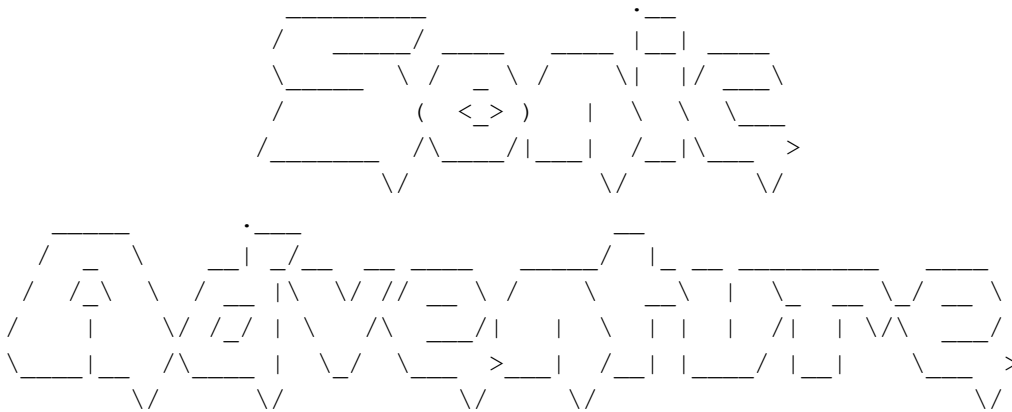


Sonic Adventure FAQ/Walkthrough

by CChan

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Sonic Adventure Guide

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<1> I n t r o d u c t i o n <1>
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Hi! Welcome to this Sonic Adventure Guide. I am Clement Chan. I always love Sonic and his friends when I was young, around 4 or 5 years old. I have followed Sonic's games like Sonic 1, Sonic 2, Sonic 3, Sonic & Knuckles, Sonic Spinball, Sonic 3D Blast, Sonic R, Sonic CD, and now Sonic Adventure!

Along my side will be my younger brother, Eugene who will be helping me with this FAQ too.

This FAQ is written by using Sonic Adventure International version by using an Asian Dreamcast. Be warned that SOME parts of the FAQ contain spoiler which spoils the game. I'll try not to put in too many spoiler. If you don't want to read this FAQ because of its spoiler but you need some help, I suggest that you talk to humans and TVs by pressing the Y button and the glowing ball by touching her. It will give you some help or advice (unless you can understand the language that he or she speaks). I'm saying this because some people play the Japanese version. If you're really stuck, refer back to this FAQ.

I also wish that you will like this FAQ. I will love to hear your comments or any questions since this is my first time writing this FAQ. Sent in your comments, questions, answers or anything to saigoheiki@gmail.com or my brother's eugenechan90@hotmail.com . Take note that I had changed my e-mail again. If you want to get a faster response, use the e-mail above.

You can also visit my website at <http://www.sonicera.cjb.net> (type it properly, it's case-sensitive). This website sponsors my walkthrough, screenshots, Highest Score which you can post yours and many more coming up. Check it out. Feel free to visit it and tell me your ideas, comments, best times and anything to saigoheiki@gmail.com .

Lastly, thanks to everyone who helped me with this FAQ, espeacially Chris Kohler (ckohler@evansville.net) and Mike White (mikewh@hfx.andara.com) which I will use some of the parts of their FAQ for mine. Thanks.

[1.1] About Sonic Adventure

Sonic Adventure is a game designed by Sonic Team and only can be used for Sega Dreamcast, the most advanced console now (1999).

It has a total of 7 characters that can offer a whole lot of replay value. You certainly won't regret buying it.

New moves and great upgrade items can enhance the game. The storyline is exciting and most of them is about the mysterious echidna girl and the monster, Chaos.

Chao or known as A-Life is a virtual pet that you can play in your VMS (memory card). Animals that you rescue throughout the game can be brought to the Chao Garden that you can combine to get a special Chao.

With 130 Emblems (sort of points) to collect, you will need a long time to figure and think to completely master the whole game. This will certainly have a more total gameplay value.

Excited? Start playing!

[1.2] Copyright Info

This FAQ is copyright 2000 Clement Chan Zhi Li. You can distribute this FAQ as long as its contents are not changed. No. Not even a single letter.

Only Clement Chan Zhi Li can make changes and updates to this FAQ. Any unauthorized changes and updates without my permission is prohibited by law.

Please, I have 'sacrificed' some of my time to do this FAQ instead of watching TV or playing Sonic Adventure.

Also, some parts of this FAQ, and the names of action stages are taken from Chris Kohler's FAQ which is copyright 2000 Chris Kohler. The A-Life section which some parts are taken from Mike White's FAQ are copyright 1999 Mike White.

If you want to put parts of this FAQ publicly, at least write down the name of this FAQ. Then, I will feel alright.

Sonic Adventure, Sonic the Hedgehog and the rest are Copyright Sega Enterprises, Ltd.

[1.3] How to Best View this Guide

If you view this guide of the Internet and noticed that some words are filled in with spaces and etc., it's because your browser did not view it at the right width. Save the guide and open it up with WordPad (recommended).

Click File, then Page Setup. At the section where they put Margins (inches), look for Right and type 0.8" in it. That way, you could view this guide neatly as it is meant to be!

[1.4] Review

Sonic Adventure was released as one of the first batch of games and of course, SonicTeam's five years on spending creating, designing and making this game turns out to be really outstanding. The truly perfect in-depth gameplay, truly huge and creative design on the graphics, good-sounding music and the overall replay value turns out to be great. If you're used to 2D games like me, expect a little problem on getting used to the fully 3D environment but you should get easily used to it as there are many helpful hints and tips around that will help you along with this game.

Graphics - 10

Every single thing of this game are totally detailed, making a truly perfect 3D

graphics environment with everything rendered greatly, not a thing is to be missed out. The characters themselves are very cute to look at, especially Tails and Amy. The characters models are in 3D so it's really an amazing awe from me as I'm not expecting a truly realistic character models of those 2D memories brought back from the various Sonic games in the good 'ol Genesis. The game also moves very fast and fluent but without a single slow-down or noticeable flaw in the frame-rates. But unfortunately, there are also several minor problems, like if you went to fast and ram into a side of a wall and other simple and miscellaneous problems.

The background are great, with those sky turning colour from time to time as this game has a built-in time to suit the story sequence of the story, meaning that you will see the sky transforming into cool, respective colours that looks extremely real, especially red and purple mixed up together at dawn. The stages are relatively huge and designed thoroughly with every single aspect not be missed like the tiny dandelions giving out their seeds, red mountaineering areas, roads that leads one way to another, hot bloody lava that could melt anyone that accidentally fell in there (well, sort of) and the aeroplane, Tornado that looks real cool when piloted by Tails.

Music - 10

The background music themselves are a great thing to hear, changing from various tunes that are great to listen and pleasant to the ears. Some can be real cool with rapping and all of that sort while some can get real quick into a fast mood to suit with Sonic's characteristics. Not to mention that there are totally no eerie tunes as most action and adventure games will have, so people who can get scared easily will be safe with that aspect. And of course, the best things are the characters' music theme that have lyrics in them and are sung by various people. These are cool to listen and those who love music will be enchanted by certain of them.

The voices, on the other hand, are one thing that I really like about them. All of the Sonic games are mute (well, no voices) and the only way you can hear them is to watch the three Sonic cartoons that appeared in the past and probably there are in few countries in the present, Adventures of Sonic the Hedgehog, Sonic the Hedgehog and the latest and newest cartoon, Sonic Underground. The voices really suit everyone, especially our three main characters, Sonic, Tails and Knuckles with a certain kind of 'attitude' in their voices.

The sound effects are just nice with every single action that you perform will result noises that suit in everything. Example, when Sonic spins, you can hear the original spinning sound but more enhanced and when Tails fly about with his twin tails. How you jump, rustling of leaves, horrid machinery created by Eggman, tons of enemy robots moving and shooting around and many more. Just great, to cap that.

Gameplay - 10

This is an action / adventure game so you have to expect things based on that, enemies and more enemies, destroying and more destroying, and more rap action that will grab everyone's attention. This game is fast, with lots of Sonic attitude and in fact, too fast for you to control in the beginning. As you started the game as Sonic, you can admire the wonders that have been created here, as well as the storyline that grips you and makes you crave for more.

Most of the enemies are very simple to defeat, it's only the stages that will give you a headache. Some stages are simply too hard and will make you throw your controller to the floor in frustration because of the stages' design or you're stuck in a particular point while others are relatively easy and straightforward. Other times, you're needed to solve a certain puzzle that will

allow you to continue the game further.

Choosing different characters will let you enter different stages with different missions. Every characters will have their own respective missions which differs from one to another. Example, Sonic's stages are pretty simple and what you need to do is to reach to the other end to break the capsule that holds animals to collect or collect the Chaos Emeralds or any other things. Tails' missions are to race a particular character to the end of the stage and you'll need to find shortcuts to get you through. If you ever need help, there will be a glowing red ball that will help you from time to time, inside the stages or even outside them to give you hints on certain puzzles.

To know better about these Sonic Adventure areas, there are few things that are separated from one to another. The Action Stages are what they are called, simply stages which you must complete in order to progress to the next stage. The Adventure Field is one big compound area which you can explore and complete certain tasks and puzzle there. There are not really any missions here but it's basically like a city where you can wander about and access the Action Stages from these places.

Your freedom is released in here where you can do almost everything you like but only certain areas can only be accessed and only certain shops can only be visited. You can jump down from a high cliff in the Adventure Field and lose your life but if you want to go somewhere that does not allow you to do so, there will be an invisible barrier that holds you back, no matter how much you tried and jump and fly about, there will be no use.

If you have played any of the Sonic games before this great game, you'll be pleased to know that some of the old features are remained intact. Collecting rings will be a common thing and getting all 100 of those gold things will gain you an extra life. You can also hit item boxes which are now redesigned into a transparent box and there is also even a loop-de-loop which can be found on some of the stages. Jumping from moving platforms are also available on the stages too, which are useful to get you across but you're most likely to find yourself falling down to the bottomless pits with nothing at the end.

Of course, there will be bosses in certain stages and areas which you must really defeat. In the beginning, these bosses does not posses any threat to you (as most Robotnik's robots are useless, or Eggman as all of the characters call him) and they're easily defeated with a couple of hits. You'll notice their patterns of attacking and you can easily dodge from all of their pitiful attacks. But nearly the end or in the middle of any adventure, these bosses and robots will be almost impossible to be defeated, until you know all of their ways and have managed to get used to these type of controls.

Another wonderful thing is that you can try and find those nifty power-up items that will enhance your power and give you cool new attacks and moves that will help you along your journey as well as defeat enemies easily. Every of all the characters will have at least one power-up items and most of them are hidden in places that you wouldn't even guess. But as always, the glowing red ball will always be there to help you out and hint locations where the power-up should be.

And then, there is the cute, cute virtual pet called A-Life or better known as Chao. This cute things can be put inside your memory card as a mini-game or better still, you can feed it with foods and combine it with animals you will find in the Action Stages after you destroyed the robots to have it grow those animals characteristics and have the animals' abilities. You can do almost anything you like ranging from carrying it about or even spin towards your Chao to hurt him and eventually die. And you'll soon grow attachment to these

things, and raise it where it will evolve. Taking care and understanding the Chao's life process will be a great knowledge to you as you will then understand more and not to be worried on little things.

Raising your Chao both outside in the game and inside the memory card is crucial for your Chao's health life and ever-growing abilities. Inside the memory card you can fight against computer enemies or connect two memory cards together and fight against your friend's Chao. You can even name your Chao and store your personal details inside the memory card when your Chao asks for it. Even so, you can play a memory game that will gain you more food for your Chao to eat. These foods will add more points to the abilities where you can train your Chao to be perfect. These abilities are: Fly, Run, Swim and Power where the first three abilities are useful for the Chao Race and the Power is your Chao's strength inside the game where you must have them to attack your enemies although the Power is also useful on one or two of the races.

The Chao Race are basically a place for you to race against your computer opponents to get a medal or you can even race against your friend's Chao or your own Chao. If you have played Final Fantasy VII before, you'll know that there is a Chocobo Race where you can race your yellow, fluffy bird Chocobo, based on what food you have give them will give them strength. If you have played it before, you'll understand the basic concept of Chao Race. Your Chao will either lose or win based on how high the abilities are and how you have trained and raised your Chao.

Added to that, if you have bought a Dreamcast with modem inside it (which would be a European, US and Japan Dreamcasts), you can access the Internet where you can download lots of add-on files that will fiddle and change the appearances or any features in Sonic Adventure which is a nice change. Example, you can download the Christmas download where you will see Christmas trees appearing in every Adventure Field and snow raining down or a contest file where you must find something within the game or even submit your highest score when Sega held a contest to see whether you're the fastest or not. Surfing the Internet has never been at all fun, until this game is released. The official website of Sonic Adventure that can only be accessed by Dreamcast will really get you hooked!

Controls - 10

There should not be any problem while playing this game because it's got the simplest controls where even a six-year old can play this game. Just a jump and attack button and the D-pad controls will let you learn very quickly. If you are not comfortable with the controls, try and get used to them and this game should not pose any controls difficulty. Really. Just jump and attack and you'll perform the move.

Story - 10

Possibly the best storyline ever as it's deep in meaning and requires you to pay attention carefully to know what is actually going on. Basically this time, the story takes place in the planet Earth instead of Mobius. Dr. Robotnik (or Eggman as the characters call him) is back and works on his disastrous plans. He woke up the mysterious, liquid creature, Chaos and planned to give him the most powerful essence, the 7 Chaos Emeralds. Once he got all of them, he will 'turn Station Square into rubble' to build his so-called 'Robotnikland' (sounds more like an amusement park!). That's where Sonic must try and make his plans fail by getting the Chaos Emeralds first!

Also, there is a mysterious connection between Chaos and the other echidna girl? What could it be? In every character's adventure, there will a short story about them and it could be quite confusing if you don't pay attention properly and as you progress, you'll begin to understand more. So, find out

yourself. You can take control of the available six characters with their own storylines and you'll get to know their missions.

Replay Value - 10

There are simply so many things to do for goodness sake and six characters means six times the fun. The Chao virtual pet system will allow you to take care of the rest, meaning that you'll lose your sleep and be totally addicted to the game. It requires lots of time (basically most of your time) and patience so if you're up to the challenge, play this game and train your army of Chao. Furthermore, there are lots of stages which you can find yourself playing them all over again for fun and it's worth the time spending them.

Thankfully, Sega has implanted the Emblem system, where you're required to find them in the Adventure Fields and collect all of them in the Action Stages by reaching at the end of the level in the fastest time possible. Exciting, eh? To make a surprise shock for you, there are 130 Emblems all together; three in each of every character's Action Stages and the rest of them scattered all over in the Adventure Fields. Getting all of them will let you boast to all of your friends as the Sonic Adventure master as getting all of them are difficult, real difficult.

Overall - 10

On top of everything I say, Sonic Adventure is a game not to be missed as it possessed everything that an action / adventure game should have, lots of fun, pure exciting gameplay and tons of replay value. As it is, there are simply too many things to do as you can roam about in this fully 3D world or play with your cute Chao, making you to lose sleep and be totally addicted to it. Nevertheless, grab this game and shell out your money and you'll see that you've made a right choice.

Sonic

- + Great graphics with full-roaming 3D world.
- + The cool A-Life (Chao) system will get you addicted!
- + Cool music, great storyline and lots of things to do even after you have finished the game!

Panic

- Occasional graphical glitches...
- You'll get addicted!
- You'll lose sleep!

=====
<2> H o w t o C o n t r o l t h e C h a r a c t e r s
=====

This will help out moves that some of you may not know or confused. If you really know all the moves, better read this to really understand them all.

[2.1] Sonic the Hedgehog

Jump Attack -

Press the A button on the ground to jump. This technique allows Sonic to destroy most enemies, obstacles and items but it's difficult to control him.

Spin Dash -

Press B or X button on the ground to spin. Sonic will spin off quickly, allowing him to destroy items and obstacles. Although he's faster by using this, you can control him a little.

Homing Attack -

Press the A button on the ground and press A again while in the air. Sonic will attack the nearest object or enemies. If there are more enemies, press A repeatedly and it will continue to 'homing' until there are no more enemies left. If there are no enemies, Sonic will go further. Do you know that bumpers can be hit too?

Light Speed Dash -

After getting the Light Speed Shoes, you can use this technique. Spin for a few seconds to charge. Go directly in front of the rings to use it.

As long as there's a trail of rings, you can go just about anywhere, even on water and air too! If you get the Crystal Ring, it will reduce the amount of time to charge.

Light Speed Attack -

This is almost the same like the Light Speed Dash. Spin to charge and go in front of an object or enemies and Sonic will attack. He can destroy item boxes, most of the enemies and obstacles.

[2.2] Miles 'Tails' Prower

Jump Attack -

This is the same as Sonic's. Press the A button to jump while on the ground. It will destroy most enemies and items.

Propeller Flight -

Press the A button on the ground and press the A button again while in the air. It will make Tails fly. Move the analog pad to control him. Be warned, though. He can't fly forever in the air. To fly faster, you need to get the Jet Anklet.

Tails Attack -

Press the B or X button while on the ground to do this. Do this when he is slow speed or he will roll into a ball. This will destroy most enemies and items. But, Tails Attack only last for a short time. To do this indefinitely, you need to get the Rhythm Badge.

[2.3] Knuckles the Echidna

Jump Attack -

Press the A button to jump while on the ground to destroy most enemies and items.

