

2 GUIDES IN 1!

VERSUS BOOKS™

FREE POSTER!



Based on a game  
rated "E" by the ESRB

SEGA®

# SONIC™ ADVENTURE 2 BATTLE



## Official PERFECT GUIDE

\$14.99 USA / \$19.99 CANADA

D / I



01

Pro Strategies for Every Mission!  
Every Secret Revealed!

FLIP FOR  
**SONIC**  
ADVANCE™



# VERSUS BOOKS

## VOLUME 37

WRITTEN BY  
STEVEN THOMASON

DESIGN/LAYOUT  
CASEY LOE

COVER AND POSTER DESIGN  
TIM DAVIS

### CEO

MATTHEW TAYLOR

### PRESIDENT

LEN CICIRETTO

VP OF EDITORIAL AND  
ASSOCIATE PUBLISHER

HOWARD GROSSMAN

### MANAGING EDITOR

PATRICK CUNNINGHAM

PRODUCTION DIRECTOR

PETER DISCOE

### VP OF SALES

SKIP MCFERRAN

### CONTROLLER

JANICE RAAB

### WEBMASTER

RENEE MALCOLM

ASSISTANT CONTROLLER

PATRICIA LEIGH

SALES ASSISTANT

KAY SMITH

ACCOUNTING ASSISTANT

TONYA ROOPE

ADMINISTRATIVE ASSISTANT

JACQUE DAVIDSON

ADMINISTRATIVE ASSISTANT

TERRY ADAMS

CORPORATE ADVISOR

PATRICK J. FERRELL

ISBN: 0-9706468-6-0

PRINTED IN USA

TELL US WHAT YOU THOUGHT OF THIS BOOK!

E-MAIL: [SONIC@VERSUSBOOKS.COM](mailto:SONIC@VERSUSBOOKS.COM)

WEB: [WWW.VERSUSBOOKS.COM](http://WWW.VERSUSBOOKS.COM)

SNAIL MAIL: SONIC C/O VERSUS BOOKS  
PMB #404

2532 SANTA CLARA AVE.  
ALAMEDA, CA. 94501-4634

SEGA is registered in the U.S. Patent and Trademarks Office. Sega, Sonic The Hedgehog and Sonic Adventure 2 Battle are either registered trademarks or trademarks of Sega Corporation © 2000, 2001 SEGA/SONIC TEAM All rights reserved. [www.sega.com](http://www.sega.com). Nintendo GameCube™; TM, © and the Nintendo GameCube logo are trademarks of Nintendo. Entire contents © 2002 by Empire 21 Publishing, Inc. All rights reserved, including the right of reproduction in whole or in part in any form. VERSUS™ and VERSUS BOOKS™ are trademarks of Empire 21 Publishing, Inc.

Empire 21 Publishing has made every effort to determine that the information contained in this book is accurate. However, the publisher makes no warranty, either expressed or implied, as to the accuracy, effectiveness, or completeness of the material in this book.









# TABLE OF CONTENTS

## GAME BASICS

Modes of Play .....	03	Enemies List .....	12
Characters and Items .....	04	How to Use This Guide .....	15
Common Objects .....	11		

## WALKTHROUGH

### HERO STORY

### PAGE

1.City Escape	16
2.Wild Canyon	19
3.Prison Lane	21
4.Metal Harbor	23
5.Green Forest	26
6.Pumpkin Hill	29
7.Mission Street	31
8.Aquatic Mine	34
9.Route 101	37
10.Hidden Base	39
11.Pyramid Cave	41
12.Death Chamber	44
13.Eternal Engine	48
14.Meteor Herd	51
15.Crazy Gadget	55
16.Final Rush	59

### DARK STORY

### PAGE

1.Iron Gate	62
2.Dry Lagoon	65
3.Sand Ocean	67
4.Radical Highway	69
5.Egg Quarters	73
6.Lost Colony	75
7.Weapons Bed	78
8.Security Hall	81
9.White Jungle	84
10.Route 280	87
11.Sky Rail	88
12.Mad Space	91
13.Cosmic Wall	94
14.Final Chase	97

LAST STORY  
Cannon's Core 101

## SECRETS

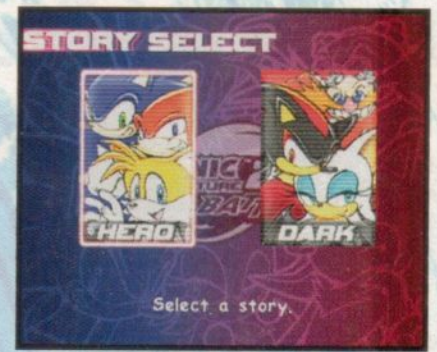
Emblems, Costumes, & More....	106
Secrets of Chao Raising .....	108



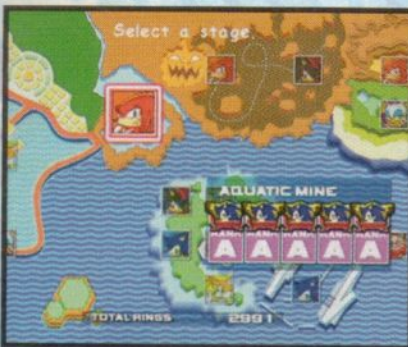
# MODES OF PLAY

## STORY MODE

Upon starting a new game, Story mode is the only single-player mode available. This is where the main adventure takes place, and you can start with either the Hero story or the Dark story. The Hero story has you playing as Sonic, Tails, and Knuckles, and cutscenes between stages tell the story from their point of view. The Dark story introduces newcomers Shadow and Rouge, who join forces with the nefarious Dr. Eggman. The cutscenes here focus on Eggman's latest plot to take over the world. To see the tale in its entirety, you must play through both stories.



## STAGE SELECT



After you've completed a stage in Story mode, it becomes available in the Stage Select. Choose this option from the one-player menu, and you'll be taken to a game map with character icons that represent each stage. When you highlight an icon, a window with five slots appears for that stage. Each slot represents a separate mission. The first mission in every stage makes up the Story mode, and simply requires you to clear the stage. The second mission

requires you to collect 100 rings, the third requires you to find a lost Chao, the fourth requires you to clear the stage within a given time limit, and the fifth requires you to clear a more difficult version of the stage. Note that successful completion of each mission rewards you with an emblem, and allows access to the next mission. You can revisit opened missions as often as you like to try to earn a better rank.



At the end of every mission, you're given a rank of A, B, C, D, or

E. For the second and third missions of every stage, your rank is based solely on time. For the first, fourth, and fifth missions, however, your rank is based on your point total. You can earn points by defeating enemies, collecting rings, receiving time bonuses for completing the mission quickly, receiving technique bonuses, and various other factors.

## KART RACE

The single-player Kart Race mini-game becomes available once you complete either Tails' Route 101 in the Hero story or Rouge's Route 280 in the Dark story.



## BOSS ATTACK

Completing the Hero or Dark story opens a corresponding Boss Attack mode. Here, the goal is to defeat every boss from that story, in order, without dying.



## TWO-PLAYER BATTLE

SA 2 Battle features a variety of two-player battle modes. These mimic the play styles from the single-player game, and use slightly modified versions of the same stages. You can also challenge a friend to a Kart Race, Chao race, or Chao karate match.



## COLLECTING EMBLEMS

Emblems are awarded for accomplishing various tasks in the game, ranging from completing a mission to winning a Chao race. Collecting these emblems is the key to opening the game's various secrets. See page 108 for a list of all 180 emblems.





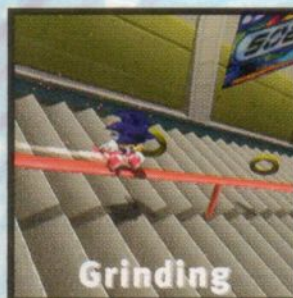
# Sonic & Shadow



The stages for Sonic and his new nemesis, Shadow, involve all-out action requiring speed, quick reflexes, and mastery of the following moves if you hope to reach the goal.

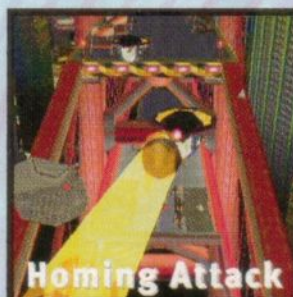
## Grinding

The newest addition to Sonic's and Shadow's repertoire, the grind can be achieved simply by jumping on a rail. Push the Control Stick left and right to balance yourself while grinding, and hold down the B Button to crouch and accelerate. To jump off, press the A Button. Note that you can also jump from rail to rail.



## Homing Attack

Press the A Button to jump, and while in mid-air, press the A Button again to slam into a nearby enemy. You can aim the strike to an extent via the Control Stick. This is Sonic and Shadow's most effective means of attack. Multiple homing attacks can be linked to dispose of numerous enemies or to reach difficult areas.



## Somersault

To perform a somersault, tap the B Button while either standing or running. This versatile move can be used to break crates, squeeze through very low gaps, and even destroy enemies.



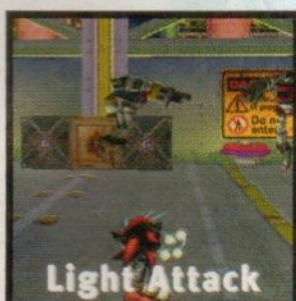
## Spin Dash

First introduced in *Sonic The Hedgehog 2*, the spin dash allows Sonic and Shadow to build momentum and roll at incredible velocities. To charge it, hold down the B Button while standing still, then release the button to take off in a blur of speed. Use this move with caution though, as it can make controlling your character more difficult.



## Light Dash (Light Shoes/Air Shoes Required)

After obtaining the requisite shoes, Sonic and Shadow can run across any path of rings, even if it's floating in mid-air. To do so, approach one of the rings and press the B Button.



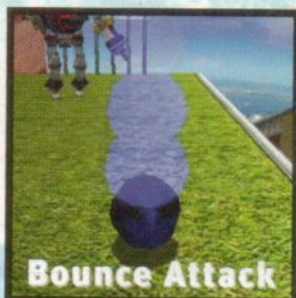
## Light Attack (Ancient Light Required)

Keep holding down the B Button as if you were charging a spin dash, and eventually Sonic or Shadow will stand back up and start glowing. Release the B Button to destroy every enemy within range.





## MOVES & ITEMS (CONTINUED)



**Bounce Attack**

### **Bounce Attack** (Sonic Only, Bounce Bracelet Required)

Press the B Button while in mid-jump, and Sonic will quickly bounce off the ground. Press the B Button again to bounce higher. This useful move can be used to destroy enemies and reach high areas.

### **Magic Hand** (Sonic Only, Magic Gloves Required)

When near an enemy, press the Y Button until "Magic Hand" appears in the upper right-hand corner of the screen. Then press the B Button to capture the enemy in a ball. Press the B Button again to throw the enemy.



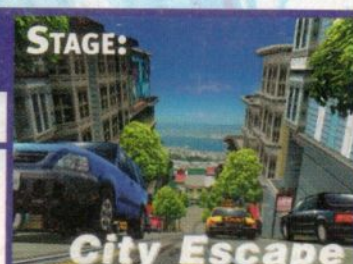
**Magic Hand**

## SONIC'S LEVEL-UP ITEMS



### **Magic Gloves**

LEVEL-UP ABILITY:	REQUIREMENTS:
Enables Magic Hand	Bounce Bracelet Flame Ring



STAGE:

**City Escape**



### **Light Shoes**

LEVEL-UP ABILITY:	REQUIREMENTS:
Enables light dash	None



STAGE:

**Metal Harbor**



### **Ancient Light**

LEVEL-UP ABILITY:	REQUIREMENTS:
Enables light attack	None



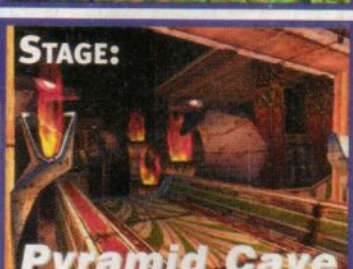
STAGE:

**Green Forest**



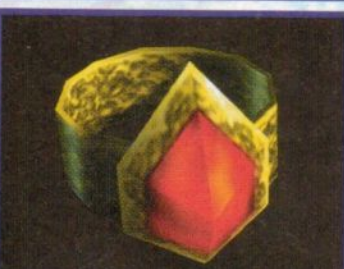
### **Bounce Bracelet**

LEVEL-UP ABILITY:	REQUIREMENTS:
Enables bounce attack	None



STAGE:

**Pyramid Cave**



### **Flame Ring**

LEVEL-UP ABILITY:	REQUIREMENTS:
Increases somersault attack power, breaks iron containers	None



STAGE:

**Crazy Gadget**



### **Mystic Melody**

LEVEL-UP ABILITY:	REQUIREMENTS:
Plays mysterious melodies to activate ancient shrines	None



STAGE:

**Final Rush**



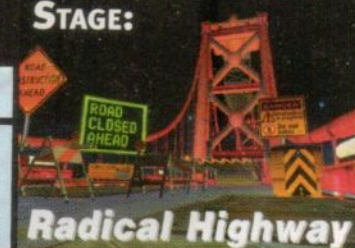
## SHADOW'S LEVEL-UP ITEMS



### Flame Ring

LEVEL-UP ABILITY:	REQUIREMENTS:
Increases somersault attack power, breaks iron containers	Air Shoes

STAGE:



Radical Highway



### Air Shoes

LEVEL-UP ABILITY:	REQUIREMENTS:
Enables light dash	None

STAGE:



White Jungle



### Ancient Light

LEVEL-UP ABILITY:	REQUIREMENTS:
Enables light attack	None

STAGE:



Sky Rail



### Mystic Melody

LEVEL-UP ABILITY:	REQUIREMENTS:
Plays mysterious melodies to activate ancient shrines	None

STAGE:



Final Chase

## MOVES & ITEMS

# Tails & Dr. Eggman



Tails and Dr. Eggman (aka Robotnik) both plod around in armored walkers, but instead of relying on speed, they utilize the impressive firepower at their disposal.

### Volkan Cannon

Press the B Button to fire a shot from the Volkan Cannon. This is used to destroy wooden crates and other items. It can also be used to attack enemies, but the lock-on laser is typically more useful in that regard.

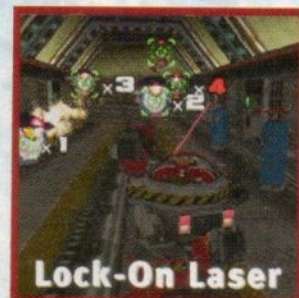


Volkan Cannon

### Lock-On Laser

Hold down the B Button to activate the laser, then use the Control Stick to lock onto multiple enemies or items.

Once locked-on, release the button to unleash a barrage of missiles that will seek out their targets. This is by far Tails' and Eggman's most useful attack.



Lock-On Laser



## MOVES & ITEMS (CONTINUED)

### Propeller Punch/Punch



Punch

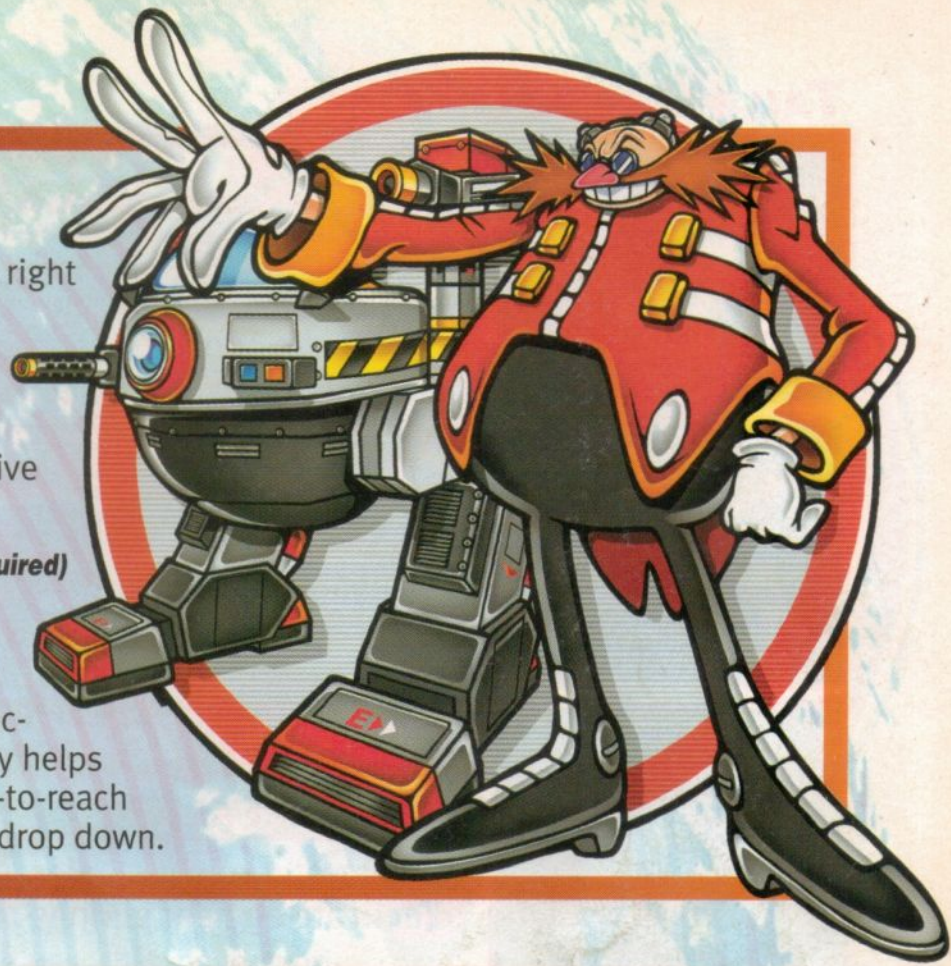
This attack is effective only at close range. When an enemy is right in front of you, press the B Button to hit it with Tails' propeller or Dr. Eggman's boxing glove. Of minimal use in Story mode, this attack is most effective in the two-player battle.



Hover

### Hover (Booster/Jet Engine Required)

During a jump, hold down the A Button to activate a slowly descending hover. Use the Control Stick to change your direction. This incredibly useful ability helps Tails and Dr. Eggman get to hard-to-reach places. Release the A Button to drop down.

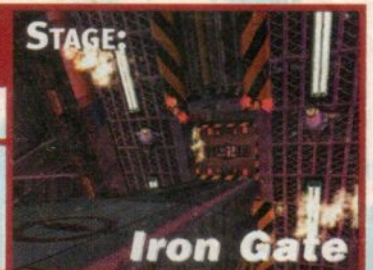


## DR. EGGMAN'S LEVEL-UP ITEMS



### Laser Blaster

LEVEL-UP ABILITY:	REQUIREMENTS:
Increases lock-on missile attack power	Large Cannon

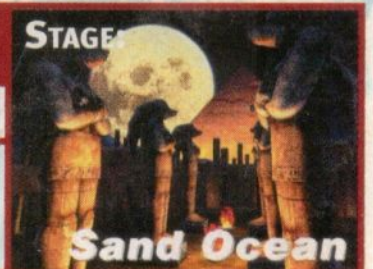


Iron Gate



### Mystic Melody

LEVEL-UP ABILITY:	REQUIREMENTS:
Plays mysterious melodies to activate ancient shrines	Jet Engine



Sand Ocean



### Jet Engine

LEVEL-UP ABILITY:	REQUIREMENTS:
Enables hovering	None



Lost Colony



### Large Cannon

LEVEL-UP ABILITY:	REQUIREMENTS:
Increases Volkan Cannon attack power, breaks iron containers	None



Weapons Bed



### Protection Armor

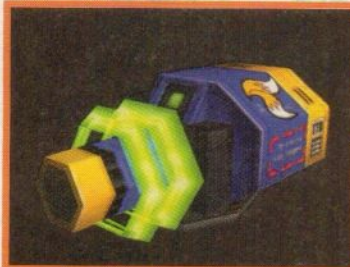
LEVEL-UP ABILITY:	REQUIREMENTS:
Increases health gauge	None



Cosmic Wall



## TAILS' LEVEL-UP ITEMS



### Laser Blaster

LEVEL-UP ABILITY:	REQUIREMENTS:
Increases lock-on missile attack power	Bazooka

STAGE:



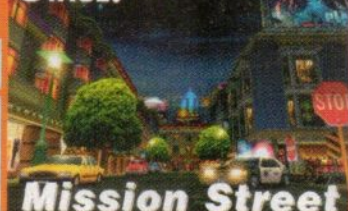
**Prison Lane**



### Booster

LEVEL-UP ABILITY:	REQUIREMENTS:
Enables hovering	None

STAGE:



**Mission Street**



### Mystic Melody

LEVEL-UP ABILITY:	REQUIREMENTS:
Plays mysterious melodies to activate ancient shrines	Bazooka

STAGE:



**Hidden Base**



### Bazooka

LEVEL-UP ABILITY:	REQUIREMENTS:
Increases Volkan Cannon attack power, breaks iron containers	None

STAGE:



**Eternal Engine**

## MOVES & ITEMS

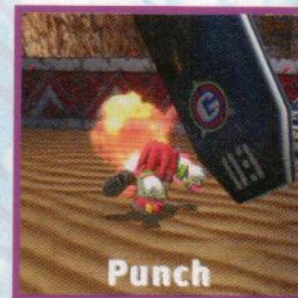
# Knuckles & Rouge



Knuckles and Rouge are the treasure hunters of the game, and are better suited for exploration than battle. Mastery of the following skills is vital for finding the pieces of the Master Emerald.

### Punch/Kick

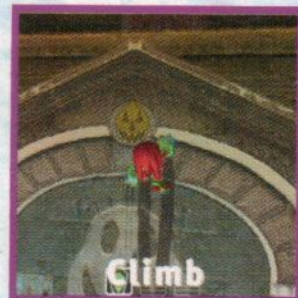
Press the B Button to throw your basic punch with Knuckles, or kick with Rouge. Use this to break open wooden crates or destroy enemies. Press the button a second or third time in quick succession to put together a combo.



**Punch**

### Climb

Both characters can climb walls by simply jumping or gliding onto them. Once you've clung on, use the Control Stick to move around. Use this to reach areas high overhead or otherwise inaccessible.



**Climb**



## MOVES & ITEMS (CONTINUED)



Glide

### Glide

Hold down the A Button while airborne (via either jumping or falling) to go into a slowly descending glide. Use the Control Stick to change your direction. This can be used to traverse large gaps, and to destroy enemies and obstacles. Release the A Button to drop out of the glide.



Swim

### Swim

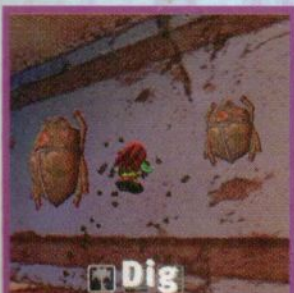
Unlike their comrades, both Knuckles and Rouge can swim. Jump into the water and hold down the B Button to dive. Release the B Button to rise slowly, and hold down the A Button to rise more quickly.



Screw Kick

### Spiral Uppercut/Screw Kick

Rotate the Control Stick 360 degrees and press the B Button to have Knuckles or Rouge perform a vertical attack. Of limited use, this move is primarily for smashing floating containers.



Dig

### Dig (Shovel Claw/Pick Nails Required)

To dig into the ground, either press the Y Button until "Dig" appears in the upper right-hand corner of the screen, and then press the B Button; or simply press the B Button while in mid-jump. To dig into a wall, cling to it and press the B Button.

### Sunglasses/Treasure Scope

To see certain items that are otherwise invisible, press the Y Button until "Sunglasses" appears in the upper right-hand corner of the screen, then press the B Button. To turn off the Sunglasses or Treasure Scope, simply jump.



Sunglasses



## KNUCKLES' LEVEL-UP ITEMS (CONTINUED ON NEXT PAGE)



### Mystic Melody

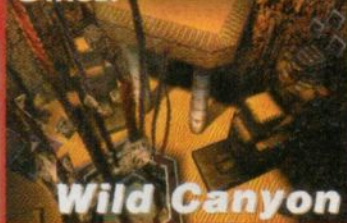
#### LEVEL-UP ABILITY:

Plays mysterious melodies to activate ancient shrines

#### REQUIREMENTS:

Shovel Claw

#### STAGE:



Wild Canyon



### Shovel Claw

#### LEVEL-UP ABILITY:

Enables digging

#### REQUIREMENTS:

None

#### STAGE:



Pumpkin Hill



### Air Necklace

#### LEVEL-UP ABILITY:

Allows breathing underwater

#### REQUIREMENTS:

None

#### STAGE:



Aquatic Mine

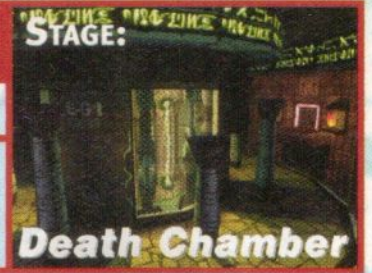


## **KNUCKLES' LEVEL-UP ITEMS (CONTINUED)**



### **Hammer Gloves**

LEVEL-UP ABILITY:	REQUIREMENTS:
Increases punch attack power, breaks iron containers	None



### **Sunglasses**

LEVEL-UP ABILITY:	REQUIREMENTS:
Allows Knuckles to see invisible items	Hammer Gloves

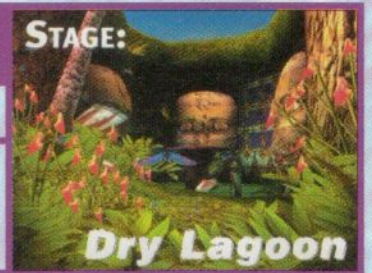


## **ROUGE'S LEVEL-UP ITEMS**



### **Mystic Melody**

LEVEL-UP ABILITY:	REQUIREMENTS:
Plays mysterious melodies to activate ancient shrines	Pick Nails



### **Pick Nails**

LEVEL-UP ABILITY:	REQUIREMENTS:
Enables digging	None



### **Treasure Scope**

LEVEL-UP ABILITY:	REQUIREMENTS:
Allows Rouge to see invisible items	Iron Boots Mystic Melody



### **Iron Boots**

LEVEL-UP ABILITY:	REQUIREMENTS:
Increases kick attack power, breaks iron containers	None





# COMMON OBJECTS



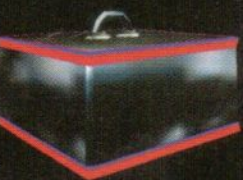
## ANCIENT SHRINE

The mysterious ancient shrines are activated by the Mystic Melody. They can cause platforms, rings, and blue swirls to appear, and most open a path to a lost Chao.



## DASH PANEL

Running over a dash panel gives you a temporary speed boost. This is a must for getting through loops, up steep hills, etc.



## GIANT WEIGHT

Getting crushed by a giant weight is equivalent to being struck by an enemy. Some weights rise and fall in a pattern, but others are suspended in air like traps, and don't fall until you walk under them. There are sometimes switches nearby that can permanently suspend a weight.



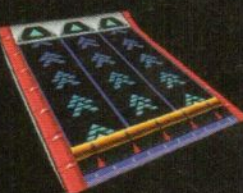
## GOAL RING

The Goal Ring marks the end of a stage for Sonic, Tails, Shadow, and Dr. Eggman. Simply touch the ring to move on to the next stage (or the Chao World if you picked up a Chao Key).



## HOURLASS

Only found in Sonic's Pyramid Cave and Knuckles' Death Chamber, you flip over hourglasses to temporarily open doors. As the sand falls through the hourglass, the doors slowly close again.



## JUMP PLATE

Running over a jump plate launches you into the air. This is often the only way to cross a large gap.



## MISSILE

To launch a missile, simply step on the green button behind it. Missiles are used to break objects that may be blocking your path, or to open cages where a small animal may be imprisoned.



## PIPE

Many of the game's small animals are hidden in these pipes. To get the animal to come out, simply approach the pipe and whistle by pressing the B button.



## POINT MARKER

Walking through a point marker allows you to continue from that point in the stage should you die. That is, as long as you have at least one life remaining.



## PULLEY

Pulleys can lift you to otherwise inaccessible areas. To grab onto the handle, just make contact via jumping, springing, falling, etc.



## ROCKET

Rockets can carry you a long distance in very little time. Sometimes taking a rocket is the only way to reach an area. To grab on, simply touch the handle, and you'll blast off. Letting go is automatic, so don't worry about being launched into oblivion.



## SPRING

Probably the most common objects in the game, springs bounce you high into the air as soon as you touch them. You'll find them both individually and in sets of two or three.

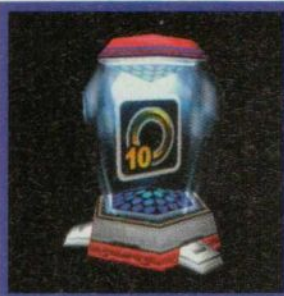


## SWITCH

These little white switches have a variety of uses, from suspending weights to opening doors. To activate a switch, touch it, and it'll light up. Note that whatever was affected may not be in the immediate vicinity.



## COMMON OBJECTS (CONTINUED)



### ITEM BOXES

These little round globes contain a variety of useful items. To obtain their contents, simply bump into them.

**BOMB** - Immediately destroys every enemy in the area.

**EXTRA LIFE** - Gives you one additional life.

**INVINCIBILITY** - Makes you temporarily invincible (surprise!). In other words, your character can sustain a hit without losing rings or dying.

**RINGS** - Adds 5, 10, or 20 rings to your total, depending on the number indicated on the box.

**SHIELD** - Both kinds of shield enable you to absorb a single hit without losing rings or dying. You can only possess one shield at a time, and it disappears after sustaining a hit.

-**Magnetic** - In addition to absorbing a hit, this shield also attracts nearby rings.

-**Protective** - A basic shield. Nothing less, nothing more.

**SPEED SHOES** - Provides the wearer with a temporary increase in speed. Use with caution.

### CRATES, BOXES, & CAGES

#### Cage



**CAGE** - Cages can only be destroyed with a missile or by a bomb from Kiki. They often contain imprisoned small animals and/or block your path.

#### Iron



**CHAO BOX** - There are three Chao Boxes in every stage, and they can be broken without any special items. The first contains a Chao Key, the second contains four small animals, and the third contains the special small animal for that stage.

**IRON CONTAINER** - To break iron containers, each character needs a specific level-up item. See the "Character Profile" section for more info.

#### Wooden



**METAL BOX** - These boxes cannot be destroyed. They do make handy steps, however.

**WOODEN CRATE** - Your basic, run-of-the-mill box that can be broken without any special items.

#### Chao Box



#### Metal



## ENEMIES LIST

### Beetle Series

The Beetle series are by far the game's most common enemies. The Gun varieties fire at you with their front-mounted cannons, while the Bomb varieties drop explosives from above. The Spark Beetles don't attack, but their electric force field will hurt you. Wait for the field to dissipate before you strike. The Gold Beetles don't attack either, but they only appear for a brief moment and are worth a game-high 1,000 points. If you're looking to earn an A rank, destroying them should be a priority.



**BOMB BEETLE**  
100 PTS



**GUN BEETLE**  
100 PTS



**MONO BEETLE**  
100 PTS



**SPARK BEETLE**  
100 PTS



**SPRING BEETLE**  
100 PTS



**BOMB WING**  
500 PTS



**GUN WING**  
500 PTS



**GOLD BEETLE**  
1000 PTS



## ENEMIES (CONTINUED)

### Hunter Series

The Hunter series are also common, and all three types fire at you with varying frequency. Both the Gun Hunters and the Laser Hunters are easily dealt with, but the Shield Hunters can be a bit tricky. Sonic and Shadow can just somersault into them, but the other four characters must utilize a less direct means of attack. Tails and Dr. Eggman must wait for the Hunters to drop their shields, and then beat them to the draw. Knuckles and Rouge, on the other hand, must run around and attack them from behind.



**GUN HUNTER**  
100 PTS



**LASER HUNTER**  
100 PTS



**SHIELD HUNTER**  
100 PTS

### Hawk Series

The Hawk series are some of the most aggressive enemies in the game. They swoop down from above and attack before you have time to react. Keep your eyes open, and be ready for them at all times.



**GUN HAWK**  
200 PTS



**GUN HAWK**  
200 PTS



**LASER HAWK**  
200 PTS



**SKY HAWK**  
500 PTS

### Rhino Series

The Rhino series are tank-like vehicles that strike with surprising quickness when you get close. The Rhino Cannons fire explosives, and the other three types simply try to ram into you. The spikes on the Rhino Spikes do hurt, so attack low.



**RHINO CANNON**  
100 PTS



**RHINO JET**  
100 PTS



**RHINO METAL**  
100 PTS



**RHINO SPIKE**  
100 PTS



## ENEMIES (CONTINUED)

### Hornet Series

The Hornet series slowly take aim and then fire a barrage of seeking missiles. Quickly destroy their center before they have a chance, or, failing that, dodge the missiles and then attack the helpless remnant. Tails and Dr. Eggman can lock onto every missile as well as the center for major point bonuses.



**HORNET-3**  
100 PTS



**LASER HORNET**  
100 PTS



**PHOENIX**  
100 PTS



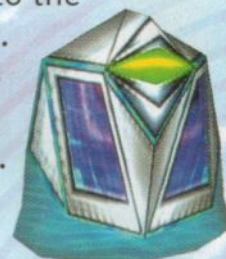
**HORNET-6**  
200 PTS



**HORNET-9**  
300 PTS

### Artificial Chaos Series

The Artificial Chaos enemies are perhaps the most difficult enemies in the game. Not only do they fire at you with lasers, but some also attack with tendrils as you approach. Tails and Dr. Eggman can lock on and fire before they're within reach, but the other characters need to get a bit closer. For Knuckles and Rouge, try to glide into the Artificial Chaos's heads from above. With Sonic and Shadow, the trick is getting by them before they have a chance to strike with those tendrils. The most effective means is to start a spin dash from afar, and as soon as you pass the Chaos, jump up and perform a homing attack.



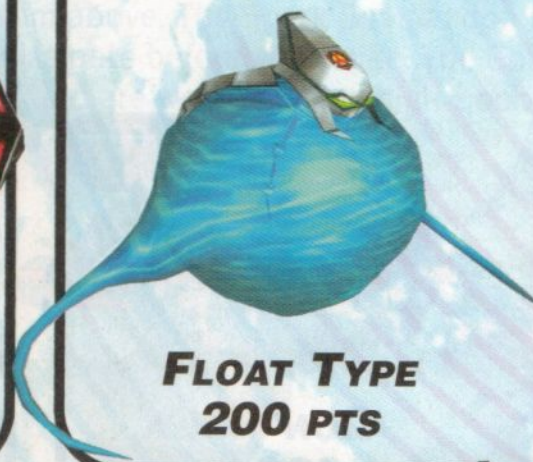
**CELL**  
10 PTS



**P-1 TYPE**  
200 PTS



**P-100 TYPE**  
200 PTS



**FLOAT TYPE**  
200 PTS



**GUARD TYPE**  
200 PTS

### Fighter Series

The Fighters try to stop your progress with heavy air strikes. You can hear them coming, however, so when you do, move to the side of whatever path you're on. Those 500 points for destroying them can be tempting, but unless the blue eagle is grounded, it's usually more trouble that it's worth.



**BLUE EAGLE**  
500 PTS



## ENEMIES (CONTINUED)

### Ghosts

Some ghosts are harmless, but most will either attack or try to hold you still so that another enemy can shoot you. Therefore, make destroying them your first priority if you have any business in the area.



**NORMAL BOO**  
0 PTS

**ATTACK BOO**  
100 PTS

**BOOM BOO**  
300 PTS

### Dr. Eggman's Robots

A series staple, Dr. Eggman's robots may not be as prevalent as in previous games, but they do make an appearance. The E-1000s are particularly dangerous, as they fire far more quickly than any Hunters. Unidus and Golas are slow, but you can only defeat them by hitting their centers. Finally, the mischievous Kikis throw bombs, which you can pick up and use to break cages.



**GOLA**  
100 PTS

**KIKI**  
100 PTS

**UNIDUS**  
100 PTS

**E-1000**  
200 PTS

## How to Use This Guide

The next section features a complete walkthrough for all five missions of each of the thirty-one stages in the game. At the beginning of each stage is a list of each small animal, Chao Box, Level-Up Item, and Gold Beetle in that stage.

In most stages, if you find every small animal, you'll earn an extra life. If you're raising Chao, small animals become even more important. The first page of each mission lists the five small-animal types that can be found in that stage, and shows how they effect your Chao's stats. So if you're trying to raise a particular stat, pay careful attention and grab all the animals with high scores in that area. Note that occasionally the type of small animal that emerges from pipes and other objects may differ from the ones listed in this guide.

There are usually three Chao Boxes per stage. The first contains the **key to the Chao Garden**. The second contains **one of each basic small animal in that stage**. The third Chao Box contains the stage's **special small animal** (which is always shown last in the list).

Finally, the Gold Beetle's placement is important if you're trying to earn a high rank in a stage where the rankings are based on score. Gold Beetles are rarely easy to find, but they're worth 1,000 points.



Look around the black car in front of the dual brick stairways just after you run down the hill.



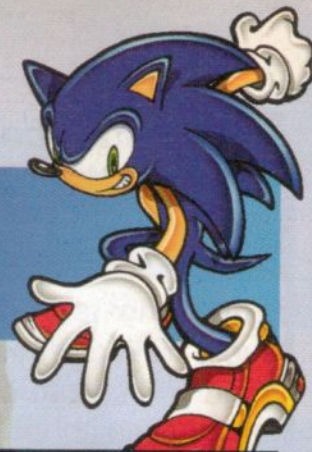
The first Chao Box is in the top alcove to the right of the single brick stairway.



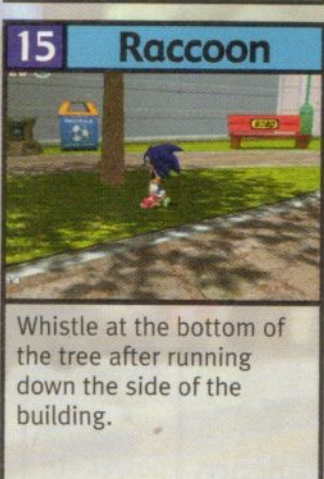
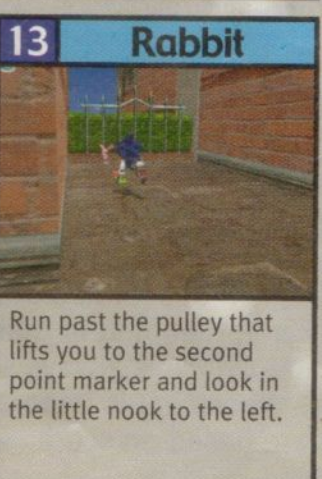
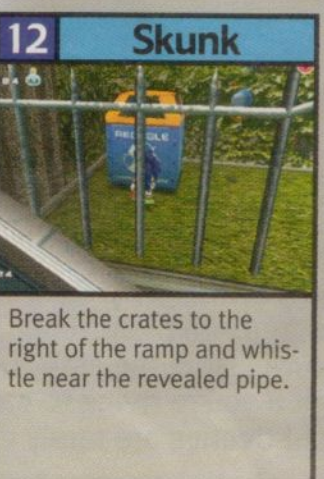
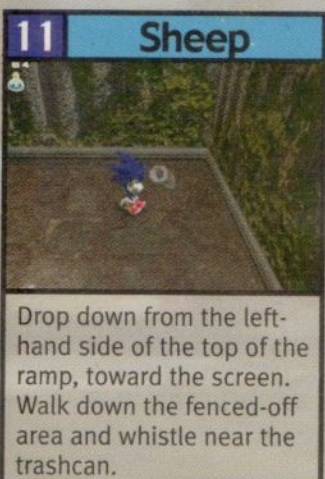
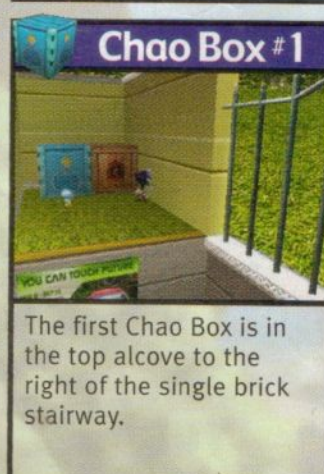
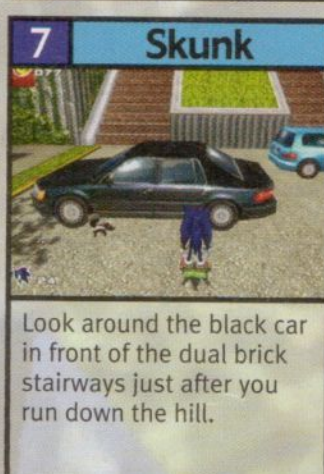
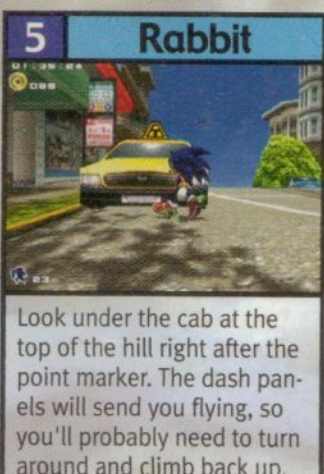
The 1,000-point Gold Beetle appears at the top of the ramp right after the long, twisting rail. Perform a spin dash to get up there.



## City Escape



### Small Animals Found in This Stage:





## CITY ESCAPE MISSION RANKINGS:

MISSION 1	
A	18000 pts.
B	14000 pts.
C	11000 pts.
D	9000 pts.

MISSION 2	
A	under 1:20
B	under 1:40
C	under 2:00
D	under 2:30

MISSION 3	
A	under 2:30
B	under 2:50
C	under 3:10
D	under 4:00

MISSION 4		LIMIT - 3:00
A	18000 pts.	
B	16000 pts.	
C	14000 pts.	
D	12000 pts.	

MISSION 5	
A	19000 pts.
B	15000 pts.
C	12000 pts.
D	10000 pts.

**Level-Up Item: Magic Gloves**




When near an enemy, press the Y Button until "Magic Hand" appears in the upper right-hand corner of the screen, and then press the B Button to capture the enemy in a ball. Try throwing the balls at enemies.



Sonic's first upgrade is hidden beneath these iron containers, which you can break when you obtain the Bounce Bracelet and Flame Ring from later stages.

**16 Rabbit**



Look around the red benches to the left of those iron containers in the ground.


**17 Skunk**



Whistle near the Recycling Bin just ahead of those iron containers and in front of the large set of elevators.




**Chao Box #3**




To reach the third Chao Box, push forward on the Control Stick after bouncing off the springs at the bottom of the building, and Sonic will catch a pole. As he swings, wait until a red arc appears behind him, then press the A Button to have him leap to the next pole. Repeat, and Sonic will land on the platform where the Chao Box is.

**18 Sheep**



Toward the end of the long series of rails, there's a little ledge to the right. Destroy the enemy, break the crates, and whistle next to the revealed pipe.

**19 Sheep**



Look behind the bush to the right of the third and final point marker.

**20 Skunk**



Whistle next to the newspaper stands near the Goal Ring.

## 1<sup>ST</sup> MISSION: ESCAPE FROM THE MILITARY PURSUIT

All of Sonic's stages are fairly straightforward, action-oriented affairs, where your only objective is to reach the goal without dying. This isn't too difficult in City Escape, so take the opportunity to practice Sonic's new moves: grinding rails and swinging from bars. Mastery of these is vital later on.



