos Emeralds	Six non-equipped colored gems that increase maximum ring points (health) and flight energy	Poloy Forest (Red); Volcanic Volcanic Tunnel (Green); Poloy Mountain 1 (Purple); Green Island (White); Caron Forest (Blue); Coco Island (Yellow)
Combo Bomb	A larger blast radius than the normal Bomb	Caron Forest
Fang	Increases odds of enemies dropping rings	Poloy Mountain 2
Hammer	Smashes enemies and small barriers	Volcanic Tunnel
Helmet	Duck while using it to defend against enemy fire	Poloy Mountain 1
Item Radar	Tells you if there are any undiscovered items in the level	Poloy Mountain 2
Knuckles	Lets you punch enemies like Knuckles does	Poloy Mountain 1
Large Bomb	Destroys all enemies on screen and shatters large barriers, but has a delayed fuse	Poloy Mountain 2
Mecha Tail	An alternate playable character who can fit into small areas that Tails can't	Poloy Forest
Napalm Bomb	Destroy enemies, green blocks, and grass with a wall of flame	Cavern Island
Night Vision Goggles	Lets Tails see in the dark.	Green Island
Radio	Controls background music	Poloy Forest
Remote Bomb	Blows up when it hits an enemy or when you activate it with A	Volcanic Tunnel
Sonic	Gives Tails Sonic's Spin Dash, which can shatter barriers	Caron Forest
Speed Boots	Make Tails run and fly faster	Poloy Forest
Super Gloves	Lets you lift heavy items	Poloy Mountain 1
Teleporter	Returns Tails to his house	Coco Island
Wrench	Reverses the direction of conveyor belts	Battle Fortress



Originally Released: September 1995

Tails Adventure Controls

BUTTON	EFFECT
○ or + Control Pad	Move
A , B , or X	Use item/ability
START	Pause game
Z	Bring up menu during game

Sea Fox Powerups

Powerup	Effect	Where Found
Air-to-Air Missile	Fires vertically at overhead enemies and obstacles	Cavern Island
Extra Armor	Invincibility	Volcanic Tunnel
Extra Speed	Increases Sea Fox's max speed	Green Island
Mine	Drop to destroy enemies and obstacles below Sea Fox	Cavern Island
Proton Torpedo	Powerful weapon	Caron Forest
Rocket Booster	Lets Sea Fox fly	Poloy Mountain 1
Spark	Destroy all enemies and mines on the screen	Poloy Forest
Vulcan Gun	Sea Fox's default weapon	You start with it

Tails Adventure Passwords

Password	Effect
A767-AA3A-58A6-ED16	All Chaos Emeralds
ADE7-AA2A-51A6-6D12	All levels open and all items collected
D2D1-D4D4-AE11-D6E1	Skip to Level 2
E721-DC70-BC90-D64F	Skip to Level 4
AF25-6828-5DB4-7C00	Unlock all levels except Battle Fortress

Tip

Use the **Helmet** and press **↑**, **↑**, **←**, **←**, **←**, **B**, and **A** to become invincible!

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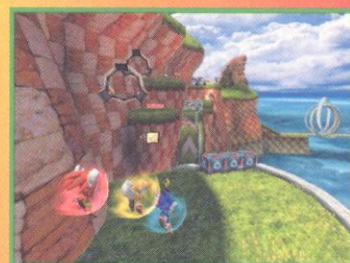
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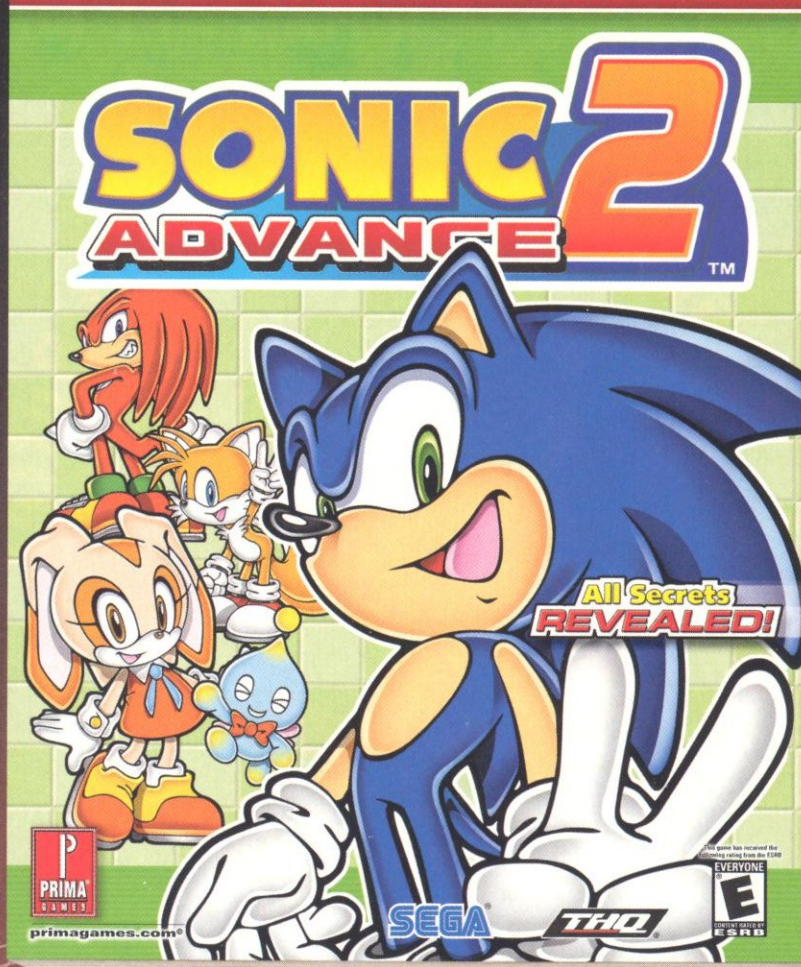


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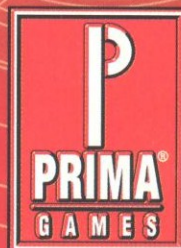


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