Gliding -

Press A button on the ground and press the A button while in the air to glide. This will bring you to far places.

Climbing -

Press the A button to jump onto the wall to climb. Some walls or buildings can't be climbed.

Punch Attack -

Press the B or X button while on the ground to punch. Press the B or X button 3 times to punch further. This attack can be used to destroy most enemies and items.

Digging -

Press the A and B button simultaneously at a certain place that Knuckles is able to dig. You may get an item or rings. You can do this after getting the Shovel Claw.

Maximum Heat Knuckles Attack -

The name seems to be too long, it seems. You can do this after getting the Fighting Gloves. Press the B button for a while to charge. Go near the enemies or item boxes and he will destroy them quickly.

[2.4] Amy Rose

Jump -

Press A button on the ground to jump. When you touch the ground, move the directional pad to a direction and she will run. This is useful to do the Hammer Jump quicker.

Hammer Attack -

Press the B or X button while on the ground to use her hammer to hit enemies and items.

Hammer Jump -

Run at full speed (you'll know it when she is holding a hammer while you're running) and press the B or X button to make her flip her hammer to jump. This is useful to reach higher places or to avoid enemies and obstacles.

Jump Attack -

Press the A button while on the ground and press B while in the air. This will make Amy flip her hammer that will destroy most enemies and items.

Spin Hammer Attack -

After getting the Warrior Feather, you can perform this. Press and hold down the B button and move the analog pad in a circle. This can destroy most enemies but it has a low range. After getting the Long Hammer, you can destroy enemies with a longer range.

[2.5] Big the Cat

Lure Attack -

Press the B button while on the ground to make Big use his fishing rod and hit enemies or items. You must be very near to enemies or items to use this since this has a low range.

Casting -

Hold down the B button to do this. While holding the B button on land, move the analog pad to a direction and release the B button so you can destroy enemies and open item boxes. If you want to fish, hold down the B button and move the directional pad to the water.

Reel -

Hold down the A button to reel faster. To reel slower, hold down the B or X

button.

Recast -

If you want to recast while your lure is in the water, press both the L and R buttons together. This will make the line head back to Big again.

Fishing Mode -

If a fish begins to eat your lure, move the analog pad down to make the fish eat it. There will be a big word HIT on the screen and the music changes so prepare to hold down A, B or X. If the fish begins to move and struggle, move the analog pad left or right. Be sure not to put too much stress on the string or it will break, causing Big lose a life. Be patient and you should be able to catch a fish or a frog.

Floating -

After getting the Life Belt, you can float on the water. To swim underwater, hold down the A button. Release the A button while swimming underwater to float back.

[2.6] E-102 'y'

Gun -

Press and hold the B button and use the laser to target as many enemies or item boxes as you can. If the laser turns blue, you have to quickly release the B button or the targeted enemies will not be targeted. Release the B button to make E-102 release homing missiles at targeted enemies. After getting the Laser Blaster, you can shoot enemies in a wider range.

Rolling Mode -

After running for a while, E-102 will go into rolling mode which make him move faster.

Hover -

Hovering is done automatically when you start going to shallow waters. This will prevent him from getting wet (he's a robot;)).

Hovering -

After getting the Jet Booster, you can perform this move. This is different than the Hover. Press the A button twice to make him hover in the air.

[2.7] Super Sonic

Jump Attack -

Press the A button to turn Super Sonic into a ball. It is better to use this after going on the accelerator, though. This will make him go faster.

Homing Attack -

This move is really useless if you play as Super Sonic since Perfect Chaos can't be hurt by this. But, in his second form, one of the red missiles MAY bang into you and will repeatedly do this. So, use the Homing Attack to any direction to avoid them.

=====
<3> G u i d e f o r S o n i c ' s A d v e n t u r e <3>
=====

This guide will help out Sonic's Adventure on where to go, how to obtain

special upgrade things, how to go through a level and things like that.
I hope this will help.

[3.1] Sonic's Adventure

Our cool, blue hero's adventure starts by seeing some police cars heading somewhere and then follows them. Later, you have to fight against Chaos 0.

To defeat him, wait until his WHOLE body appears and use the Homing Attack at his head. Also, remember to take some rings. After doing this two times, he will fly on top of the roof and start punching below. Run around and later, he will go down which you can hit him again.

You will see Chaos 0 head to the sewers and then Dr. Robotnik (or Eggman as the characters call him) laughing about.

Later, after Sonic is lying down near a beach, he will see Tails with his plane crashing down. Head towards the beach to rescue him and to begin his first action stage, Emerald Coast.

[3.1A] Emerald Coast

Azure Blue World -

Emerald Coast is fairly easy. Try to practice your Homing Attack here by hitting enemies and item boxes. There are lots of item boxes and extra lives here if you master this place. Also, when the whale is chasing you, you can just leave the analog button since it is automatic with the accelerators about.

At the loop-the-loop, move the analog button left and right repeatedly or you'll fall. Lastly, remember to collect rings and avoid spike traps falling on you!

Windy and Ripply -

This place has a few shortcuts too if looked carefully. Try to avoid spike traps. Halfway through the game, there will be the glowing ball talking about the numbered panels. Press the A button while standing on the panels and press A repeatedly until there are no more numbered panels. Then, you can zoom to the end.

After that, Tails will show you a Chaos Emerald and later asks Sonic to hop on a train. Go through the automatic doors and head right to exit this hotel. Later, head straight and at the left of you is the train station (the glowing ball will be at the side of the automatic doors). You'll know that is the train station when you hear announcements inside it. Go inside the train.

You'll arrive at Mystic Ruins. Jump down from the stairs to reach the ground. From here, head right to go past the railway and climb the stairs to see the annoying Dr. Eggman with his new master plans. Then, you'll have to battle with Egg Hornet.

Run around the whole field to avoid his missiles and grab some rings if you can. Beware not to fall off. When he stops firing missiles, wait until he power his Egg Hornet and comes down at you, and at that time, you must avoid it. Homing Attack at him. Continue doing this and his machine will explode, revealing his own spaceship.

Later on, he will take the Chaos Emerald from Tails and Chaos will transform into Chaos 1. Then, they'll leave. At that point, go up the stairs to reach Tails' house. There, you'll see a Wind Stone in front of his house. Take it by pressing the Y or B or X button and carry it down the stairs.

Near the waterfall will be a cave with a pedestal and wind blowing about there. Put down the Wind Stone on the pedestal and the Wind Stone will float and put itself on the pedestal. Head to the wind to enter the Windy Valley.

[3.1B] Windy Valley

Windy Hill -

Here, you'll start seeing new enemies. Whenever you see the glowing ball, touch it and it'll give you advice. At the invisible path where the wind is blowing, move left and right like the loop-the-loop. At the end, Sonic will be sucked into a tornado.

Tornado -

Here, there will be springs and numbered panels. After the savepoint, there will be a spring. Jump onto it and after three jumps, move left a bit and continue. At the end, go inside a well-like thing and use the spring inside it to get out.

The Air -

Here, you need to destroy walls with a jump. Here is fairly easy too. Be careful not to fall off. You'll need mostly speed here. At the end after the spring, go near the Chaos Emerald and you've completed the stage.

Next, head to the train to go back to Station Square. Follow the road to the next area. Near the place where you fought Chaos 0 is a sewer. Go inside it.

Head front and jump to the right. There, you'll see a colorful light with shoes in the middle of it. Go into the middle to take the Light Speed Shoes. Press the button, charge for a while until he says 'Ready', go in front of the row of rings and release the B button and he'll say 'Go!'. Head to the door.

Head out from here and go into the hotel. Climb the stairs, charge and follow the rows of rings quickly to enter inside the door. The left button is to open the door while the right button is to make a row of rings appear. Inside the door, take the Crystal Ring and get out from there.

Now, the unopened door opposite the door where you head to Emerald Coast is now opened. If you explore enough, there will be a button to make rows of rings will appear. Use the Light Speed Dash to touch the button on top of the building to make the door open below. Enter it.

[3.C] Casinopolis

Main Hall -

You can find a Vault (the glowing ball is near the door), Shower Room and two Pinball games here. Your mission is to get the Chaos Emerald in the Vault. You must get a minimum of 400 rings to exit this stage.

Sonic Pinball -

Here, you'll need to play the pinball. Steer to the middle hole to play a jackpot-like game. Get three characters the same and you can get something special (except Eggman which minus 50 rings out of your total rings).

When you can get through a special hole (that are usually closed until you hit the exit), try and press the directional buttons and control to get the item boxes.

NiGHTS Pinball -

This pinball is based on the Sega Saturn NiGHTS game. Collect the cards to get at least a matching pair and you can get rings. You'll need to collect Ideyas here. Thanks to CHAZ umaru for the info.

"Once you collected enough Ideyas, you open a warp on the upper part of the pinball. It brings you to a second NiGHTS pinball that occurs in Nightmare instead of Nightopia. You can then find a 2nd warp which introduce your ball, well, Sonic, in the world of Nights for a appetizer of what should/could be this game on the DC. That might also explain (tell me if I am too mindtwisted) the playable cameo of Sonic in Christmas Nights...

Dilapidated Way -

If you get less than 100 rings on either pinball games at the last ball, you'll fall down here. You can get lots of item boxes here too. At the end (spikes are all about), near the beginning of the spikes down here, use the Light Speed Dash to get past them. Climb the stairs and try to get more rings.

After getting that grey Chaos Emerald, Eggman will appear and gas Sonic & Tails. He'll then take the grey Chaos Emerald. Then, go to an alley and take the Ice Stone. Carry it to the train station. Take the train to the Mystic Ruins.

There, a new cave will be formed. Go inside there (near the train station), head to the wind with the Ice Stone and head straight until you see a pedestal there. Put down the Ice Stone.

Go inside there and climb the stairs to begin the IceCap.

[3.1D] IceCap

Snowy Mountain -

Here, try to climb on the icicles and move yourself with your back near the next icicle. Press A to jump to the next icicles. Beware not to hold on to long or you'll slip. Also, try not to fall down or you'll need to start all over again. Remember to grab a rocket.

Limestone Cave -

This place is similar like the Snowy Mountain. Just climb on the icicles and continue like normal.

Snowboarding -

This is a snowboarding section which provides entertainment and fun! To go on faster, go to the yellow sliding upwards thing and press the A button to go further.

After that, exit from this cave and head to the waterfall. You'll meet Knuckles

and you need to fight with him.

He is really easy. All you need to do is use Homing Attack at him repeatedly. You'll know you hit him when he says 'Oh no!' Continue until he loses.

Then, the two Chaos Emeralds will fall and Eggman collects them. He then give them to Chaos 2 which transforms into Chaos 4.

Avoid his shockwave by jumping and try to jump from lilypads to lilypads while collecting rings. Wait until his head appear with some sound and attack him with Homing Attack. Continue to do this while avoiding some of his attacks like water bubbles, punching and shockwave.

Then, Eggman's flying fortress, Egg Carrier appears and take Eggman up. Head to Tails house to take the Tornado to begin the Sonic's first sub-game, Sky Chase Act I.

[3.1E] Sky Chase Act I

Just press the A button repeatedly to shoot bullets. Hold down the A button to lock-on-target. Release the A button to shoot targeted enemies. This is easy as well.

You'll see the plane is hit and Sonic falls down below. He finds that Tails is not with him and runs off. Now, head to the Casino area to meet Amy. She'll ask Sonic to be the bird's bodyguard for a while. Then, exit from this Casino area and head outside the hotel. Go in front of the Twinkle Park elevator.

Eggman's robot will appear and go near them. Amy will shouts about the 'free' promotion and enters Twinkle Park. Sonic then follows her.

[3.1F] Twinkle Park

Twinkle Circuit -
Defeat the enemies driving cars. Press A to accelerate and B to reverse. Move the analog pad while accelerating to move. Press L or R buttons to make a sharp turn. At certain point, with loop-the loop, press the A button ONLY without moving the analog pad. After that, you can continue normally.

Pleasure Castle -
Sonic will ride a roller coaster and after that he will jump down into a hole. There will be a machine which will hold Sonic in front of the bowling things. When the machine show directly in front of them, press A button and Sonic will hurl like a bowling. If you successfully knock all of them, you'll get rings! Here, continue as usual and be careful not to fall off!

After that, Sonic will lose track of Amy and he'll have to find her. Get out from here and go down the elevator. In front of the train station and hotel will be an ID card. Carry it to a closed entrance near Twinkle Park's entrance to ID check it. Then, enter one of the elevators to go to the next action stage, Speed Highway.

[3.1G] Speed Highway

Speed Highway -

This stage is more than a highway. All you need to do is to be fast at certain areas or you'll fall. Also, you'll need to grab rockets to continue. Halfway through, grab on the helicopter. Be careful of the propellers.

Goin' Down -

You'll have to fall down here. Sonic will run at the side of the building. Be sure not to knock on the plane's propellers or you'll lose your rings. Try and grab some item boxes here.

At Dawn -

This place is quite dangerous with cars knocking you and enemies rushing at you. This place is quite different than Station Square's cars which will stop as not to knock you. Here, you just continue like normal. At the end, jump on the fountain and it will bring you to a capsule near a bell.

Sonic still can't find Amy! Now, head to the Casino area and Sonic will see the robot successfully catch her. Head to Mystic Ruins by using the train. There, that robot and Amy will be brought to the Egg Carrier by a beam. Sonic need to catch them!

Head to ice cave by going through the wind. Do NOT enter the place where you go to IceCap. Continue until you reach the part of the Angel Island. There will be an Ancient Light somewhere and you'll need it. Go near the monkey in a cage and use Light Speed Attack at it. Go through the opened area to reach Red Mountain.

[3.1H] Red Mountain

Symbol of Thrill -

You'll start off by seeing the Egg Carrier. Now, destroy the annoying monkeys and grab on the rocket. Continue here like normal while grabbing on to rings and item boxes. Beware of spike traps, lava and enemies here! At the end, go down a hole to continue.

Red Hot Skull -

Here should be no problem. You should be quick since the lava will rise out quickly. All you need here is speed. But don't be too fast or you'll just make a mistake. At the end, grab on to the rocket to reach the capsule.

While seeing the Egg Carrier, Tails come with a much improved Tornado 2! They go and start chasing the Egg Carrier.

[3.1I] Sky Chase Act II

This is the same as Sky Chase Act I except more enemies will appear. At the end, shoot at the middle of the ship and avoid its' blast. You should be able to make it.

Now, they will crash-land at the Egg Carrier. Explore here a bit until Eggman's voice start talking. After that, in front of them will be the entrance to the Sky Deck. Enter it.

[3.1J] Sky Deck

Skydeck a GO! GO! -

Hmmm... this place can be a real pain. Start by moving left or right around the big red thing. Then, jump on the road and continue. Be quick or you'll be blasted down below. Continue as usual until the second part where you'll need to jump from ledge to ledge.

Be careful not to stand on the falling ledge. Quickly, jump to the next ledge. All I can tell is at the beginning jump to the left ledge and quickly jump to the right as soon as the ledge started to fall. At the end, jump to the right ledge and continue.

Here, you'll need to blast the cannon by using the rocket. Make sure the cannon face in front of you then you blast it.

General Offensive -

Here, you'll need to continue as usual by jumping on the moving thing at the right moment. After that, I suggest you go at the second savepoint and jump onto the RIGHT side of the sliding trains. Jump from train to train and later on you need to be quick.

Jump quickly on the ladders as the ship is going vertical. Head to the savepoint and jump on the bumper. Continue and you'll see a button. Press it and head down. You'll then reach the end.

After that stage, Sonic and Tails will reach the inside of the Egg Carrier. In the middle will be a yellow pod which you'll need to use to go up. Outside, you'll see Amy, the bird and Eggman. Eggman grabs the Chaos Emerald from the bird, calls E-102 and leaves. E-102 will appear and you'll have to battle with him.

What you need to do is to run around when he starts targeting Sonic and then Homing Attack him. Repeat this.

After that, Amy will prevent Sonic from destroying E-102. The Egg Carrier loses altitude. Then, head right and then go up until Sonic says that he need to change the ship. Near him will be a door. Enter it. Press the button and use the Light Speed Dash.

Jump on the chair and when it starts moving, quickly jump out from the chair. Press the button and the Egg Carrier transforms back to its original shape. Now, head outside.

Head straight to the front of the ship to meet the newly transformed Chaos. Now, you'll need to battle with Chaos 6.

This is simple. All you need to do is to Homing Attack the freezing bombs. Grab it by pressing Y and throw it at him. A faster way to do this is to press A and quickly press Y. It will then freeze him. Then, Homing Attack him. Repeat this until he loses.

Then, Sonic will chase Eggman but falls at the Mystic Ruins rain forest. Follow the light into the temple to begin the hardest action of all action stages, the Lost World.

[3.1K] Lost World

Tricky Maze -

As the name says, it IS tricky. You'll need wits and good controls here. Continue here like normal until you reach the snake room. Go to the left of the glowing light and press the button. Jump onto the snake of the head and wait until you see a light from the ceiling beams on a button. Then, quickly jump on the button.

Do this 2 more times and you will be successful on opening the door. Jump on the snake and jump towards the opened door (it's near the flaming enemy).

Danger! Chased by Rock! -

This stage is not over yet. Continue like normal until the mirror part. Touch the mirror and move the mirror to another larger mirror to light up the part that you're in. Continue this until the end which you need the Light Speed Dash.