## 2<sup>ND</sup> MISSION: COLLECT 100 RINGS

There are more than enough rings in this stage, so successfully completing this mission shouldn't be a problem. Just avoid running into enemies, and you'll be fine.



The item box above these elevators contains 10 rings.



## 3RD MISSION: FIND THE LOST CHAO

### (MYSTIC MELODY REQUIRED)

After running down the side of the building and bouncing from the springs, turn back towards the screen and you'll spot this ancient shrine in the corner. Jump on top of it and play the Mystic Melody to make a spring appear. Bounce up to catch a pulley, then jump to your right to reach another. From here you'll see a floating spring. Jump and press the A Button right before you hit it. This should bounce you upwards to the next pulley. Repeat this process with the following spring, and you'll see a floating spring moving vertically. Wait until it's up high and jump onto it. You'll see a



floating beetle, this time armed with an electric force field. Wait for the field to dissipate, then bounce off of him to catch a pole. Swing up from here and press the Control Stick towards the wall to reach a small alcove where the lost Chao is waiting.

## 4TH MISSION:

### REACH THE GOAL WITHIN 3:00

The best place to shave a few seconds off your time is the street boarding section at the beginning of the stage. Avoid running into cars, launch from every ramp, and try to navigate the tight turns without slowing down. The best way to do so is to aim for the outside then cut inside as you go through the turn.



## 5TH MISSION: CLEAR HARD MODE

### (LIGHT SHOES REQUIRED)

The fifth mission of every stage in *Sonic Adventure 2 Battle* is to clear a more difficult version of that stage. The basic architecture remains the same, but there are a few more enemies and some slight path changes.



These stairs are now blocked off by an iron gate, so you either have to jump up and grab the ledge or bounce up with the Bounce Bracelet.



The elevators here have disappeared, replaced by a moving beetle and a row of rings. Wait until the beetle positions himself near the rings, and then perform a homing attack on him, immediately followed by a light dash along the rings.

## BOSS: F-6T BIGFOOT

Your first boss encounter of the game shouldn't be too difficult. When the Bigfoot takes flight, simply keep moving to avoid his fire. This is also a good time to pick up rings. As soon as he lands, try to attack the cockpit before he has a chance to unload those missiles on you. Failing that, avoid the barrage and hit the cockpit as the missile bay doors close. Do this four times, and you'll be on your way.





# 2

## HERO STORY

# Wild Canyon



### Small Animals Found in This Stage:



swim +8  
fly +8  
run +16  
power +16



swim -8  
fly -8  
run +40  
power +8



swim +12  
fly +48  
run -16  
power -12



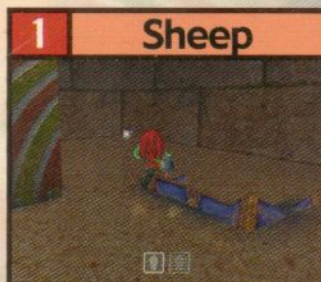
swim +20  
fly +60  
run -24  
power +16



swim +20  
fly +4  
run +8  
power +32



Appears behind the Sphinx Head, near the falling weight. Destroy it quickly to earn the 1,000 points before it vanishes.



### 1 Sheep

From the starting point, turn toward the screen and look behind the pillar on the right.



### 2 Cheetah

Look in front of the statue in the far left-hand corner of the bottom floor (relative to the starting point).



### 3 Sheep

Break the treasure chest on the ledge just above the right-hand side of the bottom floor (relative to the starting point).



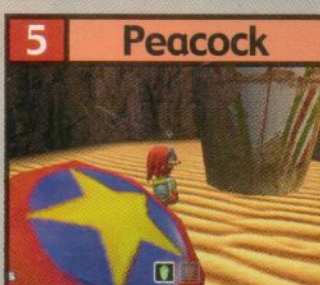
### 4 Sheep

Climb onto the ledge straight above the starting point, and whistle next to the pipe on top of it.



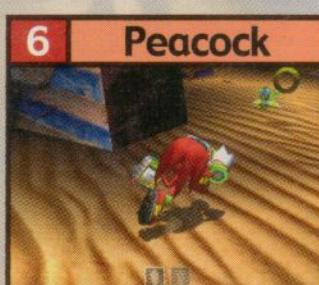
### Chao Box #1

The first Chao Box is on top of the pillar in the far left-hand corner of the room, near the statue in front of which you found the first.



### 5 Peacock

Take the airlift outside, and drop down to the center section. Locate the spring down here, and you'll see a pipe next to a nearby statue. Whistle near the pipe.



### 6 Peacock

Run around the Sphinx Head. It's in the shorter of the two narrow canyons accessible via the airlift.



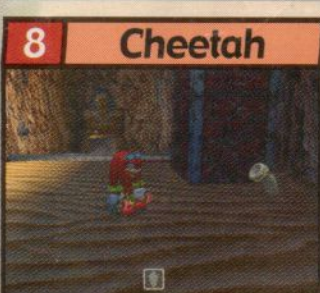
### Chao Box #2

The second Chao Box is against the wall to the right of the Sphinx Head (relative to the airlift).



### 7 Condor

In the canyon opposite the Sphinx Head, climb on top of the first broken red pillar jutting out from the left-hand wall (relative to the airlift).



### 8 Cheetah

In the canyon opposite the Sphinx Head, there's a pipe next to the last vertical red pillar on the right-hand wall (relative to the airlift). Whistle near the pipe.



### 9 Condor

At the end of the canyon opposite the Sphinx Head, there's a Lonely Statue below a platform with four red pillars. Look on top of the left-hand pillar.



### Chao Box #3

The final Chao Box is resting at the feet of the Lonely Statue near the end of the canyon opposite the Sphinx Head.



### Level-Up Item: Mystic Melody



Knuckles' Mystic Melody is hidden in a room behind this painting above the Lonely Statue. You need the Shovel Claw to dig through, however.



When near an ancient shrine, press the B Button to play a mysterious melody. This item is needed to complete the third mission (Find the Lost Chao) in every stage.





### 10 Dragon


In the room where the Mystic Melody is, look in the upper corners of the wall you came in through.





## WILD CANYON MISSION RANKINGS!

 MISSION 1
<b>A</b> 16000 pts.
<b>B</b> 14000 pts.
<b>C</b> 10000 pts.
<b>D</b> 8000 pts.

 MISSION 2
<b>A</b> under 1:30
<b>B</b> under 2:00
<b>C</b> under 3:00
<b>D</b> under 4:30

 MISSION 3
<b>A</b> under 0:40
<b>B</b> under 1:00
<b>C</b> under 2:00
<b>D</b> under 2:30

 MISSION 4	LIMIT - 2:00
<b>A</b> 16000 pts.	
<b>B</b> 14000 pts.	
<b>C</b> 10000 pts.	
<b>D</b> 8000 pts.	

 MISSION 5
<b>A</b> 17000 pts.
<b>B</b> 15000 pts.
<b>C</b> 10000 pts.
<b>D</b> 8000 pts.

### 1<sup>ST</sup> MISSION: FIND THREE PIECES OF THE MASTER EMERALD

The pieces of the Master Emerald are in different random locations each time you play. To find them, use the radar at the bottom of the screen. As you get closer, it turns from green to yellow to red, and the "ping" sound speeds up. You can also reference the computers for hints, but doing so subtracts points from your score (making it more difficult to get an A).



### 2<sup>ND</sup> MISSION: COLLECT 100 RINGS

After collecting the eight rings in front of you at the beginning of the stage, head for the tops of the pillars and glide around to collect another 56 rings. From there, take the airlift to the highest ledge and grab 30 more from the two item boxes. Jump off, glide to the right, and land on the second large ruin to find the last six rings.



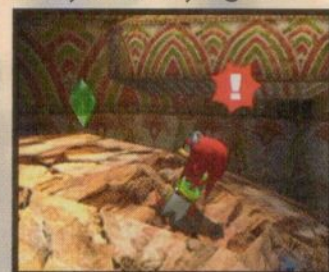
### 3<sup>RD</sup> MISSION: FIND THE LOST CHAO (SHOVEL CLAW, HAMMER GLOVES, AND MYSTIC MELODY REQUIRED)

Climb to the top level underground, and you'll find four iron containers in the right-hand corner (relative to the starting point). Smashing the containers reveals a picture that you can dig through with the Shovel Claw. Doing so places you in a room with an ancient shrine and a door. Play the Mystic Melody atop the shrine, and the door opens. The next room contains another shrine. Jump on it, play the Melody again, and this time a blue swirl appears. Jump into it to be transported to the location of the lost Chao.



### 4<sup>TH</sup> MISSION: GET THE EMERALD PIECES IN 2:00

Because this stage isn't very large, completing this mission shouldn't be a problem. If you're trying to score an A, however, avoid using the computers for hints.



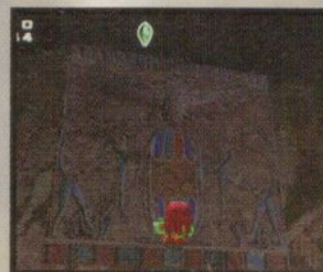
### 5<sup>TH</sup> MISSION: CLEAR HARD MODE (SHOVEL CLAW AND SUNGLASSES REQUIRED)



In Hard mode, the pieces of the Master Emerald are always in the same place. To reach the first piece, take the airlift up and glide to your left toward the Lonely Statue. Land on the farthest large ruin, and you should see the piece floating under a platform. Glide from here and grab it.

For the second piece, run back toward the airlift and dig into the painting under one of the ledges. You'll arrive in a room filled with identical paintings. Put on your Sunglasses, and you'll see some rings leading to one of the paintings. Dig into it, and you'll land next to the Emerald.

For the third and final piece, dig into the painting you just came from to go back underground. Go to the top of the shortest pillar, put on your Sunglasses, and walk into the spring that appears. You're bounced into the last piece automatically.





# Prison Lane



## BOSS: DR. EGGMAN

The easiest way to defeat Dr. Eggman is to put some distance between the two of you, and fire straight at him with the Volkan Cannon. If you try to lock onto him, he usually runs away and avoids it. Take a hint and follow the same strategy if he locks onto you.

Also, don't get too close or he'll punch you with that boxing glove. Just be patient, and Sonic's loyal sidekick will emerge triumphant.



### Small Animals Found in This Stage:



Sea Otter

swim +44  
fly -4  
run +8  
power -16



Tiger

swim -8  
fly -16  
run +20  
power +36



Sheep

swim +8  
fly +8  
run +16  
power +16



Gorilla

swim -4  
fly -8  
run +4  
power +40



Unicorn

swim +16  
fly +12  
run +36  
power +0

### 1 Sea Otter



After destroying all of the enemies in the room where you begin, take the lift in the corner to bring a hidden enemy into view. Destroy it, and the iron gate to your left opens. Walk through and whistle near the pipe on the other side.

### Chao Box #1



To reach the first Chao Box, destroy the iron containers in the right-hand wall of the room you start in. The Box is hidden behind them.

### 2 Sea Otter



Before proceeding down the enclosed hallway next to the first searchlight, jump on top of the hallway via the metal boxes to your right.

### Chao Box #2



Take this lift to the roof of another enclosed hallway. Hop over the gate and walk toward the edge. You see a very short hallway across a narrow gap. Destroy every enemy in sight to open the short hallway's gates, and then hover across. The second Chao Box is inside.

### 3 Tiger



After returning to the main path from grabbing the second Chao Box, destroy this iron container on the right.

### 4 Tiger



In the room after the point marker, destroy all of the enemies to lower the large gate in the center. Then blow up the canisters in the far left corner of the room.

### Chao Box #3



The third Chao Box is behind another, smaller gate in the same room. Destroy the enemy that drops down behind the gate to lower it.

### 5 Sheep



In the same room, take the lift, but before going down the hallway, hover to the narrow ledge next to where the Chao Box was. Whistle near the pipe on top.

### 6 Tiger



Now go down the aforementioned hallway and wait next to the second cell on the left.

### 7 Gorilla



Drop down to the room at the other end of the hallway, and look in the nook to your immediate left.

### 8 Sheep



Blow up the canisters on the other side of the wall that establishes the nook where you found the gorilla.



## PRISON LANE MISSION RANKINGS:

MISSION 1	MISSION 2	MISSION 3	MISSION 4	LIMIT - 3:00	MISSION 5
<b>A</b> 26000 pts.	<b>A</b> under 2:30	<b>A</b> under 2:00	<b>A</b> 26000 pts.		<b>A</b> 26000 pts.
<b>B</b> 23000 pts.	<b>B</b> under 3:00	<b>B</b> under 2:30	<b>B</b> 23000 pts.		<b>B</b> 23000 pts.
<b>C</b> 17000 pts.	<b>C</b> under 3:30	<b>C</b> under 3:00	<b>C</b> 17000 pts.		<b>C</b> 17000 pts.
<b>D</b> 13000 pts.	<b>D</b> under 4:00	<b>D</b> under 4:00	<b>D</b> 13000 pts.		<b>D</b> 13000 pts.



**9 Sheep**

Whistle near the control panel on the wall to the left of the second point marker.



**10 Tiger**

After passing the second point marker and walking down a series of twisting hallways, look to the right of the first of two consecutive lifts.



**11 Tiger**

Destroy the wooden crates and the iron container on the right-hand side of the ledge where the second consecutive lift is. Whistle near the revealed pipe.



**12 Sea Otter**

After taking the second consecutive lift, whistle next to the second fluorescent light on the right-hand wall.



**Gold Beetle**

This appears while riding the first lift you come across after grabbing the previous small animals. Lock onto it quickly to garner those valuable points.



**13 Unicorn**

Atop the lift where the beetle appeared, turn toward the screen and hover to the roof of the hallway you just came from. Fire the missile there to blow up the cage.



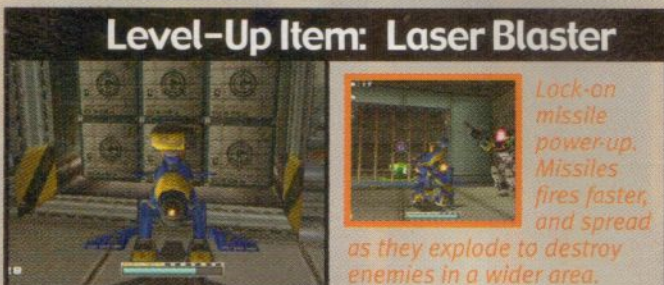
**14 Gorilla**

Wait near the third cell on the right in the hallway after passing through the third point marker.



**15 Sheep**

Whistle near the control panel in the room at the other end of the hallway where you just found the gorilla.



**Level-Up Item: Laser Blaster**



Lock-on missile power-up. Missiles fire faster, and spread as they explode to destroy enemies in a wider area.

Destroy all of the enemies in the room where the Goal Ring is, including the beetle hidden in the near right-hand corner. The gate to the left opens, revealing four iron containers. Break the containers, proceed down the now-opened hallway, and destroy the two guards at the end to open another gate. The Laser Blaster is on the other side.

## 1<sup>ST</sup> MISSION: FIND THE CORE OF THE PRISON



To open doors in this stage, you must lock onto and destroy every enemy in sight. Locking onto multiple enemies at once earns you substantial point bonuses. Also, unlike other characters, Tails and Dr. Eggman both have an HP gauge. To keep it filled, collect as many rings as possible.



## 2<sup>ND</sup> MISSION: COLLECT 100 RINGS

There are only 114 rings in this stage, so be careful not to get hit by any flying enemies or projectiles. If you manage that, you should be fine.





### 3<sup>RD</sup> MISSION: FIND THE LOST CHAO (BOOSTER AND MYSTIC MELODY REQUIRED)



After passing the second point marker, walk through the twisting hallway, and you come to a lift. Take it to the roof of the enclosed hallway on the left, and turn the camera until you see an ancient shrine.

Hover to the shrine, play the Mystic Melody on top of it, and a spring appears. Bounce up, destroy every enemy in sight, and a gate opens that leads to the imprisoned Chao.



### 4<sup>TH</sup> MISSION: REACH THE GOAL WITHIN 3:00

Conquering this mission in record time is easy if you follow a strategy of run-and-shoot. Stop as infrequently as possible by blasting enemies as you approach the gates.



### 5<sup>TH</sup> MISSION: CLEAR HARD MODE



The level architecture in this mission is unchanged, but there are a lot more enemies this time around. Be particularly careful of those that drop and swoop down from the sky.



There are now enemies armed with shields. Beat them to the draw when they drop their guard.



In the room after the third point marker, you must walk into the alcove on the right of the lift to make three enemies appear. Destroy them, and the gate at the top of the lift opens.

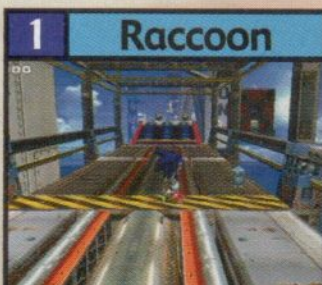
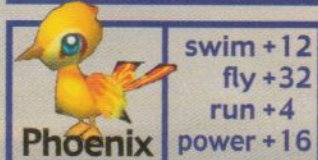
#### HERO STORY

# 4

## Metal Harbor



#### Small Animals Found in This Stage:



Look on the right just before the first jump plate. You'll have to slow down after hitting the dash panel behind it to avoid being launched forward.



After going through the first loop and launching from the second jump plate, look to the left of where you land.



Look on the roof of the enclosed hallway just after you grab the previous penguin.



# METAL HARBOR MISSION RANKINGS!



## MISSION 1

<b>A</b>	<b>20000</b> pts.
<b>B</b>	<b>18000</b> pts.
<b>C</b>	<b>16000</b> pts.
<b>D</b>	<b>14000</b> pts.



## MISSION 2

<b>A</b>	<b>under 1:10</b>
<b>B</b>	<b>under 1:20</b>
<b>C</b>	<b>under 1:30</b>
<b>D</b>	<b>under 1:50</b>



## MISSION 3

<b>A</b>	<b>under 0:50</b>
<b>B</b>	<b>under 1:00</b>
<b>C</b>	<b>under 1:10</b>
<b>D</b>	<b>under 1:20</b>



## MISSION 4

<b>A</b>	<b>18000</b> pts.
<b>B</b>	<b>16000</b> pts.
<b>C</b>	<b>14000</b> pts.
<b>D</b>	<b>12000</b> pts.

**LIMIT - 2:00**



## MISSION 5

<b>A</b>	<b>18000</b> pts.
<b>B</b>	<b>16000</b> pts.
<b>C</b>	<b>14000</b> pts.
<b>D</b>	<b>12000</b> pts.

### 4 Penguin



Whistle near the pipe inside that same enclosed hallway. It's just underneath and to the left of where you found the peacock.

### Chao Box #1



Exit the hallway and bounce from the springs ahead. You'll land in front of another enclosed hallway. Climb onto the roof, perform a homing attack on the enemy to your right, and then perform another to reach the fuel tank behind him, where the first Chao Box is.

### 5 Raccoon



Bounce from the series of springs after the first point marker, and look behind the red metal box in the left-hand corner of the platform you land on.

### Gold Beetle



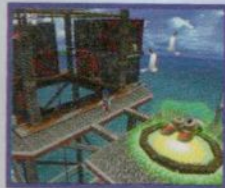
Perform a homing attack on the beetles to the left while crossing this gap. The Gold Beetle will appear next to the extra life.

### Level-Up Item: Light Shoes



Enables Sonic to perform the light dash. Approach a row of rings and press the B Button to zoom across them at light speed.

After performing a homing attack across a long string of enemies, you land on a platform with a pulley on it. This pulley takes you to the Light Shoes, which are required to progress any farther in this stage.



### 6 Raccoon



After light dashing across the first row of rings, you land on an aircraft carrier. Run down a bit and look on the near side of the strip that juts out to the right.

### 7 Penguin



Look past the two fuel tanks on the left-hand side of the carrier, almost straight across from where you found the previous raccoon.

### Chao Box #2



The second Chao Box is in the middle garage on the left-hand side of the aircraft carrier.

### 8 Peacock



Run through the loop after the second point marker, and springs will bounce you to the top of a hill. Before running down, look around the light post to your right.

### 9 Peacock



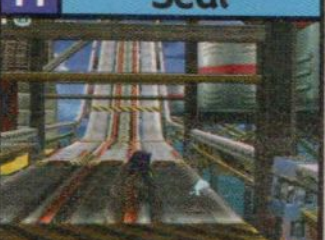
After running down the hill and launching from a jump plate, you come to two consecutive pulleys. Look around the top of the second one.

### 10 Seal



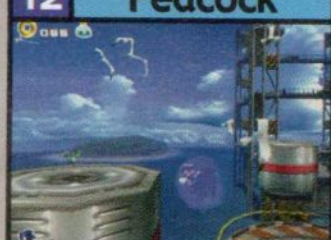
Look just before the first loop that comes after the two consecutive pulleys. Avoid hitting the dash panels, or you'll zoom right past it.

### 11 Seal



Now run through that loop, and look in front of the first set of dash panels you come across.

### 12 Peacock



After launching from those dash panels, jump onto the first fuel tank on the left. You need a bit of speed behind your jump to reach it.

### 13 Penguin



After somersaulting under the next gate, hold back on the Control Stick before hitting the next set of dash panels.

### Chao Box #3



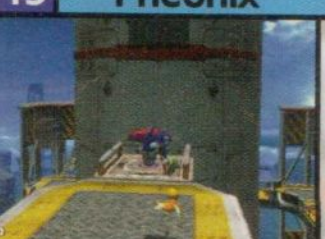
The final Chao Box is located to the right of the third point marker. Break it before taking the rocket ahead.

### 14 Seal



After taking the rocket, jump down onto the shuttle launch pad. Look next to the spring in the near left-hand corner.

### 15 Pheonix



This one is difficult because you must reach the very top platform before the shuttle launches. After dropping from the rocket, jump down onto the shuttle launch pad and bounce from the spring in the corner. Use the dash panels to speed around the corners, and when you come to the first handle of the shuttle, turn and jump to your left. Homing attack across a string of enemies to reach the platform on the other side, and then light dash across a long row of rings. Bounce from the spring at the end, and you're there.



## 1<sup>ST</sup> MISSION: ESCAPE FROM THE MILITARY BASE

In this stage, mastery of the homing attack is crucial. There are a couple of sections where the only way to cross a sea gap is to homing attack across it from one enemy to another. You must also utilize the light dash (see the "Light Shoes" section on the previous page) at times to avoid a watery grave.



## 2<sup>ND</sup> MISSION: COLLECT 100 RINGS

Collecting 100 rings in this stage should be fairly easy. To do so as quickly as possible, use your new light dash at every opportunity.



## 3<sup>RD</sup> MISSION: FIND THE LOST CHAO (MYSTIC MELODY AND BOUNCE BRACELET REQUIRED)

Stop at the ancient shrine in the top garage on the aircraft carrier, and play the Mystic Melody. Step out onto the platform that appears, and jump onto the roof of the adjacent garage. To reach the next platform, you have to use your bounce attack. From there, jump along the series of identical platforms until you reach a small isolated road, at the end of which is the lost Chao.



## 4<sup>TH</sup> MISSION: REACH THE GOAL WITHIN 2:00

This mission may seem difficult, but there is a shortcut that can help. Climb up onto the roof you used to reach the first Chao Box, and perform a light dash. This allows you to bypass a

sizable chunk of the stage. Also, when you fall off the shuttle at the end and enter the tunnel, avoid running into walls—it slows you down substantially.



## 5<sup>TH</sup> MISSION: CLEAR HARD MODE

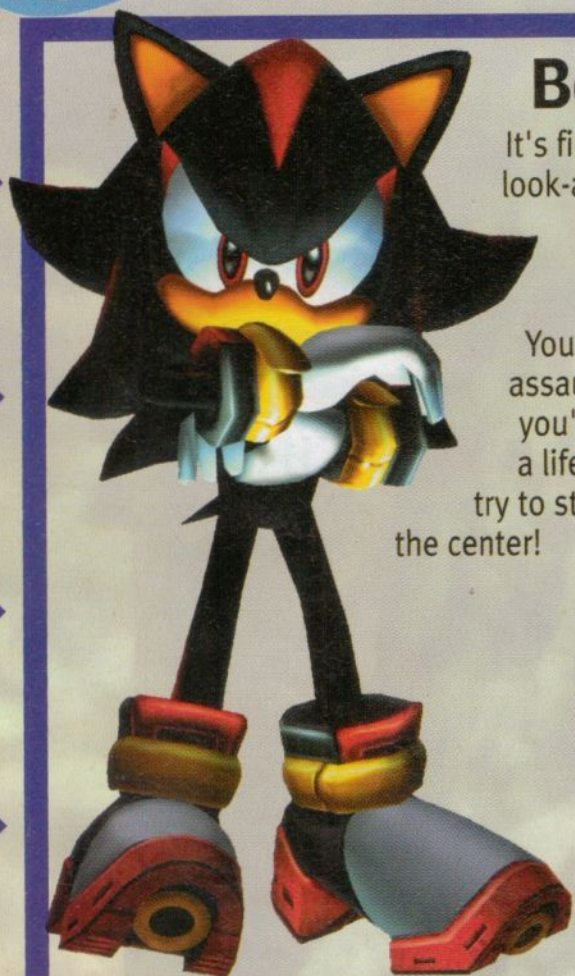


Not only are there robots where there were none before, but they fire much more rapidly than usual. Proceed with caution or risk a final resting place next to a hideous fern.

Other than the addition of a few new enemies and the disappearance of some rings, there's only one difference of note in this mission: The rocket you used to reach the shuttle launch pad is no longer there. Instead, you have to homing attack enemies across the water. The next enemy in the series only appears after you've destroyed the previous one.

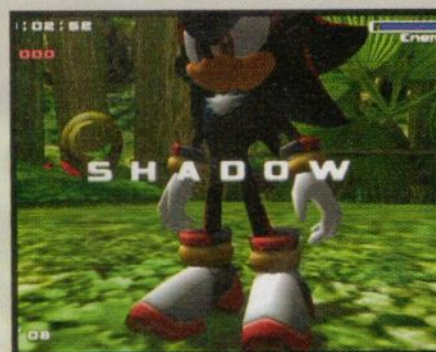






## BOSS: SHADOW

It's finally time for Sonic to do battle with his new look-alike. There are two ways to hurt Shadow: either hit him with a homing attack from behind, or simply somersault into him. If you see him jump up to hit *you* with a homing attack, get moving! You'll probably also need to jump to deflect his assault. The battlefield is very small and if you fall off you'll lose a life. So try to stay in the center!



Whenever Shadow's back is turned to you, take the opportunity to strike as quickly as possible. Just be careful not to bounce off the platform.



If Shadow jumps, it probably means he's about to launch a homing attack. Jump up to meet him, and he'll bounce harmlessly off of you.

### Small Animals Found in This Stage:



Rabbit

swim +0  
fly +8  
run +40  
power -16



Raccoon

swim +20  
fly +16  
run +4  
power +8



Parrot

swim +0  
fly +48  
run -20  
power +4



Cheetah

swim -8  
fly -8  
run +40  
power +8



Half-Fish

swim +32  
fly +0  
run +8  
power +24

### 1 Rabbit



After landing from the first jump plate, look behind the moss-covered log to your immediate right.

### Chao Box #1



After landing from the first jump plate, you're presented with a tunnel straight ahead and some platforms to your left. Head through the tunnel, and eventually you'll encounter a Rhino Spike patrolling a shallow pool of water that's flowing into a small cranny on the right. Somersault under that cranny to find the first Chao Box.

### 2 Raccoon



Look near the first Chao Box in the aforementioned cranny.

### 3 Parrot



When you come out of the tunnel where you found the first Chao Box, look near the big red flower to the right of the following jump plate.

### 4 Parrot



After the first point marker, you'll swing from a short vine onto a high path. Drop down to the lower path below, and whistle near the pipe on its left-hand wall.

### 5 Raccoon



After swinging from two more vines, look around the fern to the right of where you land.

### Gold Beetle



After running through a loop and launching from a jump plate, you drop down a hole into a multi-tiered room. It appears before the first set of dash panels in this room.



## GREEN FOREST MISSION RANKINGS:

MISSION 1
<b>A</b> 15000 pts.
<b>B</b> 13000 pts.
<b>C</b> 12000 pts.
<b>D</b> 9000 pts.

MISSION 2
<b>A</b> under 2:30
<b>B</b> under 3:00
<b>C</b> under 3:30
<b>D</b> under 4:00

MISSION 3
<b>A</b> under 1:30
<b>B</b> under 2:00
<b>C</b> under 2:30
<b>D</b> under 3:00

MISSION 4
<b>A</b> 12000 pts.
<b>B</b> 10000 pts.
<b>C</b> 9000 pts.
<b>D</b> 7000 pts.

**LIMIT - 4:00**

MISSION 5
<b>A</b> 12000 pts.
<b>B</b> 10000 pts.
<b>C</b> 9000 pts.
<b>D</b> 8000 pts.



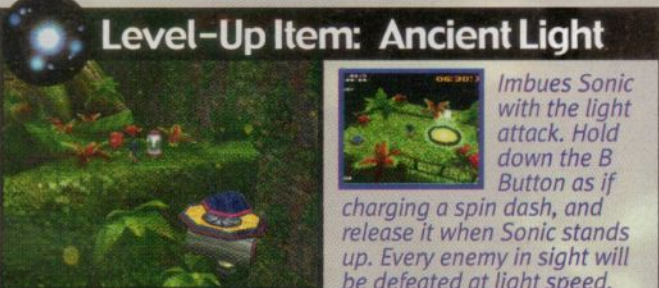
Take the first set of dash panels in this large room, and whistle near the bush in the far right-hand corner of the second level.



Look on top of the huge moss-covered log just to the left of the second set of dash panels in this large room.



After using the second set of dash panels and bouncing from a spring, you land on the top level of this room. Look behind the moss-covered log to the far right.



**Level-Up Item: Ancient Light**  
Imbues Sonic with the light attack. Hold down the B Button as if charging a spin dash, and release it when Sonic stands up. Every enemy in sight will be defeated at light speed.

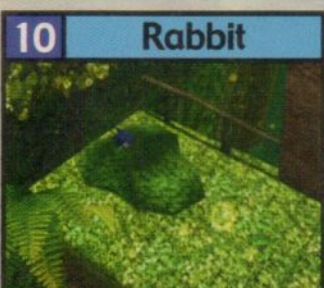
Walk toward the camera to the edge of the third level in the large, multi-tiered room, and you should see an enemy floating. Do a homing attack on him, then immediately do another on the item box behind him, and then one on the item box on top of the platform. You'll see the Ancient Light right next to you.



Following the second point marker, you'll swing from a long vine that drops you onto a platform with a partially hollowed-out tree. Look in the far left corner.



From the far edge of the hollowed-out tree platform, drop to a small platform below. The second Chao Box is on this small platform, right next to a spring.



Whistle at the bush on the small platform where you found the second Chao Box.



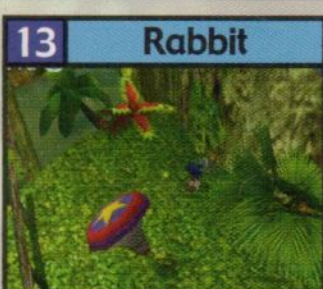
Look behind the moss-covered log at the beginning of the path that leads to the third point marker.



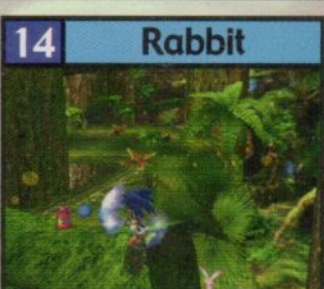
Following the third point marker is a 360-degree loop that leads to a spring and a 10-ring item box. Whistle near the bush to the right of this spring.



Bounce from the spring near where you found animal #12, and then from another spring, onto a small platform with a third spring and the final Chao Box.



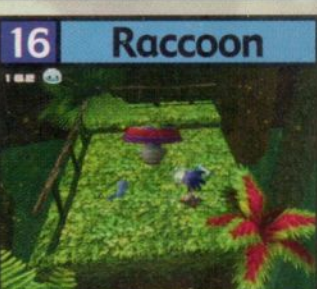
Bounce from the spring next to Chao Box #3, and you land on a platform with yet another spring and a pipe to its right. Whistle near the pipe.



Look behind the moss-covered log just before the fourth point marker.



There's a series of arches that precedes the fifth point marker. Look to the left between the third and fourth arch.



When you get to the collapsing ground, make your way to the farthest segment on the left. When it stops falling, look on the small platform in front of you.

## 1<sup>ST</sup> MISSION: ESCAPE FROM THE ISLAND IN 8 MINUTES

You have eight minutes to clear this stage, which gives you ample time to explore its many nooks and crannies. Be careful of the stretch just before the goal, because sections of the ground collapse beneath you. Quickly jump from one section to another. If you miss the last section, be sure to hit the spring before falling to your doom.





## 2<sup>ND</sup> MISSION: COLLECT 100 RINGS

There are plenty of rings in this stage, but there are a couple of strategies for quickly collecting 100.



After coming out of the first half-pipe, instead of going straight ahead toward the enemies, take the spring to the left to find a long row of rings to light dash across.



After swinging off the first vine, drop to the lower level, where there are more rings than there are up top.



Finally, on the second level of the large, multi-tiered room, face the screen and walk toward the edge to find two item boxes containing a total of 30 rings. At this point, you should have 100 rings.

## 3<sup>RD</sup> MISSION: FIND THE LOST CHAO (BOUNCE BRACELET AND MYSTIC MELODY REQUIRED)



At the very beginning of the path that leads to the third point marker, look down and to the left to see a hidden platform with an ancient shrine. Play the Mystic Melody at this shrine to make three platforms appear. Because they're so high, you have to use your bounce attack to reach the last two.



From the last one, jump forward and homing attack the two enemies to land on the platform where the Chao is.



## 4<sup>TH</sup> MISSION: REACH THE GOAL WITHIN 4:00

Successful completion of this mission is shockingly easy. Just stay on the main path and don't lollygag.



## 5<sup>TH</sup> MISSION: CLEAR HARD MODE



As usual, more enemies have been added to the Hard mode version of this level. This stage also

has a couple of other new twists that make things more difficult.



First, the half-pipes have now been lined with spiked balls. Be very careful not to run into them; doing so could knock you into the water.



The other change is that the land just before the goal now sinks much faster. Use your bounce attack quickly to make your way up.



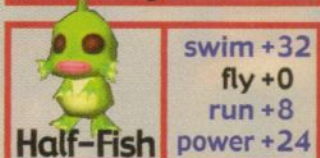
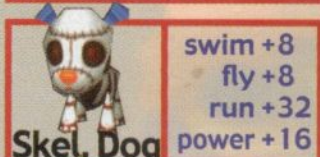
# 6

## HERO STORY

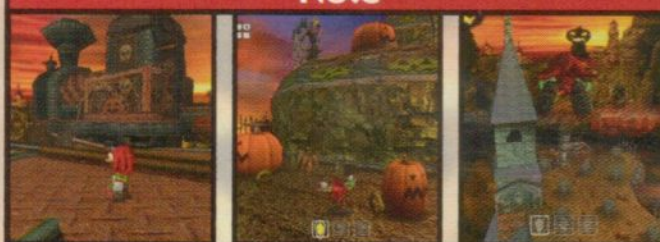
# Pumpkin Hill



### Small Animals Found in This Stage:

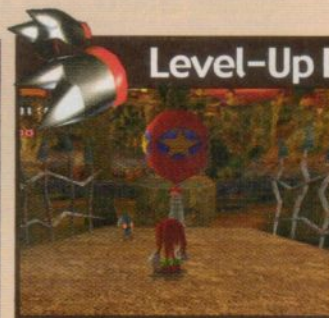


### Note



This stage is primarily made up of three large mountains. To the east of the starting point is Ghost Train Mountain, to the southeast is Pumpkin Mountain, and to the west is Church Mountain. The name for each mountain describes what you'll find at its summit.

### Level-Up Item: Shovel Claw

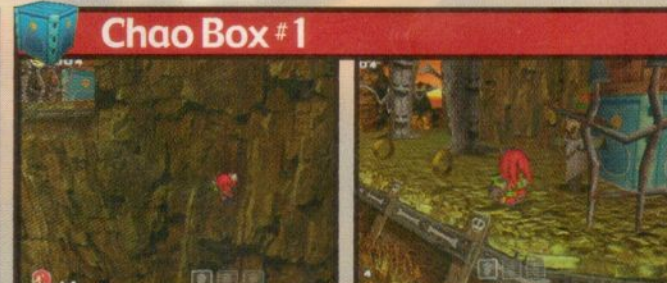


Knuckles' most important upgrade, the Shovel Claw, is straight ahead across the narrow beam at the beginning of the stage.

Allows Knuckles to dig into the ground or walls. To dig into the ground, either press the Y Button until "Dig" appears in the upper right-hand corner of the screen, and then press the B Button; or simply press the B Button while in mid-jump. To dig into a wall, cling to it and press the B Button.



After grabbing the Level-Up Item, turn around and head toward Pumpkin Mountain. On the platform just in front of it, you'll see a rocket, an Omochao, and some pumpkins. Pick up the small pumpkin.



Jump onto Pumpkin Mountain from the platform where you found the Cheetah, and climb up and slightly to the left. The first Chao Box is on a ledge with two trees and a scarecrow.



Climb to the left of where you found the first Chao Box, and look next to the pumpkin on the ledge just above the train tracks.



Climb up to the first of three levels at the summit of Pumpkin Mountain. Pick up the small pumpkin behind the solo scarecrow.



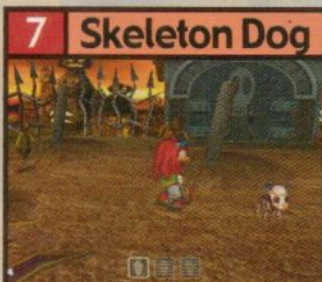
Look near the wooden crates on the second level of the summit atop Pumpkin Mountain.



Glide over to Church Mountain and land on the ledge with the train tracks, about halfway up. Whistle next to the pipe on said ledge.



Climb along the mountain to the right of the train tracks, and you'll see a platform with a missile on it. Launch the missile to break open the cage on the platform ahead.



Climb to the summit of Church Mountain and look around the tombstones in the center.



Make your way to Ghost Train Mountain, and look around the spiked balls near the circular train tracks on the bottom ledge.





## PUMPKIN HILL MISSION RANKINGS:

MISSION 1	MISSION 2	MISSION 3	MISSION 4	MISSION 5
<b>A</b> 12000 pts.	<b>A</b> under 3:00	<b>A</b> under 1:00	<b>A</b> 13000 pts.	<b>A</b> 16000 pts.
<b>B</b> 10000 pts.	<b>B</b> under 3:30	<b>B</b> under 1:30	<b>B</b> 11000 pts.	<b>B</b> 14000 pts.
<b>C</b> 8000 pts.	<b>C</b> under 4:00	<b>C</b> under 2:00	<b>C</b> 9000 pts.	<b>C</b> 12000 pts.
<b>D</b> 6000 pts.	<b>D</b> under 5:00	<b>D</b> under 3:00	<b>D</b> 7000 pts.	<b>D</b> 10000 pts.

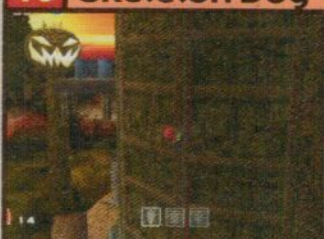
LIMIT - 3:00

### 9 Skeleton Dog



Go to the center of Ghost Train Mountain, where the turntable is. From there, climb the section of the mountain closest to Church Mountain (you'll be able to see it in the background). Break the hut on the first ledge to the left, and pick up the revealed skull.

### 10 Skeleton Dog



Keep working your way left around Ghost Train Mountain, and start to climb down. You come to a ledge below with two wooden crates and a tree. Break open the crates.

### Chao Box #2



Climb up to the summit of Ghost Train Mountain, and you see a series of balloons. Glide across them to reach a tall column with a stone jack-o-lantern on top. Climb down around the back of the column, and you see a ledge where the second Chao Box is.

### Chao Box #3



Glide from the top of the column where you found the second Chao Box toward the center of the stage between all three mountains. You see a platform about halfway up, almost directly in the center, atop which is the final Chao Box.

## 1<sup>ST</sup> MISSION: FIND 3 PIECES OF THE MASTER EMERALD



As always, the Master Emerald pieces are randomly placed, but now they can be hidden underground or behind walls. Therefore, you want to pick up the Shovel Claw upgrade (see above) before doing anything else. After that, keep your eyes peeled and pay close attention to that radar.

## 2<sup>ND</sup> MISSION: COLLECT 100 RINGS



This mission can be a bit difficult, but if you make a beeline for the balloons (each contains 5–20 rings) and any item boxes containing rings, you can collect 100 in under three minutes.

## 3<sup>RD</sup> MISSION: FIND THE LOST CHAO (MYSTIC MELODY REQUIRED)



Simply play the Mystic Melody at the shrine atop Pumpkin Mountain and glide across the platforms that appear. You'll find the little guy waiting for you in a pumpkin patch.



## 4TH MISSION: COLLECT THE EMERALD PIECES IN 3:00

This mission can be extremely difficult. You'll probably need to practice and learn the layout of Pumpkin Hill. Consult every computer for hints on where to find the pieces. The bonus points you receive for coming in a few seconds under the time limit far outweigh the penalties for using the computers.



## 5TH MISSION: CLEAR HARD MODE (SUNGLASSES REQUIRED)

Glide to Ghost Train Mountain and make your way to the turntable. From there, climb straight down the side of the mountain in the direction the back end of the train is facing. When you come to the chimney pipe, manipulate the camera with the R Button. You should see the Emerald piece floating above a mechanism swinging spiked balls. Glide over and grab it.



The next piece is near the bottom of Pumpkin Mountain. On the side facing away from the center of the stage, there's a platform where you find two skulls breathing fire. The Emerald is in the wall at the point where their flames meet. Simply wait for them to stop, and dig in.



For the last piece, head to Church Mountain. Climb up toward the tip of the steeple and try to balance on top of it by just barely tapping the Control Stick. At the top, put on your Sunglasses. A spring appears beneath your feet, launching you into the air. At the height of your launch, glide straight forward to grab the Emerald.

### HERO STORY

# 7 Mission Street



### Small Animals Found in This Stage:



swim -4  
fly -8  
run +4  
power +40



swim -4  
fly -12  
run +32  
power +16



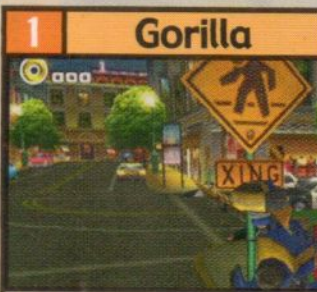
swim +8  
fly +8  
run +16  
power +16



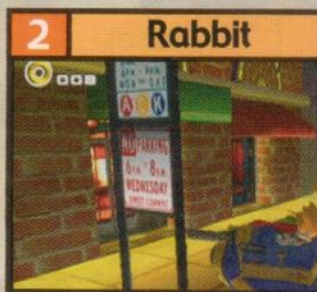
swim +0  
fly +8  
run +40  
power -16



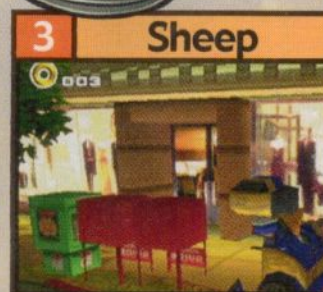
swim +12  
fly +32  
run +4  
power +16



Whistle near the red newspaper stand to the right of the starting point.