At the waterfall section, jump on the bumpers to go to part where you'll chased by rock. Run anywhere but press downwards. Then, Sonic will jump on the bumper to the next part. In the middle will be a small temple-like building. Now, head to the left hole. At the right of Sonic, will be the light with a button.

Press it two times until it was lit. Walk on the lit walls and avoid the fires. Try and STAND on top of one of the lit walls. Then, jump on top of the spikes that come down. There will be a button which you need to use the Light Speed Dash to the last part.

Leading Lights -

This is not a real section. Just walk to the middle and you have completed your mission of this stage.

Sonic will see a mural of a monster which is Chaos. Then, Sonic is brought to the Angel Island of the past. Walk towards to the echidna girl and the Chao and she will begin to talk.

Then, Sonic will be transported to the present. Sonic will see Eggman's ship flying and Sonic follows. Now, head towards there and you'll see Eggman's fortress there. Head to the connecting bridge's entrance.

Inside it, walk until you see some panels on the ground. Number them 1-6 from left to right. Jump on the panels according this sequence: 5,4,3,2. This should open the door. Enter it to begin Sonic's final action stage, Final Egg.

[3.1L] Final Egg

Mechanical Resonance -

Destroy the machine that shoots lasers (if you don't know, use Light Speed Attack near a laser) and the Egg Keeper robots. Halfway through, you'll have to jump from moving roads to another. Then, you'll reach tubes. Use the accelerator to move on.

Crank the Heat Up -

Here, jump from platforms to platforms. At one point, beware of the hammers.

Also, at the wind machine part, control properly so you won't fall.

At the long fall, try to control to the right a bit so you can reach just on top of a platform with wind machines in front. At the end, Light Speed Dash to the end.

There you'll meet Eggman and then Sonic grabs on the rocket and chases after him. Now, you'll fight one of the hardest boss of the game, Egg Viper.

At first, jump to either left or right to avoid his laser beams two times. Then, Eggman will appear and start laughing. Attack him by using Homing Attack.

Then, avoid his laser beams like just now. When he stops, he's going to use his laser so run to avoid it. After that, Eggman will extend his tail and keep using the Homing Attack SLOWLY or you'll fall. If you can't hit him, he'll use his powerful cannon blast!

Continue to do this until he appears at the end of the platform. He'll shoot you directly in front of you so run to the front to avoid it. When he appears again with his extended tail, hit him.

Once he starts to destroy the platforms, he'll use his spinning blades. Stand still and when he starts using them, jump on top of it then attack him.

Do this until his Egg Viper is destroyed. Don't be too happy just yet. The glowing ball of light will appear and tell Sonic that Eggman still have some tricks.

When the Egg Viper come crashing, quickly GO to another platform. Then, the Egg Viper is truly destroyed. You WIN! Congratulations! Sonic will see Eggman at the Mystic Ruins and then Tails appears. The end of Sonic's Adventure. Remember to wait until the credits ends to get an Ending Emblem.

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<4> G u i d e f o r T a i l s ' A d v e n t u r e <4>
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Tails' action stages can be fairly easy except for the last action stage, Speed Highway. Also, most of Tails' Adventure are almost the same as Sonic's. You may not need my help but I'll just write down just in case.

[4.1] Tails' Adventure

Tails starts off in a prototype airplane. Later, his plane crashes at Emerald Coast where Sonic will save him.

Tails then shows Sonic the Chaos Emerald that powers his plane and tells him to go to Mystic Ruins.

Before you go anywhere, go down in the sewers behind Twinkle Park. There will be a hole somewhere on top. Fly up the hole and you'll find Tails' Jet Anklet.

Head to the train station to go to Mystic Ruins. Climb the stairs near the train station to see Eggman laughing about.

After that, you'll fight with Egg Hornet. The technique to fight with Egg Hornet is same except you need to use the Tails Attack to attack him instead of

Homing Attack.

Afterwards, Eggman grabs Tails' Chaos Emerald to transform Chaos 0 to Chaos 1. Then, they leave. Take the Wind Stone near Tails' house and carry it to the cave near the waterfall. Put it down and you'll begin Tails' first action stage, Windy Valley.

[4.1A] Windy Valley

The Air -

Here, you'll need to fly in order to find shortcuts to outrun Sonic. The green ring boosters can boost Tails faster. If you need some help, try and look at section 3.1B.

After getting the Chaos Emerald, head back to Station Square and go to the hotel. Go to the casino area. Fly and touch the button to open the casino doors. Enter it.

[4.1B] Casinopolis

Dilapidated Way -

Surprisingly enough, Tails did not need to find 400 rings to complete the stage. Most of the time here you'll need luck because the wind machine can be completely annoying! At the end, grab the Chaos Emerald.

Now, Eggman appears and gas Sonic and Tails. He then grabs the Chaos Emerald and leave. They both will wake up so go to the alley and take the Ice Stone.

Bring it to the ice cave at the Mystic Ruins. Put the Ice Stone on the pedestal to open the closed door. Go and fly towards the hole instead of climbing the ladder which will be much more faster.

[4.1C] IceCap

Snowboarding -

Tails' snowboarding is the same as Sonic. What you need to do is to use the sliding upwards thing to go further.

Go towards the waterfall which you will meet Knuckles. Battle with him by using your Tails Attack or jump at him whenever possible. Beware of his punch.

Then, both of them bang into each other causing the Chaos Emeralds fall out. Eggman grabs them and gave them to Chaos 2.

Chaos 4 is easy too. Whenever his head appears, attack him with Tails Attack or jump at him. You just need to avoid his attacks.

After that, Eggman's Egg Carrier appears and then Eggman will go inside the Egg Carrier. Head to Tails' workshop to powerup the Tornado.

[4.1D] Sky Chase Act I

This is the same as Sonic's. Just try and target as many enemies as possible.

One of the Tornado's wings will be hit causing both of them fall down.
You'll then see Tails running after Sonic in the rain forest which turns out to be Tails' dream. Then, head to the cart near the waterfall that leads to the Mystic Ruins rain forest.

Climb down the stairs and chose the left path. Tails will spot a Chaos Emerald but a frog grab it away.

Go to the sandy cave and fly on top. Jump on top of the statue to open a cave below. Enter it to begin a sub-game, Sand Hill.

[4.1E] Sand Hill

This sub-game is really hard than the snowboarding with obstacles that seem to prevent you everywhere! Go through the hurdle and you will get x1. Try and go as many hurdles as you can to get points. If you did not go to another hurdle after a few seconds, you will have to start over again at x1.

After catching the frog, the light will appear and transports Tails to the echidna tribe of the past. Head to the left and try and find the Rhythm Badge.

After getting it, head towards the main temple at the center to see an echidna girl like in Sonic's Adventure. She'll start talking and later introduce herself as Tikal. In case you're guessing, that light is really Tikal!

Then, you'll find yourself back at Mystic Ruins. Big will appear causing the frog to run away. Tails finds the Chaos Emerald in his hands and then you need to go to his workshop.

Tails will talk about the plane that he had ironed out bugs and problems and put in the Chaos Emerald to power up the Tornado 2.

Later, Tails spots Sonic and yells at him. Then, both of them chased the Egg Carrier thus begins the Sky Chase Act II.

[4.1F] Sky Chase Act II

This is similar to Sonic. All you need to do is target and shoot.

The plane will land on the huge Egg Carrier. Explore this place yourself until Eggman begins to talk. The wings will extend so head to the SkyDeck entrance in front of you.

[4.1G] SkyDeck

Skydeck a GO! GO! -

Tails start at this place just like Sonic. At the beginning, fly towards the land and quickly head right. Do you notice that the cannon won't shoot if Sonic didn't go first?

If you look carefully for the green boosters, head towards them to use the shortcut. Most shortcuts are the green boosters.

After coming out from the SkyDeck, head to the yellow pod to reach outside. You'll see Amy, the birdie and Eggman. Eggman takes the Chaos Emerald out from the bird, summons E-102 and then leaves. E-102 appears and Tails will have to battle with him.

Just hold down the B button since you get the Rhythm Badge that makes Tails use Tails Attack forever (wonder Tails won't get tired?) and attack E-102 with it. After a few hits, he will stand still, short-circuited.

Amy appears and prevents Tails from hurting him. Then, Egg Carrier losses altitude. Tails will carry Amy and brings her safely to Station Square.

Tails spots Eggman falling down and mumbles about destroying Station Square. A rocket appears and fired but falls down to Speed Highway. Eggman destroys the entrance of Speed Highway and enters. Tails calls for Sonic and realizes that he need to do this all by himself. Then, he enters.

[4.1H] Speed Highway

Speed Highway -

Racing with Eggman is really hard! Since he uses a spaceship that flies, he uses most of the shortcuts. At the beginning, fly to the right to find a road. Use the green speed boosters to boost you.

Try to use all the speed boosters. At the end, use ALL the speed boosters if possible if Tails did not feel tired yet. Good luck!

Eggman was really mad this time! He threatens to make mincemeat out of Tails. Tails yells that he's not scared and the battle begins!

Egg Walker can be said hard. Grab some rings and run towards the legs of Egg Walker. He'll then use a mini-shockwave which you must avoid. Attack the leg that uses the attack and it will make Eggman in his cockpit loses balance. Jump at him or use Tails Attack.

At certain point, he'll use the mini-shockwave 2 or 3 times by using different legs. QUICKLY avoid and then attack the legs. Then attack him. Also, try and avoid his bombs.

It can make you lose rings. If you defeat him, sit down and rest seeing Tails flying happily and the credits running down. The end of Tails' Adventure.

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<5> G u i d e f o r K n u c k l e s ' A d v e n t u r e <5>

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Knuckles' action stages can be said easy since you need to find only three emerald shards. There will be a hot/cold radar at the bottom of the screen.

Blue means you're cold. Green means you're nearer, yellow means you're almost there, light red means you're getting really near and dark red means you're at the right place!

But, if you're stuck, you can find yourself in a bad situation. What I can only say for most of the action stages is to talk to Tikal and follow where Tikal shows you. I wish you good luck!

[5.1] Knuckles' Adventure

Thunder roars and you'll see the Egg Carrier flying towards the Angel Island. Knuckles will talk about his job as a guardian and he hears a sound. Chaos 0 appears and attacked him. Then, Chaos disappears. Later, Angel Island fall down to the sea without the Master Emerald's power.

Knuckles will be at Station Square and he'll need to find the Master Emerald shards.

Go to the place where Sonic fought with Chaos 0 (the City Hall). Hit the barriers and enter the door to find the first action stage, Speed Highway.

[5.1A] Speed Highway

At Dawn -

Finding here can be really easy. It can be in a Badnik, an item or out in the open. Also, try to talk to Tikal to get an idea of what I'm talking. You can get use to this.

After finding three pieces of the Master Emerald, head to the Casino area. Climb where the rings are at the side of the building and you'll see the 'Chao in Space' movie poster. Glide towards the button to open the doors that lead to Casinopolis.

[5.1B] Casinopolis

Finding emeralds here can be difficult. It can be in a Badnik, at the Vault, in the Shower Room, in the Sonic statue or at the second floor which has many more places it can be.

Most of the time, it is in the Vault and at the second floor. Emeralds can also be inside the sewer where you'll need to use the barrel to reach it. It has a button to open the door leading to sewer and is located at the second floor.

Sometimes, you'll need to use barrels and bumpers to reach the right place.

After finally find the pieces of the Master Emerald, Tikal's spirit appears and transport Knuckles back to the past. Head at the end of the village, behind the main temple.

Tikal argues with her father in vain. Then, Knuckles is transported back to Station Square. Go to the hotel where he will find Eggman. Enter the second elevator (beside the elevator leading to the Chao Garden).

Knuckles realizes that what Eggman holding is not pieces of the Master Emerald. Then, he'll have to battle Chaos 2.

Surprisingly, Chaos 2 seems to be harder than Chaos 4. He'll bounce about in a water-ball which you can punch. Try and hit his head by gliding or hit his back. Do this a few times while avoiding his attacks.

Then, Eggman talks about Sonic that makes Knuckles fall right into the trap. Knuckles automatically heads to Mystic Ruins.

There, head below Tails house. Enter the cave and go to another cave (not the mine cart which leads to another Chao Garden). The gate will lock you in but don't worry.

Take the Shovel Claw and now you can dig. If you find carefully here, you'll find that there will a machine-like thing with Eggman's logo coming out. Dig in the middle there by pressing the A and B button simultaneously.

The 'Monkey Destruction Switch' should be dug out. Take it and put it on the ground near the monkey. It will destroy the monkey and then opens the gate. Take the switch to you towards the ice cave.

Jump onto the wind and head straight until you reach the part of the Angel Island. Put the switch down near the monkey to open the gate. Enter it to begin the third action stage, Red Mountain.

[5.1C] Red Mountain

There is nothing special here, either. All you need is to glide from mountains to mountains to find it. Follow Tikal's lead. Also, try climbing on mountains. The emeralds are usually on top the mountains, inside the Badniks, inside the ground where you must dig or near the lava.

Now, head to the waterfall section to find Sonic that was holding what Knuckles thought was a part of the Master Emerald. You must battle with him.

Use your punch at him a few times. Avoid his Homing Attack and Spin Dash. Punch him a few times and you'll see both of them ram into each other, causing the two Chaos Emeralds come out.

Eggman will come out, grabs them and Knuckles will realized that he has been tricked! Then, you'll have to battle with the newly-transform Chaos 4.

Avoid his shockwaves and other attacks and when his head appears, glide towards his head, jump at it or punch him. Do this until he loses.

Eggman's Egg Carrier will fly above and he flies into the ship. Knuckles said that he has something to take care of and leaves.

Then, head to the mine cart that leads to the Mystic Ruins rain forest. Grab the golden Echidna idol, head towards the ancient temple by using the left path and put down the idol at the gold pedestal.

Go down the stairs and head towards the part where you can usually see Eggman's flying fortress. Head left until you see a cave on the left. Enter there and dig at the machine-like thing to get a silver echidna idol. Take it and put it

at the silver pedestal. You'll see the floor open.

Before going in, head back to the ladder. From there, head to the most right path and continue straight and right until you see Big's hut. Above the ledge is the Fighting Gloves. Now you can do the Maximum Heat Knuckles Attack.

Head back to the temple and enter the opened floor to start the Lost World action stage.

[5.1D] Lost World

Danger! Chased by Rock!

Don't worry. You're not chased by anything. Here, try and find the emeralds. It is located mostly from where Sonic came from (on top of the mini-temple that I mentioned earlier).

It can also be located in the boxes or enemies. It can be also in the sands where you'll need to dig.

After getting the emerald shards, Tikal's spirit appears and transports him to the Angel Island of the past. Walk towards the Master Emerald and Tikal will speak. Then, she transports you back to the Angel Island of the present.

Knuckles will put all the emeralds into the Master Emerald and found out that it is still incomplete. He sees Eggman's flying fortress inside the Master Emerald and thinks where to go. He spots E-102 and decides to follow him.

Head to the Mystic Ruins rain forest. There, glide towards the temple (not too far or you'll fall). Head to the connecting bridge and he decides to enter it.

Then, he'll find himself aboard the Egg Carrier. Head towards the front of the ship and it will begin to transform. Head to the door near the yellow pod.

You'll find yourself at the pool room. Head down to the empty pool and go to the door. Knuckles will sense the emeralds so enter it. Hit the item box if you want and enter the room to get to SkyDeck.

[5.1E] SkyDeck

General Offensive -

Here, Knuckles can control the ship's tilt by pressing the Y button and push the lever. The doors that will open depends where the ship tilts. It is usually behind a door or high up in the air. This place is the hardest place to get emeralds unless you're lucky.

Tikal's spirit appears once more and transports Knuckles to the Angel Island of the past where you'll see that it's on fire. Head forward to Tikal and she'll move away. You'll return back to Egg Carrier.

Now, head outside and Knuckles will try to figure out Chaos. Then, he sees a bright light. Head there and Sonic will chase Eggman. He then sees that Chaos is still alive. Now, you have to battle Chaos 6!

This can be a bit harder as holes will appear on the ground. Attack the freeze

bombs by jumping and then carry the bomb and throw it at him. When he's frozen, attack him with a punch or jump. Repeat this until he loses. Remember to avoid his attacks.

After defeating him, the 6 Chaos Emeralds lie on the ground. He then escapes the crashing Egg Carrier back to Angel Island. He restores the Master Emerald and Angel Island, staying at that island again.

=====
<6> G u i d e f o r A m y ' s A d v e n t u r e <6>
=====

Amy has only three action stages which can be a bit difficult. Her mission is to avoid the robot named ZERO and make it to the balloon at the end of the stage. Happy smashing!

[6.1] Amy's Adventure

Amy goes shopping in Station Square and then thinks about her hero, Sonic that rescued her from Mecha Sonic in SonicCD. Later, a shadow which is Egg Carrier's covered the city. Then, a bird falls on her face and a robot chases after them.

She hides in the Burger Shop and decides to protect the bird. Now, head to the casino area to meet Sonic. She insists that he must be the bird's bodyguard. Then, he runs away.

Now head towards the Twinkle Park entrance. Then, a robot appears and comes toward them. Just as Sonic is about to fight him, Amy squeals out about the Twinkle Park promotion. She then enter it with Sonic following after her.

[6.1A] Twinkle Park

Pleasure Castle -
Press the three buttons here to open the castle's door while avoiding ZERO. There will be some item boxes to grab here.

Mirror Rooms -
Continue here until you reach a room with mirrors. To see properly, use the L and R buttons. The next room will be same too. At the next area, to see traps, look at the mirror at the left and you'll notice some holes at certain places. Avoid them. At the end, grab the balloon by jumping on it.

After that, ZERO will catch her and carries her to the railway. She spots Sonic, yells at him and then faints.

She'll finds herself locked in a cell with the bird. She tries to comfort it when E-102 enters and demands the bird. She will talk and make him confused. He'll then release her. Head to the next room.

There, Eggman's voice will boom and tells about his game, Hedgehog Hammer. Try to beat Eggman's points. The Blue Sonic has 100 points while the Yellow Sonic has 500 points. Eggman's head will minus 200 points. Try to hit the Sonics head to gain points.

If you succeed, Eggman's voice booms once again and Tikal will appear to give

you the Warrior Feather. You can now do the Spin Hammer Attack by holding the B or X button and move the analog pad around.

Exit from here and you'll see that you came out from one of the rooms. Hammer the switch near the middle room to open up the Hot Shelter. Enter it.

[6.1B] Hot Shelter

Bad Taste Aquarium -

Here, you'll need to turn the handle. Do this by pressing B or X button near the handle and turn the handle to the left to open the door.

Halfway through, Tikal will say 'Left 1, Right 3' which means turn the handle left once, and turn it to the right thrice.

Red Barrage Area -

Here, you'll need to put the coloured blocks at the place by following its colour. At the second time, one of the blocks is missing. Head to the nearby bumper to stand on top of the beam. Jump to the next beam and follow it until you see the block. Carry it and bring it down.

After completing that, Tikal's spirit will appear and brings her to the past. Go to the hole at the back of her to reach the Master Emerald shrine. Go there and Tikal will talk. After that, you're transported back to Egg Carrier in the pool room.

Now, head outside and Eggman will appears. Sonic and Tails arrives and Eggman will then takes the Chaos Emerald out from the birdie. Eggman calls E-102 and then runs away. Sonic fights with E-102 until E-102 was badly hurt.

Amy prevents Sonic from destroying him by explaining to him. Then, the ship will be losing altitude. She talks to E-102 until she is stopped by Tails. He carries her safely to Station Square.

After that, head to the Egg Carrier crash site by using the ship below the train station. Once there, head to the yellow pod to go inside the Egg Carrier.

Now, go to the third door by hammering at the button near the door. It will open. Beat your last high score again to get the Long Hammer with longer range.

Take the boat to the Mystic Ruins and head to the rain forest. Go to the connecting bridge. Explore here until you find a closed door and 6 panels beside it. Number the panels from left to right, 1-6. Jump on them according this sequence: 5,4,3,2.

This should open the door. Enter it.

[6.1C] Final Egg

Mechanical Resonance -

Amy will be shocked to see ZERO still chasing after them. Here, destroy the machines that shoots lasers. Attack the enemies and continue like normal while avoiding ZERO.

Crank the Heat Up! -

Halfway through, you'll need to find the correct door. You'll know it's the right one when the room has a savepoint in it. At the end, grab the balloon.

Get out from the connecting bridge and head to the boat service that is below the train station. Jump on it and you're off to the Egg Carrier crash site.

There, the bird flies off to find its parents. When it finds its parents, it was targeted by ZERO and was hit. Amy is very angry and whacks ZERO and then you must battle with him.

Now, go near him and whack him. Then, he'll use one of his shockwaves so jump and then go near and hit him. Do this until you hit him to the electric fence. This will short-circuit him and opens his head revealing his blue 'brain'. Hit it. Continue to do this until he explodes.

Amy talks and her mission is completed. Wait until the credits rolls down and continue with Big's Adventure.

=====
<7> G u i d e f o r B i g ' s A d v e n t u r e
=====

This guide is to help how to fish, find the Lure powerups and many more. Big's Adventure can be considered as the hardest since you'll need patience to fish unless you're a patient person. Start reading!

[7.1] Big's Adventure

You'll see Big sleeping at his hut (a special upgrade item is under his bed!). Big's friend, a frog spots something and that 'thing' came towards him. Big sees his friend with Chaos' tail and then he ran off. Big decides to find his runaway friend.

At Station Square, don't go anywhere yet. You may want to take a Lure powerup in the sewers behind Twinkle Park.

Now, you can head to the part where you go to the City Hall. Big notices his frog hopping towards the sewer. Press the Y button against the car to carry it. Then, go down.

Down there, head down to see a box and a door. Jump on top of the box and go through the door. Go all the way to Twinkle Park.

[7.1A] Twinkle Park

Pleasure Castle -
You can practice here a bit. Cast at the water and try to steer the lure left and right to attract a fish attention. Then, it will come and bite your lure. When it is biting, press down to start the Fishing Mode. The most important thing to do is to catch the frog.

After that, go behind Twinkle Park and take the Ice Stone. Head to the train station to take a train to Mystic Ruins. There, go to the ice cave and go to the wind. Put the Ice Stone on the pedestal there to open the doors.

Before you continue, you may want to take the Lure powerup at the Mystic Ruins rain forest. To get it, go down the stairs, head to the most right path, straight, right, straight and right until you saw a man that will say that he left his wife at Station Square if you talk to him. Up and right of him is a cave. Enter it, take the Lure powerup and leave.

Go to Big's hut. Push his bed by holding the analog pad at a direction. Then, take the Power Rod which has longer casting distance.

Now, go back to the opened doors in the ice cave. Enter it and you'll see a Life Belt. Take it and now you can float and swim underwater. Climb the stairs and start the action stage, IceCap.

[7.1B] IceCap

Limestone Cave -

To break the ice, you can throw a stone there or you can jump on it which is easier.

To find the Lure powerup here, explore here a bit (going underwater and etc.) until you find spikes with an Invincibility item box near them. Take it if you want. Move left and right when you jump from bumpers to bumpers (If you miss a bumper, try again).

Break the ice. It's near the dinosaur skull. Take it and leave that area and head back to where you start from. Then, fish from a nearby frozen pond for Froggy.

Now, head back to Station Square and head outside the train station. Big will spot Froggy that hops into the hotel. Head into the hotel and head to the section where the entrance of Emerald Coast is. Enter it.

[7.1C] Emerald Coast

Big Fishin' -

This place has lots of fishes around. There is a secret passage somewhere. You'll know you're near it when Tikal says something about the secret passage. The entrance is located at the bottom of the mountain-like thing. This is just for fun and serves no other purpose.

After catching that runaway frog, E-102 will come and take it away from Big. Big will find himself inside the Egg Carrier.

Jump on the button located at the right door. Go to the cell room and you'll find the Lure powerup in the cell. Jump on the button to open the cell.

Now, head to the middle door to begin the last action stage for Big, Hot Shelter.

[7.1D] Hot Shelter

Bad Aquarium Taste -

You'll start by going outside the elevator. Continue until Big spots Froggy. Press the button to release the water. This place has a lot of 2000g fishes, too. You can fish for them if you like. They look like shark and have bright eyes.

After that, Tikal's spirit will appear and brings him to the past. Walk towards the Master Emerald shrine and Tikal will begin a talk.

After that, head to the yellow pod to go outside. Head towards the place where Sonic fought Chaos 6. There, Chaos 4 will be given the Chaos Emeralds making him into Chaos 6. Then, Froggy will walk towards Chaos 6's body to give him his tail (Froggy was controlled by his tail in case you're still wondering).

Sonic will appear and then you must start 'battling' with Chaos 6! This is not really a fight. All you need to do is to cast at the target and the position will keep on changing since Froggy will hop about.

After getting him, go near Tails' airplane and Big will try to power it. Then, he'll reach his own 'home' at the rain forest. Wait until the credits is over. You have completed Big's Adventure. Great!

=====
<8> G u i d e f o r E - 1 0 2 ' s A d v e n t u r e <8>
=====

E-102's Adventure is fairly easy. You only need to target as many enemies as possible in an action stage and release the B button to shoot. The more enemies you shoot, you can get more extra time.

Note: E-102's name will be changed to his codename, Gamma from now on.

[8.1] E-102's Adventure

Gamma starts his life in the connecting bridge. He begins to look around and Eggman begins to talk. After that, find Eggman near a door and he'll ask you to enter Final Egg.

[8.1A] Final Egg

Crank the Heat Up! -

Target as many dolls as possible here. This place is really easy. At the end, target and shoot the Sonic doll several times to complete the stage.

After that, talk to Eggman who will then congratulate you. He'll then give you a 'test' which you'll need to fight E-101 Beta.

Just target him and his missile and shoot. This can be the easiest boss of all characters.

After defeating him, Eggman will allow both Gamma and Beta to serve on board the ship. Then, all the E-series robots except Beta will hear an announcement about Froggy.

In Station Square, head to the Emerald Coast entrance. It's closed with fence.

Target them and shoot. Now, enter it.

[8.1B] Emerald Coast

Azure Blue World -

This place is a bit different than Sonic's. Just target and shoot here too. You can also target chairs and tables but it would not give extra time.

After catching Froggy, Tikal's spirit will appear and transports him to the past. After trying to determine where he is, go in front of the Master Emerald shrine to see some Chao singing. Tikal will talk again and after that, you're transported into the Egg Carrier.

Different robots brought different frogs but all of them is not the right frog. Eggman notices Gamma's frog is the right one and beam the others away.

Then, Eggman asks Gamma to go to the cell and bring the bird to him. Gamma goes to the wrong room and see E-101 Beta being upgraded.

After that, head to the cell which is the room at the right side. There, all will be automatic with Amy and Gamma talking. Then, Gamma will release her and go away.

Now, head outside and Eggman will tell you about the Jet Booster. From the yellow pod, head straight. Then, go right of the entrance of the Chao Garden. There will be a door so enter it.

Get the Jet Booster that makes you hover for a while. Now, get out from that room and Eggman commands you to go outside. Head to the yellow pod.

There, Eggman will run away after commanding him to destroy Sonic. Now, you'll have to battle with Sonic. Target him and shoot but be sure to avoid his attacks. Also, grab some rings too.

Now, Amy will prevent Gamma from destroying Sonic. After some talks and convincing, Gamma agrees. The ship will lose attitude and he'll then talk again. Later, he leaves the crashing ship.

Gamma remembers about Eggman, Amy, E-101 and E-103. He then decides to 'save' all the E-series robots by destroying them.

Now, go to the Egg Carrier crash site by boat. Go inside the Egg Carrier by using the yellow pod. Instead of going right of the Chao Garden's entrance, you must head LEFT. Go inside the room and take the Laser Blaster that shoots in a wide pattern.

Now, leave the Egg Carrier and head to Tails' house. Take the Wind Stone. Go near the waterfall and head to the cave with the pedestal. Put down the Wind Stone and start the action stage.

[8.1C] Windy Valley

This is one of the easiest action stages among all Gamma's action stages. There is a long, flying caterpillar Badnik that can count as many as 10 hits if you target its whole body.

At the end, E-103 Delta will be battling with you. Just try and target him and his missile. Then, shoot. Repeat this until it explodes.

Now, go to the part of the Angel Island by going to the ice cave. Target and shoot the monkey in a cage to open the entrance to Red Mountain.

[8.1D] Red Mountain

Red Hot Skull -

Here, target as many enemies as you can. I'm making you to get the Laser Blaster to make this stage easier.

If you make it to the end of the stage, you'll fight with E-104 Epsilon. Just target and shoot him like when fighting E-101 Beta and E-103 Delta.

After rescuing E-104, he'll think about all the E-series robots. He then decides to go to the Egg Carrier. Now head to the Egg Carrier crash site. He'll then confirm the location of E-105. Head to the yellow pod and go inside of the Egg Carrier.

There, go to the middle room to start Gamma's final action stage, Hot Shelter.

[8.1E] Hot Shelter

Red Barrage Area -

Here can be a bit hard. At certain point, target a switch and it will activate a crane. Stand in the middle of it to make the crane pick him up.

Also, at the train section, try jumping from tram to tram. When there are no more tram, jump to the next tram at the left or right side.

When you make the long fall, hold down the A button to hover. You can target enemies and item boxes here. If you're hit by an enemy, you'll fall down.

Before fighting with E-105 Zeta, target the Invincibility item box above after using the accelerator. Then, the fight will be easy.

Don't worry about his huge size. If you don't have the invincibility, target his cannons and missiles and shoot. You should be able do destroy him.

Use the yellow pod to go outside. There, Gamma will think about his ownself. He'll then sees the improved Beta flies over him.

Now, head toward the place where Sonic fought Chaos 6. There, you'll immediately fight E-101 mk II.

This will be a serious battle. Since his protected at the front and not at the back, you'll need to shoot his back.

Try not to target him at the beginning. When he starts shooting missiles, target the missiles IMMEDIATELY. Use this way until he charge and attack you. Avoid it and quickly turn and target him.

When he disappears and shoots cannon, avoid it. Then, see the opposite side of E-101 and he'll charge. Then, start shooting. Continue this until he starts firing multiple cannons. Avoid all of them. Lastly, hit him at the back after his charge.

You have defeated E-101! Gamma decides to go near and investigate when E-101 fires at him. Then, E-101 exploded. The bird inside E-101 flies toward Gamma and Gamma will see the white bird and the bird that Amy is protecting.

Then, he explodes, revealing a female bird. That's the end of E-102's adventure. Wait the credit rolls down to get an Emblem. Don't rejoice yet. See the character's selection screen and you'll see a new selectable character, Super Sonic.

=====
<9> G u i d e f o r S u p e r S o n i c ' s A d v e n t u r e
=====

Sonic can be Super Sonic once he has all the 7 Chaos Emeralds and 50 rings. In the battle with Perfect Chaos, a ring will be decreased for every second. If you have 0 ring, then Super Sonic will change to the regular Sonic and then lose. Have a good luck!

[9.1] Super Sonic's Adventure

You'll see the Tornado 2 with the red Chaos Emerald near Big's hut. The next scene shows Eggman grumbles about Sonic. Then, Chaos attacked him.

The next scene Angel Island will fall again. Knuckles decides that it must be because of the Chaos Emeralds that he brought back and wanted to take them to Sonic for his advice. He then spots Eggman and then Chaos attacked him.

Now, the next scene shows Tails calling Sonic that the Angel Island falls again. Once you get in control of Sonic, head to the ice cave and head to Angel Island. Find Knuckles and Eggman a distance of the Master Emerald shrine.

Then, Knuckles begins to talk about Chaos. Eggman runs away and Tikal's spirit appears to transport Sonic to the past.

Sonic realizes that he is not dreaming. Now, head in front until the scene shows Tikal and his father. After talking, a fight will begin and Chaos appears.

Head in front to talk to Tikal. Then, go up the steps to the Master Emerald. Tikal then seals Chaos and Sonic are back to the present.

Go to Mystic Ruins rain forest. It will be automatic there. Sonic and Tails found the Chaos Emerald but Chaos steals it.

The next FMV shows Station Square is destroyed by Perfect Chaos. Eggman in his Egg Carrier 2 tries to destroy him but failed. Tikal's spirit appears again and Sonic realizes that she is Tikal.

After talking, the other 5 characters appear. They bring the Chaos Emeralds to Sonic. Tails explains about the Chaos Emeralds and then Sonic took the Chaos Emeralds to become the greatest Super Sonic!

Now, this is the final battle. You need to lose some lives a bit to get the hang of this battle.

At the beginning, collect some rings if possible and ALWAYS hit the accelerator to get some boost of speed. If you reach the maximum speed, you'll have blue lightning around you. Then, go INSIDE his body to attack Chaos' brain. Hit him three times and he'll return again in his second form.

Now, his second form will be a bit difficult. Once you reach that part, I suggest that you have 50 rings or above. Rings collected below 50 seems to depend on skill and luck. Also, don't try to collect rings to concentrate on fighting with him.

Perfect Chaos will have twice the firepower now. Use accelerator whenever possible and AVOID his attacks. It will be increasingly difficult with the firepower shooting you. If one hits you, Homing Attack at the other direction, then continue. Once you hit him three more times, you'll win!

After that tough battle, Perfect Chaos changed into Chaos 0 (he looks kind now). Tikal thanks Sonic and his friends and then brings Chaos 0 up. Tails calls Sonic but Sonic ran to the other side. Wait until the credits roll down to get an Emblem. It will be wasted and you'll have to start all over again if you just start to turn off your Dreamcast.

=====
<10> I t e m s <10>
=====

Items can be found through out the game. The action stages will have Item boxes while the Adventure Fields will have the Upgrade Items (except Big's Lure powerup). Below listed is what they do.

[10.1] Item boxes

Ring boxes -

If you look carefully at them, you'll see that they will have numbers on it. You'll get rings according that number. If there is the '?' instead of a number, you'll get rings randomly.

Shield -

This shield is green and will protect any characters from one hit.

Electric Shield -

This shield is slightly different. While it will protect characters from one hit, it will attract rings nearby to that character.

Speed Shoes -

This will make a character runs faster.

Bomb -

This will destroy enemies nearby.

Extra Life -

This will give a character an extra life.

[10.2] Upgrade Items

Sonic

Light Speed Shoes -

This will give Sonic the Light Speed Dash. These shoes are located in the sewers at Station Square.

Crystal Ring -

This will reduce the time needed to charge power for the Light Speed Dash. These are located in the hotel upstairs.

Ancient Light -

This will add the ability to the Light Speed Dash to make the Light Speed Attack. This is located near the entrance to the Red Mountain.

Tails

Jet Anklet-

This will make Tails fly faster. This is located in the sewers behind Twinkle Park.

Rhythm Badge -

This will make Tails Attack can be used indefinitely. This is located at the left side of the temple in the past.