Walk down the street a bit until you come to the first corner. Once there, look around the "No Parking" sign on the left-hand side of the road.



Turn the corner, and whistle near the lamppost on the right-hand side of the road just before you enter the first tunnel.



## MISSION STREET MISSION RANKINGS:

MISSION 1	MISSION 2	MISSION 3	MISSION 4	MISSION 5
<b>A</b> 25000 pts.	<b>A</b> under 3:30	<b>A</b> under 3:20	<b>A</b> 22000 pts.	<b>A</b> 30000 pts.
<b>B</b> 22000 pts.	<b>B</b> under 4:00	<b>B</b> under 3:40	<b>B</b> 20000 pts.	<b>B</b> 26000 pts.
<b>C</b> 17000 pts.	<b>C</b> under 4:30	<b>C</b> under 4:00	<b>C</b> 18000 pts.	<b>C</b> 22000 pts.
<b>D</b> 13000 pts.	<b>D</b> under 5:00	<b>D</b> under 5:00	<b>D</b> 15000 pts.	<b>D</b> 18000 pts.

LIMIT - 3:30

### 4 Boar



Walk down the tunnel a ways, and you'll see a wooden crate resting atop two metal boxes. Destroy the crate and jump onto the metal boxes.

### Level-Up Item: Booster



*This incredibly useful item allows you to hover by holding down the A Button during a jump. Use it to get across large gaps.*

As you exit the tunnel, the road ahead of you starts to crumble. Drop down to the road below, and walk forward until you see a barricade on your left. Jump over the barricade to obtain the Booster.

### Chao Box #1



Use your new hovering ability to cross the gap ahead, and then jump onto the giant falling weight on the other side. As it lifts you to the top, turn and hover toward the screen. You land right next to the first Chao Box.

### 5 Boar



Return to the giant falling weight and whistle near the pipe beneath it. Don't try this until just after the weight begins its ascent, or you'll get flattened.

### Chao Box #2



Jump on top of the giant falling weight again, and this time proceed forward after it lifts you up. Before climbing the elevators ahead, walk into the little nook to their left and break the wooden crates. The second Chao Box is hidden behind them.

### 6 Boar



Smash all of the wooden crates to the left of where you found the second Chao Box.

### Gold Beetle



Appears on the left-hand side of the screen as soon as you set foot on the fifth elevator.

### 7 Boar



After passing the first point marker and avoiding some bombs, you come to a bunch of metal cages blocking the road. Use the missile behind you to get by, and then break the yellow bins to the left just ahead.

### 8 Sheep



Go straight until you reach an elevated section of the road. Destroy the wooden crates to the right of this section, and whistle near the revealed pipe.

### Chao Box #3



After hovering across from the elevated section of the road mentioned previously, break the wooden crates on the left-hand side of the road you land on to find the third Chao Box.

### 9 Rabbit



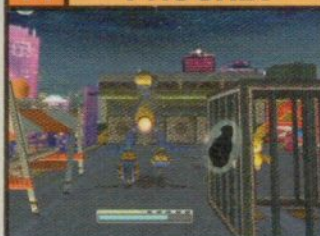
Continue forward, and you'll come to a giant suspended weight with three metallic pillars to the right. Break the iron container atop these pillars.

### 10 Sheep



After passing the giant weight, knock down the first metallic pillar on your right by locking onto the attached dynamite packs. Jump onto the bottom half of the now-broken pillar.

### 11 Phoenix



Before passing through the second point marker, break open the cage to its right. The missile to do so is hidden behind the iron containers to its left.

### 12 Gorilla

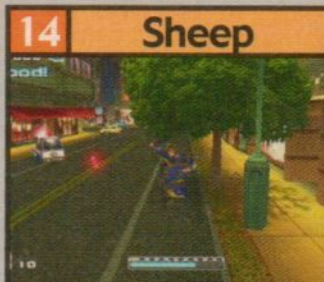


Look along the right-hand side of the road just after the second point marker.





13 **Boar**  
Hover across the crumbling road after grabbing the previous gorilla, and whistle near the pipe to the right of where you touch down.



14 **Sheep**  
After emerging from another tunnel and entering the city again, whistle near the first tree on your right.



15 **Gorilla**  
On the final stretch of road just before the goal ring, look on top of the yellow shades to your right.



## 1<sup>ST</sup> MISSION: ELUDE ENEMY PURSUIT

In addition to causing massive destruction to the city, Tails will find the Booster item in this stage (see above). Practice using it on safe ground, because you'll need it later to cross large gaps. Also, whenever you hear jets approaching, stay along the side of the road to avoid being hit by their bombs.



When walking beneath the bridges towards the end of the stage, the camera view shifts to show that they're about to collapse on top of you. Try not to become disoriented, and keep moving to avoid taking damage.

## 2<sup>ND</sup> MISSION: COLLECT 100 RINGS

The best philosophy for successfully completing this mission is to take your time. If you're hit even once, it becomes almost impossible to collect 100 rings. Also, before walking under the giant suspended weight, break the wooden crate on the right and hit the switch to prevent the weight from falling on you.



## 3<sup>RD</sup> MISSION: FIND THE LOST CHAO (MYSTIC MELODY REQUIRED)

As you approach the second point marker, turn back toward the screen, and drop down. Hover to descend slowly, and you'll see a ledge below with an ancient shrine on it. Playing the Mystic Melody atop this shrine causes a blue swirl to appear; it transports you to a row of floating elevators. Jump and hover across them to find Mission Street's lost Chao.

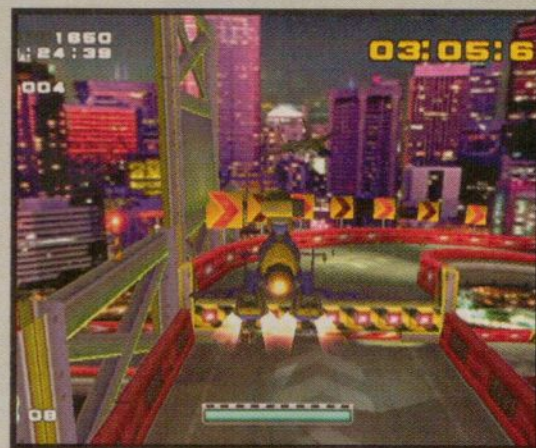




## 4TH MISSION: REACH THE GOAL WITHIN 3:00

The key to this mission is to move constantly. If you've picked up the Laser Blaster upgrade (and you should have by now), just lay into the B Button as fast as you can throughout the stage to destroy any obstacles in your path without slowing down.

Hover across the first crumbling road to save precious seconds. Land on the left-hand side to avoid being hit by the falling bombs.

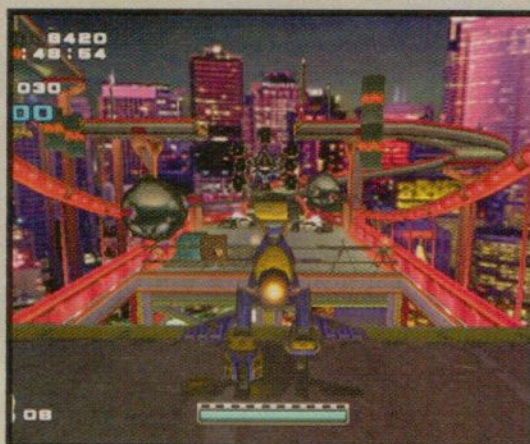


## 5TH MISSION: CLEAR HARD MODE (BAZOOKA REQUIRED)

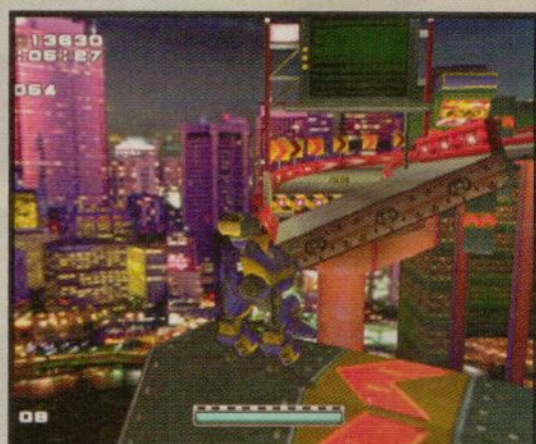
There are a few more changes to this stage's Hard mode than you're accustomed to. Extra enemies have been added as usual, but there are also a few tricky structural differences.



First, the jets may blow out the road ahead before you have a chance to cross, so knock over the metal pillar to your right and hover across from the top of it.



There's also a new mechanism swinging spiked balls in the middle of this gap. Destroy the enemy behind it before hovering over.



The final point of caution is to jump onto this fallen beam and wait to hover toward the moving platform until it's tipped down to the left.

### HERO STORY

# 8

## Aquatic Mine



### Small Animals Found in This Stage:



Condor

swim +20  
fly +60  
run -24  
power +16



Penguin

swim +36  
fly +12  
run +8  
power -24



Seal

swim +40  
fly -16  
run +0  
power +8



Skunk

swim +8  
fly +12  
run +16  
power +12

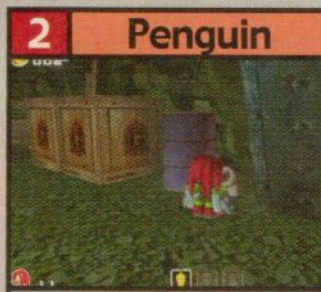


Dragon

swim +20  
fly +4  
run +8  
power +32



1 **Condor**  
Climb up the large central structure straight ahead, and take the pulley to the top floor. Once there, look on top of the torch behind you.



2 **Penguin**  
Whistle next to the pipe near the ancient shrine and the two wooden crates on the top floor.

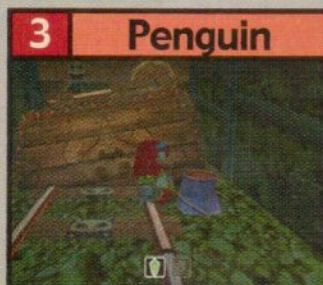


**Chao Box #1**  
The first Chao Box is hidden behind the stack of lumber in the far right-hand corner of the top floor (relative to where you entered).



## AQUATIC MINE MISSION RANKINGS:

MISSION 1	MISSION 2	MISSION 3	MISSION 4	LIMIT - 3:30	MISSION 5
A 14000 pts.	A under 1:50	A under 1:00	A 14000 pts.		A 15000 pts.
B 11000 pts.	B under 2:30	B under 1:30	B 12000 pts.		B 13000 pts.
C 10000 pts.	C under 3:00	C under 2:30	C 10000 pts.		C 10000 pts.
D 9000 pts.	D under 4:00	D under 4:00	D 8000 pts.		D 9000 pts.



### 3 Penguin

Play the Mystic Melody near the aforementioned ancient shrine. Go through the shaft that opens, and pick up the bucket behind the overturned mine carts.



### Level-Up Item: Air Necklace

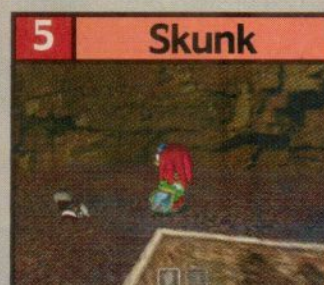
*The Air Necklace allows Knuckles to breathe underwater. Works automatically.*

While still on the top floor, lower the water level to three by hitting the marked switch. Once that's done, drop down to the main room below and dive into the mineshaft in the north-west corner (all directions are relative to the starting point). You must navigate the tunnels quickly to avoid running out of air. When you come out of the last tunnel (tap A to quickly swim to the surface), the Air Necklace is waiting for you.



### 4 Dragon

Climb around the tops of the walls in the small circular room where you found the Air Necklace.



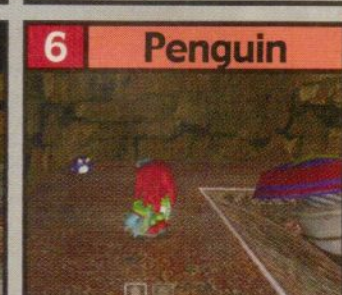
### 5 Skunk

Head back to the main room, climb to the third floor, and look in the corner to the left of where you started.



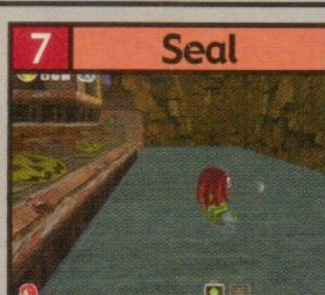
### Gold Beetle

This appears in the north-west corner of the main room on the third floor. A thousand points come in mighty handy if you're trying to score an A.



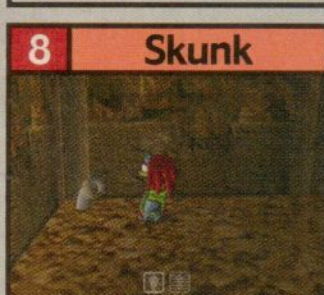
### 6 Penguin

Drop down to the second floor and look in the southwest corner next to the spring.



### 7 Seal

Drop down to the bottom floor and look along the middle of the eastern wall.



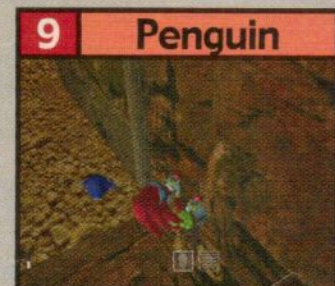
### 8 Skunk

Enter the mineshaft in the southern wall of the bottom floor and whistle near the pipe just inside.



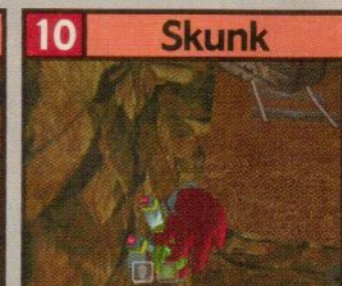
### Chao Box #2

The second Chao Box is in the same mineshaft, just around the corner from where you found the previous skunk.



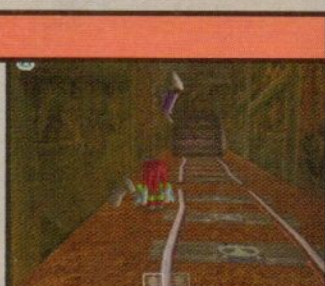
### 9 Penguin

A couple of steps past the second Chao Box, there's a horizontal dead end. Climb up it and look near the entrance of the tunnel to your left.



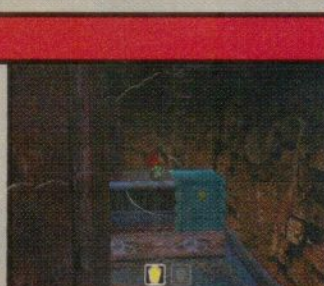
### 10 Skunk

Jump back onto the wall above the dead end, and climb a couple of more steps until you come to a tunnel on your right. Break the first overturned mine cart in the tunnel, and whistle near the revealed pipe.



### Chao Box #3

Keep going down the same tunnel, and you'll emerge from the western wall on the second floor of the main room. Climb up to the third floor and drop down the mineshaft in the southeast corner. You'll come to a small room, and the final Chao Box is atop the rafter in the far right-hand corner from where you entered.



## 1<sup>ST</sup> MISSION: FIND 3 PIECES OF THE MASTER EMERALD

The water in Aquatic Mine can be raised and lowered to three different levels: one is the highest and three the lowest. Switches one and two are in the alcove behind you when you start the level. To get to switch three, take the pulley straight ahead to the top floor.





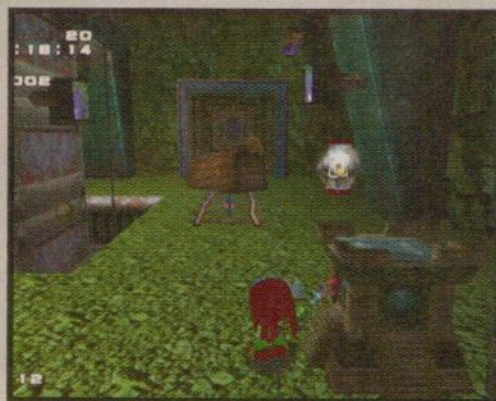
## 2<sup>ND</sup> MISSION: COLLECT 100 RINGS

The fastest way to do this is to first collect the rings around you, and then take the pulley up to the top floor. Grab the item box containing 10 rings, and hit switch three. Drop down and work your way through the shaft in the southeast corner of the main room. When you reach the small room where the third Chao Box was, look behind the support beam in the far right-hand corner to find an item box containing 20 rings. Climb out and go down the shaft in the northwest corner of the main room, where you



room, where you found the Air Necklace. Those tunnels have enough rings to bring you to 100.

## 3<sup>RD</sup> MISSION: FIND THE LOST CHAO (MYSTIC MELODY REQUIRED)



With the water level at one, go to the top floor and play the Mystic Melody on the ancient shrine. Go through the shaft that opens, and dive into the water.

Find the vertical row of rings in the small room and follow it up through a tunnel. Swim to the pulley, take it up, and you'll see the lost Chao.





## 4TH MISSION: GET THE EMERALD PIECES IN 3:30

As always, keep a close eye on your radar and consult the computers for tips if you get stuck. Be sure to explore the mine-shafts, which frequently house at least one Emerald piece.



## 5TH MISSION: CLEAR HARD MODE (SUNGLASSES REQUIRED)



The final piece is near where the lost Chao was, but instead of taking the pulley, look behind the spiked ball nearby.

Head for the large wheel in the northeast corner of the main room. Stand on the edge of its southern plank and put on your Sunglasses. A spring appears beneath your feet, launching you into the second piece.

With the water at level one, dive into the mineshaft along the western wall on the second floor and navigate the tunnels. There's only one route, so keep going until you find the Emerald at the dead end. Be careful of that final descent, though, because it's littered with spiked balls.



# 9

## HERO STORY

# Route 101



## 1ST MISSION: CHASE THE PRESIDENT'S LIMOUSINE








This racing stage is a nice little diversion that marks the halfway point for the Hero story. The basic strategy is to avoid hitting walls and cars (of course) while collecting as many rings as possible. Every time you nab 20 rings, you're rewarded with a speed boost (activated by pressing the Y Button). Also, you can power slide around some of the tighter turns by letting up on the accelerator, beginning the turn, and then accelerating again. This can help you achieve a much better time.

There's no upgrade in this stage, but successful completion of the first mission opens the single-player Kart Race. Access it via the single-player menu on the title screen.





## ROUTE 101 MISSION RANKINGS:

 MISSION 1	 MISSION 2	 MISSION 3	 MISSION 4	 MISSION 5
<b>A</b> under 2:45	<b>A</b> under 1:30	<b>A</b> under 3:00	<b>A</b> under 3:00	<b>A</b> under 2:50
<b>B</b> under 2:55	<b>B</b> under 2:00	<b>B</b> under 3:10	<b>B</b> under 3:10	<b>B</b> under 3:00
<b>C</b> under 3:15	<b>C</b> under 2:30	<b>C</b> under 3:20	<b>C</b> under 3:20	<b>C</b> under 3:10
<b>D</b> under 3:30	<b>D</b> under 3:00	<b>D</b> under 3:30	<b>D</b> under 3:30	<b>D</b> under 3:20

### 2<sup>ND</sup> MISSION: COLLECT 100 RINGS

Follow the same strategy as above, and be sure to hit all of the balloons. Each one randomly contains between 10 and 40 rings. Avoid any catastrophic mistakes, and you'll complete this mission in no time.



### 3<sup>RD</sup> MISSION: DON'T HIT OTHER CARS

This may sound easy, but if you're not careful it can be extremely frustrating. Just take your time and don't be afraid to hit the brakes, even if you're trying to score an A. Three minutes is plenty of time.



### 4<sup>TH</sup> MISSION: DON'T HIT THE WALLS

Everything from the above mission applies here. Additionally, don't try to power slide. Take the turns slowly, and only use the speed boost on straight-aways. Again, three minutes is plenty of time.



### 5<sup>TH</sup> MISSION: CLEAR HARD MODE



The bad news is that there are a lot more cars on the road, and they seem intent on cutting you off at every opportunity. The good news is that you can run into walls again, so power slide early and often. In fact, try to maintain a perpetual power slide. For some bizarre reason, doing so helps you maintain a higher top speed.





# 10 Hidden Base



## Small Animals Found in This Stage:



Skunk

swim +8  
fly +12  
run +16  
power +12



Tiger

swim -8  
fly -16  
run +20  
power +36



Penguin

swim +36  
fly +12  
run +8  
power -24



Sea Otter

swim +44  
fly -4  
run +8  
power -16



Skel. Dog

swim +8  
fly +8  
run +32  
power +16



### 1 Skunk



Look directly to the right of the starting point. The wall may be blocking your view, but the skunk is there.

### 2 Tiger



As you walk out onto the first platform, you see a fallen red pillar to your right with an iron container on top. Hover over to the pillar and break the container.



### 3 Penguin



Lower the platform ahead by locking onto and destroying the attached dynamite packs. Hover onto it, and then, as you enter the next room, destroy the vases to the right.

### 4 Tiger



After progressing forward a bit, you come to a hallway lined with vases and doors. Break down the first door on your left.

### 5 Skunk



In the same hallway lined with vases and doors, smash through the only breakable door on the right.

### Chao Box #1



As you exit the hallway and enter the next room, the camera will shift to face the door on your left. Turn toward the screen and break down the door on your right. The first Chao Box is hidden behind the block on the other side, so demolish that, too.

### 6 Skunk



Turn back toward the door the camera was facing, and before proceeding through, whistle near the pipe to its right.

### Gold Beetle



Immediately after passing through the first point marker, drop down onto the fallen red pillar to the left. The Gold Beetle appears as you grab onto a pulley at the end of the pillar.

### 7 Penguin



Proceed forward a bit, and you come to a series of red pillars. Hover onto the one on the far right.

### 8 Sea Otter



After grabbing the previous penguin and proceeding along the pillars to the left, you need to lower three platforms in fairly quick succession. After lowering the third one, break the vases behind it to the right.

### 9 Tiger



The next pulley takes you to a room surrounded by Kikis. After disposing of them, lower the nearby platform and use it to reach the narrow ledge on your right. Walk down the ledge and whistle near the pipe at the opposite end.



## HIDDEN BASE MISSION RANKINGS:

MISSION 1	MISSION 2	MISSION 3	MISSION 4	LIMIT - 3:30	MISSION 5
A 14000 pts.	A under 3:15	A under 2:50	A 12000 pts.		A 13000 pts.
B 12000 pts.	B under 3:30	B under 3:15	B 11000 pts.		B 11000 pts.
C 11000 pts.	C under 4:00	C under 4:00	C 10000 pts.		C 9000 pts.
D 10000 pts.	D under 4:30	D under 4:30	D 8000 pts.		D 8000 pts.

### 10 Penguin



Drop from the ledge to the red pillar just below, and then hover to the other narrow ledge just ahead. Walk down it to the left, and whistle near the pipe.



### Level-Up Item: Mystic Melody



When near an ancient shrine, press the B Button to play a mysterious melody. This item is needed to complete the third mission (Find the Lost Chao) in every stage.

Now carefully drop down toward the screen and land on the path below. The room ahead is blocked off by four iron containers. Destroy the containers, and then walk inside to grab the Mystic Melody.

### Chao Box #2



Play your newly obtained Mystic Melody to exit the room where you found it, and you'll see the second Chao Box on the path straight ahead.

### 11 Penguin



After the second point marker, you'll take two pulleys to get to this hall. Whistle near the pipe along its right-hand wall.

### 12 Half-Fish



When you come to the point with a door on the right and a block on the left, break down the door. Take a few steps forward, and then break down another door blocking your path and the block behind it. Walk around the red pillar straight ahead, destroy the door behind it, and look in the nook to your right.



### 13 Sea Otter



Walk out of that nook via the doorway you entered through, and turn right. You'll come to another door with a pipe to its left. Whistle near the pipe.

### 14 Sea Otter



Now go through that door and look in the alcove to the left just before the third point marker.

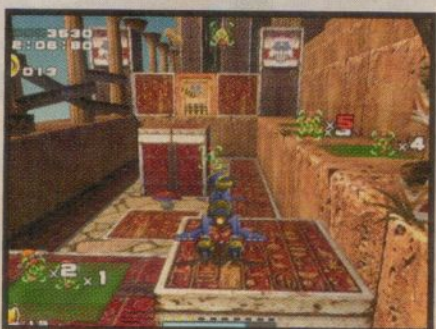
### 15 Sea Otter



After progressing through the level a ways, you come to a stack of three explosive canisters. Break the vase on their right.

## 1<sup>ST</sup> MISSION: FIND THE ENTRANCE INTO THE HIDDEN BASE

Now that you've had your little Kart Racing break, prepare for one of the game's longest stages. There's not anything new to learn here, but be extremely cautious. If you fall into the quicksand, you lose a life, and point markers are few and far between. Also, be constantly locking on and destroying everything in sight for maximum points.



## 2<sup>ND</sup> MISSION: COLLECT 100 RINGS

This mission can be quite difficult, particularly if you're trying to score an A. Move as quickly as you can, but be careful not to run into any swooping enemies. The one on the path leading to the first point marker can be especially tricky. Lock onto



him and move left to dodge his fire. Stay along the main path, but be sure to grab the item boxes in the alcove to the right just before the third point marker.





### 3<sup>RD</sup> MISSION: FIND THE LOST CHAO (MYSTIC MELODY AND BAZOOKA REQUIRED)

This ancient shrine is along the main path after the third point marker, and is almost impossible to miss. Playing the Mystic Melody near it opens the adjacent door. Walk in and hover to one of the platforms below, locking onto enemies as you go. Walk through the doorway down here, and hover over to the pulley. It pulls you up in front of a high platform where our tiny blue friend is waiting.



### 4<sup>TH</sup> MISSION: REACH THE GOAL WITHIN 3:30

Completing this mission can be fairly difficult, but there are a couple of simple shortcuts that can shave substantial seconds off your time.



First, when you're on this ledge, leap and hover over the door ahead.



Second, hover sharply to your right from this point to land on a shorter, more direct route.

Keep moving throughout the stage, and don't stop to destroy enemies or pick up rings. Also, try to lower platforms as you're hovering toward them.

### 5<sup>TH</sup> MISSION: CLEAR HARD MODE

The most difficult aspect of this mission is the increase in enemies swooping down from above. They also fire much more rapidly than before.



As for structural changes, there are no longer pulleys up here on the ledges to either side. They've been replaced by this single pulley hanging from the middle of the room.



Additionally, these platforms now rotate, potentially dumping you into the quicksand. Wait for them to complete a rotation, then jump onto and off of them as quickly as possible.

# 11 *HERO STORY* Pyramid Cave



#### Small Animals Found in This Stage:



swim +12  
fly +48  
run -16  
power -12



swim +20  
fly +60  
run -24  
power +16



swim +8  
fly +8  
run +16  
power +16



swim +8  
fly +40  
run +8  
power +8



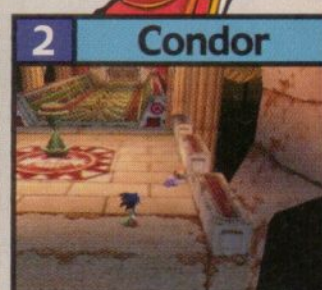
swim +8  
fly +8  
run +32  
power +16



1 **Peacock**  
After taking the first pulley in the stage, look behind the fire hearth straight ahead.



**Chao Box #1**  
Rather than swing from the poles just ahead of that hearth, drop down to the floor below to find the first Chao Box.



2 **Condor**  
After grabbing the Chao Key, hit the nearby hourglass and jump up the platforms that slide out. Once back onto the main path above, look to the right.



## PYRAMID CAVE MISSION RANKINGS:



### MISSION 1

<b>A</b>	<b>15000</b> pts.
<b>B</b>	<b>13000</b> pts.
<b>C</b>	<b>11000</b> pts.
<b>D</b>	<b>10000</b> pts.



### MISSION 2

<b>A</b>	<b>under 1:30</b>
<b>B</b>	<b>under 1:45</b>
<b>C</b>	<b>under 2:00</b>
<b>D</b>	<b>under 3:00</b>



### MISSION 3

<b>A</b>	<b>under 3:45</b>
<b>B</b>	<b>under 4:00</b>
<b>C</b>	<b>under 4:15</b>
<b>D</b>	<b>under 4:30</b>



### MISSION 4

<b>A</b>	<b>13000</b> pts.
<b>B</b>	<b>11000</b> pts.
<b>C</b>	<b>9000</b> pts.
<b>D</b>	<b>8000</b> pts.

**LIMIT - 4:00**

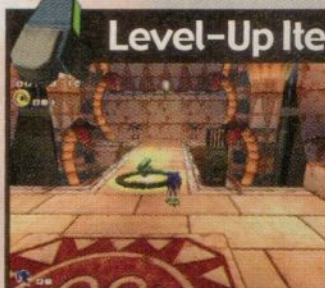


### MISSION 5

<b>A</b>	<b>14000</b> pts.
<b>B</b>	<b>13000</b> pts.
<b>C</b>	<b>10000</b> pts.
<b>D</b>	<b>9000</b> pts.



Look to the left just after emerging from the next short, enclosed hallway. You may have to manipulate the camera to spot it.



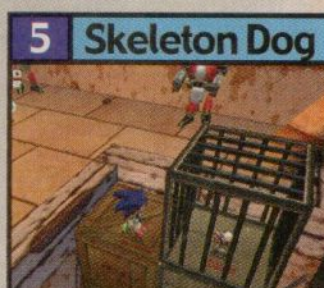
This level-up item is on the main path and is almost impossible to miss. It allows Sonic to bounce higher, which he must do to get over the wall just ahead.



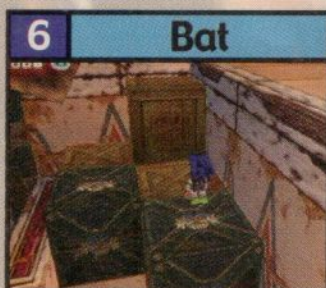
*Press the B Button while in mid-jump to use the bounce attack. Press the B Button again to bounce higher.*



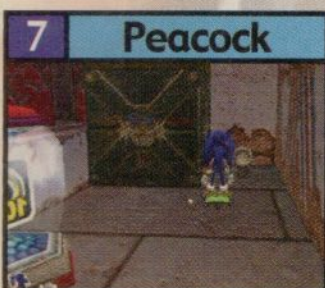
But before you do, drop down onto the ledge to the right of the Bounce Bracelet and whistle near the pipe.



On the same ledge, break the wooden crate atop the metal box, and then break the adjacent iron container to make the cage drop.



Now drop onto the ledge to the left of the Bounce Bracelet, and break the wooden crates there. Whistle near the revealed pipe.



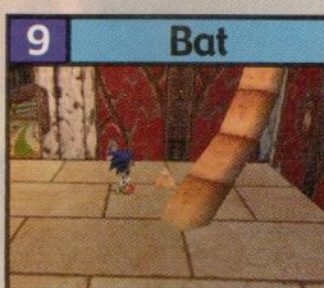
When you come to the next hourglass, look in the alcove to the left and whistle next to the pipe there.



Now look in the alcove to the right of that same hourglass, and whistle next to the pipe there.



The second Chao Box is in the same alcove as the previous small animals, right next to the pipe and behind a metal box.



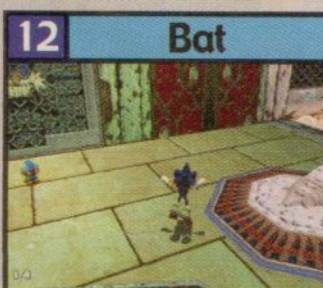
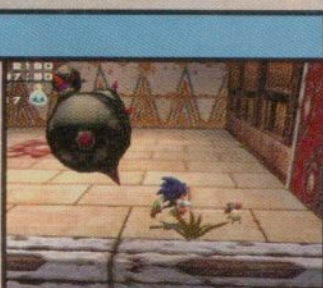
After passing through the second point marker, you can grind across a long rail. Pick up the tiny pyramid to the right at the end of the rail.



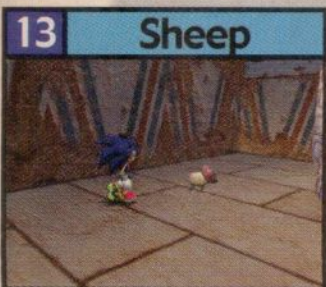
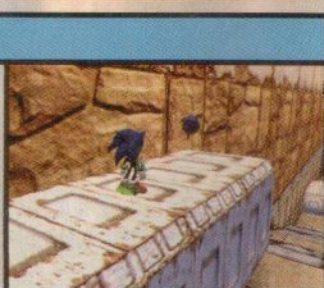
Now turn back toward the screen, and drop down to the floor beneath the rail. Break the left wooden crate tucked between the metal boxes in the center.



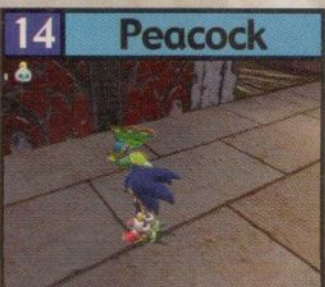
Keep walking toward the screen and drop down another level, where four spiked balls are swinging. Look along the edge of this level on the right-hand side of the screen.



Now turn back around and progress through the stage until you come to a locked door. You'll need to go right to fetch the key, so on your way, look on top of the first white ledge to the left.



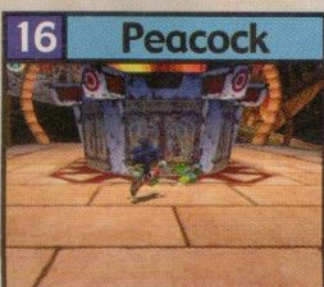
Still heading for the key, look in the right-hand corner as soon as you drop to the lowest level.



Take the pulley just ahead of where you found the previous sheep, and look in the right-hand corner as soon as you cross the roof and drop back down.



Play the Mystic Melody at the ancient shrine next to the third point marker. Light dash across the row of rings that appears, and you'll catch a pulley that lifts you to a platform with another ancient shrine. Jump from this platform over to the roof on your right, and look around the fire hearth there.



Jump from the roof where you found the previous condor to the next roof ahead, and then to another roof. Look around the fire hearth atop this third roof.



### Chao Box #3



This part is a bit tricky. Jump back to the first roof (where you found the condor), and do a homing attack to reach that pulley again. Now play the Mystic Melody near the shrine atop the platform, and another row of rings will appear. Light dash across them, and hold up on the Control Stick to land on a rail. At the end of the rail, you land on a platform containing the final Chao Box.

### 17 Condor



Take the pulley next to the third Chao Box up to the platform on the left. Look near the switch at the end of this platform.

### Gold Beetle



After returning to the main path and launching from some jump plates, you'll come to an E-1000 in front of three springs. The Gold Beetle appears above the ledge to your left.

### 18 Condor



Instead of grinding the next rail, drop to the floor below, and pick up the tiny pyramid in the near right-hand corner.

### 19 Bat



Look in the far left-hand corner on the same floor, across from the hourglass.



## 1<sup>ST</sup> MISSION: INFILTRATE EGGMAN'S HIDDEN BASE

There are numerous hourglasses strewn about this level. When flipped, they open certain doors for a limited amount of time. It takes all of Sonic's abilities to get past the doors in time. Also, beware of the ghosts. They try to grab Sonic and hold him still for other enemies to attack.



Soon after passing the section with a short rail above some spiked balls, you come to a steep ramp with an hourglass at the bottom and a door at the top. To make it through the door, spin dash up the ramp as soon as you flip the hourglass.



After fetching the second gate key and opening the corresponding door, you enter a tunnel with an hourglass at the beginning. Flip the hourglass and run down the tunnel as quickly as possible before the door closes. If you're too slow, you have to drop down the hole and try again.



## 2<sup>ND</sup> MISSION: COLLECT 100 RINGS

The fastest way to collect 100 rings in this level is to light dash whenever possible, and to make two important stops.



Instead of swinging from the first pole, drop and grab 20 rings from the item boxes below.



In the alcove to the left of where you found the second Chao Box, collect 10 rings from the item box and then smash the crate for 20 more.



### 3<sup>RD</sup> MISSION: FIND THE LOST CHAO (MYSTIC MELODY REQUIRED)



Play the Mystic Melody at the second ancient shrine along the main path to make a spring appear to your right. Bounce up and run down the path until you come to an hourglass. Flip it, then do a bounce attack up to the pole above. Quickly swing from pole to pole to get across the gap before the door closes. Behind the door, you'll find the lost Chao.

### 4<sup>TH</sup> MISSION: REACH THE GOAL WITHIN 4:00

There are no shortcuts here, so you need to pretty much master this level to come in under four minutes. Grind every rail, swing from every pole, and light dash whenever possible.



### 5<sup>TH</sup> MISSION: CLEAR HARD MODE

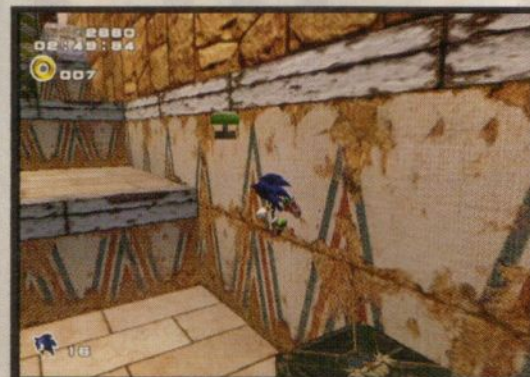
There are a couple of changes in Hard mode that make it substantially more difficult than usual.



First, the hourglass here has moved to the right, and the spring on the platform above is gone. Therefore, you must do a bounce attack to reach the tunnel.



More significantly, the placement of items on your way to fetch the second gate key has changed entirely. The hourglass that opens this door is now atop a white ledge, so you must drop the key in front of the door, go back to flip the hourglass, then pick up the key again before running through. To reach the higher levels beyond that, hop onto the nearest crate and throw the key ahead of you.



# 12

## HERO STORY

# Death Chamber



Small Animals Found in This Stage:



Tiger

swim -8  
fly -16  
run +20  
power +36



Gorilla

swim -4  
fly -8  
run +4  
power +40



Skunk

swim +8  
fly +12  
run +16  
power +12



Rabbit

swim +0  
fly +8  
run +40  
power -16



Skel. Dog

swim +8  
fly +8  
run +32  
power +16

Level-Up Item: Hammer Gloves



Flip the hourglass just ahead of the starting point, and walk through the door that opens. Break the wooden crates to the right in the adjacent hallway, and you'll find the Hammer Gloves.








Increases your punch attack power. Now you can break iron containers with just a punch.



Proceed into the next red hallway, and climb up onto the ledge above the entrance. Whistle near the pipe in the corner up here.



## DEATH CHAMBER MISSION RANKINGS:

 MISSION 1	 MISSION 2	 MISSION 3	 MISSION 4	LIMIT - 5:00	 MISSION 5
<b>A</b> 12000 pts.	<b>A</b> under 2:30	<b>A</b> under 2:00	<b>A</b> 12000 pts.		<b>A</b> 12000 pts.
<b>B</b> 10000 pts.	<b>B</b> under 3:00	<b>B</b> under 2:30	<b>B</b> 10000 pts.		<b>B</b> 11000 pts.
<b>C</b> 8000 pts.	<b>C</b> under 3:30	<b>C</b> under 3:00	<b>C</b> 8000 pts.		<b>C</b> 10000 pts.
<b>D</b> 6000 pts.	<b>D</b> under 4:30	<b>D</b> under 4:00	<b>D</b> 6000 pts.		<b>D</b> 8000 pts.



In the same red hallway, pick up the yellow mask to the right on the middle level.



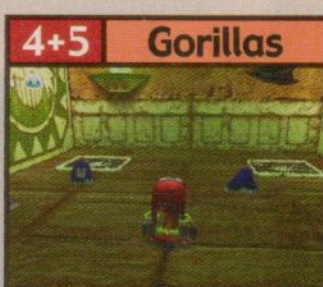
Proceed to the Pyramid Core and drop straight down from the red door. The first Chao Box is on the ground below.



Head left and make your way to the main room in the green section. From there, enter the door that eventually leads to the red section, and you'll see a scarab on the wall just behind it to the left. Whistle near the scarab.



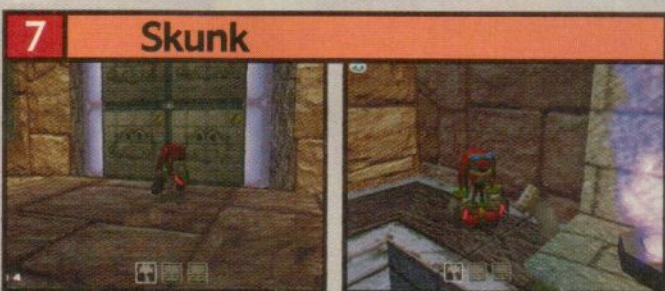
Go back into the main room of the green section, and head through the opposite door. You eventually come to a dead end where the second Chao Box is waiting.



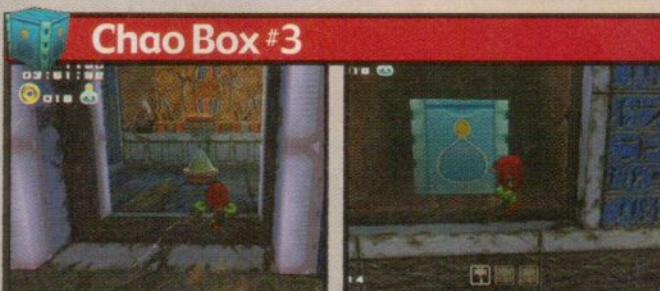
You'll see two gorillas running around in the same small room where you found the second Chao Box.



Head back to the Pyramid Core, and look around the circular ledge surrounding the large machine in the center. You may have to run completely around it.



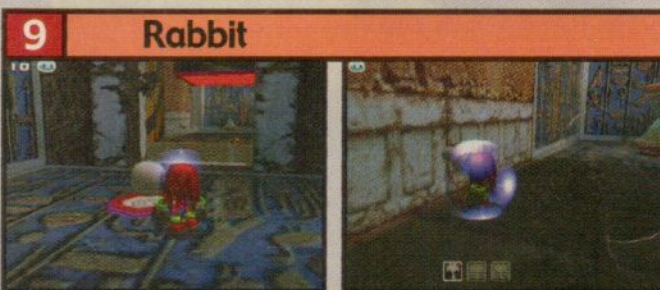
Break the iron containers blocking entry to the blue section in the Pyramid Core, and dig through the picture on the other side. You'll enter a blue hallway with a door on the opposite end. Climb onto the ledge just above that door, and whistle near the pipe in the left-hand corner.



Continue straight until you get to the main room of the blue section, and then head through the door on the left. Dig through the painting behind that door, and you land in a room containing the final Chao Box.