Knuckles

Shovel Claw -

This will give Knuckles the ability to dig. This is located in a cave near the Mystic Ruins Chao Garden.

Fighting Gloves -

This will give Knuckles the Maximum Heat Knuckles Attack. This can be found at a ledge above Big's hut.

Amy

Warrior Feather -

This will give Amy the Spin Hammer Attack. You can get this after beating Eggman's score for the first time for the Hedgehog Hammer.

Long Hammer -

The Long Hammer will give Amy a longer range. After completing the Hot Shelter, go to the Hedgehog Hammer to beat your last high score.

Big

Lure powerups -

This will help catching bigger fish (for the Emblem A).

It is located in the sewers behind Twinkle Park.

Located in the Mystic Ruins rain forest in a cave near a man who said that he left his wife at Station Square. To find the cave, head for the most right path at the beginning, straight, right, straight, right until you find the man and

the cave.

It is located in the IceCap near a dinosaur skull. Find a bumper near an invincibility item box. Use the bumper (don't press any button when Sonic is jumping from bumper to bumper all you'll fall) and you'll reach a frozen pond. Destroy one part and swim underwater to find it.

It is located in the Egg Carrier's cell.

Power Rod -

This rod will have longer casting distance. It is located under Big's bed in his hut.

Life Belt -

This will make Big afloat and can swim underwater. It is located in the ice cave near the entrance to the IceCap.

E-102

Jet Booster -

This will give him Hovering. It is located in the room at the right-side of the Egg Carrier Chao Garden entrance.

Laser Blaster -

It is located the opposite room where you get your Jet Booster.

=====
<11> T h e E m b l e m s <11>
=====

The Emblems system are made to make Sonic Adventure have many more replay value. There are 130 Emblems all together and it will be real hard to get all of them. If you succeed in getting all of them, you have mastered Sonic Adventure!

[11.1] About the Emblems

The Emblems can be found almost everywhere, even in Adventure Field! But most of them can only be obtained in Action Stages, Sub-Games and Chao Races. In order to help to find them, I have listed the location of the Emblems in the Adventure Field and also try to help with some Action Stages' Emblems A that I had completed.

[11.2] Adventure Field Emblems

There are only four Emblems in each Adventure Fields. Only if you find carefully, you can find it. Also, only certain characters can find certain Emblems because of their abilities.

Station Square -

Located at the train station. On a ledge opposite of the train. Stand on the railing of the stairs to get to the train. There is a small brown ledge that sticks out of the wall. Jump onto the ledge and you can walk to it. Use any characters. Sonic can Spin Dash and jump onto the ledge.

At the casino area. In the alley where you take the Ice Stone. Use Tails to fly above or Knuckles to climb the building.

At the City Hall, the place where Sonic fought Chaos 0. Use Tails to cut the grass there by using Tails Attack. The Emblem is in one of the grass.

In the Burger Shop. Use any characters.

Mystic Ruins -

Go to Tails house. Go near the edge (near the water-machine) and look carefully for the Emblem. Sonic, Tails, Knuckles or E-102. Use Sonic to stand on top of Tails' house (the small dome). Spin Dash there. Tails can fly there, Knuckles can glide there and E-102 can hover there.

Go to the ice cave and head to the Angel Island. Walk halfway through the bridge then use Knuckles to glide to the left. The Emblem is high above.

The Emblem is under a fallen tree on the way to Big's hut. There are many way to Big's hut so try and find carefully. Use any characters.

Near Big's hut is a brown tree with two branches. Use Tails to fly inside the tree or Knuckles to climb the tree.

Egg Carrier -

Go to the room where Sonic use the switch to extend the Egg Carrier's wings. Press the switch ONCE to extend its wings. Then, the cannon-like thing should open its top. Jump into it. Continue to do this until you break a box. The Emblem is in one of the box. Use any characters. Actually, to get the Emblem faster, get it when the wings are extended before going to the SkyDeck with Sonic.

The wings must be extended. Use Tails (Sonic is possible) to fly up to Eggman's room. Press the switch to make the bed come down. You can spot the Emblem.

Head to the pool room with Tails or Knuckles. From the diving board, look across and you should be able to find it. Sonic can get it too. Charge up the Light Speed Attack and go near the platform with the item box. Use it and Sonic will fly on top. Then, go for the Emblem.

The wings must be extended. Use Tails to fly from one building to another until you reach the HIGHEST rotating, circular thing. The Emblem is in the middle of it. Also, Sonic can get it too. It's best to get it after defeating E-102. Go over him and there should be a cannon. Charge the Light Speed Dash and jump into the cannon. When the cannon shoot Sonic over the platform, use the Light Speed Dash to land on it.

[11.3] Sonic's Action Stages

Emerald Coast -

This action stage needs mostly speed and you can do that by pressing the B button repeatedly to spin faster. Also, try and spin everywhere. If you spin to the accelerator, it can make you go faster.

At the beginning of the stage, try spinning on the bridge and press A to make a big JUMP to the top of the bridge. If you fail, restart the level and try again.

Try spinning THROUGH the accelerator and stage to go much more faster,

espeacially the loop-the-loop and the whale section. If you spin through the whale section, control the analog pad as not to make Sonic fall.

Before entering the cave that begins Windy and Ripply (the part where there are many holes), spin and make a jump over the hole-bridge. Then, spin to the end.

At the beginning of the Windy and Ripply, spin to the cave at top-left. Then, spin at the circular loop-the-loop. After that, spin at the accelerator and hold right to go to the right side. Jump on the bumper and continue jumping on the bumper. Then, spin to the end.

Windy Valley -

At the beginning, head left and Homing Attack from the wind-machine like thing to another. Then, run faster straight to the Tornado section.

Then, jump at the bumper and hold right so you can quickly go to the numbered panel. Then, continue as usual until The Air section.

There, continue until you reach the part where there are bumper and two ways, on top and below. Jump on the bumper and Homing Attack at the upper section to go there. Jump on the bumper to reach a ledge with an Electric Shield item box. Then, try and jump to the wind-well to reach the bumper. Then, continue until you reach the end.

Casinopolis -

I don't really know how I can explain. All you need here is luck. This is what I do. First, head right to go straight to the NiGHTS pinball. Then, fall down to the hole to go to Dilapidated Way. Quickly, charge up the Light Speed Dash and go a bit far from the rings and use it.

That should take the rings and item boxes. At the wind machine part, take the left path and try and grab the item boxes. Continue as usual inside the path while collecting item boxes.

At the second wind machine part, take the middle path with the item boxes. Take it and continue as usual until the part where there are many spike traps. Before avoiding the first row of spikes, use the Light Speed Dash BEFORE it. That should lead you to the end with the item boxes. Then, jump straight to the ladder.

Go to the Vault and take out all the rings and go to the NiGHTS pinball to fall to the sewers.

There, continue like just now until the first wind machine part. Quickly, head to the right path and continue to the end. Head to the Vault and jump on the capsule to get your Emblem.

IceCap -

At the beginning, Spin Dash past the enemy and the accelerator. Then, head down and you'll see a row of rings to the left. Use the Light Speed Dash there. Jump on the numbered panel and you should reach at the Limestone Cave. There, go past as quickly as possible and Spin Dash at long, straight roads.

At the snowboarding, just use the yellow, upwards thing to fly further. Thanks to CHAZ maru again, for telling that there will be a secret path if you jump well on one of the yellow things, it will take you on a bridge to avoid an annoying section.

Twinkle Park -

At the beginning, take some rings and try destroying only ONE enemy driving the

car. Jump onto the car and accelerate quickly to reach the road. Take some item boxes and avoid as many enemies as you can.

Once you reach the Pleasure Castle section, where Sonic is sitting on a roller-coaster, hold up at the analog button until Sonic jumps off. Instead of going to the hole, head to the middle of the roller-coaster track. Spin Dash outside or Homing Attack outside and you'll eventually reach the grass. If you want to be more careful, walk slowly outside to reach the ledge, then Homing Attack to the ground.

There, quickly head right to the bumpers. Jump over the enemy and the exploding barrels and spin at the accelerator. Here, you'll need a little practice. Jump from rooftop to rooftop. At the end, Homing Attack the monkey. Go over the savepoint and Homing Attack the bumper.

Try to steer to the third ledge if you can and then spin CAREFULLY on the rooftop. Take the bumper and at the end, spin past the enemies and jump on top of the capsule.

Speed Highway -

This is one of the hardest Emblem A to get for Sonic. It took me hours to find and complete the shortcuts. At the beginning, spin to the accelerator and wait for a while, then jump to the right side to the road.

Then, spin and then jump to the right to reach the roof. Spin upwards to the next roof and grab the Extra Life. Now, here's the real HARD part. Spin as long as you can to the right (before Sonic says 'Ready'), release the B button and jump to the right as far as you can.

The annoying fence may prevent you from going further. In that case, restart and try again. Inside the fence, grab the Speed Shoes and head for the rocket and run quickly to the floating ledge. If you failed here, never mind. Continue to the end.

At the ledge, Homing Attack the enemies and quickly head to the rocket to Go in' Down.

Here, just avoid the obstacles and jump whenever possible. At the next section, Spin Dash to the end while avoiding cars and enemies.

Below is the info sent by JWJL:

'I noticed that you had a little trouble with the shortcut in Speed Highway. That is, the shortcut where you jump off the top of the skyscraper and land on the building with the helipad. Well, I found a way to make it much easier. Stand near the highest point of the skyscraper a few feet from the edge that points toward the helipad. Hold down X until you're ready to do a Light Speed Dash.

Then, while still holding down X, tap B once to start spinning. Release X for a split second to spin dash off the side of the roof. When you're just about out of forward momentum, release X and Sonic will Light Speed Dash, giving him a little more oomph and getting him onto the building. The hardest part about this is pressing the analogue pad in the right direction.

It took me a while to master it, but now, I can make that jump 90% of the time. This is also sort of a new maneuver to do with Sonic in other places where you must jump really far.'

Red Mountain -

At the beginning, avoid the enemies and take the rocket. Hold right to reach the bumper. Jump on the bumper and quickly spin dash through the savepoint. Quickly spin past the spike-ball and touch the switch. Then, grab the rocket and hold up-right to reach the bumper. There, Spin Dash while avoiding the spike-balls.

Jump on the bumper and quickly take the sliding-thing. There, Homing Attack to the next ledge until you reach bumpers. There quickly run along the dropping bridge. Homing Attack from enemies to enemies at your left. You'll get an extra life.

Then, jump from ledge to ledge to reach the numbered panel. After the savepoint, go over the bridge to reach the green route that leads behind the mountain. Don't go there, instead, Homing Attack at your left. Quickly touch the button and grab on the rocket. Then continue as usual to Red Hot Skull section.

At the part where there are two flaming enemies, destroy them. Look at your left and you'll find there is ground there. Spin Dash and quickly press jump to jump to that ground. After that part, attack the enemies and look at your left. Use the Light Speed Dash on the left side. Then, take the accelerator, go past the monkeys and spin dash through the hammers, fires and enemies. Grab the rocket and try to steer on top of the capsule.

SkyDeck -

At the beginning, Homing Attack to the right while still holding on the red, circular thing (beware not to fall off). Then, spin past the cannons and continue until the second savepoint.

See at your right side and you'll see there's a row of enemies. Homing Attack them until you reach at a ledge. Try and jump at the moving thing on top to reach another ledge. Destroy the item box and Homing Attack to the top-right at the road. Continue to the right to the next section.

Just take the accelerator and spin to the left and continue all the way until the next savepoint. Get past there and quickly destroy the cannon. Then, continue this place until you get the spinning thing on top. Head right and jump at the moving tram. Go to the 'up' sign road and quickly run to the top to reach the ladder and the savepoint. Then, Spin Dash to the end.

Lost World -

Here, spin quickly while avoiding the enemies and obstacles. If you spin at the right speed, you should be able to jump over to the first savepoint. Then, Spin Dash to the left and jump on the switch to raise the water level. Jump on the snake head and wait and jump to the first switch.

As quickly as you can, jump on the water level switch and jump onto the snake's body. Quickly go to the snake's head, jump onto switches, jump onto the snake's body and SPIN to the ledge with the last door switch.

Wait until the snake arrive and continue to next section. There, continue as usual while directing the mirror to the next mirror. There are two mirrors here which don't need to be used.

Then, continue to the end.

Final Egg -

All you need here is speed too and also try and jump as far as you can. At the part where the pink creatures crowding you, DON'T use Homing Attack. Just jump as far as you can.

At the long fall, steer yourself right a bit to land on a ledge. Then, continue as usual. At the end, where four enemies await you, Homing Attack them quickly. Then, use the Light Speed Dash to the end.

[11.4] Tails' Action Stages

Windy Valley -

Tails' action stages can be easy, even Speed Highway! Okay, at the beginning, fly to the left and try to continue flying until you reach the next road. Then continue until you find some green boosters. This will allow you to fly faster.

Casinopolis -

This sewers can be a little different than Sonic's. There are no shortcuts here. Just continue as normal while trying to outrun Sonic.

IceCap -

The only thing I can say is to jump at the yellow slanting, upwards thing.

SkyDeck -

At the beginning, quickly fly to the normal route. Then, fly to the ledge on top of the road. Then, quickly fly across the spinning red thing. Also, if you look carefully for a speed boosters, you can reach the end faster than Sonic. At the numbered red rotating thing with numbers, try to fly across to the next route. It's easy.

Speed Highway -

At the beginning, fly to the right side to reach a road. There, take the green boosters and continue to do this until you reach the end. There's one part where you need to take the rocket before the place where there are lots of green boosters and ledges. Instead, fly across to the next road and continue until the savepoint. Then, fly by using the green boosters. That's all I can say.

[11.5] Knuckles' Action Stages

Speed Highway -

You think it's impossible to get the emeralds under 1 minute, right? One trick to do this is to find an emerald shard. Don't worry about the time yet. Once you found one, don't touch it but restart the level. Then, quickly go to the emerald shards' location and continue to do this.

Casinopolis -

It's the same as above.

Red Mountain -

It's the same as above.

Lost World -

It's the same as above.

SkyDeck -

This time, it will be a little different. Instead of under 1 minute, you must get them under 2 minutes. Try and find them quickly. Most of them is behind a door so turn the lever at the beginning. My fastest time here is around 48 seconds. This is no joke. It's real!

[11.6] Amy's Action Stages

Twinkle Park -

Anyway, jump and run to touch the buttons. Hammer Jump over the exploding barrels. After touching the third switch, quickly Hammer Jump at the Speed Shoes item box. Go to the way you come here and head straight to the castle.

In the Mirror Rooms, rotate the camera by pressing L and R buttons to see properly. Quickly avoid enemies. Once you reach outside, I suggest that you must have take 1 minute and 30 seconds and below. Then, grab on the balloon.

Hot Shelter -

All you need is speed. Ignore ZERO and put the coloured blocks at the right place quickly.

Final Egg -

Just continue as usual and as I said earlier, all you need is speed. At the place where you need to guess which doors to go, go through the savepoint and find which doors is the right one. Then, restart and go to the right door straight away.

[11.7] Big's Action Stages

Twinkle Park -

This is the hardest of all Big's Emblem A. Try to fish for the biggest robotic fish. This may take a LONG time to get the right fish. If there are no robotic fish (looks like a piranha with sharp teeth), that means you haven't get all the Lure powerups so find for them (<7> Guide for Big's Adventure <7> or [10.2] Upgrade Items).

If you get ALL the Lure powerups but there are still no robotic fish, go in and out of the pool until you see it. The robotic fish and other fishes appear randomly, just the same as other action stages.

Below is what JWL sent in about a trick:

'There is a trick for getting the A emblem with Big in Twinkle Park. You can see how Big the fish are before trying to catch them. Have Big swim around in the pool near a metal fish. Have him swim toward the screen and away from the screen, until he gets to a point where if he swims away from the screen, the fish will be in front of him, and if he swims toward the screen, the fish will be behind him.

Then, just take a look at the metal fish. If the fish is smaller than Big's stomach, it's not very heavy. If the fish is as big as Big's stomach or even larger, it's probably 2000+ grams'.

IceCap -

Try and find a shark-fish and fish for it. It's likely to be over 2000g.

Emerald Coast -

Try to fish the bigger and larger fish. Also, if you spot a shark, fish for it!

Hot Shelter -

It's the same as above. Just try to fish for a shark. If it's not over 2000g,

try again.

[11.8] E-102's Action Stages

Final Egg -

This place is easy. Just target the dolls and shoot.

Emerald Coast -

Quickly target as many enemies as you can while avoiding their attacks.

Windy Valley -

Target that long, caterpillar-like enemy that can make himself as many as 10 enemies! This is one of the easiest place to get Emblem A.

Red Mountain -

Try and find enemies here by targeting and shooting. If you can't target an enemy, jumping should help.

Hot Shelter -

Just be quick and don't waste your time finding enemies. Enemies can be found on your way. Also, at the long fall, hover by pressing the A button and target as many enemies as you can.

[11.9] The Mini-Games

The Mini-Games can be replayed by all characters by going to Trial.

Sky Chase Act I -

This is for Sonic & Tails only. To beat 8000 points, you need to target enemies quickly. You may need to remember when the enemies will come out.

Sky Chase Act II -

There are many enemies here to target so this mini-game may be a bit easy.

Sand Hill -

At last, I have get through this place with over 10000 points with Tails. Tails' Sand Hill part is a bit easier (that's what I think). You need VERY good skill of playing and controls here. Try to memorize the way you go. I go this way. At the beginning, continue, straight past the yellow, upwards thing and then start heading left until the end.

Try not to go to the accelerator, you will go too fast until you can't control. Also, always be alert so you can avoid obstacles immediately.

If you get over x33, you have succeeded! Don't waste your time too much to get the maximum time points, 5000.

Twinkle Circuit -

You can use any characters to complete this. For the first Emblem, you need to beat the course. For the second Emblem, you need to beat your record time.

Hedgehog Hammer -

This is only for Amy. To get the Emblems, you need to replay Trial instead by using Adventure. For the first Emblem, you need to beat 2000 points. For the second Emblem, you need to beat your record points.

=====
<12> T h e A - L i f e <12>
=====

To understand about the A-Life, I have brought you this section. Also, some of this parts are copied from Mike White's A-Life FAQ but are arranged differently. Some parts are altered a bit.

[12.1] What is an A-Life?

An A-Life (or known as Chao in Sonic Adventure) is a virtual pet-like creature which can be downloaded to the memory card and can be take care in the game. More things about A-Life are written below.

[12.2] Where to find the A-Life?

A-Life can be found in the Chao Gardens. To hatch the eggs, hold down the Y button to carry the egg. While holding Y, move the analog pad to shake the egg. Put it down and it should hatch.

You can also throw the egg to hatch but this can affect the A-Life like getting an evil-grinning A-Life or it can be happy too!

[12.3] Location of the Chao Gardens

Station Square -

Go to the hotel in Station Square and go in the elevator at the left side.

Mystic Ruins -

It is located below the ledge where you get the Emblem. To be more specific, from the train go down and head towards the stairs. Instead of going up the stairs, head to the left side. At the left side will be a cave, take the mine cart.

Egg Carrier -

Inside the Egg Carrier. It is near the yellow pod. Press the button to spell Eggman's name. This should open the door. Then, enter it and jump onto the teleporter.

Remember, a Chao Garden can only hold 8 A-Life.

[12.3A] Putting A-Life in VMS

To put your A-Life into your VMS, go to a Chao Garden and look around for a machine with a VMS model on top of it.

Press the red button on the machine to 'activate' it. A menu should appear and then, select your memory card.

If this is the first time you put your A-Life in the VMS, the process will take longer than usual so please be patient.

[12.4] A-Life's Actions

Inside the Chao Garden, your A-Life may have different actions. Try to react according different actions that the A-Life shows you.

An A-Life with its eyes wide open is not especially happy or sad. It's just content.

If an A-Life has X's in its eyes, it is very upset. Comfort this poor creature by feeding it coconuts.

An A-Life with a thin horizontal line across its eyes is very happy, actually. Good job!

When an A-Life has its eyes half-closed and yawned, it is tired. Feed it coconuts to try and get it to sleep and regain energy. Tired A-Life tend to fall asleep more often during races. (Note some breeds of A-Life seem to be this way permanently) Also, after sleeping, the A-Life will yawn then do whatever it will do next.

An A-Life with a dot over its head isn't thinking anything in particular.

An A-Life with a question mark over its head is trying to decide how to act or react next. Just watch and wait till it decides.

If an A-Life has an exclamation mark over its head, it's been surprised by something. It may react very positively, or very negatively to this, or sometimes not at all.

If you see a heart over your A-Life's head, then it's quite happy with your most recent action. If you see it with a heart over its head for no apparent reason, it's very happy with you.

An A-Life with a funnel-like swirl over its head is very disgruntled about something. Perhaps you just walloped it over the head with Amy's mallet. I'd suggest a heaping helping of coconuts.

[12.5] Animals

Different animals that you give to an A-Life give different abilities and different look. Here's how you can know. To know which coloured system is your Chao, look at the background colour when you rescued an animal.

Yellow system -

Yellow system animals will affect an A-Life's swimming ability.

Give 4 sea otters to plus 2 the swimming ability.

Give 3 penguins to plus 1 to the swimming ability.

Give 3 seals to plus 1 to the swimming ability.

Purple system-

The purple system's animals will affect an A-Life's flying ability.

Give 4 swallows to plus 2 to the flying ability.
Give 2 parrots to plus 1 to the flying ability.
Give 2 peacocks to plus 1 to the flying ability.

Green system -

Green system's animals will affect an A-Life's running ability.

Give 4 dears to plus 2 to the running ability.
Give 2 rabbits to plus 1 to the running ability.
Give 2 kangaroos to plus 1 to the running ability.

Red system -

The red system's animals will affect an A-Life's power ability.

Give 4 gorillas to plus 2 to the power ability.
Give 3 lions to plus 1 to the power ability.
Give maybe 3 elephants to plus 1 to the power ability.

Blue system -

The blue system will affect an A-Life's ability randomly.

Give a few koalas to plus 10 to any abilities.
Give a few moles to plus 10 to any abilities.
Give a few skunks to plus 10 to any abilities.

[12.5A] Location and Actions of Animals

In order to find them, below is the location of different animals. Also, the actions that the animals will give to an A-Life are written too.

Yellow system -

The sea otter can be found in the Emerald Coast, IceCap and Hot Shelter. This animal can make an A-Life do a backstroke.

The penguin can be found in Emerald Coast, IceCap, Hot Shelter and Lost World. This animal can make an A-Life do the skating action.

The seal can be found in Emerald Coast, IceCap, Hot Shelter and Windy Valley. This animal can make an A-Life dance.

Purple system -

The swallow can be found in Windy Valley, Casinopolis, SkyDeck and Speed Highway. It can make an A-Life dances in circles.

The parrot can be found in Windy Valley, Casinopolis, SkyDeck and Red Mountain. This bird can make an A-Life sings.

The peacock can be found in Windy Valley, Casinopolis and SkyDeck. It can make an A-Life lying on one side.

Green system -

The deer can be found in Twinkle Park, Speed Highway, Final Egg and Hot Shelter. The action for this animal is to bow.

The rabbit can be found in Twinkle Park, Speed Highway, Final Egg, Emerald Coast and Casinopolis. This animal can make an A-Life do somersaults.

The kangaroo can be found in Twinkle Park, Speed Highway and Final Egg. It can make an A-Life do shadow boxing.

Red system -

Gorillas can be found in Red Mountain, Lost World, IceCap and Final Egg. They can make an A-Life beats a drum.

The lion can be found in Red Mountain, Lost World and SkyDeck. It can make an A-Life washes its own face.

The elephant can be found in Red Mountain, Lost World and Twinkle Park. The action for this animal is acting like a sumo player.

Blue system -

The koala can be found in the Emerald Coast, Casinopolis, Twinkle Park and Speed Highway. It can make an A-Life play a trumpet.

The mole can be found in the Windy Valley, IceCap, Red Mountain, Lost World and Final Egg. It can make an A-Life plays with a shovel.

The skunk can be found in the SkyDeck and Hot Shelter. It can make an A-Life draws certain characters on the ground. It depends whether who treated it the best and will draw that character.

[12.5B] Effected Appearance

The animals that you give can also effect your A-Life's appearance. Below is a list of the animals.

Yellow System

Penguin - Hands and legs become fins and eyebrows grow.

Seal - Fin-tail appears.

Sea Otter - A bit brown colour on hands and legs.

Purple System

Parrot - Tail and wings become red in colour while the red thing grows on the head.

Peacock - Green, peacock tail grows while the green thing grows on the head.

Swallow - Tail and wings become blue in colour.

Green System

Deer - Horns and hooves grows.

Kangaroo - Grows green hair and long tail.

Rabbit - Grows rabbit ears and legs.

Red System

Elephant - Hands and legs become bigger and elephant ears grow.

Gorilla - Become purple, long nails and grows gorilla's ears.

Lion - Grows a lion's mane, nails and ears.

Blue System

Koala - Grows nails and white hair.

Mole - Grows nails and pink tail.

Skunk - Grows skunk tail and has black and white fur.

[12.6] Special coloured A-Life

A special coloured A-Life can be obtained if you combine the normal, blue A-Life with certain animals. If you combine them with a special coloured A-Life (gold, silver or black), they will produce the A-Life that it should be with its original colour. Below will show how to get a special coloured A-Life.

Alien -

To look like an alien, give an A-Life a lot of yellow system animals. It should have long head. Also, it is yellow and green mixed together.

NiGHTS-

To look like him, give an A-Life a lot of purple system animals. It should look like an A-Life with purple in colour.

Sonic -

To get an A-Life to look like him, give a lot of green system animals until it evolved. The A-Life should be dark blue in colour and have spikes behind.

Dragon -

To look like a dragon, give a lot of red system animals. He should be bright red and have spikes behind him.

If you give a lot of blue system animals, it would turn randomly to one of the above.

[12.7] Special coloured eggs

To get a special coloured egg, try and find in the Adventure Fields.

Gold Egg -

At Station Square, head to the shop where Sonic comes out after getting the Light Speed Shoes located near the City Hall. It should have a gold egg. Go to the place where Sonic fought Chaos0. There should be a rock with the shape of an egg. Take it to that shop.

Put it down. Take the gold egg and put it down. Now take the stone-egg and put it at the pedestal there. This should open the door. Then, take the gold egg to the Chao Garden.

Silver Egg -

In the Mystic Ruins, head to the waterfall. There should be a rock-button somewhere. Press it and wait the egg to fall on the water. Wait it reaches the ground then take it.

Black Egg -

Play as Amy, Big or E-102. Go to the cell area in the Egg Carrier. The second cell should be a black egg. Jump on the button to open the cell. Then, take it.

Take note that the eggs will appear again at the same place after playing Sonic Adventure for a long time.

[12.8] Chao Adventure

If you put your A-Life in the memory card, select the second options by pressing mode. Wait the word 'SEGA' goes off then the title Chao Adventure should be shown. Press A and B button together.

The A-Life will walk by its own until it beeps. If it has a message question, it would beep and the letter-shaped icon should appear. To read faster, hold on the A button.

If your A-Life beeps and a '!?' appear on the screen, it's battle time. Try and press A at the white dot to hit the enemy. If you press on the black dot, your hit will miss. An extra white dot will appear every 200 power you have. If you win, you can get an item.

To go to menu, press A. To exit the menu press B.

[12.8A] Understanding the game

To understand the game, I will list out each options in detail.

Status -

Press A at the Status to see an A-Life's status. The first one is the name of an A-Life. The second is his mood while the third is his HP. The HP can be gained during Chao Race and take care of it in the Chao Garden.

Press A again to see the A-Life's status, Swim, Fly, Run and Power.

Items -

Items can be obtained in the treasure chest, winning a battle and playing a game. Different food give different effects. The maximum food you can store is eight.

Below is the list of items you can get in a treasure chest and non-perfect in the game. These items can only heal 2 HP.

```
/-----\ /-----\ /-----\  
| Lemon - Swimming +4 | Grape - Running +4 | Plum - Fly +4 |  
\_____/\_____/\_____/
```

```
/-----\  
| Cherry - Power +4 |  
\_____/
```

Below is a list of items you can get in treasure chest and perfects in the game.

LifeNut -

This nut is to heal all of your A-Life's HP. Keep it for future.

StarNut -

Increases punching strength during a battle. Only last for a stage.

HastNut -

Increases speed of walking, swimming, climbing or flying in a stage. It last until the end of the Chao Adventure. Also, the name should be HasteNut only because there is no space to add 'e'.

ChaoNut -

Behold the ultimate nut, the ChaoNut! This nut can heal all of your A-Life's HP and increase all status by +4.

Also, when you take out your A-Life from the VMS, the food that you keep in store will come out.

Game -

This is the concentration game. You'll only have three chances to miss a guess. If you did not get a single mistake, you can a special nut. The others are normal which increases an A-Life ability.

Mating -

Take out the cover on top of the VMS and select this option. When it writes 'Please Connect', connect with another VMS.

The VMS will put a message 'Keep Connect' and hearts will appear on the screen. You'll then see both the A-Life in your screen and an egg appear. Look at the Status screen to see the egg! Mating will mix the A-Life a bit.

Battle -

Take out the cover on top of the VMS and select this option. When it writes 'Please Connect', connect with the other VMS.

Remember, the other person's VMS must have the word 'Please Connect' before connecting. If not, your VMS will freeze. So, before battling, 'save' first by selecting the Clock mode and then press the A button. Then, press the Mode button to select the game back.

After connecting, 'Do Not Disconnect' screen appear. When it says 'Please disconnect', disconnect and fight.

The other person' A-Life seems to depend on its status. The more HP it has, the longer you need to fight with him. The more power it has, the more chances it has to hit you.

Owner -

The owner's information. When you press A, a list of personal information will show up.

The first one is [Name], meaning name of the owner.

[D.O.B.] is your date of birth.

[Tel] is your telephone number.

[U Like] is what you like.

[Secret] is your secret.

[Time] is the fastest time your A-Life can go through all stages in Chao Adventure. The name of that particular A-Life will appear here.

Friend -

A friend's information. Press A at your friend's name to see his or her personal information. Obtained when battling or mating. This is the same as the above except that the personal information is your friend's.

But, if you did not tell your A-Life your name, your A-Life will not get your friend's information and will start asking questions about your friend's

information. Unfortunately, I can't get that to happen.

Map -

The first one is the name of the place you're in. The meter shows how far you are. The further you are, the longer the black colour will fill. Below the meter is how far your A-Life have walked. Press A again to find a map. Below the map is when you can meet certain characters.

When you meet that characters, they will give you something to enhance your abilities though there are no fruits or nuts in your Items store.

When you meet Sonic, your A-Life will be added 10 to his running ability. When your A-Life meets Tails, he will be given 10 to his flying ability.

When he meets Knuckles, your A-Life will be given 10 to his power ability. Meeting Amy will heal your HP. When you meet Big, you'll be added 10 to your A-Life's swimming ability. Lastly, meeting E-102 will make your A-Life 'Hasted'.

This clears up the puzzle that I had before. Your A-Life will turn away when he meets a character because your items store is full. Have fun!

```
|Tower      |
|(Climb)   | \
|-----| \ _____
  \E102/   \|City    |
           /|(Fly)   | \
|Oasis     | / |-----| \ _____
|(Swim)    | < _____ \|Ocean  |
|-----| \ _____ /|(Swim) | \ <---
           \|Desert  | / |-----| \ _____
           /|(Walk) | <  \Big/   \|Beach  |
|Shrine    | / |-----| \ _____ /|(Walk) | \   START
|(Walk)    | < _____ \|Cliff  | / |-----| \ _____
|-----| \ _____ /|(Climb) | < _____ \|Field  |
  \Knuckles/ \|Tree   | / |-----| \ _____ /|(Walk) |
           /|(Climb) | <  \Tails/  \|Woods  | / |-----|
|River     | / |-----| \ _____ /|(Walk) | /
|(Swim)    | < _____ \|Waste  | / |-----|   START
|-----| \ _____ /|(Fly)   | /
           \|Jungle  | / |-----|   <---
           /|(Walk) | /  \Sonic/
|Cave      | / |-----|
|(Fly)     | /
|-----|
  \Amy/
```

Setting -

Press A to find the first option, Sound. This allows you to on and off the sound.

The second option is Data. It allows you to give other people your information or not during battling or mating.

The third option is Rewrite. Press A and you'll find more options. Name is to change the owner's name. Gender is to select a gender. I don't know what's the Color is for. I think it's to select an A-Life's colour.

D.O.B is to select your date of birth in this order Month/Day/Year. Tel is to

put down your telephone number. U Like is to write down what you like. Secret is your secret.

Press B to go back to the menu. The last option is Name to select an A-Life's name.

[12.9] Chao Race

To race, go to the Station Square Chao Garden. Enter the automatic doors to the Chao Race.

Jump on the Entry button and a menu will show up. The Chao Race (Jewel) is the most important to get Emblems. The Chao Race (Beginner) is to practice while the Multi-Entry is to put more than 1 A-Life in a race.

In the Chao race, use the D-pad and move left and right to select which A-Life you want to watch. You can cheer your Chao by pressing the A,B,X and Y button.

If your A-Life have stars over him, press the A button to give him a boost of speed. Don't press this for the other A-Life.

If your A-Life always loses in the race, try play with your A-Life until its status is over 400.

If your A-Life has 999 in all his status, it is the God-Chao (well, a nickname). It will be the fastest of all A-Life.

[12.10] Evolving, Mating & HP

Once you take care of your A-Life long enough or give him a lot of animals, he'll then evolve by transforming into a transparent egg. After evolving, then flowers will grow around him and that's the time to mate.

To mate, carry another A-Life near that ready-to-mate A-Life to get an egg if you are lucky. Hatch it and you'll find that your new A-Life has the mixed characteristics as its parents.

After mating, you may want the A-Life to mate again. To mate quickly, make sure you have a LifeNut in your VMS. Take your A-Life out so that the red nut will come out. Feed it to the A-Life and that should do it. Also, the A-Life won't mate if there are already 8 A-Life in that Chao Garden.

If your A-Life sleeps, carry it and put it down and it should be ready to mate.

Also, your evolved A-Life may turn into an egg. If you hatch it, it may die. To make it alive, choose Sonic, Tails, Knuckles or Amy (because they are easy to take care of the A-Life). Then, before hatching any egg, carry any nut, fruit or coconut to that particular egg.

Put it down. Press Y and move the directional button to hatch the egg. Then, QUICKLY take the coconut and go near that dying A-Life. That should do the trick. Be warned that your A-Life will die naturally after a while if you treat him badly.

If you found that your hatched A-Life dies and wanted to reset again, take out

your VMS from the controller and then press the Power button on the Dreamcast or press A, B, X, Y and Start button together.