Return to the main room of the blue section, and then head through the opposite doorway that eventually leads to the red section. After passing through a non-eventful room, you come to another with two E-1000s. Jump onto the ledge on your left as you enter, and whistle near the scarab on the wall.



Continue toward the red section until you reach the metallic hallway. Look in the alcove on the right, and you'll see a pipe beneath a giant falling weight. Suspend the weight by hitting the switch in the opposite alcove, and then whistle near the pipe.



## 10 Skunk



Continue toward the red section, and when you get to the first red hallway, dig into the picture on the right-hand wall. Afterwards, simply look along the floor of the small room you drop into.

## Gold Beetle



In the first hallway west of the main room in the red section, you'll see two Unidus, a missile, and a stack of cages. Use the missile to destroy the cages, and the Gold Beetle will appear in their former location.

## 1<sup>ST</sup> MISSION: FIND THE 3 GATE KEYS



Your radar works the exact same way with the Gate Keys as it does with pieces of the Master Emerald. It's easy to get lost in this stage early on, but just remember that the stage is divided into four basic sections: the Pyramid Core to the south, the red section to the north, the green section to the southeast, and the blue section to the southwest. If you become disoriented, refer to the maps throughout the stage marked with a handy little "You are here" dot.



The only way to access certain sections of Death Chamber is to dig through paintings like these. Be sure to dig into the center of the oval.

## 2<sup>ND</sup> MISSION: COLLECT 100 RINGS

After grabbing the six rings in front of you at the beginning of the stage, head for the blue section. Play the Mystic Melody at this shrine to make 14 more rings appear.

From there, keep heading for the blue section, where you'll find a Magnetic Shield in the room just after the metallic hallway. Armed with this useful item, collecting the remainder of the 100 rings you need will be much easier.



## 3<sup>RD</sup> MISSION: FIND THE LOST CHAO (MYSTIC MELODY AND AIR NECKLACE REQUIRED)



Play the Mystic Melody atop the ancient shrine on the floor of the Pyramid Core, and dive into the water when the hatch opens. As you dive down, you see a closed door. Swim to the other side of the room and find the hourglass. Flip it and make a beeline for that door, because it closes quickly. Once you've made it through, swim across one hallway where two robots are firing at you, and then another hallway lined with ghosts. Once you enter the large cavern, swim up almost immediately to emerge from the water.

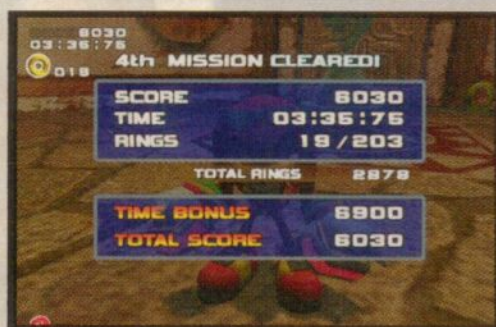
Climb out, and you'll see an hourglass in the alcove above you. This opens the door directly above it, and behind that door is the lost Chao. The only problem is that the wall juts out a bit, so you won't be able to climb straight up. Instead, flip the hourglass and work your way around as quickly as possible before the door closes.





## 4TH MISSION: FIND THE 3 KEYS WITHIN 5:00

This stage can be a bit confusing, so don't be afraid to reference a computer or two for hints. The bonus points you earn for saving time far outweigh the penalties.



## 5TH MISSION: CLEAR HARD MODE



To find the first key, begin by digging through this painting, found in the hallway between the red and green sections. You enter a large room with an hourglass on the opposite side. Flip it, and platforms slide out from the left- and right-hand walls. Jump onto one of them and smash the iron containers to reveal another hourglass. Flip that hourglass, and the large hatch in the center of the room opens. Quickly run down and dig into the dirt that's revealed to obtain key number one.

For key number two, head for the location of the lost Chao. Once you reach the large cavern, however, don't swim up to the room above. Instead, swim straight ahead, and find the key behind an altar (beware of the Unidus enemy hidden behind there as well).



Now swim up into the room where you found the lost Chao. A giant weight falls on you and closes off the entrance to the water. First climb straight up and hit a switch to raise the weight again. After that, flip the hourglass in the alcove below and quickly dive back down. For a brief time, the key is revealed in an alcove of the second step from the bottom.

## BOSS: KING BOOM BOO

The first of two consecutive boss encounters takes place in a circular room with a pillar in the center. Don't try to attack King Boom Boo yet, because he can't be hurt in the darkness.

Instead, slowly run away and dodge the fireballs he hurls at you. Run too fast, and he'll turn around and give chase in the opposite direction. After throwing three or four consecutive fireballs, he stops and begins to spout flames. This is your opportunity to run around behind him and attack the little ghost at his rear. Doing so flips the hourglass he's carrying, which opens a skylight. As sunrays pour in, Boom Boo slinks into a shadow and slides either along the ground or up the side of the pillar. Dig into him, and he pops back up and tries to scurry away. Now it's your turn to give chase and attack.

Repeat three more times to end the King's reign.



Keep your distance, but don't run too fast or King Boom Boo will turn around and try to bite you.



When Boom Boo starts to spout fire, run around behind him and attack the little guy holding the hourglass.



After you dig into his shadow, the cowardly King will try to run away. Give chase and either glide into him or punch him.





## BOSS: EGG GOLEM

Before proceeding to Eternal Engine, you must defeat Dr. Eggman's enormous rock Golem with Sonic. This big brute starts by trying to make hedgehog pancakes with his fists. As he does, run around behind him and jump up the ledges protruding from his back. From the top ledge, you can perform a homing attack on his head, damaging him. After doing this a second and third time, the Golem swings both arms in a sweeping motion. Jump over both hands before you proceed with your assault. If you fall into the quicksand (where there are plenty of rings), don't worry. Simply grab onto a pulley

and hoist yourself back up.



The top three ledges on the Golem's back are marked with a yellow symbol that you can use to homing attack your way to his head.



If you fall into the quicksand, take the opportunity to pick up a few rings before grabbing onto a pulley.



Although he usually tries to hit you with a single fist, the Golem occasionally lunges at you with both fists. Perform a quick homing attack to get out of the way.

## HERO STORY

# 13

# Eternal Engine



### Small Animals Found in This Stage:



Condor

swim +20  
fly +60  
run -24  
power +16



Boar

swim -4  
fly -12  
run +32  
power +16



Parrot

swim +0  
fly +48  
run -20  
power +4



Raccoon

swim +20  
fly +16  
run +4  
power +8



Dragon

swim +20  
fly +4  
run +8  
power +32

**1 Condor**

Look under the canister on the left-hand side of the room you start in.

**2 Boar**

In the room containing the stage's first springs and a pulley, destroy the canister, and then whistle near the pipe that was under it.

**3 Parrot**

In the hallway just before the first point marker, destroy the wooden crates in the left-hand corner. You can now jump onto the metal box in that corner and whistle near the revealed pipe.

**Chao Box #1**

A ways after the first point marker, you'll come to a room with a door in front of you, and a door on the right. Enter the door in front of you to find the first Chao Box.

**4 Raccoon**

Destroy the crates next to the first Chao Box, but be careful not to accidentally blast open the nearby space hatch.

**5 Parrot**

Hit the switch that was behind the Chao Box, and then head back through that other door. The door behind it is now unlocked, so walk through and look on the railing to the right.



## ETERNAL ENGINE MISSION RANKINGS!



### MISSION 1

<b>A</b>	<b>35000 pts.</b>
<b>B</b>	<b>30000 pts.</b>
<b>C</b>	<b>25000 pts.</b>
<b>D</b>	<b>20000 pts.</b>



### MISSION 2

<b>A</b>	<b>under 3:30</b>
<b>B</b>	<b>under 4:00</b>
<b>C</b>	<b>under 5:00</b>
<b>D</b>	<b>under 6:00</b>



### MISSION 3

<b>A</b>	<b>under 2:45</b>
<b>B</b>	<b>under 3:00</b>
<b>C</b>	<b>under 3:30</b>
<b>D</b>	<b>under 4:00</b>



### MISSION 4

<b>A</b>	<b>30000 pts.</b>
<b>B</b>	<b>28000 pts.</b>
<b>C</b>	<b>25000 pts.</b>
<b>D</b>	<b>20000 pts.</b>

**LIMIT - 5:00**



### MISSION 5

<b>A</b>	<b>35000 pts.</b>
<b>B</b>	<b>30000 pts.</b>
<b>C</b>	<b>25000 pts.</b>
<b>D</b>	<b>20000 pts.</b>



**6 Parrot**

Look on top of the giant weight after suspending it in the air via the switch (see 1st Mission text).

**Chao Box #2**

After the second point marker, you eventually come to a room with three beetles in the center and stacks of crates on either side. The second Chao Box is tucked under the iron containers on the right.

**7 Boar**

Break the stack of wooden crates to the left of where you found the second Chao Box.

**Chao Box #3**

In the room immediately following the third point marker, there's a locked door ahead of you and an unlocked one to your right. Go right until you're outside, and grab the first pulley you come across. Walk along the catwalk you're lifted to, and at the end you'll see another catwalk below and to the right. Hover down and hit the switch on the catwalk below to unlock the door back inside. Grab onto the pulley next to this switch, and use it to hover back to where you came out. Go back inside and through the newly unlocked door to find the third Chao Box.

**8 Condor**

Go back outside and make your way across those catwalks until you reach a second pulley. Before grabbing onto it, whistle near the pipe in the corner to your right.

**9 Parrot**

At the end of this series of catwalks and pulleys, you come to a door leading you back inside. Before entering, look on the railing to your left.

**Level-Up Item: Bazooka**

*Volcan Cannon power-up. Tails can now break iron containers simply by shooting them.*

After the fourth point marker, you soon emerge outside in front of a long bridge with a locked door at the end. Hover down to the large platform below, and hit the switch. That done, bounce off one of the springs to reach the platform floating above. It lifts you back up to the now-opened door and the Bazooka inside.

**10 Boar**

After grabbing the bazooka, hover back down to the large platform below and look in the near left-hand corner.

**11 Boar**

Destroy the iron containers blocking access to the hallway just ahead of the large platform. As you enter said hallway, look in the right-hand corner and whistle near the pipe there.

**12 Parrot**

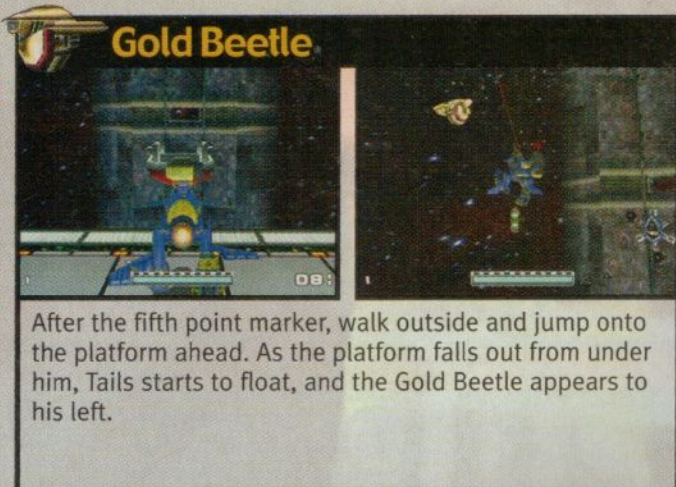
Break the wooden crate in the far right-hand corner of the hallway where you found the previous animals.

**13 Raccoon**

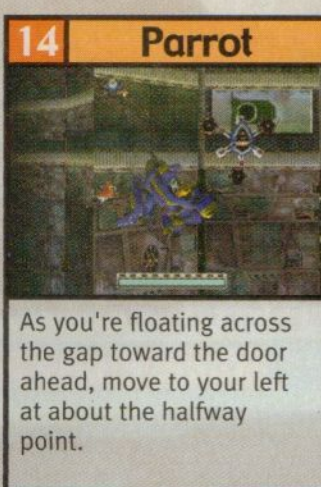
Look along the right-hand wall of the room you enter after taking two pulleys and a platform in quick succession.







After the fifth point marker, walk outside and jump onto the platform ahead. As the platform falls out from under him, Tails starts to float, and the Gold Beetle appears to his left.



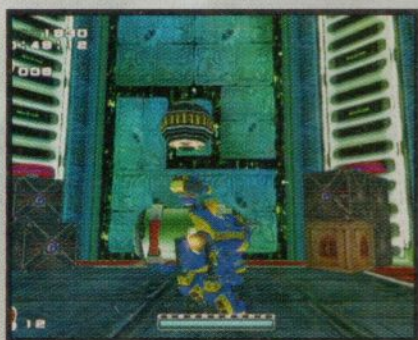
As you're floating across the gap toward the door ahead, move to your left at about the halfway point.



Whistle near the pipe to the left of the Goal Ring. Be careful not to accidentally touch the Goal Ring and exit the stage.

## 1<sup>ST</sup> MISSION: DESTROY THE COLONY'S POWER GENERATOR

Tails' final level is by far his most difficult. It's riddled with booby traps and there are enemies everywhere. Be particularly careful when opening doors, because there's often someone waiting to harm you on the other side. Also, be much more cautious about using your lock-on laser. There are times in this level where it can come back to bite you.



Here are two of those booby traps I spoke of. In the room containing the stage's first pulley, balls start to drop if you hang around at the bottom for too long. Head for the pulley as quickly as possible and don't shoot the balls! They're actually bombs.

After demolishing some cages with a missile out in space, you enter a room containing a canister and two springs atop metal boxes. As you walk into this room, watch for the shadow on the floor and don't walk on it! There's a giant weight hovering above, waiting to smash poor Tails.



Instead, blow up the canister, walk around the shadow and hit the revealed switch to keep the weight suspended in air.



These hatches are the primary reason to avoid using your lock-on laser. Should you accidentally blow them open, you could be sucked into the vacuum of space.

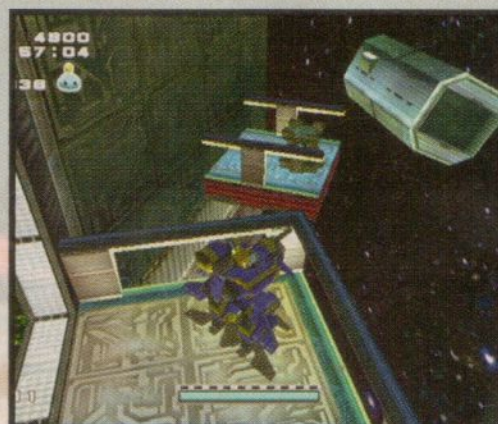
## 2<sup>ND</sup> MISSION: COLLECT 100 RINGS

This mission can be extremely frustrating. The best approach is to move as quickly as you can while still proceeding with caution. Precise use of your lock-on laser is imperative. Be very careful not to cause an explosion and then walk right into it. If you stay along the main path and don't get hit, it is possible to collect 100 rings in under 3:30.



## 3<sup>RD</sup> MISSION: FIND THE LOST CHAO

The first time you step outside after passing through the first point marker, look to your left to see an ancient shrine atop a floating platform. Hover onto this shrine and play the Mystic Melody. A series of stone blocks appear, leading you to a metallic platform. This platform elevates you to another stone block. From there, you must hover onto another metallic platform moving from left to right. Once there, wait for the platform to float as far as it can in either direction before you leap off and hover toward the door. Do not shoot the blue enemy inside the room behind the door! Doing so will cause every space hatch in the room to open. Instead, run by the enemy and into the next room. Jump onto the cages and wait until the moving platform gets toward the middle, then jump onto it. When the platform floats closest to the door, jump and hover over the lasers. Go through the door, and you'll finally have the Chao.





## 4TH MISSION: REACH THE GOAL WITHIN 5:00

Time is tight in this stage, so move quickly and lay into that B Button like a madman. There aren't any real shortcuts, so you may just have to keep practicing.



## 5TH MISSION: CLEAR HARD MODE

Surprisingly, there are no significant changes to report here aside from the usual proliferation of enemies and an increase in space hatches. I guess Sonic Team figured this level was hard enough to begin with.



### HERO STORY

# 14

# Meteor Herd



### Small Animals Found in This Stage:



Sheep

swim +8  
fly +8  
run +16  
power +16



Penguin

swim +36  
fly +12  
run +8  
power -24



Rabbit

swim +0  
fly +8  
run +40  
power -16



Seal

swim +40  
fly -16  
run +0  
power +8



Phoenix

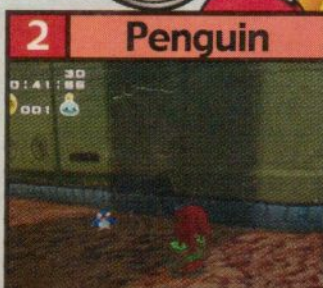
swim +12  
fly +32  
run +4  
power +16



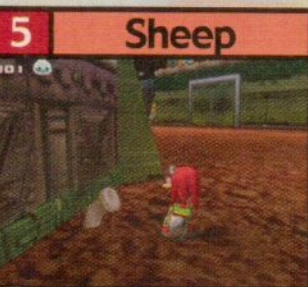
Look next to the large container in the right-hand corner of the platform you start on.



Drop down to your left from the platform you start on, and look for the large vehicle behind you. The first Chao Box is right in front of it.



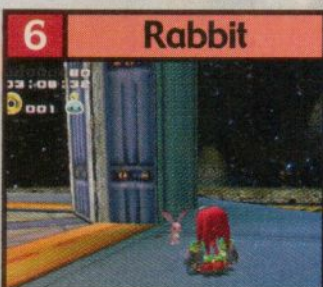
Look on the ground near the southwest corner of the large central structure (all directions are relative to the starting point).



Whistle near the pipe at the bottom of the tower northwest of the large central structure.

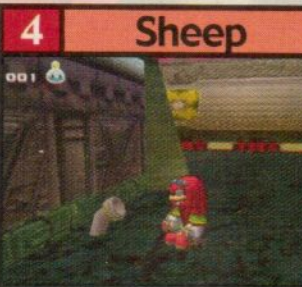


Whistle near the pipe at the bottom of the tower southeast of the large central structure.



Use a stationary meteor to demolish the door on the south wall of the large central structure. Doing so reveals the second Chao Box.

Look between the platform and the vehicle west of the large central structure.



Look along the northern ledge of the large central structure, at the bottom of the four columns.



## METEOR HERD MISSION RANKINGS!

MISSION 1	MISSION 2	MISSION 3	MISSION 4	MISSION 5
<b>A</b> 13000 pts.	<b>A</b> under 2:00	<b>A</b> under 1:30	<b>A</b> 14000 pts.	<b>A</b> 13000 pts.
<b>B</b> 12000 pts.	<b>B</b> under 3:00	<b>B</b> under 2:30	<b>B</b> 13000 pts.	<b>B</b> 11000 pts.
<b>C</b> 11000 pts.	<b>C</b> under 4:00	<b>C</b> under 3:30	<b>C</b> 11000 pts.	<b>C</b> 10000 pts.
<b>D</b> 8000 pts.	<b>D</b> under 5:00	<b>D</b> under 5:00	<b>D</b> 9000 pts.	<b>D</b> 7000 pts.

LIMIT - 4:30

### Level-Up Item: Sunglasses



See things that you couldn't before. Press the Y Button until "Sunglasses" appears in the upper right-hand corner of the screen, then press the B Button to put them on. To take them off, simply jump.

Just to the north of the large central structure, there's a stationary meteor on top of a platform. Punch this meteor across the gap to smash the door on the north wall. Flip the revealed switch to open a trap door on the floor of the large structure above you. Use the nearby spring to get up there, and then fall down the hole where Knuckles' final upgrade waits.

### 7 Seal



On a platform floating between the four columns of the large central structure, there's a rocket. Take the rocket up, jump from the platform you land on to the one straight ahead, and from there onto the platform below and to the right. Whistle near the pipe on this third platform.

### 8 Phoenix



Go back to the platform that the rocket lifted you to, and you'll see another platform connected to it via a steel beam. Just past that are two blue space stations. Climb on top of the nearest one, and look on the underside of the blue platform above.

### 9 Seal



Return again to the platform that the rocket lifted you to, and bounce from the spring there. Look up around the floating metal box of the blue platform you land on.

### Chao Box #3



Walk to the edge near the star symbol on the blue platform where you found the previous seal. From there, glide straight ahead to the nearest space station and look inside to find the third Chao Box.

### 10 Seal



Get back onto that previous blue platform, and take the rocket from it to the large building overhead. Cling to the wall as the rocket releases you, and climb left. The second ledge you come across has a bunch of metal boxes floating above it. Look around the box in the center.

## 1<sup>ST</sup> MISSION: FIND THREE PIECES OF THE MASTER EMERALD

This stage is absolutely enormous, so it can be quite difficult to find the pieces of the Emerald without using the computers for hints. As if that weren't trouble enough, you also have to watch out for falling meteors. The good news is that you can jump slightly higher thanks to lower gravity. This makes exploring easier, but remember to pay very close attention to your radar.



You can punch these stationary meteors to demolish the many doors and large containers scattered about the stage. Simply position yourself behind the big rock while facing the direction you want it to go, and press the B Button. The closer you are to it, the further it flies.



## 2<sup>ND</sup> MISSION: COLLECT 100 RINGS



There are plenty of rings in this stage, but the trick is holding onto them with all of those pesky meteors falling from the sky. Keep moving, and your chances of being hit are dramatically reduced. To complete this mission as quickly as possible, begin by gathering the eight rings around you at the starting point, and another six on the ground just ahead. There's an item box containing 20 more on the blue tube to the east, and another six on the ground east of that. Break the large container atop the platform directly east of the large center structure to find an item box containing yet another 20 rings. There's another item box containing five more on the middle ledge jutting out from the west of the large central structure, and an item box containing 10 rings behind the northern door on the west wall. The remaining rings are easily obtained by taking the rocket between the four towers to the first set of platforms overhead.

## 3<sup>RD</sup> MISSION: FIND THE LOST CHAO



The ancient shrine you need to get to is on the building high overhead. To reach it, start by taking the rocket between the four towers of the large central structure. The rocket drops you on a platform with a spring, and if you bounce from that spring, you land on a blue platform with another rocket. Grab onto this second rocket, and as you let go of it, stick to the wall and climb up until you reach the top of the ledge. Glide around the building to your right, and you come to another ledge. Do the same thing from atop it, and you land next to the shrine. After playing the Mystic Melody, jump into the blue swirl to be transported into a narrow room containing another shrine. Play the Melody again, jump into another swirl, and you're finally transported to the lost Chao.

## 4<sup>TH</sup> MISSION: GET THE EMERALD PIECES IN 4:30

A good strategy for this mission is to take both rockets up (using the method described in Mission 3) and then glide down in a circle to see if anything comes up on your radar. This is particularly useful if you're trying to score an A, and thus need to avoid referencing computers for hints.





## 5TH MISSION: CLEAR HARD MODE (SUNGLASSES REQUIRED)



The first Emerald piece is behind the southern door on the eastern wall of the large central structure. Getting to it can be a bit difficult since the falling meteors keep shattering the rock you must use to break open the door. Be persistent!



Next, head for this platform by bouncing from the spring at the very top of the large central structure. Once there, walk out onto the end of the beam where the extra life is. Put on your Sunglasses, and you'll see a spring. Bounce from it and gently push right on the Control Stick as you're coming down to hit a second spring. Let this one bounce you straight up a couple of times while you turn the camera to get a bearing on the Emerald. You have to glide from just about the apex of your bounce to grab it.



To obtain the final piece, return to the building where you found the lost Chao. Instead of climbing up after releasing the rocket, however, go to the right until you come across a ledge with a Phoenix enemy and a moon symbol. Put on your Sunglasses, and a spring appears next to the moon symbol. Let the spring launch you into the air, and glide forward to grab the Emerald.

## BOSS: ROUGE

Defeating Rouge shouldn't give you too much trouble. The battle begins on the ground, where you can collect a few rings while dodging her attacks. When she stops, take the opportunity to punch or glide into her. Eventually, the floor opens up and the two of you are launched into the air. Follow Rouge to whichever beam she lands on, and attack relentlessly. If she mutters the



Grab some rings as soon as possible so that you can withstand being hit.

words, "Here I come," get moving! It means she's about to launch her Black Wave attack, which can hit you from anywhere. After dodging it, go back to work. Four hits should be the end of her.



If Rouge starts to climb one of the beams, don't stand under her! She's probably about to come at you with a drill kick.



When Rouge says, "Here I come," move fast to avoid her Black Wave attack. This special attack can hit you from anywhere if you stand still.



## Crazy Gadget



### Small Animals Found in This Stage:

	swim -8 fly -16 run +20 power +36
	swim +40 fly -16 run +0 power +8
	swim +8 fly +12 run +16 power +12
	swim +8 fly -16 run +4 power +36
	swim +12 fly +32 run +4 power +16

**1 Tiger**



Whistle near the pipe in the near right-hand corner at the end of the first hallway.

**2 Seal**



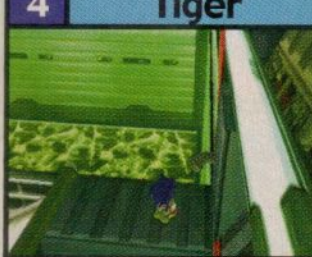
After flipping the first gravity switch, turn back toward the screen and look in the right-hand corner of the ceiling.

**3 Skunk**



Look in the far left-hand corner of the room where the first point marker and warp tube are.

**4 Tiger**



Whistle near the pipe on the right-hand wall of the room you enter after going through the first warp tube.




**5 Tiger**




Just ahead in the same room, flip another gravity switch and break the wooden crate to the left of the spring on the ceiling.

**6 Seal**




After somersaulting through the narrow gap in the ceiling, run to the side of the room opposite of where you entered. Break the wooden crate there.

**7 Seal**



Look at the end of the second rail you grind after passing through the second point marker.

**8 Seal**



Proceed forward until you drop into a room containing an Artificial Chaos P-100. After disposing of the enemy, jump atop the ancient shrine in the green slime to your left. Play the Mystic Melody, and jump across the series of platforms that appears to reach a gravity switch. Flip the switch and walk along the ceiling back to the hallway just before this room. In that hallway, look along the left-hand wall, and you'll see a pipe near the ceiling. Whistle next to this pipe.

**Chao Box #1**



The first Chao Box is on the middle of the floor just before you pass through the fourth point marker.

**9 Bear**



Look on the left-hand side of the ledge just in front of where you found the first Chao Box (this requires you to backtrack a couple of steps).

**10 Bear**



After passing through the fourth point marker, whistle near the contraption to the right of the warp tube entry.

**11 Seal**



Look around the exit of the aforementioned warp tube.

**Level-Up Item: Flame Ring**



Transforms the somersault into a more powerful "fire somersault." With the Flame Ring, Sonic can break iron containers.

After exiting that aforementioned warp tube, you appear on the ceiling of a long room. Near the end of this room is a gravity switch. Use it to revert gravity back to normal, walk toward the screen, and bounce up one of the springs in the corners. The Flame Ring is tucked between some iron containers up here.



## CRAZY GADGET MISSION RANKINGS!

MISSION 1	MISSION 2	MISSION 3	MISSION 4	MISSION 5
<b>A</b> 17000 pts.	<b>A</b> under 3:00	<b>A</b> under 5:00	<b>A</b> 16000 pts.	<b>A</b> 15000 pts.
<b>B</b> 15000 pts.	<b>B</b> under 3:30	<b>B</b> under 5:30	<b>B</b> 15000 pts.	<b>B</b> 13000 pts.
<b>C</b> 12000 pts.	<b>C</b> under 4:00	<b>C</b> under 6:00	<b>C</b> 14000 pts.	<b>C</b> 11000 pts.
<b>D</b> 10000 pts.	<b>D</b> under 4:30	<b>D</b> under 7:00	<b>D</b> 12000 pts.	<b>D</b> 9000 pts.

LIMIT - 5:00

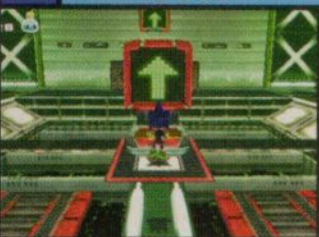
### Chao Box #2



After grabbing the Flame Ring, keep walking toward the screen, and you'll come to a pit of green slime with rails above it to either side. Grind one of the rails to get across the pit, and you'll find the second Chao Box on the other side.



### 12 Seal



After flipping another gravity switch and somersaulting through the narrow gap in the ceiling, break the iron container to your immediate left in the next room.



### 13 Bear



After light dashing through space, immediately look behind and to your right and whistle near the pipe on the wall.

### Gold Beetle



Appears to the left in the room containing the third warp tunnel entry and two Shield Hunters.

### Chao Box #3



Soon after exiting the third warp tunnel, you come to a room containing a long red beam with swinging spiked balls and a beetle atop it. Walk along the beam, jump over the balls, and perform a homing attack on the beetle to reach the door on the other side. Flip the gravity switch behind this door to walk along the ceiling, and then launch the missile just ahead to open an alcove. The Chao Box is on the floor of this alcove, but if you're looking to find all of the animals, don't go after it just yet.

### 14 Skunk



The iron container holding this animal is on the floor below that long red beam. If you're on the ceiling and you've just launched the missile, you'll have to back-track quite a ways to find a gravity switch to put you back on the floor.



### 15 Tiger

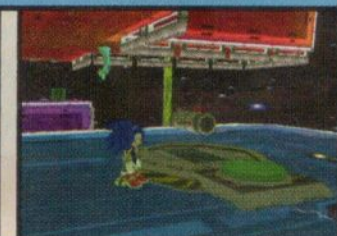


Break the iron container in the green slime to the left of where you found the previous animal. Be sure you have some rings before attempting this, because you will take a hit. Afterwards, proceed forward and look in that alcove for the third Chao Box.



### 16 Phoenix

When you reach the bottom of the red platform out in space, hit the gravity switch on the left-hand side of the screen to land next to a cage on the purple platform. Walk toward the screen and to the right until you come to an ancient shrine. Play your Mystic Melody near the shrine, and a path of rings appears. Light dash across these rings and hold up on the Control Stick to land on top of the red platform. Jump down from there onto the blue platform to the right, and you'll see a missile and a spring. Fire the missile to destroy the cage atop the purple platform, and then bounce from the spring to your left.



## 1<sup>ST</sup> MISSION: HURRY AND FIND EGGMAN

Numerous switches throughout this stage reverse gravity and allow you to travel along the ceiling and walls. Note that Sonic moves across the screen in whichever direction you're pushing on the Control Stick, regardless of his perspective. For example, if Sonic is on the right-hand wall, pushing up will not move him "forward," but rather vertically up the wall. Take a moment at the beginning of the stage where it's safe to acquaint yourself with these controls.





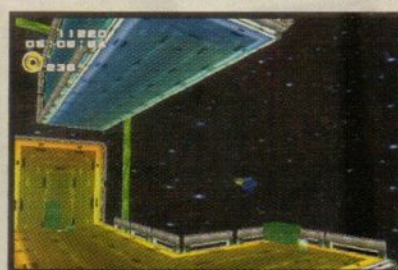
When you come to these three switches, just hit the one on the right and run down to the rail.



The best use you'll ever get out of your light attack is when these Artificial Chaos spawn a bunch of cells. Charge the light attack by standing still and holding down the B Button. When Sonic stands back up, release the button and he'll defeat everyone onscreen in one fell swoop.



This part can be a little tricky if you don't know how to get past it. Wait for the enemies to drop their force fields, homing attack across them, and then let Sonic drop forward just a touch before performing a light dash (the B Button icon flashes in the top right-hand corner of the screen when it's time to light dash).



When bouncing from this spring here, it may seem like you're supposed to reach the blue platform above. That's not the case. Instead, push down on the Control Stick as you bounce to land on the near side of the yellow platform.

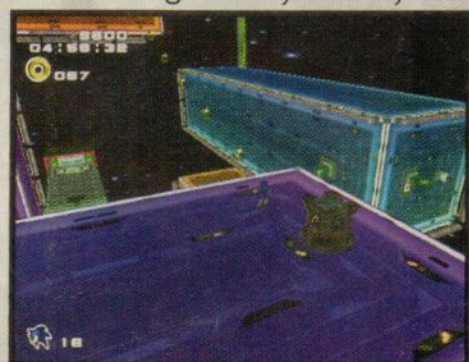
## 2<sup>ND</sup> MISSION: COLLECT 100 RINGS

This mission is surprisingly easy if you're able to get by the annoying Artificial Chaos. The best approach is to line up a tad to his left or right, spin dash toward him from a distance, and then jump up and perform a homing attack just after you go by him.



## 3<sup>RD</sup> MISSION: FIND THE LOST CHAO

When you reach the red platform out in space, instead of proceeding forward, hit the gravity switch to your left. Doing so places you on top of the purple platform, where the ancient shrine is, toward the screen and to the right. Play the Mystic Melody to make a row of rings appear. Light dash across them and push forward on the Control Stick to reach the top of the red platform where the lost Chao waits.



## 4<sup>TH</sup> MISSION: REACH THE GOAL WITHIN 5:00

I'm not exaggerating when I say that every second counts in this mission. Don't attack any unnecessary enemies and don't stray for any rings. You need to be going full-tilt almost constantly to reach the goal in less than five minutes.



Fortunately, there is one shortcut. When you get to this room, don't drop. Instead, jump over the spiked balls and perform a homing attack while in midair to defeat the nearby enemy. Go through the door that opens, then as a second door opens on the opposite side, jump off and perform another homing attack to land near the springs below.





## 5TH MISSION: CLEAR HARD MODE

Quite a few changes have been made to Crazy Gadget in Hard mode.



The spring here has disappeared, replaced by a series of blocks that you must jump from and use as steps.



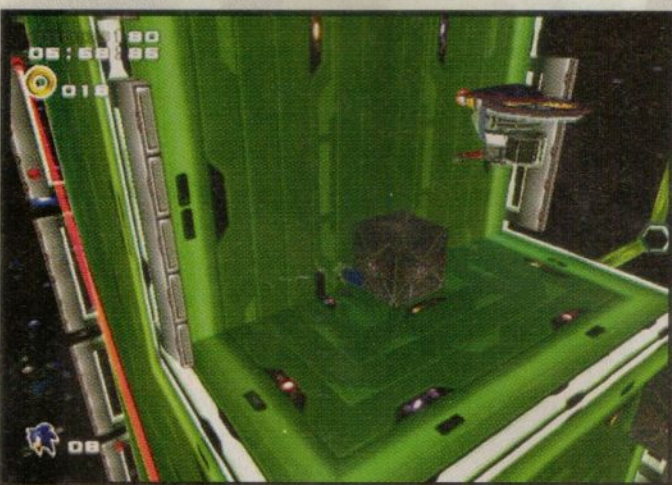
The path to the shortcut now has an alternating laser field that's much trickier to get by than the spiked balls that used to be here.



To get past this section, wait for the enemies' force fields to dissipate, then grind down the rail, and homing attack up to the ledge above.



Here, the row of rings you used to light dash across has been replaced by a row of enemies.



Out in space, the switch to activate the rocket at the end of the stage has been moved to beneath this box. When you land on the yellow platform for the second time, head toward the screen and hit the gravity switch on the near side. This pulls you back to the green platform, where the rocket switch is now revealed. Hit it quickly before the crate falls back on top of it. Lasers have also been added to the green platform farther on, but it's fairly easy to jump over them. At the end of the purple platform, however, there are no longer rings to light dash across. Instead, you must reach the blue platform via leap of faith. From there, everything is the same as before.

## BOSS: DR. EGGMAN



Before proceeding to the final stage, you must defeat Dr. Eggman one last time with Tails. In addition to the conventional ways of attacking him, you can also blast one of the canisters that arise from the center of the room, and try to lure him into the explosion. After scoring a couple of hits on him, he may come at you with a flurry of missiles or a huge laser. Just keep moving, and try to finish him off before he has a chance to unload this heavy artillery.



Try destroying one of the canisters and luring Eggman into the resultant explosion. Doing so inflicts a lot of damage.



If you get too close to Dr. Eggman, it's difficult to see his cannon fire, and he might try to punch you. Keep your distance!



If Dr. Eggman unloads a barrage of missiles at you, run away and don't stop until they dissipate. Both these and his huge laser move every bit as fast as Tails does, so there's no time to take a breather.



# 16

## HERO STORY

# Final Rush



### Small Animals Found in This Stage:



swim +12  
fly +48  
run -16  
power -12



swim +36  
fly +12  
run +8  
power -24



swim +20  
fly +60  
run -24  
power +16



swim +8  
fly +8  
run +16  
power +16



swim +20  
fly +4  
run +8  
power +32

### Chao Box #1



Toward the end of the stage's very first rail, you see another rail to your left. Jump onto it, and then onto a vertical rail ahead. From there, you see a platform above with a spring. Bounce from the spring onto another platform with a dash panel and another rail. Use the dash panel to grind up the rail, and then land on another rail to your right. At the end of this rail is the first Chao Box.

### 1 Peacock



Look on the catwalk where you found the first Chao Box. It's almost impossible to miss.

### 2 Condor



Grind from the rail at the end of the catwalk where you found the first Chao Box. Look to the left at the end of this rail.

### Chao Box #2



The second Chao Box is tucked between two metal boxes on the platform just after the first point marker.

### 3 Condor



After slowly running down the hill where you found the second Chao Box, you drop to another catwalk. Whistle near the pipe behind you to the right.

### 4 Penguin



Grind the purple rail ahead and look on the right-hand side (near the spring) of the platform it leads you to.

### 5 Sheep



After grinding a long, twisting rail, you land on a catwalk with two Artificial Chaos. Whistle near the pipe to their right.

### 6 Peacock



Look around the near side of the catwalk at the bottom of the hill after the second point marker.

### 7 Condor



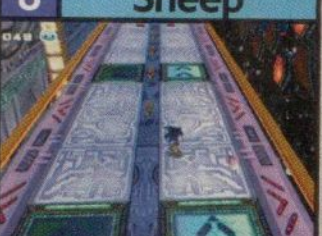
When you come to the catwalk before the first set of dual vertical rails, walk toward the screen and look around the edge.

### Gold Beetle



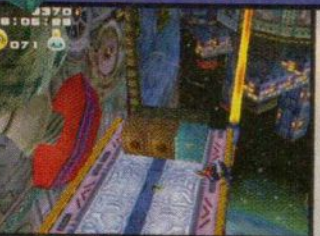
Grind up the first set of dual vertical rails, and proceed forward until you come to a single vertical rail. Grind up this rail and jump as you reach the end. The Gold Beetle appears at the height of your jump.

### 8 Sheep



Look along the right-hand side of the catwalk where the fourth point marker is.

### Chao Box #3



While bouncing from a series of springs in quick succession, you catch a quick glimpse of the Chao Box on a catwalk to your left before landing on an adjacent rail. As soon as you land on the rail, hold down on the Control Stick, jump, and grind back toward the catwalk.

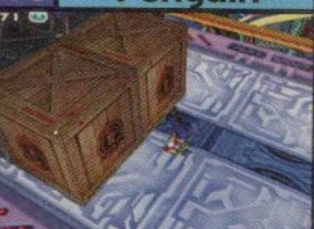


### 9 Peacock



Look directly in front of the final Chao Box. It's almost impossible to miss.

### 10 Penguin



Break the wooden crates situated right next to the final Chao Box.

### 11 Sheep



Very slowly run down the hill that follows the fifth point marker. At the bottom is a platform with three dash panels. Look just before the dash panels.



## FINAL RUSH MISSION RANKINGS!

MISSION 1	MISSION 2	MISSION 3	MISSION 4	LIMIT - 5:00	MISSION 5
<b>A</b> 13000 pts.	<b>A</b> under 1:30	<b>A</b> under 4:30	<b>A</b> 13000 pts.		<b>A</b> 13000 pts.
<b>B</b> 11000 pts.	<b>B</b> under 1:45	<b>B</b> under 4:45	<b>B</b> 12000 pts.		<b>B</b> 12000 pts.
<b>C</b> 10000 pts.	<b>C</b> under 2:30	<b>C</b> under 5:00	<b>C</b> 10000 pts.		<b>C</b> 10000 pts.
<b>D</b> 9000 pts.	<b>D</b> under 3:00	<b>D</b> under 5:30	<b>D</b> 8000 pts.		<b>D</b> 9000 pts.

### 12 Dragon



After the fifth point marker, you eventually come to a catwalk where you're presented with an orange rail and a purple rail. Run to the right edge of that catwalk, jump up, and perform a homing attack while holding up and right on the Control Stick. You're aiming for a ledge on that big blue building ahead.

### Level-Up Item: Mystic Melody



Make your way back to that platform with the orange and purple rails. Grind the orange rail, crouching while you do to build up speed. As you fly off the end of the rail, push forward on the Control Stick to land near the rocket on the platforms below. Take this rocket to another platform, and then jump from that one to the one ahead of you with the spring on top (a sheep is located here). Bounce up, run forward, grind up the vertical rail, and you'll see the Mystic Melody straight ahead.

When near an ancient shrine, press the B Button to play a mysterious melody. This item is needed to complete the third mission (Find the Lost Chao) in every stage.

### 13 Sheep



On your way to obtaining the Mystic Melody, look on the platform with the spring.

### 14 Penguin



After grabbing the Mystic Melody, head back to the blue catwalk you were bounced onto by the spring. Jump down to another blue catwalk on your left, and walk toward the screen. When you get to the edge, drop straight down, and you'll land on yet another blue catwalk. Look along its left-hand side.

### 15 Penguin



After grinding a long, twisting rail through some meteors, you eventually come to a tunnel. Look in the left-hand corner at the end of that tunnel.

## 1<sup>ST</sup> MISSION: HURRY AND FIND THE POINT OF THE CANNON



This stage basically serves as a showcase for Sonic's grinding ability, so if you're proficient with it, you should be fine. Be careful of where you light dash, and generally proceed with caution. You don't want to see our poor hero burn into Earth's atmosphere.

The easiest way to grind up these vertical rails is to perform a homing attack onto them.



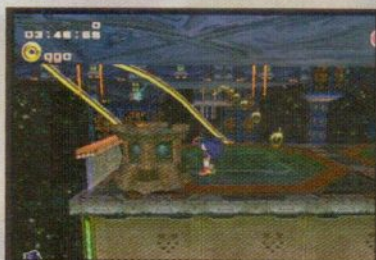


## 2<sup>ND</sup> MISSION: COLLECT 100 RINGS

There are plenty of rings in this stage, but to collect 100 as quickly as possible, try to jump onto more lucrative rails and aim for as many item boxes as you can.



## 3<sup>RD</sup> MISSION: FIND THE LOST CHAO



When you get to this point, take the purple rail. It leads you to an ancient shrine, upon which you must play the Mystic Melody. Doing so causes two platforms to appear up ahead. Jump onto the second platform, then grind up the purple rail in front of you. To garner some speed, you may need to perform a homing attack onto it. Follow the short path it leads to, and play the Mystic Melody near another ancient shrine to make a row of rings appear. Light dash across them, grind a series of vertical and horizontal rails, and you'll finally come to a section where the lost Chao is waiting at the end.

## 4<sup>TH</sup> MISSION: REACH THE GOAL WITHIN 5:00

Crouch, crouch, crouch. While grinding rails, holding the B Button to crouch allows you to build speed. Also, don't take the time to attack enemies or go after rings, and launch forward as far as you can when jumping off of rails.