HP (or Hit Points) can be obtained during your presence in the Chao Garden. You can also get HP by taking care of it long enough in the Chao Garden, racing and feeding it coconuts. It also seems to me that feeding a coconut will raise its' HP by one.

[12.11] Unexplained phenomenon

There is many unexplained things in the Chao Adventure. Whoever can explain this will be credited. I also will appreciate any people who wish to send in more unexplained phenomenon for the Chao Adventure. Also, please make it in detail.

My brother and I went to battle. I won in the battle while he is still battling. His A-Life's HP is 0 in the battle when suddenly his HP is full with some additional HP that normally we didn't get!

After the battle, we check and found out that his HP is G6/38. He gave his A-Life some fruit and his A-Life returns to normal, 38/38. Strange, isn't it?

I have also encountered it twice. The status is not G6 this time and I figured out that when this strange thing happened, the first digit should be a letter and the second should be a number.

I keep on press right when battling with my brother. Do you think it's because of it?

Any opinions? Please e-mail to me at saigoheiki@gmail.com

[12.12] A-Life Special Present

Whenever you're playing with your A-Life on a special day (Christmas and etc.) on the beginning (after that Chao Adventure logo and pressing the A and B buttons), your A-Life will give you a message like Merry Christmas and will give you a present (StarNut, HastNut, Lemon, etc.)

This is good as you can get a 'free' present from your A-Life whenever you play on that special day.

[12.13] Hide & Seek

If you put your A-Life in the Mystic Ruins Chao Garden, your A-Life may hide away from you. It may hide behind the rocks, inside the water, on top of the rock or even INSIDE the rock!

If you can't find your A-Life, the only solution is to exit from the Chao Garden and re-enter again.

[12.14] Reborn Phenomenon

When you had taken good care of your A-Life, never hurt it before (well, hurt it a little can be acceptable), never made it cry and etc. will allow it to reborn. When reborn, it will reborn into an egg where you need to hatch it.

Before you hatch it, get ready a coconut or any fruit. Hatch it and quickly give it the fruit so that it won't die. This will allow your A-Life to live a second life. But, if you treat your A-Life badly, it will die without reborn.

The A-Life that reborn will have the same features, the jewel that is won from a race except that it will have reduced status. Its' status will be lesser and HP will be lower too.

If you want your A-Life to reborn faster, take out a few LifeNuts from the VMS and give one to it. Bring the other A-Life and mate them together. Continue to do this until he was reborn.

[12.15] Second Evolution

There are lots of rumours out on the Internet saying that there is the second evolution. I had tried it myself and found out that it's half true.

Second evolution doesn't mean it will evolve into the transparent egg. It will just have different features which some of them look really cool! To make this second evolution work, your A-Life must evolved once. Also, you need to give your A-Life more than 50 animals to make him look like that particular Chao you want.

Note: You need to get certain coloured A-Life first. Example: Get an Alien Chao for the first evolution then give other system animals to change to a unique A-Life. If it doesn't produce the A-Life you want, give the original animals.

[12.15A] Yellow System

Make sure you get an Alien Chao first (refer to section [12.6 Special coloured A-Life], then only you mix with other animals.

Advanced Alien Chao-

Give more yellow system animals and it will have longer head ever!

Sharp Alien Chao -

Give your A-Life more purple system animals and it will have a very sharp and pointy head. Plus, the colours will get a bit mixed up.

Tailed Alien Chao -

Give your A-Life a mixture of green system animals. Actually, it doesn't really had a tail. Its' head has just gone flat down on the ground. So, the colour will be a bit greener as you will expect.

Great Alien Chao -

Giving your A-Life red system animals will make him a bit bigger in appearance. He will be in the same colour of the green and yellow mixed together.

[12.15B] Purple System

Remember, get the NiGHTS Chao first!

Great NiGHTS Chao -

Give yellow system animals and your A-Life will turn pink with the ears bigger than ever.

Advanced NiGHTS Chao -

Give more purple system animals to get this special A-Life! It's looks more to NiGHTS than the first evolution, with the two longer 'ears'.

Pink NiGHTS Chao -

Give green system animals and your A-Life will turn pink too! The two ears will be a bit curly.

Red NiGHTS Chao -

Lots of red system animals will turn your A-Life red! The ears will curl a bit, too.

[12.15C] Green System

Great Sonic Chao -

Give your Sonic Chao yellow system animals and it will turn light blue and a bit big and fat.

Advanced Sonic Chao -

This time, it looks more like Sonic with more dark, blue spikes. Just give him more green system animals and that should do it.

Super Sonic Chao -

Give purple system animals and your Sonic Chao will have straight spikes. It's better if you get a gold, Sonic Chao though so it will look more like Super Sonic.

Purple Sonic Chao -

Mix your Sonic Chao with red system animals. This will make your Sonic Chao become purple!

[12.15D] Red System

Great Dragon Chao -

Give your Chao more yellow system animals and it will have a longer head. The colour will be bright red, too.

Sharp Dragon Chao -

Give more purple system animals and it will have bright red colour and a sharp, pointy head.

Mini Dragon Chao -

Give lots of green system animals to turn your Dragon Chao a bit smaller with the not-so red colour.

Advanced Dragon Chao -

Give more red system animals and its colour will be bright red in no time!

[12.16] Light Chao

To get this super and ultimate A-Life, you need lots of free time and patience. There are few ways of getting this special A-Life so I'll try to list as many as possible.

The first way:

Get any new-born A-Life, whether it's a normal blue, gold, silver or black. Then, take care of it in the GARDEN, if possible. Make sure you don't give it any animals.

You can also play with it in your VMS and get lots of LifeNuts when the fruits come out in the game. If you don't mind having lots of A-Life, then give the LifeNuts the A-Life whom you want to be Light Chao. Once the flowers bloom around him, bring the other A-Life and put them together. Do this a few times. This way, you can make him reborn faster.

Then, you can feed it too. Just take care of it normally. Also, give it more coconuts to make your A-Life evolve quickly.

Once it evolves, take care of it until it reborns into an egg. Then, get ready a fruit or coconut near it. Hatch the egg and quickly take the particular fruit and feed it IMMEDIATELY or it will die.

Then, take care of it until it evolves, then reborn again. Once you hatch the egg, quickly go out from the Chao Garden. You need to give it every 15 animals before it evolves, one animal each.

You need to give it one penguin, sea otter, seal, parrot, peacock, sparrow, deer, kangaroo, rabbit, elephant, gorilla and lion. Refer back at [12.5A] Location and Actions of Animals to make sure. Also, write a list which animals you had given to make sure you made no mistake. Use Sonic and Knuckles to get all of the animals.

Give all of them quickly and don't waste any minutes. If you haven't give all the animals and it had evolves, the whole process will fail. Once you give all the animals, give it a lot of coconuts to make it evolves. When it is evolving, sparkle of light will come our from its body. It will be white in colour with a ball of light on top of its head with two strange eyes. Congratulations! You've got it!

Okay. The second way:

It's a bit strange and my younger brother has found it. Just get an A-Life and take care of it as normal and you CAN give it animals until it reborn to its third life (see above).

Then, just give it all the 15 animals and give it a few coconuts and it should reborn in no time and get a Light Chao.

Why I consider it strange is because you can give it animals while the first way can't. This way is correct, just as the above one.

When you put your Light Chao in your VMS, his face will be funny looking. Also, for the American version, the Light Chao will not be displayed properly. All you need to do is to set the VMS language to Japanese.

This special Light Chao will not trip and fall, distracted by birds, play with ball while in the Chao Adventure. Totally cool! Even when you give him a LazyNut, it won't effect him! Neat feature!

Unfortunately, you can't mate him already in the Chao Garden, even when you give him lots of LifeNuts. The only way is to mate by using a VMS.

Also, your A-Life will not have those emotions icons such as question mark, heart, swirling and etc. You'll know the A-Life's actions by seeing it do something or hearing the sounds it produced on certain emotions.

=====
<13> S e c r e t s a n d T r i c k s <13>
=====

There are many secrets and tricks in store. Below listed is how to do or find them.

[13.1] Twinkle Circuit Pass Card

After completing all the 6 characters' adventure, choose any character who can't enter Twinkle Park by finding a Twinkle Circuit Pass Card. It is located at the left-hand side of the entrance to the Speed Highway. It's on a grass.

[13.2] Twinkle Circuit Tricks

Press the down or up button on the D-pad while playing Twinkle Circuit to change to several views.

Press A at the same time it says 'GO!' to get a boost of speed.

[13.3] Pictures in GD

If you put your Sonic Adventure Gigabyte-Disc inside the PC's CD drive, you can access the folder 'extras' which have pictures of Sonic Adventure.

[13.4] Snowboard Color

In the IceCap level for Sonic, before going to the Snowboard section in the cave, press the B button to get a yellow snowboard and press the X button to get a blue snowboard.

[13.5] Playing as Tails

While playing as Sonic, you'll see that Tails will follow you in most action stages. If you have a second controller, plug in and you can control as Tails!

[13.6] Pause

To see the whole screen without the menu while pausing, press X and Y button together in the Pause menu.

[13.7] Light Speed Attack Trick

If you go to main menu, go to trial, select Mini-Game, choose Sonic and replay the bosses. Make sure Sonic can use the Light Speed Attack.

For Chaos 0, attack him with Homing Attack. Then, quickly charge up the Light Speed Attack and use this at him. Sonic will continue attack him until he is defeated. This looks cool ;)

For Chaos 6, attack the Freeze Bombs and throw it at him to freeze him. Then, go a distance from him and charge the Light Speed Attack. Go near him and attack him. This will hit him two or three times. Also, for Knuckles, you can use the same technique too except that you must use the Maximum Heat Knuckles Attack.

Beware that this trick MAY lose your rings.

Also, this trick works for Egg Hornet too. Whenever he power downs his machine, use Light Speed Attack near him and he will be hit 2 or 3 times.

[13.8] The Mysterious Ring

Well, not really so mysterious. Head to the Egg Carrier Chao Garden and go to the rocket-like thing. Go to the left of it on ground level. Head left two times. It means go left over the chairs and tables two times.

Now, go as forward as possible and if you succeed, you shall see the one ring ahead. It's really impossible to reach it. It maybe a 'ring error' by Sonic Team or they purposely put it there. Who knows?

Also, if you try to fish for the ring using Big, you can get several item boxes. Cool, huh?

[13.9] Tails in Speed Highway

To get Tails to Goin' Down and At Dawn section, follow the instructions. You'll need the Jet Anklet to make it easier. Get Tails to the place where the helicopter should be in Sonic's Adventure.

The camera will automatically adjust to the left. Fly towards the green booster. Go past the save-point and you'll see a curved road ahead of you. If you can't see it, use your camera by tapping the D-pad. Now, you need to land there. So, land on the ground on your left.

The important part. Now, don't head to the green booster. Instead, fly left a bit of the green booster and steer carefully on the road. There will be the accelerators.

Go through them and Tails will fly up high. Once he's about to fall, quickly press A to fly and head to the right side. You'll see a building with 2 signs. Go THROUGH it and you'll see a white, rectangular box. Land on top of it and you'll find yourself on the ground. Explore enough and you'll go through Goin' Down section.

This time, you'll see the bar still there with the annoying Eggman talking. To make the bar 'disappear', just restart the level. You will start again from the Goin' Down section. Tails will reach the down part a bit slower than Sonic since he is falling, not running down the building. Once you reach the ground, enter the At Dawn section.

The camera maybe confusing a bit but can be done right by moving around. You can use Tails to explore the whole area! Take your time. If you jump on the capsule at the end of the level, Eggman will win. Then, you'll start again from the beginning of At Dawn, but fall to death endlessly.

[13.10] Tails Flying Through Darkness

This bug can be activated by using Tails. Make sure he has the Jet Anklet. Go to the Mystic Ruins Chao Garden. Look outside of it and fly quickly over the blue seas.

Tails will eventually fall but he will fall through darkness. You can't even see him and he won't even lose a life. To deactivate this bug, you'll have to quit from the Chao Garden.

[13.11] Sonic in Casinopolis

You can get to the top level with Sonic but it will be a bit difficult. Thanks to Steve for the info. If you can do it, please tell me for I haven't done it yet.

Try and get to the middle (where the Sonic statue is while playing as Kunckles). An easy way to do it is to jump on top of the info thing and charge up your Light Speed Dash. Jump a bit and use it in front and you'll be there.

Now's the hard part. Look around to see the red and blue coloured sign-board with the word Casino Polis and near the gold Chaos Emeralds. Try and jump on top of the left, red one. Go to the right side a bit near the Chaos Emerald and you'll see some ramp thing.

Charge up the Light Speed Dash. Do that right at the end of the ramp. You'll need to be flying straight forward, then do the Homing Attack. You should go through the fence and onto the top floor. There are many things to explore and Sonic can go through walls too!

[13.12] Amy in Casinopolis

This trick is a bug and you need the Japanese version (not International) to make it work.

Use Amy and carry the hamburger statue to the casino area. Put it at a correct distance. Then, use the Hammer Jump and jump on the statue and hit the button on top. That should open the doors. If you win the game, the game will freeze.

[13.13] Skipping Chao Adventure Level

I think this is some kind of glitch or bug because it doesn't work 100% all the time. You can skip a level in the Chao Adventure easily but be warned, it will not work all the time.

Start the Chao Adventure, start the first level until the end of it where your A-Life will ask where to go. Once you click on the level you want to go, quickly press the Mode button.

Press the button until you return to the card and spade icon. Your A-Life will be in the level you selected but is quickly at the end already. Continue to do this as long as you like.

[13.14] Tails Gone

Whenever you play as Sonic to collect animals, Tails will always run behind you and pick up any animals that you don't want.

All you need to do is to go to Twinkle Park. Just as the level is about to start, quit the level and head to an action stage that you want to go. Tails will not be there and you can give a sigh of relief.

[13.15] Tails in Emerald Coast

It's confirmed true but takes a lot of practise (since it's a bug). Try and fly through the closed fences (takes tries but worth it). The game will freeze itself when you reach Windy and Ripply.

Another way to get into Emerald Coast is to get Tails in the room where Sonic get his Crystal Ring. All you need to do is to hit the button and quickly fly inside. From there, fly as high as you can and try to ram through the wall. Land on the beach and you're in Emerald Coast in no time.

=====
<14> A d d i t i o n a l I n f o r m a t i o n <14>
=====

This section is created to put information that does not suit to in other sections. So, this part is some kind of miscellaneous section.

[14.1] Japanese and English versions

Although Sonic Adventure Japanese version and Sonic Adventure English version are the same game with different languages, they still have their own differences. Below is listed what is the differences.

1) If you FREQUENTLY play Sonic Adventure in English version, you'll notice that Sonic and some of the characters will open their mouths longer or have different minor actions in the Japanese version compared to the English version. Example, in Sonic's Adventure Japanese version, during Tails airplane is crashing down, you'll notice that Sonic opens his mouth longer. Of course, this minor acts are not really important but just in case, I'll write this down.

- 2) In Japanese version, the name of Mystic Ruins is Mystic Ruin (without the 's').
- 3) When Knuckles is about to dig, Knuckles will yell 'Orra, orra, orra!' during the Japanese version.
- 4) When a fish has eaten your lure, Big will yell 'Hita!' compared to the English version which has no voice at all.
- 5) Of course, all the voices in Japanese version is different, including the 'Welcome to Twinkle Park!' greeting and the train station announcements.
- 6) When you choose a character, there will be Japanese text under the text of the English text.

[14.2] What is Sonic Adventure: Limited Edition?

I have receive mails on this question and after some research, I will answer that. I can be wrong so if I'm wrong, please e-mail to me and I'll put that explanation here and you will be credited.

Sonic Adventure: Limited Edition was sent out by SEGA itself and it can only be found in Hollywood Video DC and rent it out.

Jtanner405@cs.com has e-mailed to me regarding this. "The Limited Edition is one month earlier then the REAL SA, so it's really the Japanese version translated. That means all the extra mouths (voices, I presume).

There are some changes between it and other Sonic Adventure versions but I'm not sure so please tell me if you know.

[14.3] About the word 'Chao'

So, how do you actually pronounce the word 'Chao'? You don't pronounce it like the letter 'Chaos' minus the 's' sound (as in 'kei-yous'). The right pronunciation is 'chow'.

Also, I've seen many people using the plural form of Chao as Chaos (as in 'chows'). This is definitely wrong, as you don't change or add anything for the plural form of it. So, for those who didn't know earlier, you'd better change and remember the correct pronunciations and such now...

=====
<15> R u m o u r s <15>
=====

I've heard dozens of rumours on the net, some may be real and some may be false. I will only put rumour that will likely work (I think). Anyway, please test them out and tell me whether it's true or false at saigoheiki@gmail.com . Thanks a lot!

[15.1] The Hamburger Statue

This statue really serves no purpose in the game and I don't think there any

use to it. Since this statue has no other uses, people has started to put up false info about it. One of them is below:

Set the statue somewhere IN the Hamburger Shop where it won't bounce up and down. Then, it will come to life and say something about the hamburger business.

This is plainly untrue as just setting it down in the shop will make it came to life. I've recieved confirmation mails and tried it myself. My conclusion: There is nothing to do with the hamburger statue.

=====
<16> H i g h S c o r e s <16>
=====

For this section, you can also send in your highest score for Sonic Adventure. If you can beat any of the scores here, send them to me at saigoheiki@gmail.com and you'll see your scores posted on this FAQ. Please include either your name or alias to be published, together with the name of the character's stages or mini-games. Final thing, make sure it's real, not a hoax. Let's compete!