## 5<sup>TH</sup> MISSION: CLEAR HARD MODE



The Artificial Chaos here now attacks, so jump from the rail and perform a homing attack on him, then another onto the nearby spring to get back to safety. Additionally, some platforms are now farther apart, so you have to use the homing attack on item boxes and vertical rails to reach them.



In this room, there is a giant weight covering the hole you need to get down. Destroy the Artificial Chaos on the right to reveal a switch that keeps the weight suspended in air.

## BOSS: SHADOW

It's time for the final showdown with Shadow. Surprisingly, he doesn't present much of a challenge – the environment you fight in is far more dangerous. Keep running, or the ground will start to collapse from under you, dropping Sonic into the great abyss of space.

That said, to defeat Shadow, begin by simply hitting him with homing attacks. After you've connected two or three times, he'll start to jump up and deflect your assault (you can use the same defense whenever he launches a homing attack). The final two hits, therefore, must be scored when he's vulnerable. Slow down and let him run up ahead, where he'll attempt to unleash the Chaos Spear. The brief time he takes to charge this

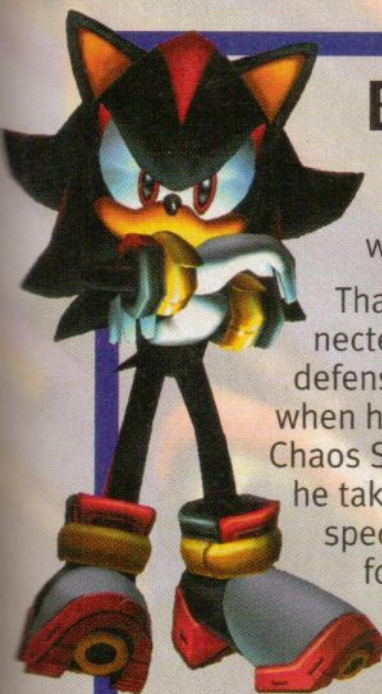
special attack is enough for you to build up a spin dash and take aim. Alternatively, you can rush toward him, attempt to dodge the Chaos Spear, and nail him with a homing attack while he's recovering. Either strategy is effective, and should help you finish off the fake hedgehog in no time.



Let Shadow run a bit ahead of you, and he'll stop to charge the Chaos Spear. Jump as soon as he stops, and once the Spear is unleashed, perform a homing attack to avoid it.



Alternatively, you can charge a spin dash when Shadow stops, and let it rip just before he launches the Chaos Spear.





## Iron Gate



### Small Animals Found in This Stage:



### 1 Raccoon



As soon as you exit the stage's first room, look in the corner to your left.

### 2 Gorilla



In the room following the first point marker, destroy the crates in the alcove to your right.

### Chao Box #1



In the room following the first point marker, take the lift on your right to reach the ledge where the first Chao Box is.

### 3 Skunk



After grabbing the first Chao Box, take the lift to your left and walk down the following hallway. At the end of the hallway, you drop to a room with a small ledge jutting out from the wall. Whistle near the pipe on the right-hand side of this ledge.

### 4 Skunk



Look in the right-hand corner immediately after blasting through the first level-two door.

### Gold Beetle



Appears to the right while you're descending on the first large, gated elevator.

### 5 Gorilla



Look in the right-hand corner of the room immediately following the second point marker.

### Level-Up Item: Laser Blaster



In the room immediately following the second point marker, you see some large explosive canisters against the wall. Destroy them to reveal four iron containers in that wall. Once you have the Large Cannon, you can blast through these iron containers and find the Laser Blaster in the tunnel behind them.

### 6 Gorilla



Whistle near the pipe on the right-hand wall of the hallway following the first room after the second point marker.

### 7 Dragon



In the large room after the first level-three door, walk straight ahead, and you should see a large pipe with a spring at the end. Use it to bounce up onto a platform on the left, then destroy the iron container to reveal another spring. Bounce off that and hover to a platform on your right, where you'll find three more springs. Bounce up and land on the pipe above, then hover around the corner to your left onto another pipe. Hover from here onto a third pipe straight ahead, and look at the end near the right-hand wall.

### 8 Bunny



Look to the right of the four item boxes in the large room that follows the first level-three door.

### 9 Tiger



In the hallway after the aforementioned large room, you drop down slightly two times. After the second time, look in the corner to your left.

### Chao Box #2



After exiting that hallway, you come to a path with the third point marker to the left, and a lift to the right. Take the lift and jump onto the platform to find the Box.

### 10 Skunk



In the room immediately following the third point marker, whistle near the pipe against the right-hand wall.

### 11 Skunk



In the room immediately following the first level-five door, look in the alcove to your left.



## IRON GATE MISSION RANKINGS:

MISSION 1	
A	20000 pts.
B	18000 pts.
C	16000 pts.
D	14000 pts.

MISSION 2	
A	under 1:35
B	under 1:45
C	under 2:00
D	under 2:30

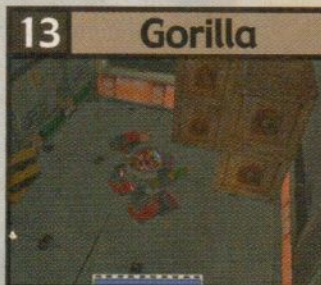
MISSION 3	
A	under 2:00
B	under 2:15
C	under 2:30
D	under 3:00

MISSION 4		LIMIT - 4:00
A	20000 pts.	
B	18000 pts.	
C	16000 pts.	
D	14000 pts.	

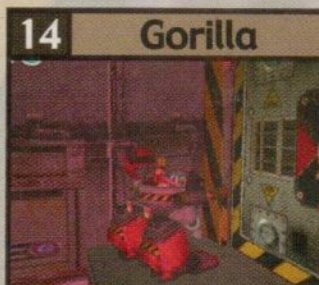
MISSION 5	
A	19000 pts.
B	17000 pts.
C	15000 pts.
D	12000 pts.



**12 Tiger**  
In the room immediately following the first level-five door, look around the right-hand side of the small ledge near the Omochao.



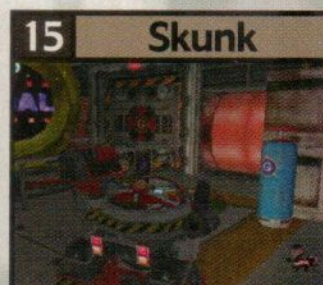
**13 Gorilla**  
In the room after the one where you found the two previous animals, break the wooden crates along the wall, and whistle near the revealed pipe.



**14 Gorilla**  
Whistle near the pipe to the left of the first blast door. You can do this either before or after launching the missile in the same room.



**Chao Box #3**  
Don't build up too much speed on the dash panels where the blast doors were, or you might be launched into the Goal Ring before you get to this Chao Box.



**15 Skunk**  
Look in the far right-hand corner of the room containing the Goal Ring. Heed the same warning as for the third Chao Box.

## 1<sup>ST</sup> MISSION: GET TO THE CORE OF THE MILITARY BASE



To open any door in this stage, you must target and destroy its four locks. As with Tails, locking onto multiple items and/or enemies at once rewards you with substantial point bonuses. Note that Dr. Eggman has an HP gauge like Tails does. To keep it filled, collect as many rings as possible.



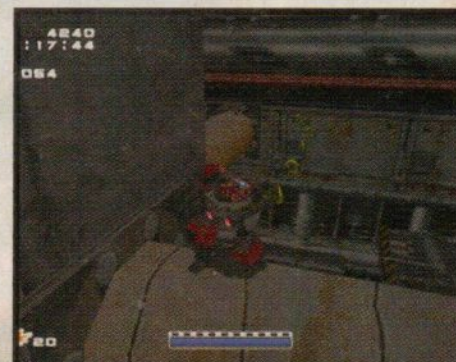
When you get to this room, a series of blast doors close and block off access to the hall ahead. To destroy the doors, launch the missile by shooting the adjacent control panel.



## 2<sup>ND</sup> MISSION: COLLECT 100 RINGS



As long as you don't get hit, collecting 100 rings in this stage is fairly easy. To do so in under 1:35, however, requires you to take a detour when you get to the room following the first level-three door. Upon entering, walk straight ahead, and you should see a large pipe with a spring at the end. Use it to bounce up onto a platform on the left, then destroy the iron container to reveal another spring. Bounce off this spring and hover to a platform on your right. Here you find 10 rings and three springs. Bounce up and land on the pipe above, where there is a row of rings that you can hover through before dropping back down and continuing on.





## 3RD MISSION: FIND THE LOST CHAO

(MYSTIC MELODY, LARGE CANNON & JET ENGINE REQUIRED)

Reach this platform by using the detour described previously, except drop down next to the ancient shrine instead of back onto the main path. Play the Mystic Melody near the shrine,



and a series of platforms appear, leading you to a pulley. Ride it into the room above, and head around the corner to your right. You come to a dead end where another ancient shrine is. Play the Mystic Melody again, and a spring and some more platforms appear. Work your way up, and find the Chao on the top level against the center of the wall.



## 4TH MISSION: REACH THE GOAL WITHIN 4:00

This mission is fairly easy. Just keep firing and try to blast the doors open as you approach them.



## 5TH MISSION: CLEAR HARD MODE

The only significant differences here are the addition of more aggressive enemies and the disappearance of quite a few rings.



## BOSS: B-3x HOTSHOT

This battle is fought with Shadow, and is very similar to Sonic's first boss encounter. When the enemy takes flight, keep moving to avoid his fire. Then as soon as he lands, attack the cockpit before he has a chance to unload his missiles on you. After hitting him, a crosshairs appears. Don't let it lock on to you, or you'll be blasted by a huge laser. Four hits should do him in.



Run toward Hotshot as he begins to land, and attack the cockpit before the missile bay doors open.



After you hit him, Hotshot tries to lock onto you with a crosshairs. Keep moving to evade his sights.





# 2

## DARK STORY

# Dry Lagoon



### Small Animals Found in This Stage:



**Peacock**

swim +12  
fly +48  
run -16  
power -12



**Sheep**

swim +8  
fly +8  
run +16  
power +16



**Penguin**

swim +36  
fly +12  
run +8  
power -24



**Sea Otter**

swim +44  
fly -4  
run +8  
power -16



**Unicorn**

swim +16  
fly +12  
run +36  
power +0

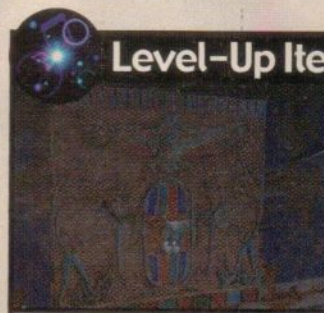
### Located in the First Section:



**1 Peacock**  
Look around the trunk of the tree near the west wall (all directions are relative to the starting point).



**2 Sheep**  
Look near the Omochao in the alcove in the north wall.



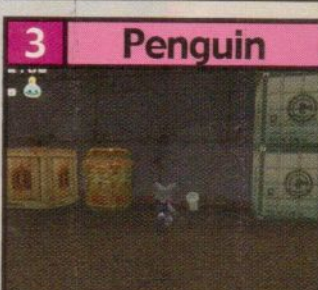
### Level-Up Item: Mystic Melody



When near an ancient shrine, press the B Button to play a mysterious melody. This item is needed to complete the third mission (Find the Lost Chao) in every stage.



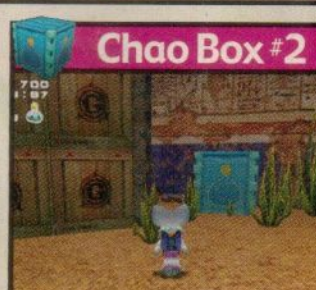
**Chao Box #1**  
The first Chao Box is on the north end of the first ledge along the east wall.



**3 Penguin**  
Climb up to the top floor, and whistle near the pipe tucked between the crates along the south wall.



**4 Sheep**  
Look near the stack of crates in the southwest corner on the top floor.

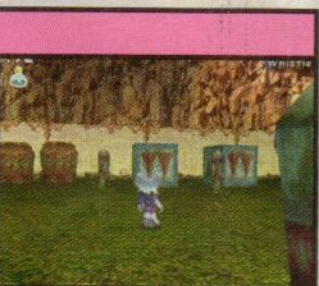


**Chao Box #2**  
The second Chao Box is next to the crates in the northeast corner on the top floor.

### Located in the Oasis:



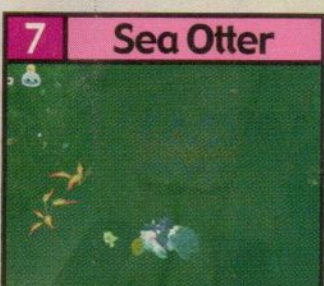
**5 Unicorn**  
After taking the tortoise to the oasis, jump onto the platform in front of you. Behind the tall, dark pillar, there's a circle of stakes in the ground. Stand in the center of this circle, and whistle.



**6 Peacock**  
Head down the path to the east of where you entered the oasis, and look just past the first large ruin there.



**7 Sea Otter**  
At the end of that eastern path, you come to a statue in a shallow pool of water. Dive down and look near the statue's feet.



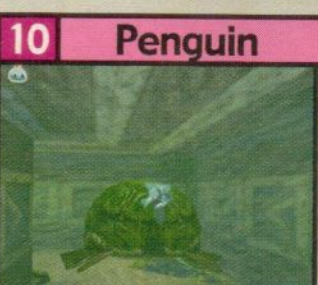
**Chao Box #3**  
Two red pillars stand at the beginning of the path to the west of where you entered the oasis. The final Chao Box is atop the northernmost pillar.



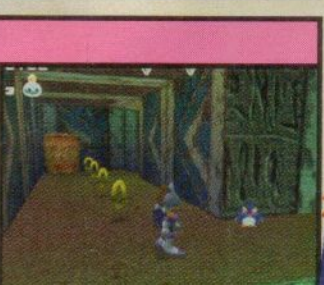
**8 Peacock**  
Pick up the small pot at the trunk of the tree just past those two red pillars.



**9 Sea Otter**  
At the end of the path to the west of where you entered the oasis, there's some very shallow water. Look next to the huge canoe down there.



**10 Penguin**  
Return to the tortoise and dive into the water. There's a second tortoise down here that can take you through the tunnel in the north wall. When he appears, swim next to him and hit the B Button to grab on. After you get through the tunnel, press the A Button to let go and emerge near the entrance above. Look to the right of this entrance.





## DRY LAGOON MISSION RANKINGS:

MISSION 1	
A	15000 pts.
B	12000 pts.
C	10000 pts.
D	8000 pts.

MISSION 2	
A	under 2:00
B	under 2:30
C	under 3:30
D	under 4:30

MISSION 3	
A	under 0:40
B	under 0:50
C	under 1:30
D	under 2:30

MISSION 4	
A	14000 pts.
B	12000 pts.
C	10000 pts.
D	8000 pts.

LIMIT - 3:30

MISSION 5	
A	17000 pts.
B	15000 pts.
C	12000 pts.
D	10000 pts.

### 1<sup>ST</sup> MISSION: FIND 3 PIECES OF THE MASTER EMERALD

The pieces of the Master Emerald are placed in different random locations each time you play. To find them, use the radar at the bottom of the screen.

As you get closer, it turns from green to yellow to red, and the "ping" sound speeds up. You can also reference the computers for hints, but doing so subtracts points from your score (making it more difficult to get an A).



To reach another section (called the Big Oasis) of this stage, destroy the two guards surrounding the large tortoise. Once you do that, the tortoise crawls into the water. If you jump on top of him and press the B Button, he'll transport you to the Big Oasis.

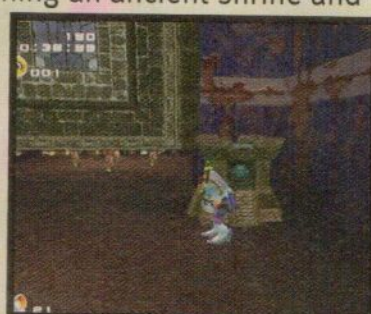
### 2<sup>ND</sup> MISSION: COLLECT 100 RINGS

This is one of the easiest missions in the game. There are more than enough rings in the first area, so don't bother using the tortoise. The various ledges and the airspace around the tall, dark pillar are especially lucrative.



### 3<sup>RD</sup> MISSION: FIND THE LOST CHAO (IRON BOOTS, PICK NAILS, AND MYSTIC MELODY REQUIRED)

Breaking the iron containers along the southern wall of the top floor reveals a painting. Dig into it, and you land in a room containing an ancient shrine and a door. Play the melody near the shrine to open the door. Walk through it, jump into the blue swirl, and you're transported to the lost Chao's location.



### 4<sup>TH</sup> MISSION: GET THE EMERALD PIECES IN 3:30

Because this stage isn't very large, completing this mission shouldn't be too much of a problem. Do a quick sweep of the area you start in, and if nothing shows up on the radar, liberate the tortoise and transport to the Big Oasis area.

### 5<sup>TH</sup> MISSION: CLEAR HARD MODE (TREASURE SCOPE REQUIRED)



In Hard mode, the pieces of the Master Emerald are always in the same place. To reach the first piece, begin by destroying the wooden crate on the second ledge above the starting point. Launch from the exposed spring, and at the height of your bounce, glide forward to grab the Emerald.

For piece #2, climb onto the large picture on the east wall, and dig into the crossbar of the scale. A hidden spring launches you into the Emerald.

The final piece is located in the Big Oasis area. Take a ride on the tortoise, turn on your

Treasure Scope, and drop into the water (don't jump; just fall in). Look on the underside of the floating center island, and you'll see a spring you can bounce off of to snatch the last Emerald.







## DARK STORY

# 3

# Sand Ocean

### Small Animals Found in This Stage:



**Bat**

swim +8  
fly +40  
run +8  
power +8



**Parrot**

swim +0  
fly +48  
run -20  
power +4



**Raccoon**

swim +20  
fly +16  
run +4  
power +8



**Peacock**

swim +12  
fly +48  
run -16  
power -12



**Skel. Dog**

swim +8  
fly +8  
run +32  
power +16

### Level-Up Item: Mystic Melody



Dr. Eggman's Mystic Melody is on the multi-tiered platform to the left of the stage's first rotating platform. You need the Jet Engine to reach it.



When near an ancient shrine, press the B Button to play a mysterious melody. This item is needed to complete the third mission (Find the Lost Chao) in every stage.



### 1 Bat



At the very beginning of the stage, walk toward the screen and drop off the platform to land on a ledge just below. Look on the left-hand side of the ledge.

### 2 Parrot



While on the first rotating platform, shoot the iron containers on the long platform to your right. That done, hover over to the long platform and look around the second flag on its right-hand side.

### 3 Raccoon



After knocking down and crossing your first pillar, you come to a room with two fences. Look around the fence to the left.

### Chao Box #1



Before crossing the third pillar you knock down, walk past it to see a pair of swinging spiked balls and the first Chao Box just behind them.

### 4 Peacock



Look right next to where you found the first Chao Box. It's almost impossible to miss from there.

### Chao Box #2



After the first point marker, a rotating platform, and a series of moving platforms, you'll come to a multi-tiered platform with the second Chao Box.

### 5 Peacock



Look near the torch on the platform where you found the second Chao Box.

### Gold Beetle



To the right of the second Chao Box is a pillar that you must knock down and walk across. The Gold Beetle appears as you reach the end of the pillar.

### 6 Parrot



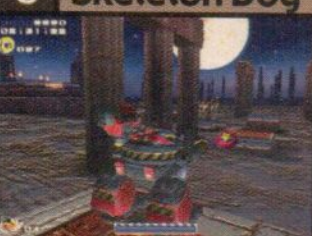
Soon after crossing that last pillar, you come to a short path with a rotating platform ahead and two small platforms to either side. Hover to the small platform on the right, and whistle near the pipe on it.

### 7 Parrot



Now hover over to the small platform on the left, and whistle near the pipe on it.

### 8 Skeleton Dog



The second point marker is to the right of that next rotating platform, but before passing through, hover onto the small platform straight ahead (be careful not to hit the spring). From there, wait for the quickly moving platform ahead to come toward you, then jump and hover onto it. You see two more platforms on your left: the one closest to you has fences on two sides and two iron containers (the other has four). As you're moving toward the closest platform, jump onto it and destroy the two iron containers.


### 9 Raccoon





After passing through the second point marker and knocking down another pillar, you drop into a room with over a dozen vases. Break them open.




## SAND OCEAN MISSION RANKINGS:


 MISSION 1
A 25000 pts.
B 23000 pts.
C 20000 pts.
D 18000 pts.

 MISSION 2
A under 3:30
B under 4:00
C under 4:30
D under 5:00


 MISSION 3
A under 3:00
B under 3:30
C under 4:00
D under 4:30

 MISSION 4
A 25000 pts.
B 23000 pts.
C 20000 pts.
D 18000 pts.

**LIMIT - 4:00**

 MISSION 5
A 23000 pts.
B 20000 pts.
C 18000 pts.
D 13000 pts.

**10 Bat**



After breaking those vases and jumping up some steps, you see a large altar to your right, with two small ruins in front of it and a fence to its right. Break down the ruins, jump onto their remaining foundations, and then jump onto the fence. From the fence, you're able to jump onto the top of the altar. Once atop the altar, look on its last small pillar to the right.

**Chao Box #3**



The third Chao Box is atop a tall platform just beyond that aforementioned altar. It's almost impossible to miss as you move forward.

**11 Raccoon**



As soon as you land on the ground after jumping across those tall platforms where the final Chao Box was, you see a pipe on the left-hand wall. Whistle next to it.

**12 Bat**



The next rotating platform leads to the third point marker, but before passing through, stay on the edge of the platform for a full rotation.

**13 Raccoon**




Whistle near the pipe on the left-hand side of the path after the third point marker, but before the jump plates.

**14 Parrot**



After launching from the jump plates, drop down the steps and whistle next to the pipe near the middle of the right-hand wall.

**15 Parrot**



Look near the exploding canister just past the pipe where you found the previous animal.



## 1<sup>ST</sup> MISSION: RETURN TO HIDDEN BASE

This stage is fairly straightforward, but watch your step so you don't fall into the quicksand. As always, lock onto everything in sight to score maximum points, and don't spend too much time pondering why it's such an ordeal for Dr. Eggman to get into his own base.



As if the good doctor wasn't heavy enough, that metal walker he travels in causes him to sink in quicksand even faster.



To get across this pit, shoot down the pillar on the other side, and stay behind the fence so that the pillar doesn't land on top of you.

## 2<sup>ND</sup> MISSION: COLLECT 100 RINGS

If you pick up every ring along the main path and shoot the balloon along the way for five more, it's possible to collect 100 rings in under two minutes, much less three minutes and thirty seconds.





### 3<sup>RD</sup> MISSION: FIND THE LOST CHAO (JET ENGINE AND LARGE CANNON REQ.)

Jump onto the small platform from the rotating one that otherwise leads to the second point marker, being careful not to hit the spring. From there, wait for the quickly moving platform ahead to come toward you, then jump and hover onto it. You see two more platforms on your left: the one closest to you has fences on two sides, and the other is stacked with four iron containers. As you're moving toward the closest platform, jump and hover around the fences. From there, blast the four iron containers before hovering to the other platform. Hover once more onto the bridge ahead, and walk down toward the altar where the lost Chao is waiting.



### 4<sup>TH</sup> MISSION: REACH THE GOAL WITHIN 4:00

Once you get the Jet Engine upgrade in Stage 6 (Lost Colony), you won't have to wait around for all of the moving platforms in this stage. Instead, you'll be able to hover to your next destination whenever possible.



### 5<sup>TH</sup> MISSION: CLEAR HARD MODE

Aside from the usual addition of more enemies with increased aggression, the only other major change here is the disappearance of some of the moving platforms. If you practiced your hovering skills in the last mission, you should be fine.



#### DARK STORY

# 4

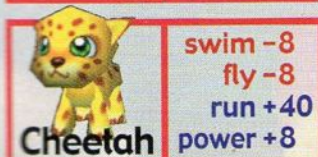
## Radical Highway



#### Small Animals Found in This Stage:



swim +44  
fly -4  
run +8  
power -16



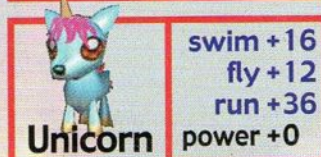
swim -8  
fly -8  
run +40  
power +8



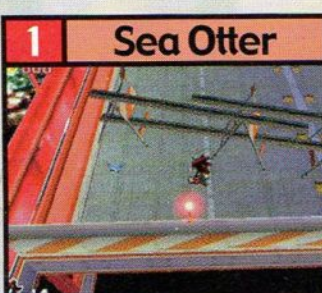
swim -4  
fly -12  
run +32  
power +16



swim +20  
fly +16  
run +4  
power +8



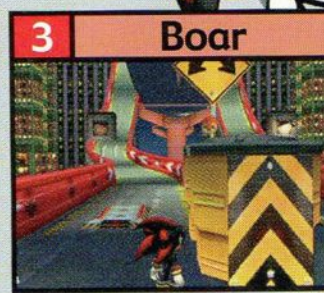
swim +16  
fly +12  
run +36  
power +0



From the starting point, turn toward the screen, jump over three barricades, and look in the left-hand corner of the dead end.



After bouncing from the first set of springs, whistle near tollbooth number one.



Look on top of the yellow trashcans situated between the stage's first dash panels.



## RADICAL HIGHWAY MISSION RANKINGS:



### MISSION 1

<b>A</b>	<b>14000</b> pts.
<b>B</b>	<b>11000</b> pts.
<b>C</b>	<b>8000</b> pts.
<b>D</b>	<b>6000</b> pts.



### MISSION 2

<b>A</b>	<b>under 1:20</b>
<b>B</b>	<b>under 1:40</b>
<b>C</b>	<b>under 2:00</b>
<b>D</b>	<b>under 2:30</b>



### MISSION 3

<b>A</b>	<b>under 2:30</b>
<b>B</b>	<b>under 2:45</b>
<b>C</b>	<b>under 3:00</b>
<b>D</b>	<b>under 3:30</b>



### MISSION 4

<b>A</b>	<b>14000</b> pts.
<b>B</b>	<b>12000</b> pts.
<b>C</b>	<b>10000</b> pts.
<b>D</b>	<b>8000</b> pts.

**LIMIT - 3:00**



### MISSION 5

<b>A</b>	<b>16000</b> pts.
<b>B</b>	<b>14000</b> pts.
<b>C</b>	<b>12000</b> pts.
<b>D</b>	<b>10000</b> pts.



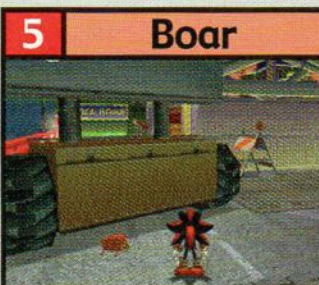
#### 4 Cheetah

Break the stack of crates against the wall to the left of the first pulley.



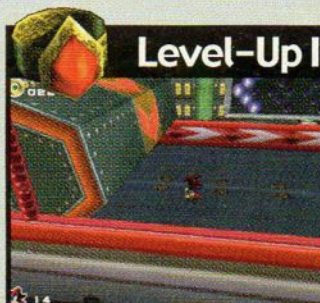
#### Chao Box #1

The first Chao Box is tucked in a little nook to the left of that stack of crates and the first pulley.



#### 5 Boar

Jump over the barricade behind the first pulley and look behind the sign that says "Road Closed Ahead."

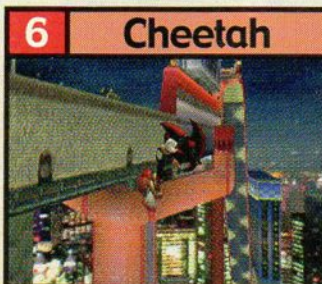


#### Level-Up Item: Flame Ring

Transforms the somersault into a more powerful "fire somersault." With the Flame Ring, Shadow can break iron containers.

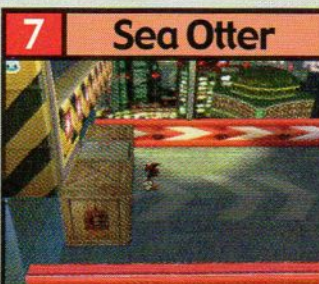


You'll need the Air Shoes to get this. After taking the first pulley, somersault under the roller to your left. Light dash across the row of rings beyond, and you'll be led to three springs that you can bounce from to reach the very useful Flame Ring.



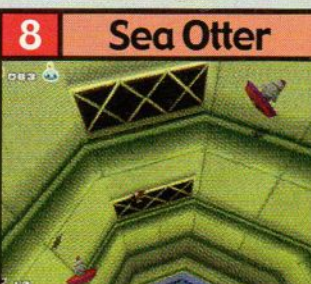
#### 6 Cheetah

Look on top of the barricade just behind the stage's second pulley. If you grabbed the Flame Ring and took the nearby rocket, you'll have bypassed this pulley. To find it, simply drop down to the right off of the platform where the rocket dropped you.



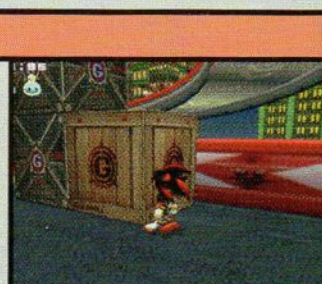
#### 7 Sea Otter

After the first point marker, you run through a 360-degree loop. Upon coming out of that loop, walk toward the screen and break the iron container.



#### 8 Sea Otter

After bouncing down a tunnel of springs, you come out with a set of three more springs in front of you. Use them to bounce up onto the road above, and break the wooden crate to the right.



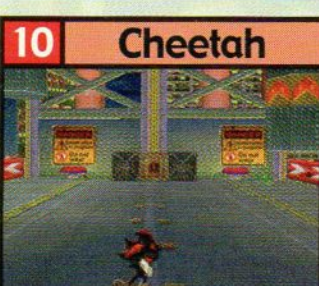
#### Chao Box #2

The second Chao Box is on a ledge just below a series of beetles that you can homing attack across. It's pretty hard to miss.



#### 9 Raccoon

On the road just above where you found the second Chao Box, whistle next to the pipe near the barricade.



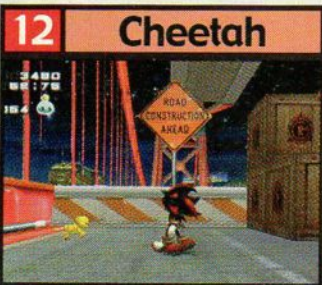
#### 10 Cheetah

After running down the road a ways, you come to a ramp, beyond which is a swing pole and a set of elevators. Use either means to reach the road above, and look around the "Road Closed Ahead" sign to the left.



#### 11 Boar

Look on top of the toll-booths just before the second point marker. Hop up via the railing along the side of the road.



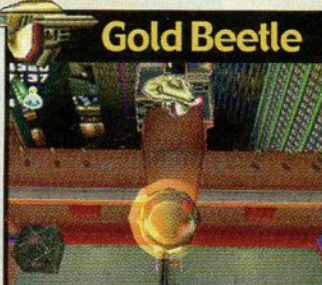
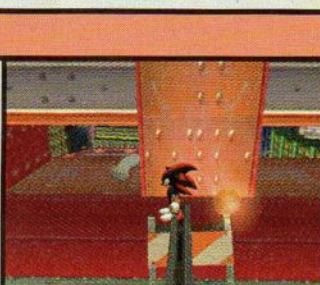
#### 12 Cheetah

After the second point marker, you'll run through two loops, and then down a hill lined with two ramps. Avoid them, and look in the left-hand corner at the bottom of this hill.



#### 13 Boar

Break the wooden crates at the bottom of the hill to reveal a spring that you can bounce from to the road above. Bounce up, and then swing from the pole at the end of this road to reach the elevators ahead. From the tops of the elevators, perform a homing attack across the series of three beetles to reach the high road beyond them. Bounce from the set of springs at the end of this road, and you'll land on top of a bridge-support tower. Whistle near the pipe next to the barricade up here.



#### Gold Beetle

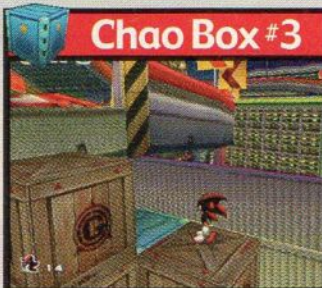
Appears above the middle pinnacle on top of the bridge-support tower. He stays around longer than usual, but you must still move quickly to catch him.





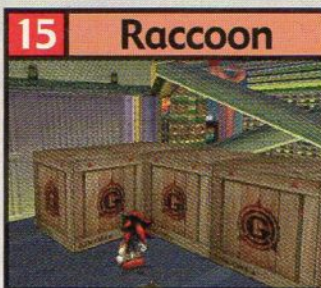
#### 14 Boar

After grinding the rails from either pinnacle of the bridge-support tower, walk toward the screen and look near the barricades in front of the "Road Closed Ahead" sign.



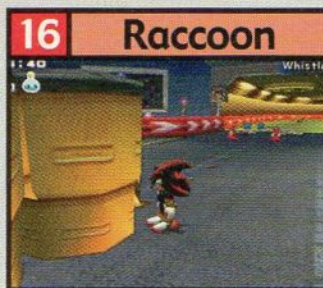
#### Chao Box #3

Just past the "Road Closed Ahead" sign at the end of the middle road, you come to a stack of crates. The third Chao Box is tucked among these crates.



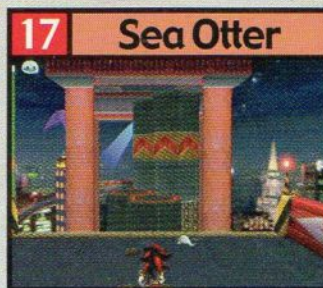
#### 15 Raccoon

Drop down onto the road to the right of where you found the third Chao Box. Break the wooden crates there.



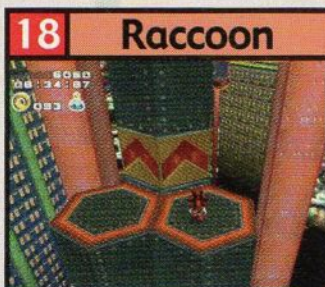
#### 16 Raccoon

Whistle near the yellow trashcan just before the third point marker.



#### 17 Sea Otter

The loop that follows the third point marker will probably launch you onto a swing pole. *Don't launch from this pole.* Instead, drop onto the platform below.



#### 18 Raccoon

Just ahead of the platform where you found the previous animal; there's a set of elevators that you can use to reach the road above. Once on that road, whistle near the pipe on the left side of tollbooth number one.



#### 19 Cheetah

After running down a curved road following the tollbooths, you come to a fork. Whistle near the yellow trashcan at the beginning of this fork in the road.



#### 20 Boar

Look to the right of tollbooth number three just before the Goal Ring.



## 1<sup>ST</sup> MISSION: BREAK THROUGH THE BESIEGING MILITARY



All of Shadow's stages are fairly straightforward, action-oriented affairs, where your only objective is to reach the goal without dying (sound familiar?). This isn't too difficult in Radical Highway, because the stage provides you with plenty of safety nets. Just be careful not to fall off the side.



The handiest safety net in this stage comes after the second point marker. To get across this gap, you can jump straight up, swing from the pole to the elevators, and then homing attack across some enemies to reach the other side. Failing that, you can just fall down and float across the gap. Be advised, however, that the former method leads to more rings.

## 2<sup>ND</sup> MISSION: COLLECT 100 RINGS

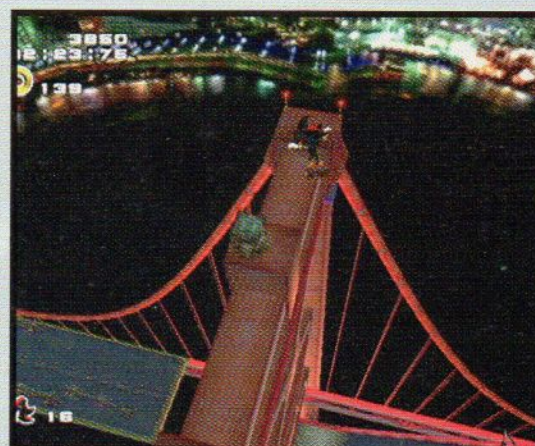
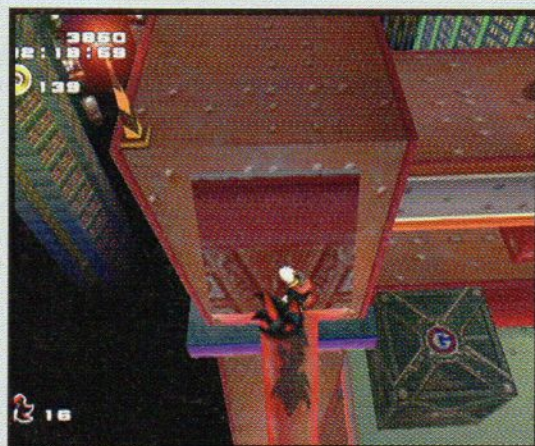
If you stay in the middle of the road where most of the rings are, speedy completion of this mission should be a breeze. If you have the Air Shoes so you can light dash, it's even easier.





### 3<sup>RD</sup> MISSION: FIND THE LOST CHAO (MYSTIC MELODY REQUIRED)

Getting to the necessary ancient shrine for this mission can be a little tricky. Once you reach this location (via either of the ramps on the previous road or the spring below), you can't use the aforementioned safety net. Instead, cross the gap by swinging from the pole to the elevators, and then homing attack across those enemies to reach the other side. Once there, run straight ahead and bounce off the spring to the top of the bridge-support tower. Jump onto either the left or right pinnacle using the barricade or metal containers, and instead of grinding forward, turn around and grind the rail behind you. When you fly off, gently push up on the Control Stick to land on the support tower below. This is where you finally find the requisite ancient shrine. Play the Mystic Melody on top of the shrine, and a pair of platforms appears. These lead to another platform where you find the lost Chao.



### 4<sup>TH</sup> MISSION: REACH THE GOAL WITHIN 3:00

This mission is extremely difficult and requires you to practice until you've mastered the stage. Light dash whenever possible, launch from every ramp, and swing from every pole. Little time-saving measures like these add up. Also, when you get to the pinnacles of the bridge-support tower, take the left-hand rail for a bit of a shortcut.



### 5<sup>TH</sup> MISSION: CLEAR HARD MODE (AIR SHOES REQUIRED)



In addition to the expected increase in enemies, in this mission it's also more difficult to get across certain gaps. The most noticeable instance is that the aforementioned

safety net is gone. You must therefore take the high route, where the series of enemies has been replaced by a single enemy followed by a path of rings. Perform a homing attack on the enemy, and then light dash across the rings to get to the other side.



The other big difference is here. To reach the elevators, you must do a homing attack on the beetle before it disappears.



# Egg Quarters



## Small Animals Found in This Stage:



**Parrot**  
swim +0  
fly +48  
run -20  
power +4




**Gorilla**  
swim -4  
fly -8  
run +4  
power +40



**Bear**  
swim +8  
fly -16  
run +4  
power +36

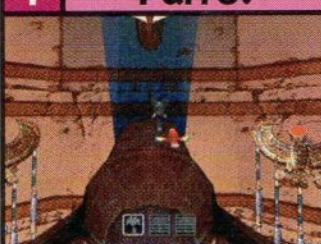


**Skunk**  
swim +8  
fly +12  
run +16  
power +12




**Half-Fish**  
swim +32  
fly +0  
run +8  
power +24

**1 Parrot**



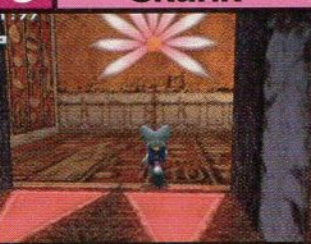
Look on top of the giant scorpion statue in the room you start from.

**2 Gorilla**



Look in the bottom alcove in the wall across from the giant scorpion statue.

**3 Skunk**




Break the wooden crates in the wall to the right of where you start. Enter the small room behind them, and whistle in front of the white flower on the wall.

**4 Gorilla**



Now head out the western exit of the Egg Scorpion Chamber, and whistle near the pipe at the end of the following metallic hallway.

**5 Gorilla**




Look on top of the eastern pillars in the Snake Altar room.

**Chao Box #1**




Play your Melody near the shrine atop the large central platform in the Snake Altar room. The blue swirl that appears will transport you to a room with a Chao Box.

**6 Half-Fish**




Break the cage in the northeast corner of the Snake Altar room by picking up one of the bombs that the Kiki throw. You can find a couple of Kiki atop the pillars in the same room. To pick up a bomb, press the B Button, then set it down next to the cage by pressing B again.

**Half-Fish**




**Chao Box #2**




The second Chao Box is in the first green room west of the Egg Snake Chamber.

**7 Bear**



Whistle atop the middle altar against the wall in the Egg Snake Chamber.

**Gold Beetle**



Break down the stack of wooden crates in the eastern wall of the Egg Snake Chamber. The Gold Beetle appears in the small room behind them.

**8 Skunk**



Whistle next to the pipe on top of the giant fish statue in the—you guessed it—Egg Fish Chamber.



**Level-Up Item: Pick Nails**




Allows Rouge to dig into the ground or walls. To dig into the ground, either press the Y Button until "Dig" appears in the upper right-hand corner of the screen, and then press the B Button; or simply press the B Button while in mid-jump. To dig into a wall, cling to it and press the B Button.




Walk through the doorway beneath the giant fish statue in the Egg Fish Chamber, and you enter a room containing this crucial level-up item.

**Chao Box #3**




Break the wooden crate in the near right-hand corner (relative to the entrance) of the room where you found the Pick Nails. Doing so will reveal the third Chao Box.

**9 Parrot**



Break the iron container in the ground to the immediate right of where you found the Pick Nails.

**10 Parrot**



Break the crates beneath the giant weight in the Pick Nails room. To lift the weight, dive into the water below the giant fish statue, and flip the switch.



## EGG QUARTERS MISSION RANKINGS:

MISSION 1	
A	12000 pts.
B	10000 pts.
C	8000 pts.
D	6000 pts.

MISSION 2	
A	under 2:00
B	under 2:30
C	under 3:00
D	under 4:00

MISSION 3	
A	under 1:00
B	under 1:30
C	under 2:00
D	under 3:00

MISSION 4		LIMIT - 3:00
A	13000 pts.	
B	12000 pts.	
C	10000 pts.	
D	8000 pts.	

MISSION 5	
A	13000 pts.
B	12000 pts.
C	10000 pts.
D	8000 pts.

### 1<sup>ST</sup> MISSION: FIND THE 3 GATE KEYS



Your radar works the exact same way with the Gate Keys as it does with pieces of the Master Emerald. The problem is that an invincible beetle robot relentlessly searches you out in this stage. You see flashing green lights as he approaches, so take cover in the shadows as quickly as possible. If the lights turn red, he's spotted you and is about to fire.

**Note:** The layout of this stage can be a bit confusing, but just remember

that it's divided into four basic sections: you begin in the red Egg Scorpion Chamber to the south, the blue Egg Fish Chamber is to the east, the green Egg Snake Chamber is to the north, and the Snake Altar room, with its circle of pillars, is to the west.

### 2<sup>ND</sup> MISSION: COLLECT 100 RINGS

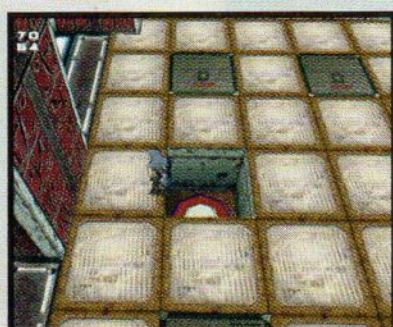


Rings are scarce in this stage, so avoid getting hit. To collect 100 rings as quickly as possible, grab every one from the room you start in, head out the exit beneath the giant scorpion statue, and keep going straight until you reach

the Egg Snake Chamber (picking up every single ring along the way). From there, turn left and head toward the Snake Altar room. Upon entering, break the wooden crate to the left, next to the caged half-fish, to reveal a 20-ring item box. If you've grabbed every other ring on the way here, you can obtain number 100 by gliding from the tops of the pillars or by collecting those atop the large central platform.



### 3<sup>RD</sup> MISSION: FIND THE LOST CHAO (MYSTIC MELODY REQUIRED)



Play the Mystic Melody at the ancient shrine atop the large center platform in the Snake Altar room, and jump into the blue swirl that appears. You're transported to a room with a giant weight that drops in the center, and a painting on the left-hand wall. Dig into the painting, and you land in a similar room with an identical painting in the shallow hole in the floor. Break through the first iron container in the ground to the south of the far left-hand corner, and hit the exposed switch. Now dig into that painting in the floor to be transported to the previous room where the weight is now suspended. Beneath it is the lost Chao.



### 4<sup>TH</sup> MISSION: GET THE EMERALD PIECES IN 3:00

Since this stage is relatively small and circular, simply run around until something comes up on your radar. The points you receive for finishing early are substantial, so don't be afraid to reference a computer or two if you get stuck.



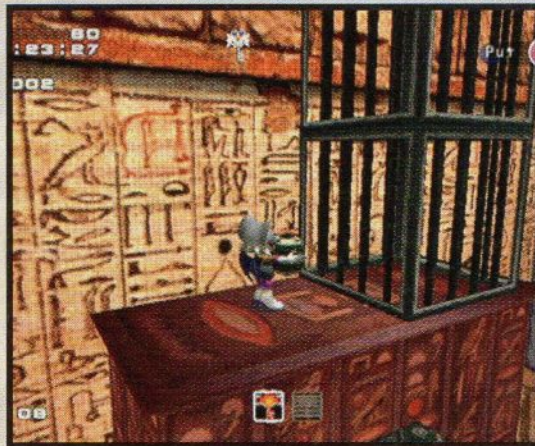


## 5<sup>TH</sup> MISSION: CLEAR HARD MODE (TREASURE SCOPE REQUIRED)

The first key is in a cage in the metallic hallway between the Egg Scorpion Chamber and the Egg Fish Chamber. To get to it you need one of the bombs that the Kiki throw. To find one, continue forward and go through the Egg Fish Chamber to the next hallway. There's a Kiki in a cage here, and a missile. Don't fire, or you'll risk killing the Kiki. Instead, wait for him to throw a bomb, and then pick it up using the B Button. Walk back to the cage, drop the bomb, and the key is yours for the taking.

Key number two is hidden in the right-hand scorpion's tail in the painting on the west wall of the Snake Altar room. Unfortunately a stack of cages is blocking it. You need to fetch another bomb, but before you do, smash the wooden crate on top of the altar below the painting and the iron container in front of it. Otherwise, you won't be able to get back up here while carrying a bomb. The closest Kiki is near the ceiling in both of the metallic hallways you just came from. Once you have a bomb, use it to blow up the cages, then climb up and dig into the scorpion's tail.

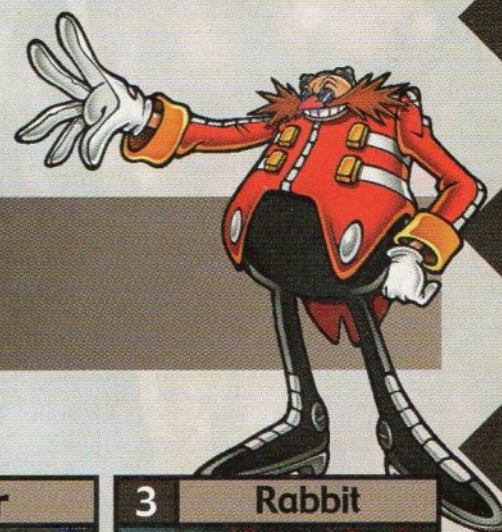
For the third and final key, head toward the Egg Snake Chamber. On your way, turn on the Treasure Scope and pick up a bomb from the Kiki in the metallic hallway. Keep the Treasure Scope turned on (in other words, don't jump), and when you enter the green room, you'll be able to see a spring in the center. Bounce up and land next to a cage containing the last key. Use your bomb and grab it.



### DARK STORY

# 6

## Lost Colony



### Small Animals Found in This Stage:



swim +8  
fly +40  
run +8  
power +8



swim -4  
fly -12  
run +32  
power +16



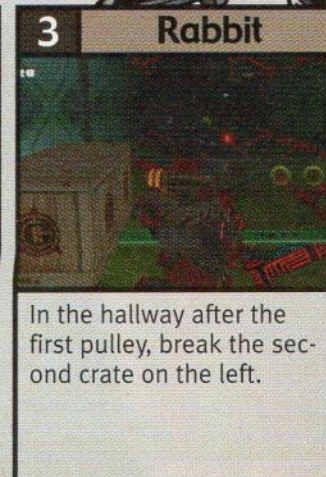
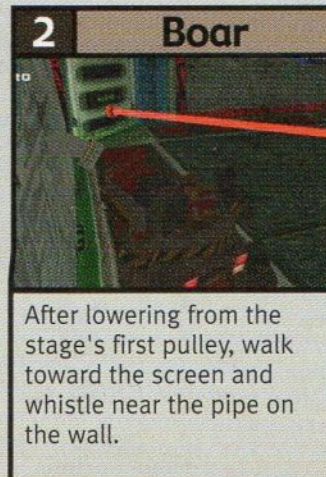
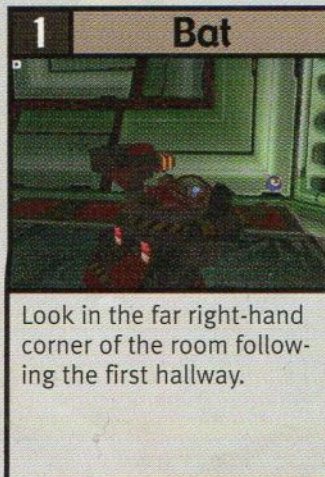
swim +0  
fly +8  
run +40  
power -16



swim +20  
fly +16  
run +4  
power +8



swim +8  
fly +8  
run +32  
power +16





# LOST COLONY MISSION RANKINGS:

MISSION 1	
A	34000 pts.
B	30000 pts.
C	26000 pts.
D	22000 pts.

MISSION 2	
A	under 2:00
B	under 2:30
C	under 3:00
D	under 4:00


MISSION 3	
A	under 2:30
B	under 2:45
C	under 3:00
D	under 3:30

MISSION 4	
A	34000 pts.
B	30000 pts.
C	26000 pts.
D	22000 pts.

LIMIT - 3:30

MISSION 5	
A	44000 pts.
B	40000 pts.
C	35000 pts.
D	30000 pts.

**4 Rabbit**



After exiting the first room in which you must hit a switch to open the door, break the crates in the hallway straight ahead

**5 Bat**



Upon entering the first room with the green slime on either side, jump onto the metal boxes to your left, and whistle.

**6 Bat**



Look on the right-hand platform in the first room with the green slime on either side.

**Level-Up Item: Jet Engine**



This incredibly useful item allows you to hover by holding down the A Button during a jump. Use it to get across large gaps.

The room following the first point marker is square, with a large column in the center and an overhead platform running from the column to each wall. You enter the room from the southeast corner, and the Jet Engine is on the west platform. To reach it, break the wooden crates along the west wall, and use the metal boxes as steps.

**7 Boar**




In the room where you found the Jet Engine, break the wooden crate along the east side of the center column.

**8 Rabbit**



Break the iron container just beneath the platform where you found the Jet Engine.

**Chao Box #1**



In the room where you found the Jet Engine, break the wooden crates along the south side of the center column. Doing so exposes the first Chao Box.

**Chao Box #2**



In the room following the one where you found the Jet Engine, look between the two floating platforms straight ahead.

**9 Bat**



The platform to the right of the second Chao Box lifts you so that you can see the bat flying above the bridge ahead.

**10 Bat**



Look near the rising canisters in the far left-hand corner of the room following the second point marker.

**Gold Beetle**




Appears while descending on the platform during your second jaunt in space.

**Chao Box #3**




At the end of the descent where the Gold Beetle appears, turn and hover toward the screen to land on a ledge where the final Chao Box is.

**11 Bat**




At the bottom of the aforementioned descent, look above the door that leads back inside. To reach the animal, jump onto the fence and hover to it.

**12 Rabbit**




After the third point marker, you take a long ride on a platform to a door above. Look along the fence to the left of that door.

**13 Raccoon**



The next time you go out into space after passing the third point maker, you need to launch a missile to get through the door ahead. Before you do, break the crates behind the missile.

**14 Boar**



Use the aforementioned missile, and look behind the door where the cages used to be.



## 1<sup>ST</sup> MISSION: FIND THE WAY TO THE COLONY'S CORE

This level is very dark, so constantly swing around your lock-on laser to pick up any unseen enemies. Also, if you haven't played the Hero story already, practice using the Jet Engine as soon as you get it. Proficient hovering is a must for the remainder of Eggman's adventures.



The switch to open the locked door in the third room is beneath some wooden crates in the corner of the room.



The switch to open the locked door after the second point marker is on top of the stack of boxes in the room. To reach the switch, destroy the wooden crates on the bottom of the stack.



## 2<sup>ND</sup> MISSION: COLLECT 100 RINGS

When you get to the room where the Jet Engine was, take a moment to pick up the two items boxes (one is in the balloon and the other is beneath a crate south of the center column); each contains 10 rings. The rest are along the main path; just keep firing in front of you to prevent getting hit.



## 3<sup>RD</sup> MISSION: FIND THE LOST CHAO (MYSTIC MELODY REQUIRED)

Make your way to the edge of the first catwalk out in space, and you'll see a platform hovering just below on your right. Jump onto it to be elevated to another short catwalk with an ancient shrine at the end. Play the Mystic Melody atop the shrine, and a series of platforms appear, leading you to a door. Walk through it and the following door, and you'll come to a large gap with yet another door positioned slightly lower on the opposite side. Hover across, and blast the enemy that appears while you're in midair to unlock the door. Walk through one last door, and the Chao is yours.



## 4<sup>TH</sup> MISSION: REACH THE GOAL WITHIN 3:30



Three and a half minutes is plenty of time to complete this level. Just keep firing to clear the path of any unseen enemies. If you're trying to score an A, you might want to take a little extra time to lock onto and destroy as many enemies as possible for extra points.





## 5TH MISSION: CLEAR HARD MODE

Watch that first step! When locking onto the explosives on the door, you'll likely blow up a section of the floor in front of you. Jump over the resultant gap. This is but the first of many changes in Hard mode.



The next change involves opening the door in the third room. Those wooden crates have been replaced by a stack of iron containers and metal boxes. Destroy the containers, and jump to the top of what's left. Hover along the rings to another stack of boxes, and from there to yet another, where the switch is.



When you enter the room where you found the Jet Engine, walk forward a bit and to your right. You see two metal boxes stacked on top of an iron container. Blast the container to drop the boxes, because those are the steps you need to reach the platforms above. To get on top of the boxes, hover over from the cages on the left.



The switch to open the door in the first green slime room is beneath the left iron container below you. Note that only the elevator on the right works now.



Finally, there is no longer a switch to open this door. Instead, you must destroy every enemy in the room, including one that can only be seen by breaking down the stacks of boxes and grabbing the pulley from the top.

the stacks of boxes and grabbing the pulley from the top.

### DARK STORY

# 7

## Weapons Bed



### Small Animals Found in This Stage:



swim +8  
fly +8  
run +16  
power +16



swim +40  
fly -16  
run +0  
power +8



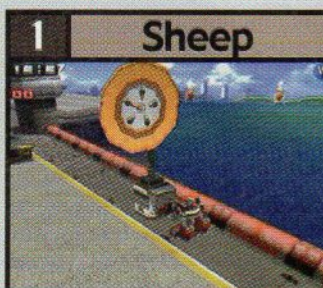
swim -8  
fly -8  
run +40  
power +8



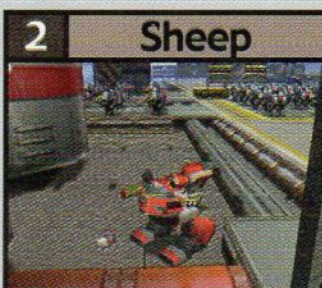
swim +44  
fly -4  
run +8  
power -16



swim +12  
fly +32  
run +4  
power +16



Whistle near the pipe next to the first radar dish on your right.



Look between the first two cylindrical fuel tanks on your left.



The first Chao Box is in a small nook just past those garages on the first aircraft carrier.



At the end of the first aircraft carrier, whistle near the pipe between the two cylindrical fuel tanks on the right.



Look in the middle garage on the left side of the first aircraft carrier (where you start the stage).



Volkan Cannon power-up. Dr. Eggman can now break iron containers simply by shooting them.



Look along the fence on the left-hand side of the platform that follows the first point marker.



After the first point marker, hover from catwalk to catwalk until you come to one blocked off by a stack of iron containers. Break the containers on the right.



## WEAPONS BED MISSION RANKINGS:

MISSION 1	
A	30000 pts.
B	28000 pts.
C	25000 pts.
D	20000 pts.

MISSION 2	
A	under 2:00
B	under 2:15
C	under 2:45
D	under 3:30

MISSION 3	
A	under 2:15
B	under 2:30
C	under 3:00
D	under 3:30

MISSION 4		LIMIT - 2:45
A	30000 pts.	
B	28000 pts.	
C	25000 pts.	
D	20000 pts.	

MISSION 5	
A	30000 pts.
B	28000 pts.
C	24000 pts.
D	15000 pts.

**6 Sheep**



Look in the near right-hand corner of the platform with the balloon and two items boxes.

**7 Seal**




After taking a pulley to the second aircraft carrier, look before the garages on the right.

**8 Sea Otter**



Look in the far left-hand corner of the second aircraft carrier.

**Chao Box #2**




The second Chao Box is hidden next to the cylindrical fuel tanks on the right-hand side of the second aircraft carrier.

**9 Seal**



On the platform where the second point marker is, whistle next to the pipe in the near left-hand corner.

**10 Seal**



Keep progressing after the second point marker until you come to a stack of iron containers blocking three springs. Break the iron containers to the left.

**11 Cheetah**




Look to the right of the first fighter jet on the third aircraft carrier.

**12 Sheep**




Whistle near the pipe in the first garage on the left-hand side of the third aircraft carrier.

**13 Phoenix**



At the end of the third aircraft carrier, look on top of the cylindrical fuel tank in the right-hand corner. To reach it, take the pulley in the middle of the carrier.

**Chao Box #3**



At the end of the third aircraft carrier, the final Chao Box is right next to the cylindrical fuel tank in the right-hand corner.

**14 Sea Otter**



Whistle next to the pipe in the near right-hand corner of the platform following the third corner.

**15 Sheep**



On the catwalk leading to the Goal Ring, walk toward the screen and look near the edge.



## 1<sup>ST</sup> MISSION: RUSH INTO THE MILITARY BASE



Stay sharp in this level; enemies are almost constantly swooping down and attacking aggressively. Be prepared to dodge their attacks and then return fire. If you're looking to rack up a lot of points, lock onto the dozens upon dozens of stationary, deactivated robots 10-plus at a time.



When hovering toward the platform that follows the third carrier, stay airborne for a couple of extra seconds and wait for the passing jets to unload their bombs.



## 2<sup>ND</sup> MISSION: COLLECT 100 RINGS

Completing this mission in less than two minutes isn't much of a problem as long as you avoid getting hit. Just stop by the garages that contain rings, and burst every balloon.



## 3<sup>RD</sup> MISSION: FIND THE LOST CHAO (MYSTIC MELODY REQ.)

On the third aircraft carrier, look in the last garage to the left, and play the Mystic Melody near the ancient shrine in there to make a blue swirl appear. Jump in, and you're transported to a platform where the lost Chao is tucked between some metal boxes.



## 4<sup>TH</sup> MISSION: REACH THE GOAL WITHIN 2:45

Completing this mission is easy as long as you can resist the temptation to stop and destroy all of those helpless, stationary enemies. Do continually fire as you walk, however, to smash any iron containers in your way.



## 5<sup>TH</sup> MISSION: CLEAR HARD MODE

In addition to some more aggressive enemies, this mission contains a couple of minor path changes.



The first involves crossing this gap. After destroying the iron containers on the other side, you must now hover across from atop the metal box on your right.



The other point of difficulty is when you run into these spiked balls on the third carrier. The best way to get past them is to grab onto the pulley and hover over.

## BOSS: TAILS

To defeat Sonic's loyal sidekick, wait for him to come at you before locking on with your laser. If he's not walking straight ahead, he'll be able to avoid most of your attacks. Don't let him get too close, however, or he'll try to punch you with that propeller. Also keep an eye on your health gauge, picking up rings if you need them. Tails should go down after 4-6 hits.



Tails is fairly aggressive, so wait for him to come at you, and then lock on with your laser. Teach that meddlesome fox not to mess with the doctor.



If you get too close to Tails, it's difficult to see his cannon fire, and he might try to punch you. Keep your distance.



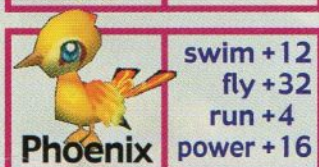
# 8

DARK STORY

# Security Hall



## Small Animals Found in This Stage:



Look on top of the large box in the corner between blue sections B and C.



Open the safe just above the large box in the corner between blue sections B and C. The first Chao Box is inside the safe.



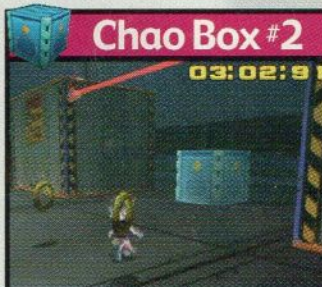
Break the cage on top of the highest platform above section C. To do so, glide to the platform in the corner between blue sections B and C, and launch the missile there.



Play the Mystic Melody near the ancient shrine in yellow section C. Jump across the series of platforms that appears, destroy the iron containers in the wall, and walk down the revealed passage to grab the Treasure Scope.



Whistle near the pipe atop the first large block to the right across from red section A.



The second Chao Box is between the second and third large boxes across from red section A.



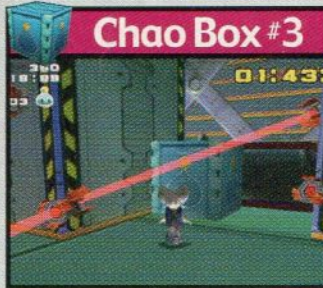
Break the iron container on top of the highest platform above section A.



Appears while you're taking the pulley to the second floor. Jump off and glide into the Beetle for 1,000 points.



(Animals 5 through 7 are on the Second Floor)  
Look on top of the second parts container to the left past the yellow letters.



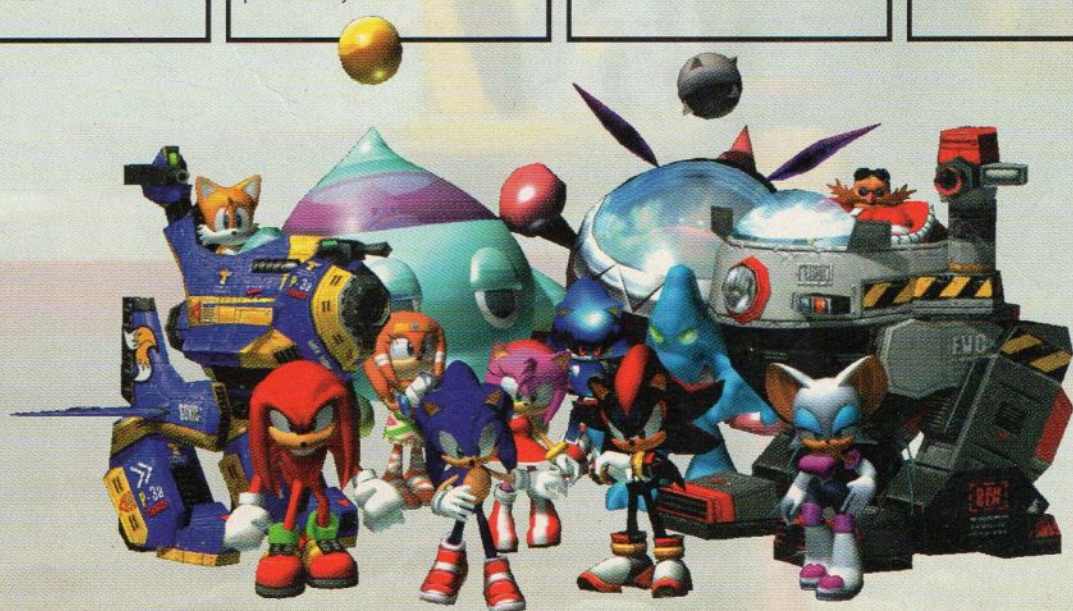
The final Chao Box is next to the giant falling weight ahead and to the right of the yellow letters.



Whistle next to the ancient shrine on the platform high above the switch for the red safes.





Flip the switch for the red safes, and drop back down to the first floor. Open the middle safe on the bottom of red section C.







## SECURITY HALL MISSION RANKINGS:


 MISSION 1
A 12000 pts.
B 10000 pts.
C 8000 pts.
D 6000 pts.

 MISSION 2
A under 4:00
B under 4:30
C under 5:00
D under 5:30

 MISSION 3
A under 0:30
B under 1:00
C under 2:00
D under 3:00

 MISSION 4
A 13000 pts.
B 12000 pts.
C 10000 pts.
D 8000 pts.

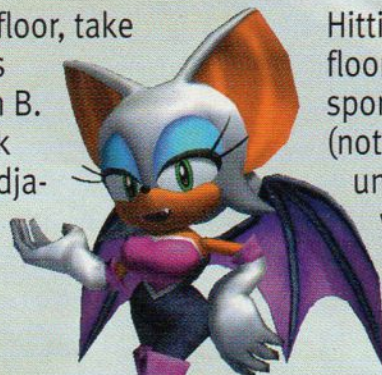
LIMIT - 3:30

 MISSION 5
A 16000 pts.
B 15000 pts.
C 13000 pts.
D 10000 pts.

## 1<sup>ST</sup> MISSION: STEAL THE 3 CHAOS EMERALDS IN 5 MINUTES

Finding Chaos Emeralds works the same way as finding pieces of the Master Emerald, except in this case there's a time limit. Fortunately, Security Hall isn't very large, so finding the gems with your radar doesn't take too long. Beware of the sweeping laser patterns throughout the stage, however, because it's easy to get caught up in them and lose a life.

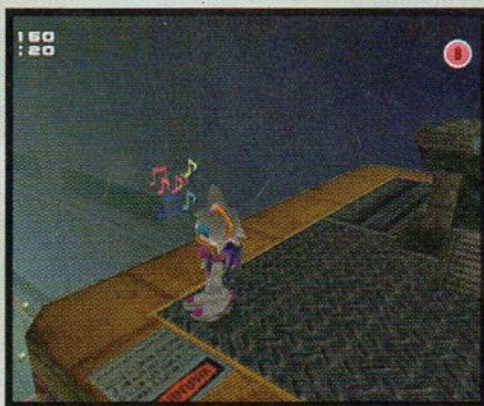
To reach the top floor, take this pulley across from blue section B. To safely get back down, take the adjacent pulley.



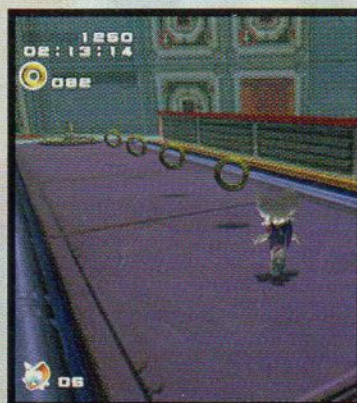
Hitting these switches on the second floor unlocks the safes of the corresponding color in the room below (note that only one color can be unlocked at a time). Once unlocked, you can open the safes by digging into the flashing "G."



## 2<sup>ND</sup> MISSION: COLLECT 100 RINGS (MYSTIC MELODY RECOMMENDED)



Four minutes may seem like a long time to complete this mission, but the rings are scarce and scattered. After picking up the five in front of you at the beginning of the stage, head for the top floor and climb to the platform high above the red safe switch. Playing your Mystic Melody near the shrine on this platform causes a whopping 40 rings to appear below. Find another 24 near the pulley. An item box beneath this iron container past the blue letters holds 10 more. To find the rest, drop down and do a sweep of the lower floor.



## 3<sup>RD</sup> MISSION: FIND THE LOST CHAO (TREASURE SCOPE REQ.)

Take the pulley to the top floor and stand in front of the yellow letters. Turn on your Treasure Scope, and you see a spring on top of the letter "B." Bounce from it to reach a platform where you find Security Hall's lost Chao.





## 4TH MISSION: COLLECT THE CHAOS EMERALDS IN 3:30

As mentioned before, Security Hall isn't very large, so finding the Emeralds with your radar should't take too long. Begin by gliding around the lower floor, and if nothing comes up, move to the top. Note that Chaos Emeralds can be hidden inside safes.



## 5TH MISSION: CLEAR HARD MODE



The first Chaos Emerald is hovering above the floor fans to the right of where you begin. The current juggles you above the Emerald's location, so you have to perform a drill attack to grab it.



For the second Emerald, head to the top floor and navigate through the lasers and toward the yellow safe switch. Climb up one of the two large boxes just in front of it, and glide over to the Emerald floating between them.



While you're up there, flip the red safe switch before dropping back down. The final Emerald is in the red safe behind the giant falling weight in section B. To suspend the weight, climb onto the highest beam, break the iron container, and turn on your Treasure Scope. A spring appears, bouncing you to the requisite switch on the ceiling.

## BOSS: R-1/A FLYING DOG

This guy is just a flying version of the B-3x Hotshot you fought earlier with Shadow. To avoid his machine gun fire, simply climb up either of the fences and wait for him to stop firing and moving. When he does, glide for the cockpit before he has a chance to unload his missiles.



After you hit him twice, he tries to lock onto you with a crosshairs. Keep moving to avoid being caught in his sights, or you'll be blasted by a huge laser. After the fourth hit, he won't stop to fire missiles anymore, so try to finish him off after avoiding the crosshairs.

The only way to hit the Flying Dog is to glide from one of these fences. Be sure to aim for the cockpit.

When he tries to lock onto you with those crosshairs, don't let him, or you'll be on the receiving end of his ridiculously huge laser.





## 9

## White Jungle

## Small Animals Found in This Stage:



Whistle at the tree to your left just before the second row of rings on the first half-pipe.



After swinging from the first vine, you'll land in front of a set of three springs. Somersault under the fence to their right.



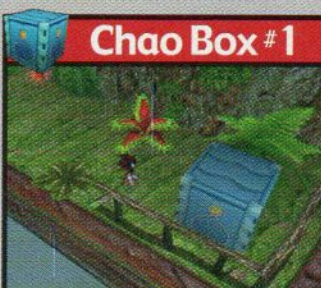
After launching from the stage's first jump plate, look around the first torch to your right. You'll probably have to walk back toward the screen to spot it.



Whistle near the pipe on the left-hand wall just past where you found the previous animal.



Somersault under the fence just ahead of where you found the previous pipe, and look around the moss-covered log to the left.



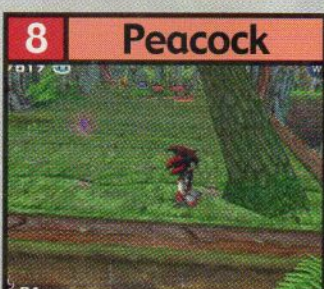
Somersault under the fence to the left of that moss-covered log, and you'll find the first Chao Box just beyond.



Get back onto the main path after grabbing the Chao Key, and break the iron container next to the bomb item box ahead. Hit the revealed switch, light dash up the row of rings that appears, and jump on top of the pulley to your right.



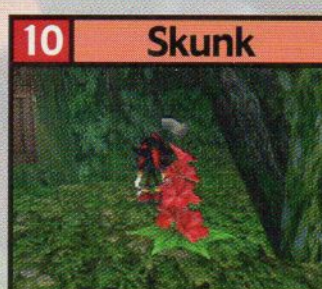
Jump on top of the stage's first giant falling weight.



Bounce from the spring just ahead of that first giant weight, and whistle at the first tree to your right.



After launching from a jump plate that eventually follows the second point marker, you drop into a large, multi-tiered room. Look next to the right-hand wall on the second level of this room.



The exit to this large, multi-tiered room is blocked by a stack of wooden crates. Whistle near the pipe to the right of these crates.



After swinging from the vine that eventually follows the third point marker, look to your immediate left.



After swinging from the vine that eventually follows the third point marker, break the wooden crate ahead to your right. Drop down the exposed hole, and you'll land right next to the Air Shoes.



Progress forward until you swing from yet another vine. The path you drop onto has three grassy platforms: two parallel to each other and a third connecting them. The Gold Beetle appears just ahead of these three platforms.



## WHITE JUNGLE MISSION RANKINGS:

MISSION 1		LIMIT - 10:00	MISSION 2		MISSION 3	MISSION 4	LIMIT - 3:00	MISSION 5	
A	14000 pts.		A	under 1:30				A	13000 pts.
B	12000 pts.		B	under 2:00				B	12000 pts.
C	10000 pts.		C	under 2:30				C	10000 pts.
D	8000 pts.		D	under 3:00				D	8000 pts.



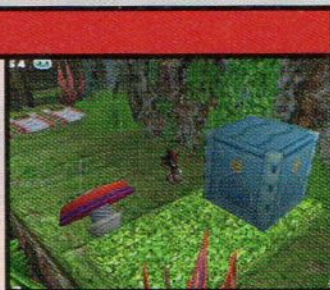
Whistle near the pipe on the left-hand side of those three grassy platforms.



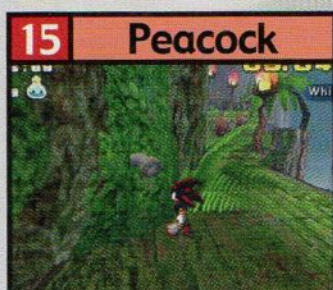
Look atop the tree stump just ahead and to the right of those three grassy platforms.



On the path following the one where the Gold Beetle appeared, continue past the giant falling weight, and somersault under the fence. The second Chao Box is just ahead.



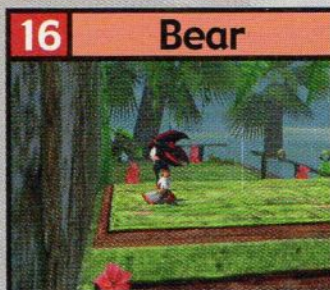
Look around the fence that you had to somersault under to reach the second Chao Box.



Bounce from the spring next to the second Chao Box, and walk toward the screen until you see a pipe on the left-hand wall. Whistle near that pipe.



After launching from two consecutive bungee vines, hold back on the Control Stick to avoid grabbing a third vine. Instead, walk forward, somersault under the fence to your left, and look behind the grassy platform to find the final Chao Box.



Jump on top of the grassy platform just in front of the final Chao Box, and whistle on its left-hand side.

## 1<sup>ST</sup> MISSION: CUT THROUGH THE JUNGLE IN 10:00



This level has a 10-minute time limit, but don't worry—that's more than enough time to explore, grab the Air Shoes, and even collect every small animal. It's relatively straightforward, and surprisingly easy for this late point in the game, so enjoy the sights.

## 2<sup>ND</sup> MISSION: COLLECT 100 RINGS

There are plenty of rings in this level, but collecting 100 in under a minute and a half can be a little tight. There are two items boxes that can expedite the process, however.



You can reach the first box (containing 20 rings), by bouncing off the dual springs that follow the first jump plate.



The second (containing 10 more) is atop the palm tree to your right, on the way down from using the next spring.



## 3<sup>RD</sup> MISSION: FIND THE LOST CHAO



Use the spring next to the second Chao Box to bounce up to the level above. Once there, rather than taking the vine in front of you, turn toward the camera and run until you come to an ancient shrine at a dead end. Play the Mystic Melody atop the shrine to make a series of platforms appear. Jump across them, and you come to a floating enemy with another platform behind him. Perform a homing attack to reach that platform, and then grab the vine there to go for a little ride. You end up facing a large gap with a platform on the other side and a single floating enemy in front of you. Wait for his force field to dissipate, then do a homing attack. Another enemy immediately appears behind him. Homing attack that one as well, and continue this way until you reach the platform and the lost Chao that's waiting there.

## 4<sup>TH</sup> MISSION: REACH THE GOAL WITHIN 3:00

If you light dash whenever possible, hit every dash panel, and avoid any unnecessary stops, completing this level in under three minutes should be a piece of cake.



## 5<sup>TH</sup> MISSION: CLEAR HARD MODE



You'll notice a major difference almost right away: as the spring at the end of the first half-pipe has been moved to a platform floating in the air. Jump and use a homing attack to reach it.



The next significant change is that the spring here has disappeared completely. You must use the ledges on your right to get up above.



The row of rings here has also disappeared, so you have to drop down and use the route where you found the Air Shoes.



Another spring here is gone, so you have to jump on top of this new giant weight to reach the upper level.

## BOSS: SONIC

In one of the strangest moments in Sonic history, it's time for you to beat up on Sega's mascot. There are two ways to hurt Sonic: either hit him with a homing attack from behind, or simply somersault into him. If you see him jump up to hit you with a homing attack, get moving! You'll probably need to jump to deflect his assault. The battlefield is very small, and if you fall off you lose a life. Therefore, try to stay in the center.



If Sonic jumps, it probably means he's about to launch a homing attack. Jump up to meet him, and he'll bounce harmlessly off of you.



Long-time Sonic fans may be riddled with guilt for bullying their favorite character. Don't worry; he'll make a full recovery.



# 10

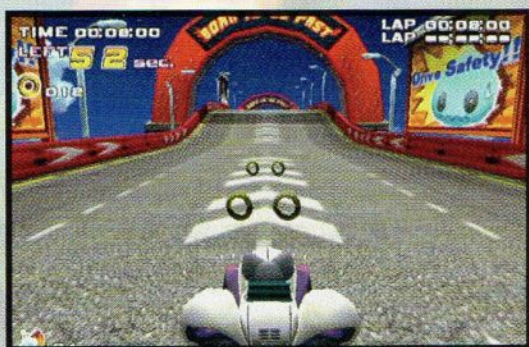
**DARK STORY**

## Route 280



### 1<sup>ST</sup> MISSION: CHASE THE TORNADO

In this level, Rouge takes a break from treasure hunting to chase down Tails in a race kart. Avoid hitting walls and cars (of course) while collecting as many rings as possible. Every time you nab 20 rings, you're rewarded with a speed boost (activated by pressing the Y Button). Also, you can power slide around some of the tighter turns by letting up on the accelerator, beginning the turn, and then accelerating again. This can help you achieve a much better time.



Be particularly careful when going around these turns, because there are no railings to prevent you from falling into the water.



2P Versus Kart Race: There's no upgrade in this level, but successfully completing the first mission opens the two-player Kart Race battle (or the single-player Kart Race if you haven't completed Tails' Route 101 yet).

### 2<sup>ND</sup> MISSION: COLLECT 100 RINGS

Follow the same strategy as you did in the first mission, and be sure to hit all of the balloons. Each one randomly contains between 10 and 40 rings. Avoid any catastrophic mistakes, and you'll complete this mission in no time.



### 3<sup>RD</sup> MISSION: DON'T HIT OTHER CARS

This may sound easy, but if you're not careful it can be extremely frustrating. Just take your time and don't be afraid to hit the brakes, even if you're trying to score an A. Three and a half minutes is plenty of time.



### 4<sup>TH</sup> MISSION: DON'T HIT THE WALLS


Everything above applies here as well. Additionally, don't try to power slide. Take the turns slowly, and only use the speed boost on straightaways. Be particularly careful in the narrow tunnels towards the end. Again, you have plenty of





time to score an A.





## ROUTE 280 MISSION RANKINGS:

 MISSION 1	
<b>A</b>	under 3:20
<b>B</b>	under 3:30
<b>C</b>	under 3:40
<b>D</b>	under 3:50

 MISSION 2	
<b>A</b>	under 2:00
<b>B</b>	under 2:30
<b>C</b>	under 3:00
<b>D</b>	under 3:30

 MISSION 3	
<b>A</b>	under 3:30
<b>B</b>	under 3:40
<b>C</b>	under 3:50
<b>D</b>	under 4:00

 MISSION 4	
<b>A</b>	under 3:45
<b>B</b>	under 3:50
<b>C</b>	under 3:55
<b>D</b>	under 4:00

 MISSION 5	
<b>A</b>	under 3:20
<b>B</b>	under 3:30
<b>C</b>	under 3:40
<b>D</b>	under 3:50

## 5<sup>TH</sup> MISSION: CLEAR HARD MODE



The bad news is that there are a lot more cars on the road and they're intent on cutting you off. The good news is that you can run into walls again, so power slide early and often. In fact, try to maintain a perpetual power slide; doing so seems to maintain a higher top speed.

# 11

### DARK STORY

## Sky Rail



Small  
Animals Found  
in This Stage:



swim +8  
fly +8  
run +16  
power +16



swim +8  
fly -16  
run +4  
power +36



swim +20  
fly +60  
run -24  
power +16



swim -8  
fly -16  
run +20  
power +36



swim +12  
fly +32  
run +4  
power +16

### 1 Sheep



At the end of the first rail, look on the platform below. You may have to backtrack a couple of steps and drop down to reach this platform.

### 2 Bear



Look between the first two steel beams on the right after the first rail.

### 3 Condor



Look on top of the large steel beam just before the first propeller spring. To get up there, do a homing attack on the set of three springs below.

### 4 Sheep



Break the first barrel on the left after using the first propeller spring.

### 5 Condor



After using that first propeller spring, progress forward until you come to a barricade with a pipe in front of it. Whistle near the pipe.

### Chao Box #1



Instead of taking the first rocket, do a homing attack to the floating enemy on the left to reach the platform where the first Chao Box is.

### Level-Up Item: Ancient Light



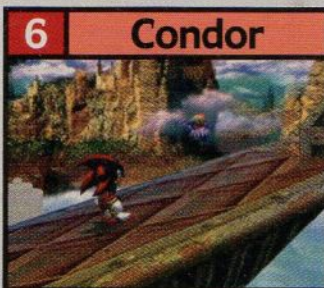
Imbues Shadow with the light attack. Hold down the B Button as if charging a spin dash, and release it when Shadow stands back up. Every enemy in sight is defeated at light speed.

Break open the first Chao Box and stand where it used to be. Another floating enemy should appear. Perform a homing attack on him, then the enemy behind him, and then onto a floating spring. As you're bouncing, push forward on the Control Stick to land next to the Ancient Light.

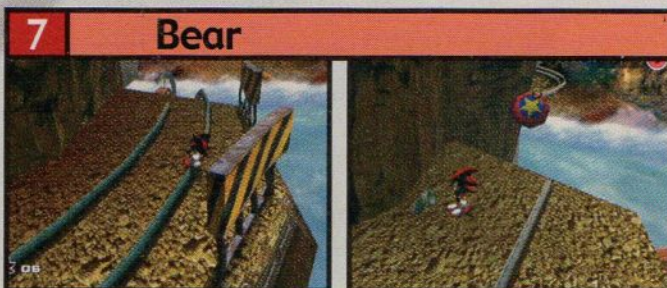


## SKY RAIL MISSION RANKINGS:

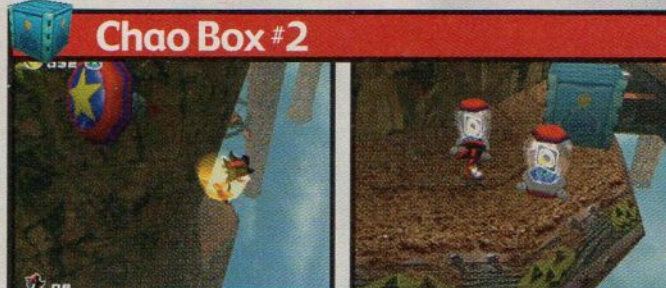
MISSION 1		MISSION 2		MISSION 3		MISSION 4		LIMIT - 2:00	MISSION 5	
A	14000 pts.	A	under 1:15	A	under 1:10	A	14000 pts.		A	10000 pts.
B	13000 pts.	B	under 1:45	B	under 1:30	B	12000 pts.		B	9000 pts.
C	11000 pts.	C	under 2:15	C	under 1:45	C	10000 pts.		C	8000 pts.
D	9000 pts.	D	under 2:30	D	under 2:00	D	8000 pts.		D	7000 pts.



Walk to the edge of the steel beam jutting out to the right of the first point marker.



After grinding the long rails that follow the first point marker, you land on a ledge with two short rails. Slowly grind the right one, jump off onto the ledge below, and whistle next to the pipe on your left.



Jump off the ledge where you found the previous pipe, and as you pass the spring, perform a homing attack while holding up and left on the Control Stick. You should land on a ledge below where the second Chao Box is.



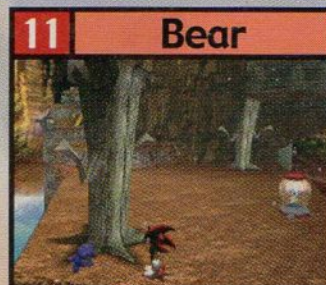
Use the propeller spring just beyond the second Chao Box to reach a ledge high above. Once there, break the wooden crate and whistle near the revealed pipe.



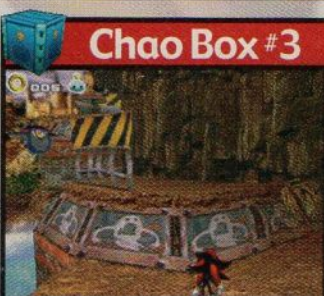
Look to the right of the second point marker. If it weren't for the tiger's color blending in with the ground, he'd be almost impossible to miss.



Grind the left-hand rail after the second point marker, and when you see the jack-o-lantern pillar to your left, jump on top of it.



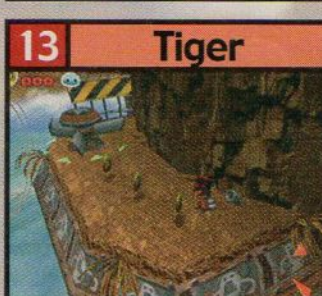
Upon landing from the long rails that follow the second point marker, look next to the tree on your left.



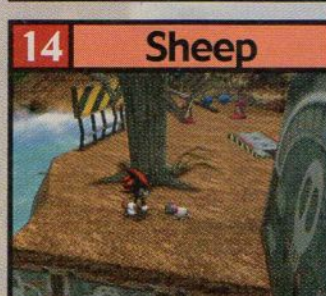
Work your way up the ledges ahead and to the left of where you found the previous animal. When you get to the first propeller spring, bounce to its peak and do a homing attack into the small alcove on the right, where the final Chao Box is.



Use the floating spring below and to the right of the alcove where you found the final Chao Box to reach a small ledge.



Whistle near the pipe on the ledge above and to the left of the propeller spring that you used to reach the final Chao Box.



Look along the ground to the left of the church steeple just before the third point marker.



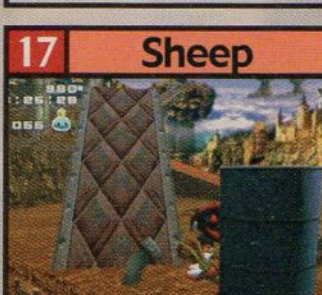
Appears to the right while you're grinding the long rails that follow the third point marker.



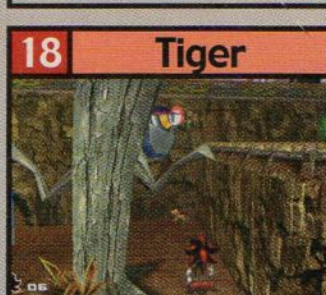
Upon landing from the long rails that follow the third point marker, you see a propeller spring ahead. Whistle near the pipe to the left of that spring.



Now use the propeller spring to reach the ledge above and to your right. Look next to the fire-breathing skull on that ledge.



Jump onto the large platform ahead, and whistle next to the pipe near the barrel on your left.



Jump up another level, and look in the right-hand corner behind the tree.



**19 Sheep**

Grind the next long rail, and upon landing, walk toward the screen and look near the middle barricade.

**20 Condor**

Walk to the edge of the steel beam jutting out to the right just before the Goal Ring.



## 1<sup>ST</sup> MISSION: CHASE THE TORNADO



This can be one of the most difficult stages in the game, particularly if you're lured onto its various precipitous ledges by the many scattered item boxes.

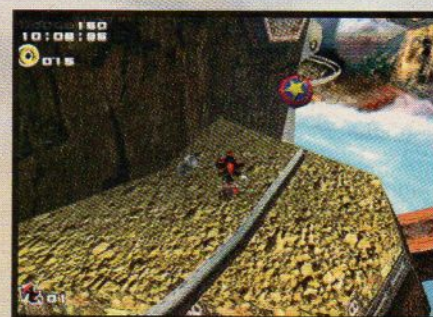
Just be careful and make precise movements. Also, if you haven't mastered the homing attack by now, you have to do so here if you ever want to reach the goal.



The trick to using these springs with propellers underneath them is to perform a homing attack into them, let Shadow bounce as high as he can, and then perform another one. Every time you do this, the spring rises beneath Shadow until it peaks at the orange circle floating above.

## 2<sup>ND</sup> MISSION: COLLECT 100 RINGS

To quickly complete this mission, go straight along the main path (hitting the item box accessible via the first propeller spring) until you reach this ledge. Here, instead of using the spring, jump around the mountain to the ledge below, where you found the second Chao Box. You may have to perform a homing attack at the end of your descent to reach it. There are two item boxes down here containing a total of 30 rings. Work your way back up the mountain, and take the right-hand rail after crossing the second point marker.



Jump from the end of the rail and perform another homing attack to try to reach this item box. Either it or the one on the ground below should give you ring number 100.

## 3<sup>RD</sup> MISSION: FIND THE LOST CHAO (MYSTIC MELODY REQUIRED)

Play your Mystic Melody at the ancient shrine to the left of the second point marker, and a path of rings will appear. Light dash across them, and then use a series of propeller springs to reach the top of the hill where the Chao is.



## 4<sup>TH</sup> MISSION: REACH THE GOAL WITHIN 2:00

If you always crouch when grinding rails, and ignore any enemies that aren't in your path, completing this stage in less than two minutes should be a snap.





## 5TH MISSION: CLEAR HARD MODE



Aside from the usual addition of more aggressive enemies, this mission also places spiked balls on many of the rails. To get by them, jump over onto the adjacent rail by pushing the Control Stick left or right and simultaneously pressing the A Button.

## BOSS: EGG GOLEM

Before proceeding to Mad Space, you must defeat this enormous rock golem with Dr. Eggman. Begin by shooting at him with the Volkan Cannon until one of the cracks in his chest opens up. When it does, lock onto the exposed mechanical part three times, and fire. Repeat this process with the other two cracks to finish him off. It's fairly easy to dodge his attacks (just keep running in a circle), but if your HP gauge gets low, hover down onto the platforms below to find some rings and a health kit. Just be sure not to fall into the quicksand, or Eggman will croak.



After breaking open one of those cracks in the Egg Golem's chest, lock on and fire at the exposed mechanical innards.



If you start to fall toward the quicksand below, hover and find a platform to land on. You might as well grab some rings while you're down here.

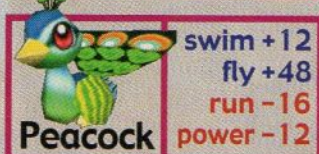
# 12

**DARK STORY**

## Mad Space



### Small Animals Found in This Stage:



### Objects and Small Animals Located in the Lower Space Station:



#### 1 Raccoon



Break the iron container to the right of the starting point on the space station.

#### 2 Peacock



Drop to the lower level, jump over the fence behind the spring, and land on the platform below. Whistle near the pipe on this platform.

#### Chao Box #1



Jump over the fence closest to an iron container on the lower level, and land on the platform below. The first Chao Box is on this platform.

#### 3 Peacock



On the platform where you found the first Chao Box, walk toward the edge where the computer is floating. From there, glide to the platform ahead and slightly to the right, and then whistle near the pipe on that platform.

### Objects and Small Animals Located on the Spherical Planet:



#### 4 Peacock



Look above the entrance of the blue space pod where you found the Iron Boots (see next page).



## MAD SPACE MISSION RANKINGS:



### MISSION 1

A	14000 pts.
B	12000 pts.
C	10000 pts.
D	8000 pts.



### MISSION 2

A	under 2:30
B	under 3:00
C	under 4:30
D	under 5:00



### MISSION 3

A	under 1:30
B	under 2:00
C	under 4:00
D	under 5:00



### MISSION 4

A	14000 pts.
B	12000 pts.
C	10000 pts.
D	8000 pts.

LIMIT - 4:30



### MISSION 5

A	12000 pts.
B	10000 pts.
C	8000 pts.
D	6000 pts.



### Level-Up Item: Iron Boots



This crucial upgrade is in the blue space pod atop the Spherical Planet. You need it to complete the rest of the stage.



*Increases your kick attack power. Now you can break iron containers with just a kick.*

### 5 Gorilla



The Capsule Planet has three T-shaped mechanical structures on it. Look in the right-hand corner of the T on the end of the planet tilting downward.

### Objects and Small Animals Located on the Capsule Planet:



### 6 Parrot



From the T where you found the previous animal, walk toward the end of the planet tilting upward, and break the wooden crate floating near the other T to your right.



### Chao Box #2



The second Chao Box is on the platform nearest the very end of the planet tilting upward. This platform is to the right of the T where you found the previous animal.



### Objects and Small Animals Located on the Holy Planet:



### 7 Peacock



Look around the outside of the blue space pod on top of the Holy Planet.

### Objects and Small Animals Located on the Upper Space Station:



### Chao Box #3



The final Chao Box is on an upper ledge of the space station with a hawk enemy, a computer, and a rocket.



### Gold Beetle



Facing the space station, jump to your right off of the ledge where you found the final Chao Box. The Gold Beetle appears while you glide toward the next ledge.



### 8 Raccoon



After landing on that next upper ledge, drop to the large platform below where an ancient shrine is. Whistle near the pipe behind the lamppost to the left of the shrine.



### 9

### Raccoon



Keep gliding around the space station until you get to an upper ledge with two floating boxes and three grounded ones. Whistle near the pipe between the grounded boxes.



### 10

### Phoenix



Facing away from the space station, jump off of the ledge where you found the previous animal, and glide toward the floating metal boxes ahead. A Phoenix is flying between the two boxes that are very close to each other.





## 1<sup>ST</sup> MISSION: FIND 3 PIECES OF THE MASTER EMERALD



This stage is divided into five main sections: the space station you start on, another enormous space station high above, and three "planets." Each of the switches on the space station you start from activates the corresponding rocket on the platform above. The one straight ahead of where you start takes you to the Capsule Planet, the one to your right takes you to the Spherical Planet,

and the one to your left takes you to the Holy Planet. Note that the switches for the Capsule Planet and the Holy Planet are beneath iron containers, and thus can't be accessed until you've obtained the Iron Boots. To reach the enormous space station, go to the Holy Planet and use the rocket on top of the blue space pod in the center.



To escape the Spherical Planet's immense gravity, you must use the rocket on top of the space pod where you find the upgrade. The switch to activate the rocket is hidden beneath an iron container under the same pod.



Because this stage is so large and confusing, you'll probably want to reference the computers. The hints they give either have backwards text, or are lies. For instance, if it says "lowest point," the truth is "highest point."

## 2<sup>ND</sup> MISSION: COLLECT 100 RINGS

Rings are quite sparse here, and collecting 100 in fewer than two and a half minutes is extremely difficult. After grabbing the nine right in front of you, rocket to the enormous space station first, and collect about 35 rings up there. Next, drop to the Capsule Planet and collect another 15 before dropping back to where you started. Grab the item box containing 20 rings on the platform below, and then pick up the final 21 on the outlying platforms.



## 3<sup>RD</sup> MISSION: FIND THE LOST CHAO (MYSTIC MELODY REQUIRED)

Advance up to the enormous space station, and climb to the upper ledge with the five floating boxes. From there, drop to the large platform below, and approach the ancient shrine. Play your Mystic Melody, and then jump into the blue swirl that appears to be transported to a hallway blocked off by six iron containers. Smash the containers and jump into a second blue swirl that was behind them. You're transported to an identical



hallway (only with an enemy instead of containers) housing a third blue swirl. Jump into it to be transported to the lost Chao's location.

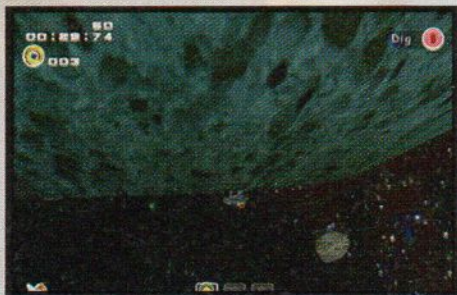
## 4<sup>TH</sup> MISSION: COLLECT THE EMERALD PIECES IN 4:30

The enormity of Mad Space can make this mission rather difficult, so be sure you know your way around. The best strategy is to head for the enormous space station, and then work your way down until something comes up on the radar. Unless you're lucky, you'll have to reference a couple of computers for hints.





## 5<sup>TH</sup> MISSION: CLEAR HARD MODE (TREASURE SCOPE REQUIRED)



The first piece of the Master Emerald is floating beneath the Holy Planet. Climb down the side of the planet as far as Rouge will go, then glide underneath it and grab the Emerald.



For the second piece, glide to the Spherical Planet. The Emerald is on a platform at the bottom, but it can be tricky to reach due to the mixed-up gravity. You need a running start to get onto the platform.



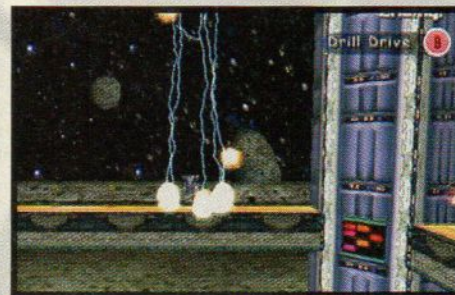
The final piece is above this platform, near the upper ledges of the enormous space station (note that the rocket from the Holy Planet must now be activated by a switch in the blue room below it). Once there, perform a screw kick to reach the Emerald. Do so by rotating the Control Stick 360 degrees clockwise, and then hitting the B Button.

## BOSS: KNUCKLES

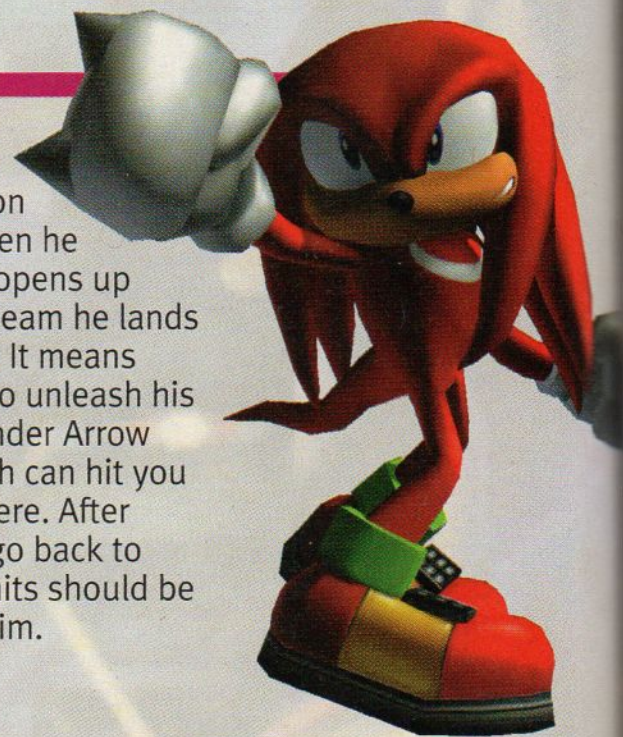
Defeating Knuckles shouldn't give you too much trouble. The battle begins on the ground, where you can collect a few rings while dodging his attacks. When he stops, take the opportunity to kick or glide into him. Eventually, the ground opens up and the two of you are launched into the air. Follow Knuckles to whichever beam he lands on, and attack relentlessly. If he mutters the words, "Take this," get moving! It means he's about to unleash his special Thunder Arrow attack, which can hit you from anywhere. After dodging it, go back to work. Four hits should be the end of him.



If Knuckles starts to climb one of the columns, don't stand under him! He's probably about to come at you with a drill punch.



When Knuckles says, "Take this," move fast to avoid his Thunder Arrow attack. This special attack can hit you from anywhere if you stand still.



## DARK STORY

# 13 Cosmic Wall

### Small Animals Found in This Stage:



Look to the right of the metal boxes on the first catwalk.








Whistle near the pipe on the small platform that precedes the third catwalk.




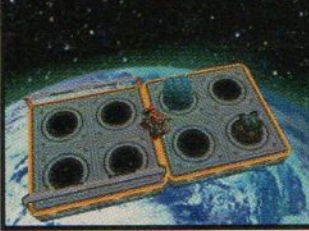
When you get to the platform with the giant falling weight, walk to the edge of the catwalk on your left.



## COSMIC WALL MISSION RANKINGS!



 <b>MISSION 1</b>	 <b>MISSION 2</b>	 <b>MISSION 3</b>	 <b>MISSION 4</b>	<b>LIMIT - 8:00</b>	 <b>MISSION 5</b>
<b>A</b> 53000 pts.	<b>A</b> under 1:30	<b>A</b> under 1:30	<b>A</b> 45000 pts.		<b>A</b> 50000 pts.
<b>B</b> 45000 pts.	<b>B</b> under 1:45	<b>B</b> under 1:45	<b>B</b> 40000 pts.		<b>B</b> 45000 pts.
<b>C</b> 30000 pts.	<b>C</b> under 2:00	<b>C</b> under 2:00	<b>C</b> 35000 pts.		<b>C</b> 40000 pts.
<b>D</b> 15000 pts.	<b>D</b> under 3:00	<b>D</b> under 2:30	<b>D</b> 30000 pts.		<b>D</b> 30000 pts.

**Chao Box #1**

After passing through the second point marker, hover up to the next catwalk, and then hover to the platform on your right. The first Chao Box is inside the pyramid.

**4 Unicorn**

Play the Mystic Melody at the ancient shrine next to the first Chao Box, and bounce from the spring that appears to reach the platform above. From there, follow the green arrows upward until you reach a ledge with a pyramid. While facing the building, hover around its left side to reach another ledge.

**5 Sea Otter**





Get back onto the main path, and look on the platform that follows the first catwalk after the second point marker.

**6 Cheetah**



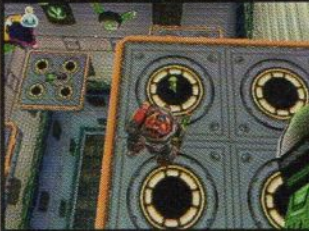
While working your way up a long shaft, you come to a platform with a pipe on its far right-hand corner. Whistle near this hard-to-miss pipe.

**7 Condor**

Continue up this shaft, and you come to a pulley that you can use to reach a platform with a spring on it. There are two more platforms above to either side. Bounce to the one on the left, and break the pyramid there.


**8 Sea Otter**



At the height of this shaft, jump over the wall and begin a slow descent down an adjacent shaft. Look on the first platform to the right.




**Level-Up Item: Protection Armor**



*Increases Eggman's HP gauge by upgrading the armor on his walker. Now the good doctor can sustain more damage before losing a life.*


Continue your descent until you come to a platform on the left, with a missile. Launch the missile to destroy the cages on the platform to the right, then hover to that platform to obtain the Protection Armor.

**9 Sheep**



Upon landing at the bottom of the shaft, proceed to the next room and whistle near the pipe in the right-hand corner.

**Chao Box #2**



The second Chao Box is in the left-hand corner just before the fourth point marker.

**10 Cheetah**




Whistle near the pipe in the right-hand corner just before the fourth point marker.

**11 Sheep**





After passing the fourth point marker, you must work your way up another shaft. Break the pyramid on the left-hand platform at the top of this shaft.

**12 Cheetah**



Look on the near edge of the catwalk where the fifth point marker is.

**13 Cheetah**

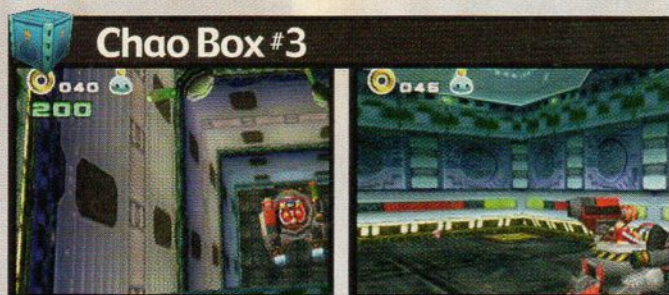
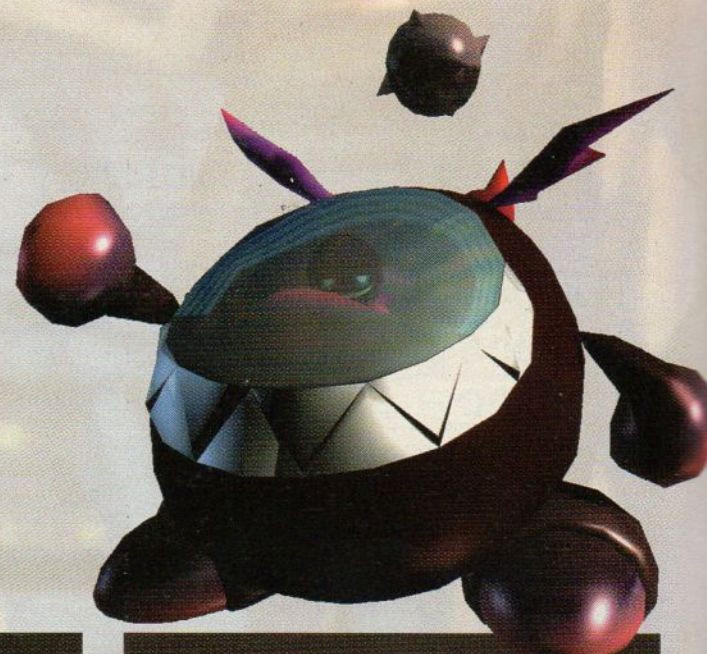
Proceed across a long series of platforms and catwalks after the fifth point marker, and eventually you come to a giant falling weight. Whistle near the pipe on the second platform past that weight.

**14 Sheep**



Look on the platform just before the catwalk that leads to the sixth point marker.





### Chao Box #3

After passing the sixth point marker, you must work your way up another shaft and then descend another. Upon landing, you find the third Chao Box behind you.

### 15 Rabbit

Look in the corner to the right of where you found the last Chao Box.

## 1<sup>ST</sup> MISSION: GET AND CONFRONT THE TRESSPASSERS



This stage is surprisingly easy and incredibly fun. Thanks to reduced gravity, Dr. Eggman can now hover upwards. Should you hover yourself into a tizzy and get lost, there are handy arrow signs all around to point you in the right direction.

The good doctor may not be able to grind rails in that heavy Eggwalker, but that doesn't mean he should be deprived of such fun. Two platforms like this give him a taste of the experience, and although it's unlikely you'll get hit during the ride, target and destroy as many enemies as possible. There are substantial points to be scored here.

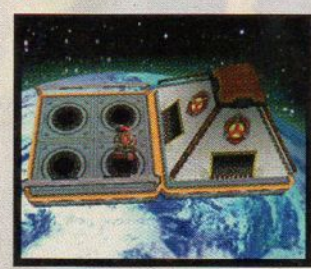


## 2<sup>ND</sup> MISSION: COLLECT 100 RINGS



There's an abundance of rings in this stage, and if you grab each one as you go, collecting 100 in under a minute and a half shouldn't be difficult.

## 3<sup>RD</sup> MISSION: FIND THE LOST CHAO (MYSTIC MELODY REQUIRED)



Hover to the catwalk above the second point marker, and destroy the pyramid atop the platform to the right to reveal an ancient shrine. Play your Mystic Melody near the shrine, and a spring appears that bounces you to the first of many platforms you must navigate. Just keep working your way up in the direction of the arrow signs, and you eventually reach a ledge with another pyramid. The lost Chao is hidden inside the pyramid.

## 4<sup>TH</sup> MISSION: REACH THE GOAL WITHIN 8:00

By hovering, you can bypass many intermediate platforms, but be sure to free-fall down shafts rather than hover and mess with enemies. There are opportunities for more than enough points while you're riding the rails.



## 5<sup>TH</sup> MISSION: CLEAR HARD MODE

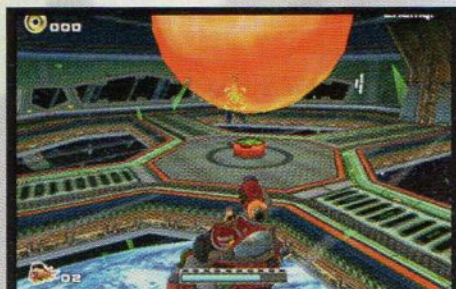
There are a lot more enemies in this mission, and they're quite a bit more proficient. If you maintain a decent supply of rings, however, Dr. Eggman is pretty much invincible here.





## BOSS: TAILS

After achieving his greatest triumph, it's time for Dr. Eggman to deal with Tails once and for all. Aside from the conventional methods of attack, you can also blast one of the canisters that arise from the center of the room and try to lure Tails into the explosion. After you score a couple of hits, he may come at you with a flurry of missiles or a huge laser. Just keep moving and try to finish him off before he has a chance to unload his heavy artillery.



Try destroying one of the canisters and luring Tails into the resultant explosion. Doing so inflicts a lot of damage.



If Tails unleashes his huge laser on you, run away and don't stop until he ceases fire. Both this and his missiles move every bit as fast as Eggman, so there's no time to take a breather.



If you picked up the Protection Armor, Eggman's walker will be quite a bit more resilient than Tails'. As such, be aggressive and try to end this battle as quickly as possible.

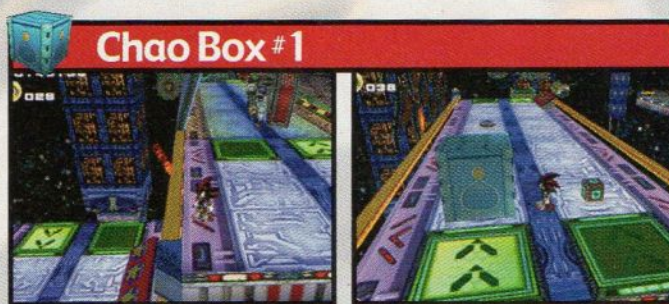
## DARK STORY

# 14

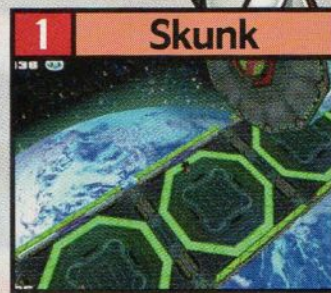
# Final Chase



### Small Animals Found in This Stage:



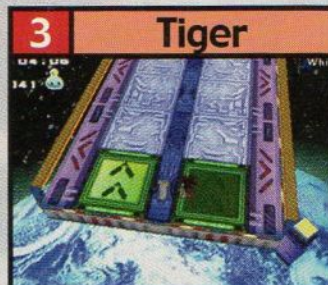
After passing the first point marker and climbing your first vertical drum, you eventually come to a tunnel. Before going through the tunnel, drop down onto the catwalk to your left, and walk toward the screen until you see the first Chao Box.



While on the first horizontal drum, jump down onto the platforms directly below.



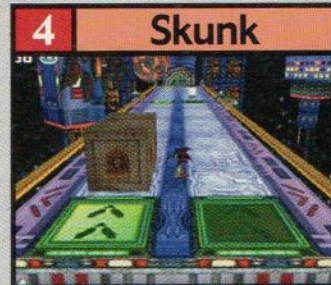
Look near the beginning of the catwalk that follows that first series of three horizontal drums.



Whistle near the pipe at the beginning of the catwalk that follows the first vertical drum with a spring on top.



After passing the second point marker, jump from the top of the hill to the horizontal drum on your right. Walk to the end of that drum, and then jump onto another drum, at the end of which the Gold Beetle appears.

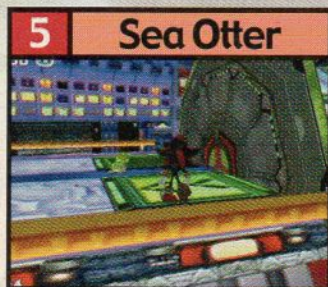


Run down the hill after passing the second point marker, and break the first wooden crate to your left on the catwalk below.



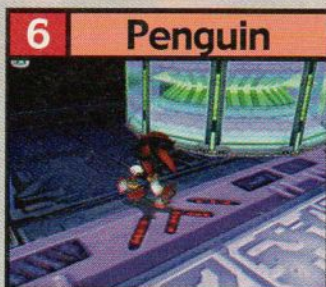
## FINAL CHASE MISSION RANKINGS:

MISSION 1	MISSION 2	MISSION 3	MISSION 4	LIMIT - 5:30	MISSION 5
<b>A</b> 12000 pts.	<b>A</b> under 1:30	<b>A</b> under 5:15	<b>A</b> 11000 pts.		<b>A</b> 10000 pts.
<b>B</b> 11000 pts.	<b>B</b> under 1:45	<b>B</b> under 5:30	<b>B</b> 10000 pts.		<b>B</b> 9000 pts.
<b>C</b> 10000 pts.	<b>C</b> under 2:00	<b>C</b> under 6:00	<b>C</b> 9000 pts.		<b>C</b> 8000 pts.
<b>D</b> 8000 pts.	<b>D</b> under 2:30	<b>D</b> under 6:30	<b>D</b> 8000 pts.		<b>D</b> 7000 pts.



**5 Sea Otter**

Look at the beginning of the catwalk that follows the next series of horizontal drums.



**6 Penguin**

After passing through the third point marker, look in front of the vertical drum to your left.



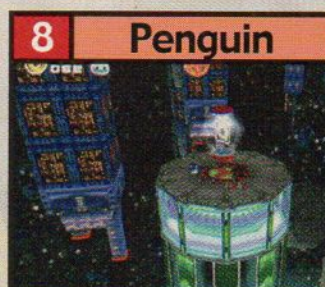
**Chao Box #2**

After passing through the third point marker, look in front of the vertical drum to your right to find the second Chao Box.



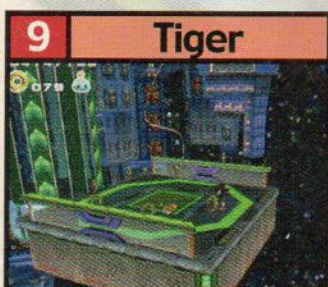
**7 Tiger**

Drop down the blue hole beyond the third point marker, grind the rail, and whistle next to the pipe near the beginning of the subsequent catwalk.



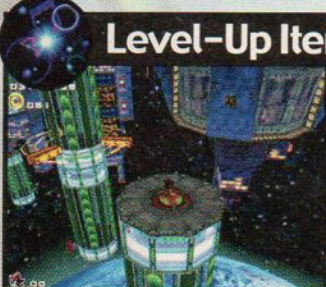
**8 Penguin**

Look on top of the second vertical drum to follow the catwalk where you found the previous animal.



**9 Tiger**

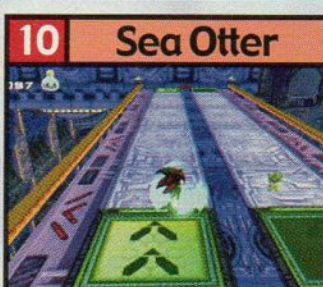
Look on the platform to the left of the second vertical drum to follow the drum where you found the previous animal.



**Level-Up Item: Mystic Melody**

When near an ancient shrine, press the B Button to play a mysterious melody. You need this item to complete the third mission (Find the Lost Chao) in every stage.

When you reach the next vertical drum (the fifth in the series), instead of leaping to the platform on your left, run up to the very top and then jump to the other vertical drum ahead of you—preferably above the electrical field. Run to the top of that drum to see the Mystic Melody on a platform within jumping distance.



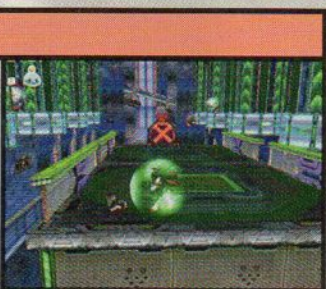
**10 Sea Otter**

After grinding the rail that follows the fourth point marker and running down the subsequent hill, look near the beginning of the catwalk that you land on.



**11 Skunk**

Bounce from the spring at the end of the catwalk where you found the previous animal, then grind from a couple of rails, and you'll land on a small green platform. Jump down to a set of dual green platforms, and look on the near one.



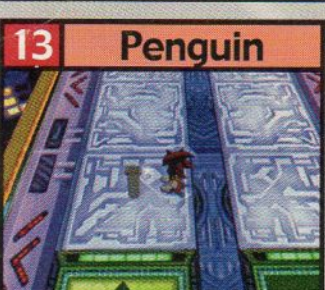
**12 Phoenix**

After passing the fifth point marker, you eventually come to the top of a hill with numerous horizontal drums ahead. Jump and homing attack onto the top drum, and then onto the highest one beyond that. From there, you can jump and homing attack onto a ledge on the right, where you find a Phoenix.



**Chao Box #3**

Run down the sloping catwalk that follows those horizontal drums. When you land on a second catwalk, move toward the screen, and you'll find the third Chao Box.



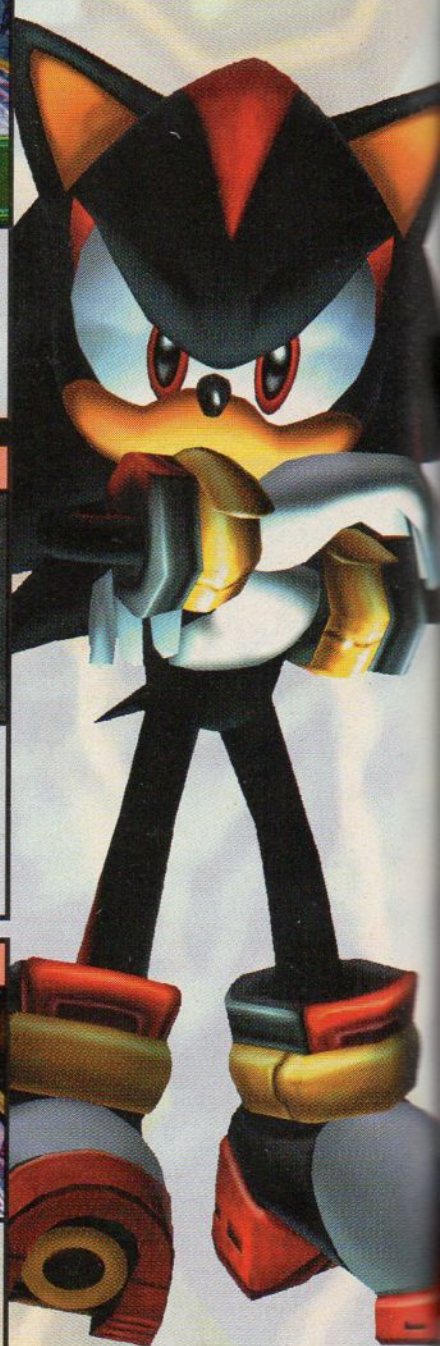
**13 Penguin**

Whistle near the pipe directly to the left of where you found the last Chao Box.



**14 Skunk**

Grind down the next rail, and upon landing on the subsequent catwalk, break the second crate.



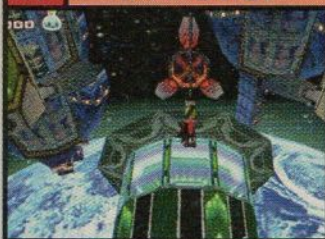


**15 Penguin**

Navigate the two horizontal drums that follow, then take the rail on your left. This leads you to another horizontal drum. Walk along this drum until you see a platform below with a spring on it. Drop down to this platform, but be careful not to hit the spring.

**16 Tiger**

When you emerge in the room with the yellow, red, and blue holes, proceed forward until you drop to a lower level, and then look to your left.

**17 Sea Otter**

After the sixth point marker, navigate a series of horizontal drums until you reach a pulley. Use the pulley to reach a vertical drum, and then bounce from the spring on top to reach a set of platforms. Break the first iron container on those platforms.

## 1<sup>ST</sup> MISSION: HURRY TO THE ECLIPSE CANNON



The key to completing this stage is learning how to navigate the cylindrical spinning drums. These new structures come in both vertical and horizontal varieties, and have a slight gravitational pull so that when you approach one, you latch onto it. Once you do, Shadow starts circling the cylinder, but moving along it only requires you to push up or down on the Control Stick. To move from one drum to another, get close enough to be sucked in by the latter's gravity. This sometimes requires you to jump or perform a homing attack toward the target drum. The same goes for transitioning from a drum to a platform, and vice versa.

## 2<sup>ND</sup> MISSION: COLLECT 100 RINGS

It's counterintuitive, but to complete this mission as quickly as possible, take your time. Even if you must slow down, be sure to grab every single ring; after this item box, there's a bit of a drought. Also, avoid any unnecessary battles.



## 3<sup>RD</sup> MISSION: FIND THE LOST CHAO (MYSTIC MELODY REQUIRED)

After the sixth point marker, navigate a series of horizontal drums until you reach a pulley. Use the pulley to reach a vertical drum, and then climb to the top. When you get there, instead of bouncing off the spring, grab onto another pulley. It takes you to a platform where the ancient shrine is, and if you play the Mystic Melody, a row of rings appears. Light dash across them to another vertical drum. Work your way up it, and at the top you'll find a pulley that takes you to the lost Chao.





## 4TH MISSION: REACH THE GOAL WITHIN 5:30

Successful completion of this mission depends on how quickly you can navigate those spinning drums. Jump off of them at the soonest opportunity, and skip over as many of them as possible. For instance, when heading down a steep hill,



jump from the top of it and hold forward on the Control Stick to skip substantial chunks of the stage. And as always, don't take any extra time to go after enemies or rings.

## 5TH MISSION: CLEAR HARD MODE

This mission is quite difficult for a couple of reasons. First and foremost, there are a lot more Artificial Chaos, and their tendrils can reach you from much farther away. Second, there are now enemies waiting at the tops of many of the spinning drums. Also, some of the drums can now only be reached via short rails or floating springs. Proceed with caution and always make precise movements.

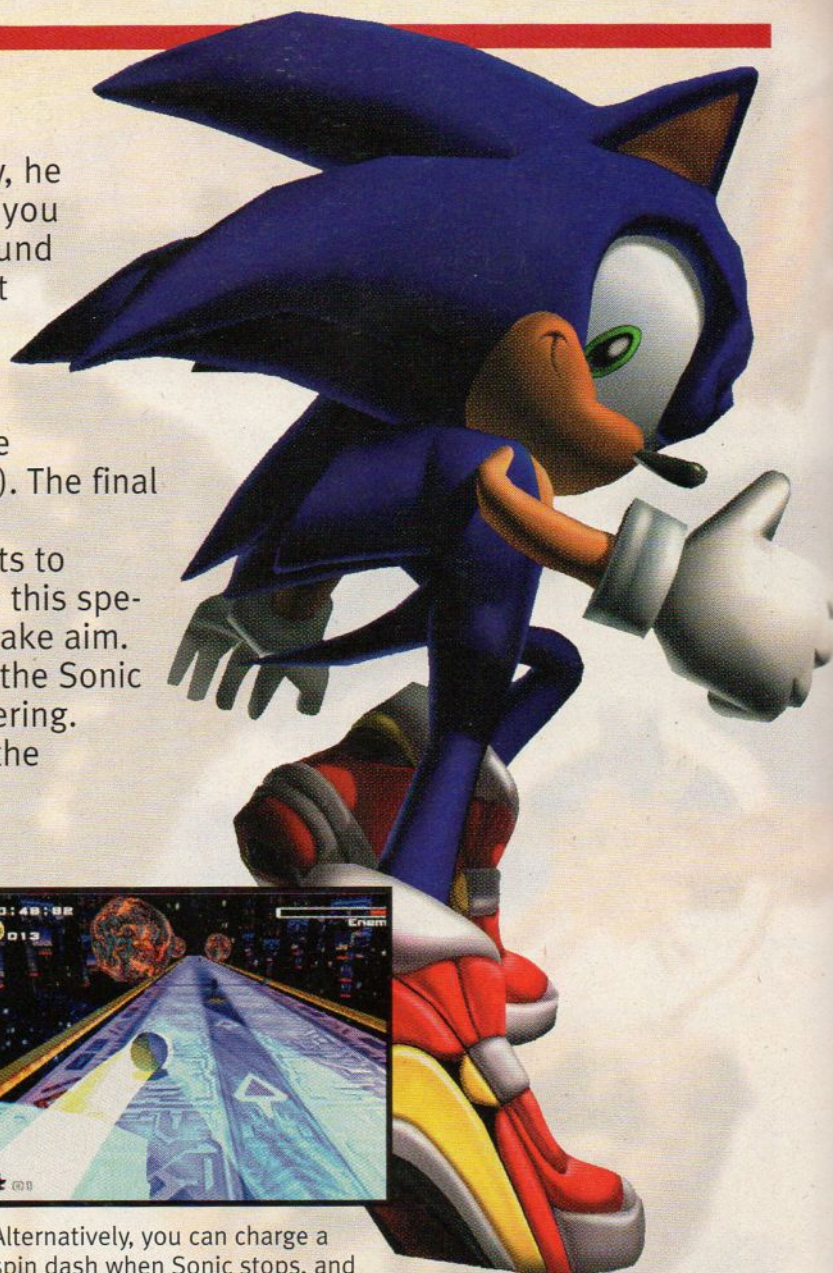


## BOSS: SONIC

It's time for the final showdown with Sonic. Surprisingly, he doesn't present much of a challenge—the environment you fight in is far more dangerous. Keep running, or the ground will collapse under you, dropping Shadow into the great abyss of space.

To defeat Sonic, begin by simply hitting him with homing attacks. After you've connected two or three times, he starts to jump up and deflect your assault (you can use the same defense whenever he launches a homing attack). The final two hits, therefore, must be scored when he's vulnerable.

Slow down and let him run up ahead, where he attempts to unleash the Sonic Wind. The brief time he takes to charge this special attack is enough for you to build up a spin dash and take aim. Alternatively, you can rush toward him, attempt to dodge the Sonic Wind, and nail him with a homing attack while he's recovering. Either strategy is effective and should help you finish off the hedgehog in no time.



This path is fairly narrow, so make precise movements and be careful not to fall off.



Let Sonic run a bit ahead of you, and he'll stop to charge the Sonic Wind. Jump as soon as he stops, and once the Wind is unleashed, perform a homing attack to avoid it.



Alternatively, you can charge a spin dash when Sonic stops, and let it rip just before he launches the Sonic Wind.





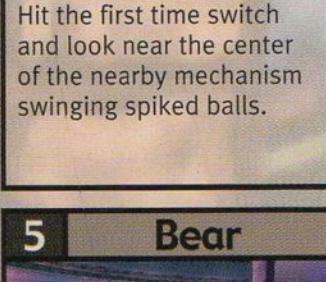
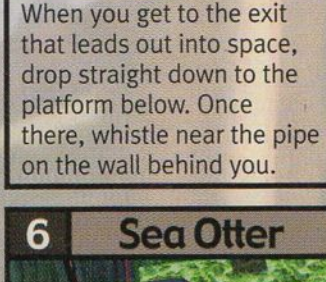
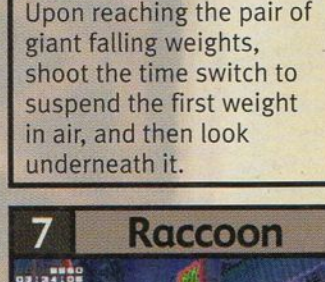
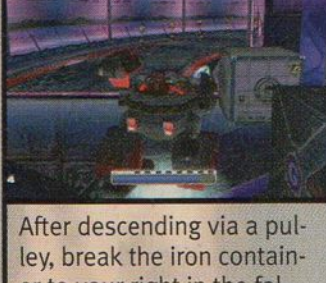
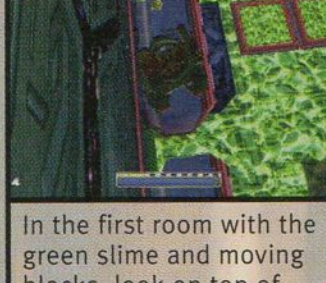
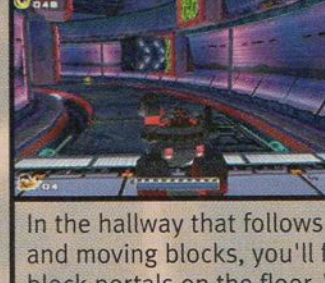
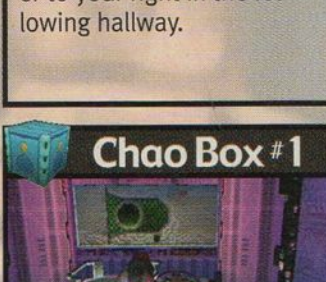
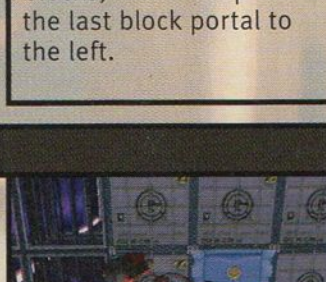
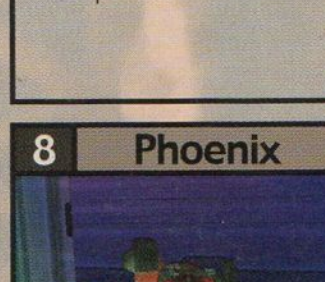



# Cannon's Core

## Small Animals Found in This Stage:

	swim +40 fly -16 run +0 power +8
	swim +8 fly -16 run +4 power +36
	swim -4 fly -8 run +4 power +40
	swim +44 fly -4 run +8 power -16
	swim +20 fly +16 run +4 power +8
	swim +12 fly +32 run +4 power +16
	swim -4 fly -12 run +32 power +16
	swim -8 fly -8 run +40 power +8
	swim +8 fly +12 run +16 power +12
	swim +20 fly +60 run -24 power +16
	swim +16 fly +12 run +36 power +0
	swim +0 fly +48 run -20 power +4

1 Located in Tails' Section
 2 Located in Eggmans' Section
 3 Located in Rouges' Section
 4 Located in Knuckles' Section
 5 Located in Sonic's Section


<b>1 Gorilla</b>  Hit the first time switch and look near the center of the nearby mechanism swinging spiked balls.	<b>2 Seal</b>  When you get to the exit that leads out into space, drop straight down to the platform below. Once there, whistle near the pipe on the wall behind you.	<b>3 Seal</b>  Upon reaching the pair of giant falling weights, shoot the time switch to suspend the first weight in air, and then look underneath it.	<b>4 Gorilla</b>  In the room where the exit door is, move up to the ledge on the right, and hit the time switch to suspend the weight. Whistle near the pipe in the weight's shadow.
<b>5 Bear</b>  After descending via a pulley, break the iron container to your right in the following hallway.	<b>6 Sea Otter</b>  In the first room with the green slime and moving blocks, look on top of the last block portal to the left.	<b>7 Raccoon</b>  In the hallway that follows the room with the green slime and moving blocks, you'll find a pipe between the two block portals on the floor. Whistle near this pipe.	
<b>Chao Box #1</b>  After going through the door that follows the first point marker, you encounter a large gap with a platform in the middle and a door on the other side. The first Chao Box is behind that door, but to reach it, you must jump atop the guardrail in front of you and hover over.	<b>8 Phoenix</b>  In the last room of Eggman's section, look above the block portal to the right of where you entered.	<b>9 Boar</b>  At the bottom of the main room, look near the hole that the water is running into.	
<b>10 Cheetah</b>  Whistle near the pipe just above the first block on the tallest pillar.	<b>Chao Box #2</b>  The second Chao Box is in the far left-hand corner of the room where the switch to expose the red button is.	<b>11 Skunk</b>  Whistle at the illuminated red symbol in the wall directly behind the white switch.	<b>12 Condor</b>  Look above the red button after opening its cover. You have to glide from a pillar to reach the animal.



## CANNON'S CORE MISSION RANKINGS:

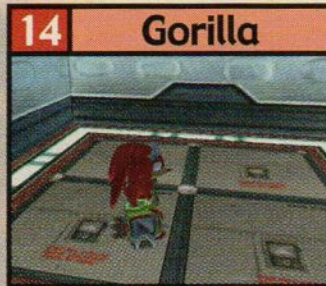
MISSION 1	MISSION 2	MISSION 3	MISSION 4	LIMIT - 7:00	MISSION 5
<b>A</b> 29000 pts.	<b>A</b> under 3:30	<b>A</b> under 7:30	<b>A</b> 29000 pts.		<b>A</b> 29000 pts.
<b>B</b> 27000 pts.	<b>B</b> under 4:00	<b>B</b> under 8:00	<b>B</b> 27000 pts.		<b>B</b> 27000 pts.
<b>C</b> 25000 pts.	<b>C</b> under 4:30	<b>C</b> under 8:30	<b>C</b> 25000 pts.		<b>C</b> 25000 pts.
<b>D</b> 20000 pts.	<b>D</b> under 5:30	<b>D</b> under 9:00	<b>D</b> 20000 pts.		<b>D</b> 20000 pts.

**13 Seal**




Dive down into the water and look on top of the highest block on the second tallest pillar.

**14 Gorilla**




After hitting the time switch on top of the tallest pillar, swim back into the room above and break the iron containers in the floor.

**15 Sea Otter**



Dive back into the water, swim through the bottom tunnel, and look near the illuminated red symbol at the dead end.

**16 Seal**



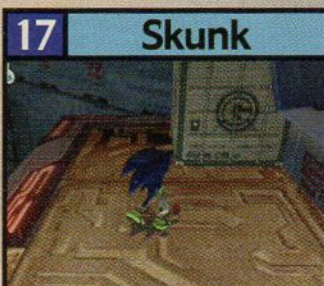
In the tunnel that leads to the red button, look on top of the stack of cages.

**Chao Box #3**



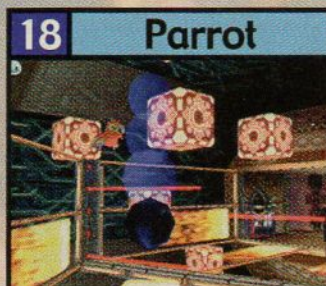
Upon landing from the handrail, turn and walk toward the screen. Find the third Chao Box on the little ledge to your left.

**17 Skunk**



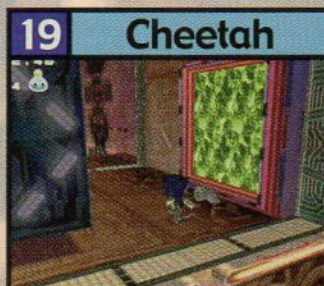
Break the iron containers on the little ledge to the right of where you found the last Chao Box.

**18 Parrot**



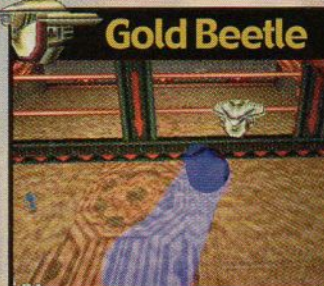
Look above the second time switch. You have to use a bounce attack to reach the animal.

**19 Cheetah**




Whistle near the pipe beneath the block portal to the right following the second time switch.

**Gold Beetle**



Appears just in front of the narrow gate at the end of the room with the shallow rushing water.

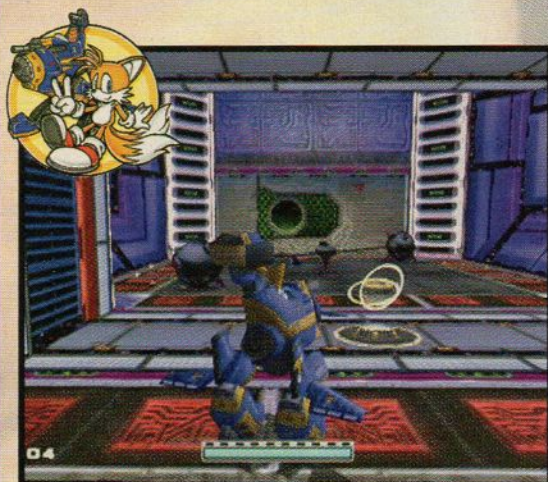
**20 Parrot**



Look in the second snake's mouth on the water slide. You have to jump up to reach the animal.

## 1<sup>ST</sup> MISSION: GET TO THE CORE OF THE COLONY

After finishing both the Hero and Dark stories, it's time to tackle the Cannon's Core. This unique final stage has you play as five different characters, starting with Tails. Once you complete one character's section, you immediately move on to the next, with all points, rings, lives, and time expired carried over.



The key to getting past almost all of the traps in this stage is to blast these time switches. They freeze all motion in the room (except yours) for a limited time, allowing you to get by lasers, spiked balls, etc.



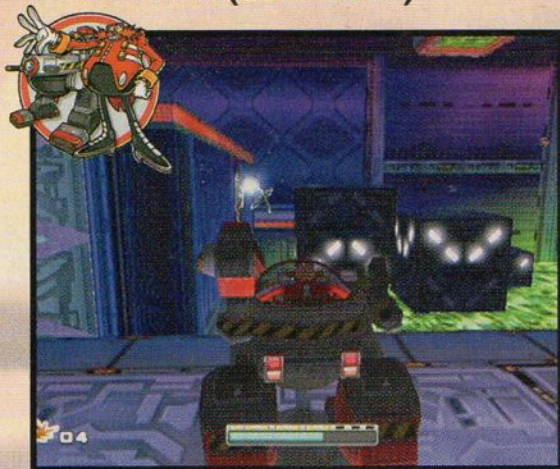
To get past this room, shoot the time switch just as the block to your near right is emerging. Jump on top of it and hover forward from block to block until you get to one with an "X" on it. This takes you to the door out of here.



In this room, begin by shooting the time switch when the blocks to your left are lined up to give you stepping stones to the lower platform beyond.



## 1<sup>ST</sup> MISSION (CONTINUED)



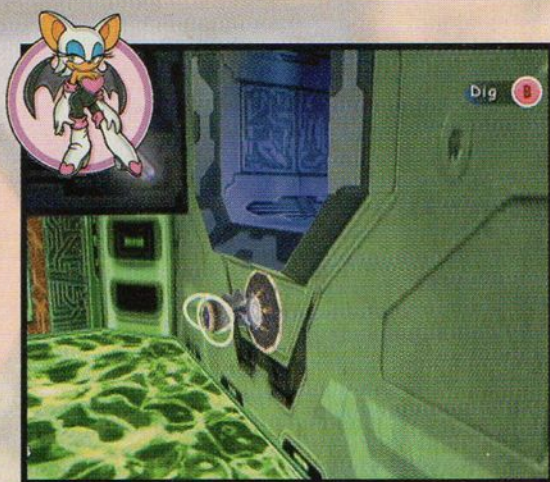
From there, face the switch, and shoot it when the two blocks straight ahead are lined up as steps for you to reach the higher platform.



Rather than hunt for treasure in this stage, it's Rouge's job to find the large red button that drains the core. Begin by climbing up these pillars, gliding from one to another as you reach the blocks.



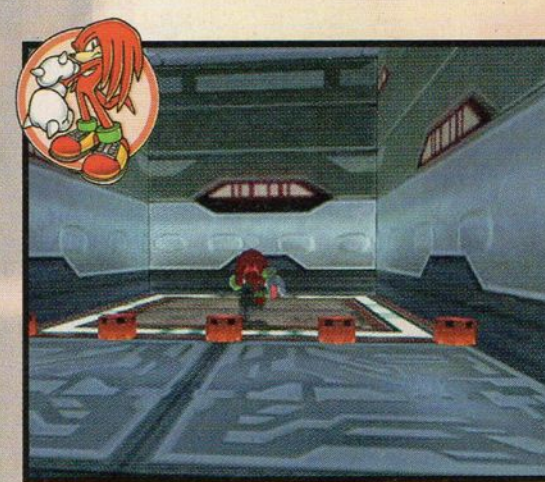
Once atop the highest pillar, hit the time switch, and then glide toward the bottom of the waterfall and through the door behind it.



In this room, cling to the wall next to the time switch, and hit it as soon as a block has cleared the tunnel above. Climb into the tunnel and proceed onward.



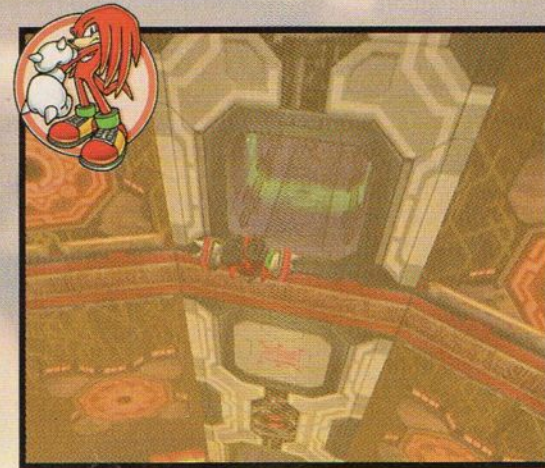
The switch in the next room reveals the large red button. Hit it and work your way back.



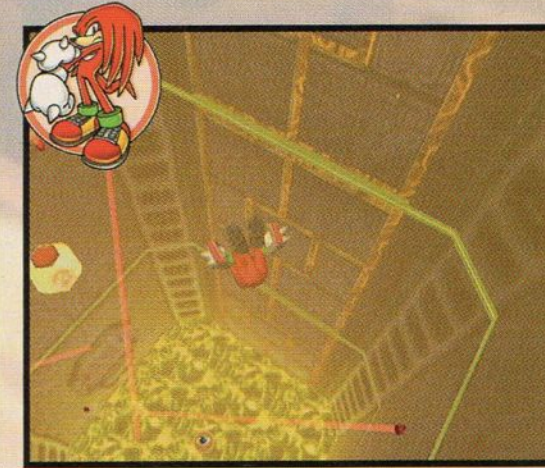
Begin Knuckles's section by swimming down, hitting the time switch, and then running to this nook before the lasers reappear. Smash the iron containers beneath you to reveal a spring that will help you reach the pulley above.



After taking the pulley, hit this switch and then smash the iron containers beyond it to get back down to the room below.



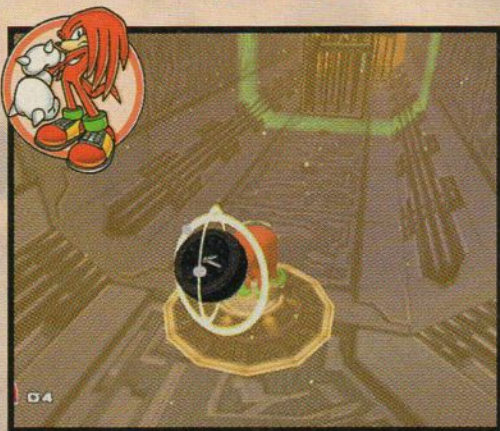
Dive back into the water and swim through this tunnel with the green pulsing lights (not the same one you were in with Rouge). In the next room, you'll find a switch that opens another tunnel straight ahead. To get through, however, you need to hit the time switch above the door behind you.



Once you get through, you come to a room filled with lasers. Carefully swim down, and hit the time switch at the bottom to open access to the nearby tunnel.



## 1<sup>ST</sup> MISSION (CONTINUED)



About halfway through the tunnel, you come across another time switch. Hit it to prevent the current from starting up again. Get through here, and the large red button is in the next room.



There's no floor underneath him, but you must destroy this Artificial Chaos to open the door behind you. The trick is to perform a homing attack, and as you bounce off his head, push down on the Control Stick and press the A Button. Doing so will land you safely on the ledge from which you jumped.



Use Sonic's bounce attack to move across the rushing water and climb onto this ledge. Hit the time switch on it, and then somersault under the gate below.

## 2<sup>ND</sup> MISSION: COLLECT 100 RINGS

By picking up every ring along the main path, it's possible to have 100 by the end of Dr. Eggman's section. Just keep firing with both him and Tails to avoid getting hit and losing your rings.



## 3<sup>RD</sup> MISSION: FIND THE LOST CHAO

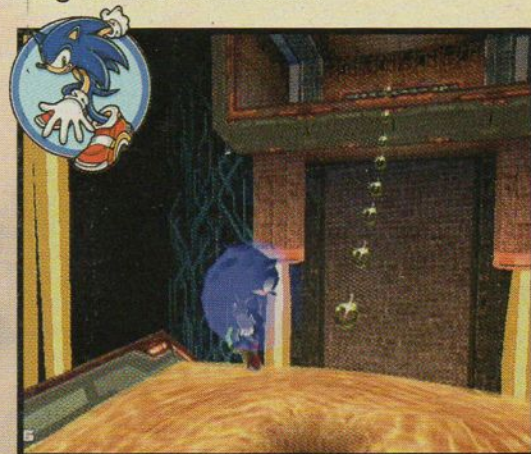
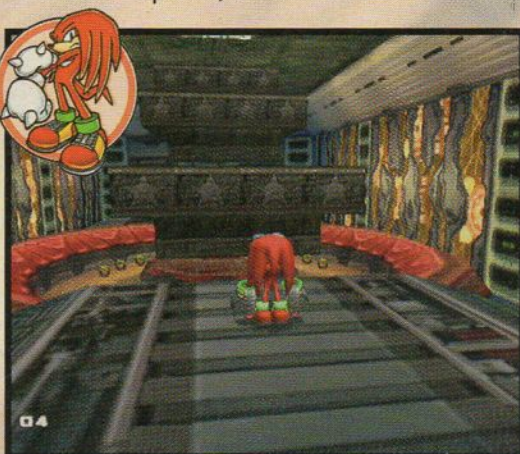
Finding the lost Chao in this stage is a fairly complicated process.

Complete Tails' section as normal, and proceed with Eggman until you come to this gap immediately after the first checkpoint. Rather than jumping onto the floating platform and falling down the shaft as usual, hop up onto the guardrail of the ledge you're on, and hover across to the door on the other side. Blow up the iron containers behind it, and you'll see an ancient shrine straight ahead. Play the Mystic Melody near the shrine, then leave this room and finish the rest of Eggman's section as usual.

In Rouge's section, this tunnel has now opened as a result of Eggman playing the Mystic Melody. Run to the end of the tunnel to find another ancient shrine. Play the Mystic Melody again, and then complete this section as normal.

At the beginning of Knuckles' section, a few new platforms will have appeared if you played the Mystic Melody with Rouge. Follow the platforms up to a pulley, and you'll be taken to yet another ancient shrine. Play the Mystic Melody here, and finish the section.

Finally, proceed through Sonic's section as usual until you reach this waterway. When you get to the peak, you see that a row of rings has appeared. Light dash across them while pushing up on the Control Stick, and you'll land on a platform with two enemies and a door. When you destroy the enemies, the door opens, and the lost Chao is waiting on the other side.





## 4TH MISSION: REACH THE GOAL WITHIN 7:00

If you don't waste any time messing around with enemies or unnecessary rings, completion of this stage is possible in less than six minutes. To score an A, blast lots of enemies while you're moving with Tails and Dr. Eggman.



## 5TH MISSION: CLEAR HARD MODE

Aside from the typical increase in enemies, you'll notice that almost every single trap has been slightly modified. Often, time switches have moved or even disappeared. Keep your eyes open, and by this point in the game you should be able to get through anything.



## BOSS: THE BIOLIZARD

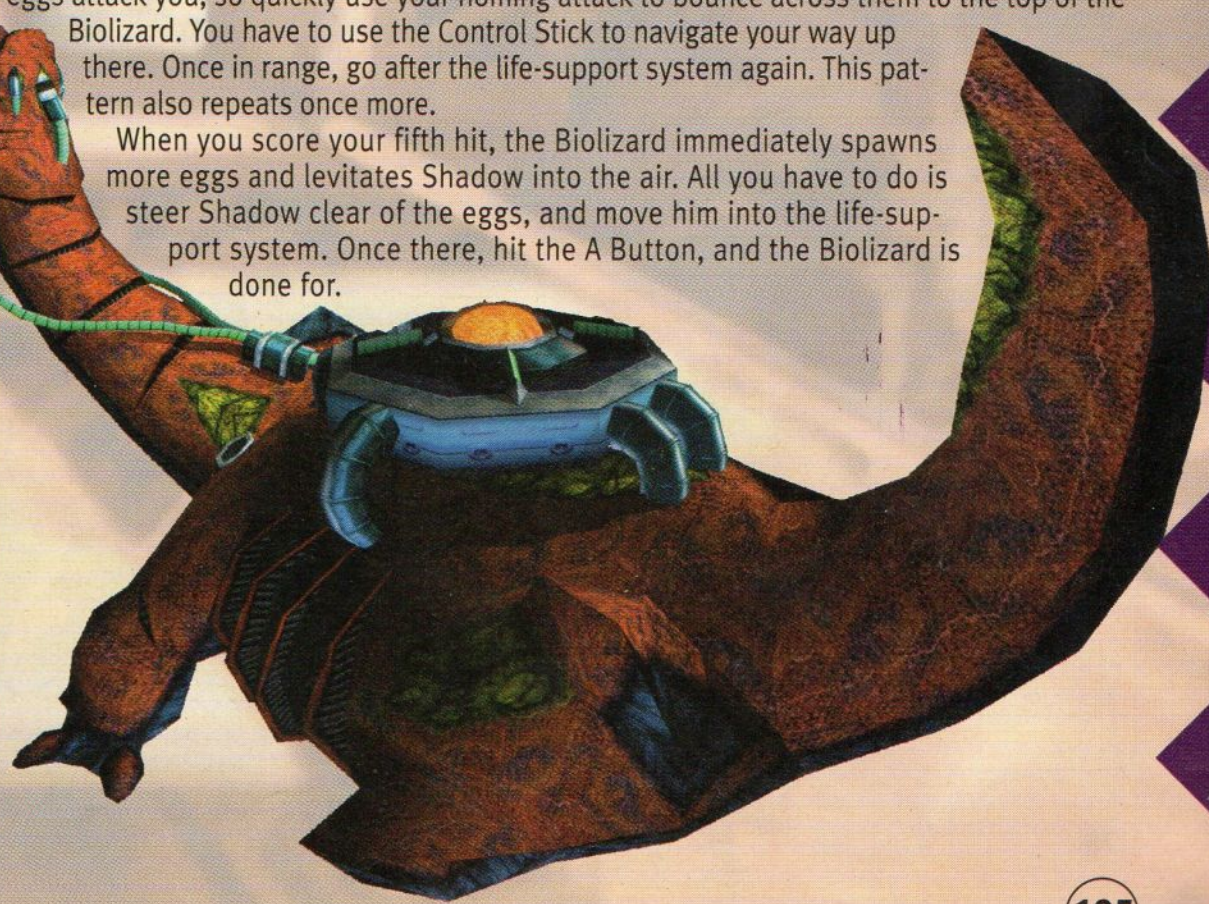
Not to be left out, Shadow takes it upon himself to do battle with the Biolizard. This huge reptile begins by trying to bite you. Run along the circular path ahead of his mouth, but don't run too fast, or he'll switch directions and strike you with his tail. Also, be sure to jump when you see the wood divider to prevent being swept into the water.

After giving chase for a while, the Biolizard stops to catch his breath, and the pipe running alongside his neck begins to sparkle. Jump onto that pipe and grind up it. Just before you get to the top, jump up and perform a homing attack on his red life-support system. One hit down, five to go.

For the next round, things change a bit. He begins by chasing you again, but after he stops moving, he spits energy balls at you. Jump over the low ones and somersault under the high ones. If you get hit, pick up at least one ring so you that can sustain another attack without dying. Once this barrage ceases, the pipe alongside his neck sparkles again. Grind up and nail his life-support system with another homing attack. This pattern repeats once more.

Upon scoring your third hit, the Biolizard throws another surprise into the mix. After he's done chasing you and spitting energy balls, he'll spawn dozens of floating pink eggs. These eggs attack you, so quickly use your homing attack to bounce across them to the top of the Biolizard. You have to use the Control Stick to navigate your way up there. Once in range, go after the life-support system again. This pattern also repeats once more.

When you score your fifth hit, the Biolizard immediately spawns more eggs and levitates Shadow into the air. All you have to do is steer Shadow clear of the eggs, and move him into the life-support system. Once there, hit the A Button, and the Biolizard is done for.





## LAST BOSS: THE FINAL HAZARD



Or not. For the final conflict, you alternate between using Sonic and Shadow in their super forms. Use the Control Stick to direct them, press the A Button to make them quickly burst forward and up, and the press the B Button to make them quickly burst forward and down. To damage the Final Hazard, you must slam into his pink swollen areas. Before the first hit, he puts up a defense perimeter of eggs. After that, he fires at you with a sweeping beam, then two beams, and then two beams and eggs. Every time you get hit, you lose rings, and if your ring count drops to zero, you lose a life. Rings are also depleted simply by Super Sonic and Super Shadow moving. If your ring supply should become dangerously low, switch characters by flying under or over the Final Hazard. Utilize some creative maneuvering, and victory will be yours in no time.



## Game Secrets

The story may be over, but there's still plenty to unlock in *Sonic Adventure 2 Battle*. These hidden features include:

### HIDDEN COSTUMES

Each character has a second costume that's only accessible once you achieve an A rank in all of his or her missions.. Can you master them all?



















# HIDDEN KARTS


















You can open a hidden kart for each character by collecting all of his or her missions.



## HIDDEN STAGE – GREEN HILL ZONE

Only the insanely persistent will unlock this 3-D rendition of Sonic's first ever stage. To do so you must collect all 180 emblems! Stock up on food, drink, and toilet paper – it's going to be a long haul. The complete list of emblems is below.

HERO STORY					
Sonic					
					1-5: CITY ESCAPE; MISSIONS 1-5
					6-10: METAL HARBOR; MISSIONS 1-5
					11-15: GREEN FOREST; MISSIONS 1-5
					16-20: PYRAMID CAVE; MISSIONS 1-5
					21-25: CRAZY GADGET; MISSIONS 1-5
					26-30: FINAL RUSH; MISSIONS 1-5
	31: ALL A RANK				
Tails					
					32-36: PRISON LANE; MISSIONS 1-5
					37-41: MISSION STREET; MISSIONS 1-5
					42-46: ROUTE 101; MISSIONS 1-5
					47-51: HIDDEN BASE; MISSIONS 1-5
					52-56: ETERNAL ENGINE; MISSIONS 1-5
	57: ALL A RANK				
Knuckles					
					58-62: WILD CANYON; MISSIONS 1-5
					63-67: PUMPKIN HILL; MISSIONS 1-5
					68-72: AQUATIC MINE; MISSIONS 1-5
					73-77: DEATH CHAMBER; MISSIONS 1-5
					78-82: METEOR HERD; MISSIONS 1-5
	83: ALL A RANK				
	84: HERO STORY ENDING				
DARK STORY					
Shadow					
					85-89: RADICAL HIGHWAY; MISSIONS 1-5

					90-94: WHITE JUNGLE; MISSIONS 1-5
					95-99: SKY RAIL; MISSIONS 1-5
					100-104: FINAL CHASE; MISSIONS 1-5
	105: ALL A RANK				
Dr. Eggman					
					106-110: IRON GATE; MISSIONS 1-5
					111-115: SAND OCEAN; MISSIONS 1-5
					116-120: LOST COLONY; MISSIONS 1-5
					121-125: WEAPONS BED; MISSIONS 1-5
					126-130: COSMIC WALL; MISSIONS 1-5
	131: ALL A RANK				
Rouge					
					132-136: DRY LAGOON; MISSIONS 1-5
					137-141: EGG QUARTERS; MISSIONS 1-5
					142-146: SECURITY HALL; MISSIONS 1-5
					147-151: ROUTE 280; MISSIONS 1-5
					152-156: MAD SPACE; MISSIONS 1-5
	157: ALL A RANK				
	158: DARK STORY ENDING				
LAST STORY					
					159-163: CANNON'S CORE; MISSIONS 1-5
		164: ALL A RANK / ENDING			
MINI GAMES					
					166-170: CHAO RACE
					171-174: CHAO KARATE
			175-177: KART RACE		
			178-180: BOSS ATTACK		



# RAISING CHAO

Introduced in the first *Sonic Adventure*, Chao are cute little creatures that inhabit the Chao Garden. Raising them can prove quite time consuming, but aside from being a fun diversion, these little guys can also earn you nine emblems.



## Entering the Chao Lobby

To access the Chao Lobby, pick up a Chao Key from one of the Chao Boxes in any of the game's stages. Upon completing the stage, you're automatically transported to the Chao Lobby. From there, you'll find the entrance to both the Chao Garden and the Kindergarten.



## Hatching Eggs

When you enter the Garden for the first time, you find two eggs. They eventually hatch on their own, but you can expedite the process in one of two ways. The healthy way is to pick up the egg with the B Button and then nuzzle it with the Y Button. The maladjusted way is to pick up the egg and hurl it against the wall. If you chose the latter, this whole Chao thing may not be your cup of tea.



## Interacting with Chao

Once the Chao has hatched, you can pet it, pick it up, and give it objects. Petting the Chao once in a while keeps it happy, but don't go overboard or it'll become spoiled and lazy. Pick up the Chao when you want to take it to the Kindergarten or Chao Stadium (more on those later), but stop moving before you set down the Chao; otherwise you'll throw it.

To raise a Chao and increase its stats, you must give it animals, Chaos Drives, and fruits. To do so, simply pick up the object and walk to the Chao—the little guy will take it from you automatically.



## Increasing Chao Attributes

Each Chao has five attributes: Swim, Fly, Run, Power, and Stamina. Each of these attributes starts out at zero, and increases or decreases depending on what you give the Chao. Decide what kind of Chao you want to raise, and then, using the charts in this section, give it the appropriate objects. Any animals or Chaos Drives you picked up in the last stage are automatically brought with you into the Garden, but you must purchase fruits from the Black Market or shake them from trees.

## Chao Moods



The Chao is happy and loves you.



The Chao is curious about something.



The Chao is surprised by something.



The Chao is unhappy and feeling unloved.

## Importing Exotic Chao

All of the Chao you'll find in the Chao Garden are exactly the same. If you want to start with a Chao with a little more character, like the ones shown here, you'll need to acquire it as an egg in the Game Boy® Advance version of the game and import it. If you're determined to collect them all, you'll need to spend a lot of time swapping eggs or get a few friends in on it, because certain Chao varieties are extremely rare. Good luck!



Amethyst



Aquamarine



Emerald



Garnet



Gold



Onyx



Peridot



Ruby



Sapphire



Silver




Topaz



## Animals

		SWIM	FLY	RUN	POWER	STAM.	MOOD
	PENGUIN	+36	+12	+8	-24	+0	+1
	SEAL	+40	-16	+0	+8	+0	+1
	OTTER	+44	-4	+8	-16	+0	+1
	RABBIT	+0	+8	+40	-16	+0	+1
	CHEETAH	-8	-8	+40	+8	+0	+1
	BOAR	-4	-12	+32	+16	+0	+1
	BEAR	+8	-16	+4	+36	+0	+1
	TIGER	-8	-16	+20	+36	+0	+1
	GORILLA	-4	-8	+4	+40	+0	+1
	PEACOCK	+12	+48	-16	-12	+0	+1
	PARROT	+0	+48	-20	+4	+0	+1
	CONDOR	+20	+60	-24	+16	+0	+1
	SKUNK	+8	+12	+16	+12	+0	+1
	SHEEP	+8	+8	+16	+16	+0	+1
	RACCOON	+20	+16	+4	+8	+0	+1
	HALF-FISH	+32	+0	+8	+24	+0	+1
	SKEL. DOG	+8	+8	+32	+16	+0	+1
	BAT	+8	+40	+8	+8	+0	+1
	DRAGON	+20	+4	+8	+32	+0	+1
	UNICORN	+16	+12	+36	+0	+0	+1
	PHEONIX	+12	+32	+4	+16	+0	+1

## Chaos Drives

		SWIM	FLY	RUN	POWER	STAM.	MOOD
	YELLOW	+24	+0	+0	+0	+0	+1
	GREEN	+0	+0	+24	+0	+0	+1
	RED	+0	+0	+0	+24	+0	+1
	PURPLE	+0	+24	+0	+0	+0	+1

## Fruit (GC)

		SWIM	FLY	RUN	POWER	STAM.	MOOD
	HERO	+0	+0	+0	+0	+40	+1
	DARK	+0	+0	+0	+0	+40	+1
	MARU	+0	+0	+0	+0	+40	+1
	SANKAKU	+0	+0	+0	+0	+40	+1
	SIKAKU	+0	+0	+0	+0	+40	+1
	HEART	+0	+0	+0	+0	+40	+1
	CHAO	+50	+50	+50	+50	+50	+1

These fruits are from trees, or can be bought in the Black Market.

## Fruit (GBA)

		SWIM	FLY	RUN	POWER	STAM.	MOOD
	FRUIT A	+30	-20	-20	+30	+10	+1
	FRUIT B	+20	+50	-10	-10	+30	+0
	FRUIT C	+40	-30	+40	-30	+20	+2
	FRUIT D	+0	-10	+30	+40	+20	-1
	FRUIT E	-20	+30	+30	-20	+10	+1
	FRUIT F	-30	+40	-30	+40	+20	+2
	FRUIT G	+30	+10	+30	+20	-50	-3

These fruits can be found in the Game Boy Advance version.

## Spooky Ghost Chaos

As you can see, the Half-Fish, Skeleton Dog, and Bat are powerful animals that grant good bonuses to Chao; and only the Skeleton Dog takes any traits away. But if you use them too much, strange things will happen. A Chao raised from too many Half-Fishes will have its little antenna thing burst into flame! A Chao raised by bats could lose its feet altogether, and turn into a floating ghost. The Skeleton Dog effect is even stranger. If you enter the Chao Garden as Knuckles or Rouge, you can dig up a pumpkin or skull (depending on the garden). A heavily Skeleton Dog-influenced Chao will put these items on its head! All of these effects can be reversed if you introduce the bewitched Chao to a new, non-paranormal animal.



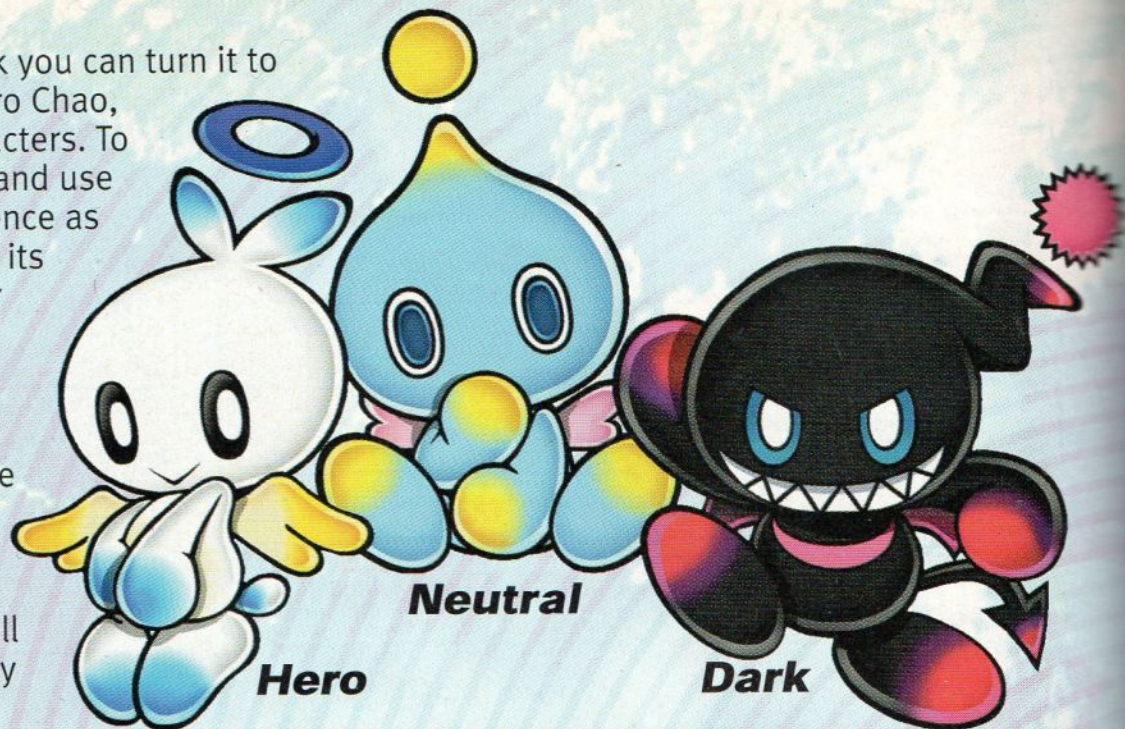


## Chao Allegiance

A Chao is born neutral, but with a little work you can turn it to either the heroic or dark side. To raise a Hero Chao, feed it lots of Hero Fruit and use Hero characters. To raise a Dark Chao, feed it lots of Dark Fruit and use Dark characters. You'll notice a color difference as the Chao becomes more heroic or dark, but its allegiance won't officially change until after the Chao's first metamorphosis.

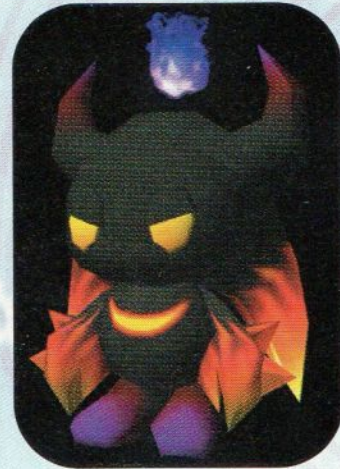
## Chao Metamorphosis

After you spend sufficient time with a Chao and raise its attributes to a certain level, the little guy begins a metamorphosis. A cocoon forms around the Chao, and you won't be able to interact with it for a little while. Once the Chao emerges, however, it'll sport a new look and maturity (and possibly allegiance).



## Raising a Chaos Chao

There is an apex to Chao evolution, although few people will ever see the ultimate Light Chao, Hero Chao, and Dark Chao. To raise these supreme Chao beings, you'll need a Chao who has gone through a metamorphosis at least twice. Give it one of every animal to play with, and when it next emerges from its cocoon, it will be an immortal Chaos Chao. (This will not work if your Chao dislikes you.)



## Kindergarten

Accessible via the Chao Lobby, the Kindergarten is where you and your Chao go to learn and to buy fruits, seeds, and other items.



## Classroom

A new lesson is offered in the classroom every 30 minutes. Drop your Chao off for 10 minutes to have it learn that particular skill. Skills range from drawing to singing to Go-Go dancing.



## Principal's Office

The Kindergarten's principal, Professor Chao, is an encyclopedia of Chao knowledge. He can provide you with a wealth of

useful information on a variety of topics. Make this one of your first stops.

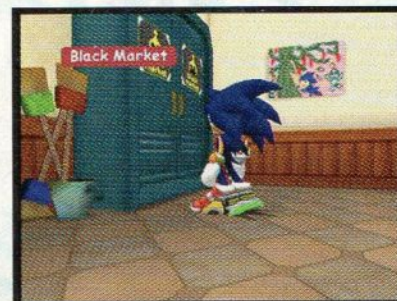
## Fortune-Telling House

The fortuneteller won't tell your fortune (funny that), but she will offer to name your Chao. If you're unhappy with the name she chooses, keep trying until you're satisfied, or simply name the Chao yourself.



## Black Market

The Black Market is where you can spend all of those rings you've collected. You can buy fruits, seeds, masks for your Chao to wear, and various other goods. Some items only become available once you've collected a certain number of emblems, however.





## Gardens of Heroism and Darkness

Once you've raised a Hero Chao, the entrance to the Hero Garden appears in the Chao Lobby. Likewise, once you've raised a Dark Chao, the entrance to the Dark Garden appears in the Chao Lobby. It's much easier to raise additional Chao of these allegiances in their corresponding Gardens. You can raise eight Chao in each Garden, for a grand total of 24 Chao.



## Chao Stadium

The Chao Stadium is where you bring your Chao to engage in physical competition against its peers. To enter the Stadium, pick up a Chao and walk through the cave under the waterfall in the Chao Garden.



## Chao Races

Races test your Chao's abilities, and each race focuses on one attribute. During a race, you can encourage your Chao by pressing the A Button to give them a temporary

boost of speed, but doing so depletes their Stamina bar. Once that bar is empty, your Chao will slow down dramatically.

At first, there are only four Beginner courses available, each with three races. If a Chao wins all three races on a given course, it's rewarded with a toy. If a Chao wins every race on every course, it's rewarded with a medal, you're rewarded with an emblem, and the Jewel and Challenge courses become available.

To open the Hero and Dark courses, you must win every Beginner race and raise both a Hero and a Dark Chao. Only a Hero Chao may enter a Hero race, and only a Dark Chao may enter a Dark race.



## Chao Karate

The Chao form of martial arts is fairly tame, but that's probably for the best. Anything more violent involving these cute little critters could be downright disturbing.

The competitors punch and kick each other until one of them falls off the stage or runs out of stamina and starts crying. As with the races, success is mostly dependent on your Chao's attributes—specifically Power and Stamina. There is a way, however, that you can lend a helping hand. At the bottom of the screen is your Chao's Zeal meter, which slowly empties as the fight progresses. When the meter gets too low, the Chao will sit down and cease fighting. That's when you lay into the A Button like a madman. The more quickly you press the button, the faster the meter will refill. Once it's full again, the Chao will resume fighting. That's as interactive as Chao karate gets.

## Chao Racing Prizes

### Beginner's Races:

Complete all of these courses to receive the **Kid's Medal**. Complete them at all three difficulty levels to earn an **Emblem**. Additional prizes include:

Crab  
Pool



Stump  
Valley



Mushroom  
Forest



Block  
Canyon



### Hero and Dark Races:

Unlock these courses by revealing the Hero and Dark Gardens and completing the Beginners' Courses. They'll net you the **Hero Medal**, **Dark Medal**, an **Emblem** each, and the following prizes.

Hero  
Level 2



Hero  
Level 4



Dark  
Level 2



Dark  
Level 4



### Jewel Races:

The Jewel and Challenge races are unlocked when you clear the Beginner's Races. Each of these five-level races offer up a toy and a **Jewel Medal**. Beat them all for an **Emblem**.

Aquamarine  
Race



Topaz  
Race



Peridot  
Race



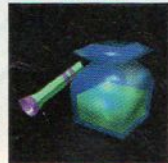
Garnet  
Race



Onyx  
Race



Diamond  
Race



### Challenge Races:

This 12-level race offers a few toys, a **Gold Medal**, and the final Chao Race **Emblem**.

Challenge  
Level 4



Challenge  
Level 8



Challenge  
Level 12





2 GUIDES IN 1!

FREE POSTER!

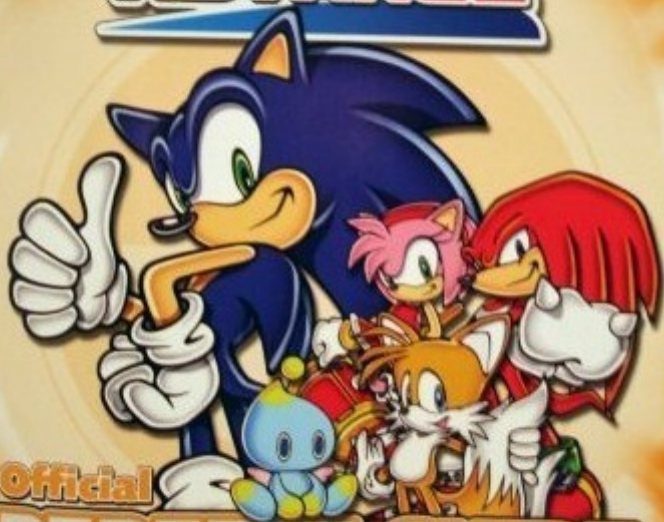
VERSUS BOOKS

THQ

GAME BOY ADVANCE

SEGA

# SONIC ADVANCE™



## Official PERFECT GUIDE

Full Walkthrough of all SIX Zones!  
All Chaos Emeralds Revealed!

FLIP FOR



VERSUS BOOKS  
UNIVERSITY

ISBN 0-9756448-6-0