Here's Sonic's Action Stages. Good luck on having the best score, best time and the most rings!

SONIC'S STAGES	BEST SCORE	Sender's Name	BEST TIME	Sender's Name	MOST RINGS	Sender's Name
Emerald Coast	7420	Clement Chan	01:35:16	Clement Chan	713	Clement Chan
Windy Valley	5450	Clement Chan	01:58:44	Perfect Chaos	313	Clement Chan
Casino-polis	28940	Clement Chan	04:25:91	Clement Chan	2890	Clement Chan
Ice Cap	4100	Perfect Chaos	02:31:48	Perfect Chaos	226	Clement Chan
Twinkle Parl	25270	Clement Chan	02:44:21	Perfect Chaos	2404	Clement Chan
Speed Highway	5430	Perfect Chaos	02:13:91	Clement Chan	474	Clement Chan
Red Mountain	5000	Perfect Chaos	02:41:03	Clement Chan	457	Perfect Chaos
SkyDeck	2880	Clement Chan	03:47:84	Clement Chan	196	Clement Chan
Lost World	4530	Perfect Chaos	03:43:21	Clement Chan	276	Clement Chan
Final Egg	5300	Clement Chan	04:05:35	Naffets12	505	Clement Chan

Tails' Action Stages are comparable easier than others. Once you have really

mastered the game, you don't actually have to pay attention on either Sonic or Eggman!

TAILS' STAGES	BEST SCORE	Sender's Name	BEST TIME	Sender's Name	MOST RINGS	Sender's Name
Windy Valley	5280	Clement Chan	00:24:94	Perfect Chaos	99	Master Zept
Casino-polis	5920	Perfect Chaos	00:49:73	Clement Chan	132	Clement Chan
Ice Cap	4560	Perfect Chaos	01:45:93	Perfect Chaos	70	Perfect Chaos
SkyDeck	5300	Clement Chan	00:57:81	Clement Chan	136	Clement Chan
Speed Highway	5050	Clement Chan	01:09:11	Perfect Chaos	103	Clement Chan

Knuckles' Action Stages depend mostly on luck, as well as your quick reflexes in this game. Once you're familiar with Knuckles, you can straightaway try and get your best scores.

KNUCKLES' STAGES	BEST SCORE	Sender's Name	BEST TIME	Sender's Name	MOST RINGS	Sender's Name
Speed Highway	5700	Perfect Chaos	00:18:09	smileygirl-170	142	Clement Chan
Casino-polis	5400	Perfect Chaos	00:20:84	smileygirl-170	76	Perfect Chaos
Red Mountain	5030	Perfect Chaos	00:18:64	smileygirl-170	79	Perfect Chaos
Lost World	5210	Clement Chan	00:20:53	Perfect Chaos	20	Clement Chan
SkyDeck	5040	Perfect Chaos	00:20:84	smileygirl-170	28	Perfect Chaos

Set out your way through Amy's Action Stages and you'll know why it really can be one of the hardest! Getting chased by the restless robot ZERO makes things worst.

AMY'S STAGES	BEST SCORE	Sender's Name	BEST TIME	Sender's Name	MOST RINGS	Sender's Name
Twinkle Park	4770	Clement Chan	01:37:19	Perfect Chaos	124	Clement Chan
Hot Shelter	2520	Clement Chan	04:54:76	Clement Chan	216	Clement Chan

Final	4290	Perfect	01:48:49	Perfect	155	Perfect
Egg		Chaos		Chaos		Chaos

It's fishing time! Big the Cat is here and you'll need to catch as many fish as you can as well as heavy as you can. Catch Froggy to end the level!

BIG'S STAGES	BEST SCORE	Sender's Name	BEST WEIGHT	Sender's Name	MOST RINGS	Sender's Name
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Twinkle Park	10010	Perfect Chaos	9400g	Perfect Chaos	70	Perfect Chaos
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Ice Cap	17820	Clement Chan	17580g	Clement Chan	190	Perfect Chaos
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Emerald Coast	13450	Perfect Chaos	12460g	Perfect Chaos	92	Perfect Chaos
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Hot Shelter	10783	Naffets12	7140g	Perfect Chaos	145	Perfect Chaos
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Instead of getting the fastest time, you should get the longest time for E-102! Turbo through the Action Stages and give your best shot!

E-102'S STAGES	BEST SCORE	Sender's Name	BEST TIME	Sender's Name	MOST RINGS	Sender's Name
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Final Egg	5440	Clement Chan	03:31:38	Clement Chan	120	Clement Chan
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Emerald Coast	6910	Clement Chan	03:25:64	Clement Chan	140	Clement Chan
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Windy Valley	6020	Perfect Chaos	08:00:21	Perfect Chaos	83	Perfect Chaos
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Red Mountain	6770	Clement Chan	03:39:93	Perfect Chaos	126	Perfect Chaos
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Hot Shelter	9600	Perfect Chaos	03:49:62	smileygirl- 170	268	Perfect Chaos
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Send in your score for the mini-games and try your luck on them!

SONIC'S MINI-GAMES	BEST SCORE	BEST TIME	Sender's Name
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Sky Chase Act 1	20050		Naffets12
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Sky Chase Act 2	22280		Clement Chan
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Ice Cap	9000		Perfect Chaos
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Sand Hill	14230		Perfect Chaos
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Twinkle Circuit		02:01:15	Perfect Chaos	
Boss		06:08:49	Clement Chan	

Tails' Mini-Games would be the same as Sonic's except that you'll get different scores for them and for the Sand Hill, you'll start at a different place!

TAILS' MINI-GAMES	BEST SCORE	BEST TIME	Sender's Name	
Sky Chase Act 1	9905		Clement Chan	
Sky Chase Act 2	26465		Clement Chan	
Ice Cap	9000		Perfect Chaos	
Sand Hill	10000		Perfect Chaos	
Twinkle Circuit		02:09:10	Clement Chan	
Boss		03:54:08	Clement Chan	

Knuckles has only two mini-games to tinker with. Enjoy them!

KNUCKLES' MINI-GAMES	BEST TIME	Sender's Name	
Twinkle Park	01:46:65	Perfect Chaos	
Boss	02:59:19	Clement Chan	

Whack this! *ouch* Take THAT! *wham* *bam*

AMY'S MINI-GAMES	BEST SCORE	BEST TIME	Sender's Name	
Hedgehog Hammer	9400		Clement Chan	
Twinkle Circuit		02:58:91	Perfect Chaos	
Boss		00:25:61	Clement Chan	

Big the Cat has nothing special really, except for two extremely simple mini-games.

BIG'S MINI-GAMES	BEST TIME	Sender's Name	
Twinkle Circuit	01:58:53	Perfect Chaos	
Boss	00:10:51	Clement Chan	

E-102 has nothing special either, same as Knuckles and Big the Cat.

E-102'S MINI-GAMES	BEST TIME	Sender's Name
Twinkle Circuit	02:17:50	Perfect Chaos
Boss	04:24:14	Perfect Chaos

You can also be proud of your Chao Race's time. Send them here too and include your Chao's name!

CHAO RACE	BEST TIME	A-Life's Name	Sender's Name
Pearl	00:07:41	Rigel	Clement Chan
Amethyst	00:52:20	Rigel	Clement Chan
Sapphire	00:54:55	Rigel	Clement Chan
Ruby	00:10:71	Rigel	Clement Chan
Emerald	01:53:85	Flash	Clement Chan

Activate your Chao Adventure mini-game, go to the menu, select Owner, scroll all the way down and see whether you can beat this time!

CHAO ADVENTURE	BEST TIME	A-Life's Name	Sender's Name
Chao Adventure	00:12:20	Flash	Clement Chan

<17> L y r i c s <17>

This section will list out all of Sonic Adventure's theme songs with lyrics in them.

[17.1] Open Your Heart (Opening Theme)

Thunder, rain and lightning
 Danger, water rising
 Clamour, sirens wailing
 It's such a bad sign

Shadows of dark creatures
 Steel clouds floating in the air
 People run for shelter
 What's gonna happen to us!?

All the steps we take, all the moves we make, all the pain at stake
 I see the chaos for everyone who are we what can we do
 You and I are same in the way that we have our own styles that we won't change
 Your's is filled with evil and mine's not there is no way I can lose

Can't hold on much longer - But I will never let go
I know it's a one way track - Tell me now how long this'll last
I'm not gonna think this way - Nor will I count on others
Close my eyes and feel it burn - Now I see what I've gotta do

OPEN YOUR HEART, IT'S GONNA BE ALLRIGHT

Ancient city blazing
Shadows keep attacking
Little children crying
Confusion, hopeless anger

I don't know what it can be but you drive me crazy
All your cunning tricks make me sick, you won't have it your own way

Can't hold on much longer - But I will never let go
I know it's a one way track - Tell me now how long this'll last
I'm not gonna think this way - Nor will I count on others
Close my eyes and feel it burn - Now I see what I've gotta do

OPEN YOUR HEART...AND YOU'LL SEE...

If it won't stop, there will be no future for us
Its heart is tied down by all the hate, gotta set him free

I know it's a one way track - Tell me now how long this'll last
Close my eyes and feel it burn - Now I see what I've gotta do

GOTTA OPEN YOUR HEART, DUDE!

Can't hold on much longer - But I will never let go
I know it's a one way track - Tell me now how long this'll last
I'm not gonna think this way - Nor will I count on others
Close my eyes and feel it burn - Now I see what I've gotta do

OPEN YOUR HEART, IT'S GONNA BE ALLRIGHT

[17.2] It Doesn't Matter (Sonic's Theme)

Well, I don't show off, don't criticize
I'm just livin' by my own feelings
And I won't give in, won't compromise
I just only have a steadfast heart of gold

I don't know why, I can't leave though it might be tough
But I ain't out of control, just livin' by my word
Don't ask me why, I don't need a reason
I got my way, my own way

It doesn't matter now what happens I will never give up the fight
There is no way I will run away from all of my frights
Long as the voice inside me says go, I will always keep on running
There is no way to stop me from going to the very top

It doesn't matter who is wrong and who is right

Well, I won't look back I don't need to
Time won't wait and I got so much to do

Where do I stop, it's all a blur and so unclear
Well, I don't know but I can't be wrong

This fight is not for anybody, this is purely for myself
There is no way I'm gonna give up 'til the very end
I can't tell what is wrong and what is right, I've got to find the answer
But I do there's no way I will ever give up

Place all your bets an the one you think is right

It doesn't matter now what happens I will never give up the fight
There is no way I will run away from all of my frights
Long as the voice inside me says go, I will always keep on running
There is no way to stop me from going to the very top

[17.3] Believe in Myself (Tails' Theme)

When all alone in my chair, I just go about wishing
I wanna be strong, I really wanna be trusted
When all alone in my bed, I just go about yearning
I wanna be cool, I also wanna be like him

But that's not something I can do so easily
This is not simply my way, my style
Gotta get a hold of my life

I wanna fly high
So I can reach the highest of all the heavens
Somebody will be waiting for me so,
I have got to fly higher

Gotta keep goin'
Everything is a brand new challenge for me
I will believe in myself
This is the only start for me

When all alone in my sleep, I just go about dreaming
I see myself there, having the same adventure

If I just follow you, I will never see the light
Now's the time to find my way through this life
I'm trying so hard to be strong

I wanna fly high
So I can reach the highest of all the heavens
Somebody will be waiting for me so,
I have got to fly higher

Many friends help me out, in return I help them
Certain things I can do and there are things that only I can do
No one's alone!

I wanna fly high
So I can reach the highest of all the heavens
Somebody will be waiting for me so,
I have got to fly higher

[17.4] Unknown from M.E. (Knuckles' Theme)

Here I come, rougher than the rest of them
the best of them, tougher than leather.
You can call me Knuckles, unlike Sonic I don't chuckle
I'd rather flex my muscles
I'm hard as nails, it ain't hard to tell
I break 'em down whether they're solid or frail.
Unlike the rest I'm independent
It's my first breath, first test
feel the right then the worst's left

Born on an island in the heavens
The blood of my ancestors flows inside me
My duty is to save the flower from evil deterioration

I will be the one to set your heart free
Must cleanse yourself of that evil spirit that got in you

Streaking lights, loud sounds, and instinct
Are the elements that keep me going
I am fighting my own mission
Nothing's gonna stand in my way

I will be the one to set your heart free
Must cleanse yourself of that evil spirit that got in you

Won't be frightened I'll stand up to all the pain and turmoil
Just believe in myself won't rely on others

Get this power to wipe out the havoc and anarchy
This is my planet gonna fight for my destiny

Here I come, rougher than the rest of them
the best of them, tougher than leather.
You can call me Knuckles, unlike Sonic I don't chuckle
I'd rather flex my muscles
I'm hard as nails, it ain't hard to tell
I break 'em down whether they're solid or frail.
Unlike the rest I'm independent
It's my first breath, first test
feel the right then the worst's left

I have no such things as weak spots
Don't approve of him but gotta trust him
This alliance has a purpose
This partnership is only temporary

I will be the one to set your heart free
Must cleanse yourself of that evil spirit that got in you

Won't be frightened I'll stand up to all the pain and turmoil
Just believe in myself won't rely on others

Freedom will be waiting when serenity is restored
This is my planet I shall not surrender

Won't be frightened I'll stand up to all the pain and turmoil

Just believe in myself won't rely on others

Get this power to wipe out the havoc and anarchy
This is my planet gonna fight

Won't be frightened I'll stand up to all the pain and turmoil
Just believe in myself won't rely on others

Freedom will be waiting when serenity is restored
This is my planet I shall not surrender

The new porcupine on the block with the puff chest
Outa the wilderness with the ruggedness
Knock, knock, it's Knuckles, the bloat thrower
Give you the cold shoulder
My spike goes through boulders
That's why I stay a loner
I was born by myself
I don't need a posy, I get it on by myself
Advisories get shelved

[17.5] My Sweet Passion (Amy's Theme)

I got out my map and chose a place I wanted to go to
... Packed up my stuff, set out for adventure ...
I know that your lucky color is that cool shade of blue
... Won't mind painting myself blue for you ...
I guess I'm so easy to understand
I just do what ever that comes to me naturally

I do understand the feelings of a Persian Cat
... But the Sphinx looked so cute I had to shave it ...
He reminds me of parsley when he's standing there all alone
... Makes me wanna be his specialite ...
I guess I'm just a self - centered girl
But there are nights that I have trouble going to sleep

Sweet sweet you're so sweet - So many things I want
Sweet sweet you're so sweet - I wanna be a wonderful girl
Sweet sweet you're so sweet - I'm not simple-minded
Sweet sweet you're so sweet - And I won't be a pearl

You probably need me just as much as I need you

Are you okay you seem to be a little bit tense
... You don't have to worry 'bout a single thing ...
We are free to get whatever that we want to have
... We're also free to do whatever we want ...
That's what we'll do that's what we'll do
We should live our lives the way we think it ought to be

Sweet sweet you're so sweet - There's no where to hide
Sweet sweet you're so sweet - Come on settle our lives
Sweet sweet you're so sweet - I'll always be there for you
Sweet sweet you're so sweet - In the best and worst times

You can be my sweetest honey for eternity

Sweet sweet you're so sweet - So many things I want
Sweet sweet you're so sweet - I wanna be a wonderful girl
Sweet sweet you're so sweet - I'm not simple - minded
Sweet sweet you're so sweet - And I won't be a pearl

I honestly need you just as much as you need me

[17.6] Lazy Days (Big's Theme)

Oh, it's a windy and sunny day
And I can hear the faint sound of the distant waves
The past weeks have been going by so fast
It's all the same, the bright sky and shining sun
I have a feeling it's gonna be a fun day

Oh, it's a windy and sunny day
The many summers and many great games
Guess it's another trouble-free day
Our playground's so huge, we don't know where it ends
Feels energetic and groovy
Everything's cool, it's excellent

Everyday's a new beginning, yeah! - We don't know who we're gonna meet today
The more I want, the less I can get - Keep walking for a new tomorrow
But I guess that I'm happy now gonna set my heart free
Now I've got nothing to worry me, Come on!
Let's just get up go, go, go, go!

Hey big guy, hey little guy
Can you tell me who came first
Sorry, but I don't know
We are simply natural
Okay, all you have to do is sit up, look left, right, up, and down

Hey big guy, hey little guy
Can you tell me what's inside
Sorry, but I don't know
We are simply natural

We present you with a gift - Welcome to our Paradise

What'd you think about the incident? - You always take me for granted
I am asking you as a first step - You answer first cause I asked you first

You and I are friends for all of time Tell me how you feel
But you know I can't resist that smile on your face
Happy happy Muy Amable !

Hey big guy, hey little guy
Can you tell me who came first
Sorry, but I don't know
We are simply natural
Okay, all you have to do is sit up, look left, right, up, and down

We present you with a gift - Welcome to our Special Paradise
Where it all comes down to just one little thing, love

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<18> C r e d i t s <18>

=====
Clement Chan - (saigoheiki@gmail.com)
I have made this FAQ! Enjoy it!

Eugene Chan - (eugenechan90@hotmail.com)
Well, my younger brother of mine helps me a bit, too. Checking spelling mistakes and grammar mistakes and also give some bit of information like the Light Chao Guide and many others.

Chris Kohler - (ckohler@evansville.net)
Thanks to him (and I really mean it) I am able to name ALL the action stages and parts of the levels and some info on the Tricks and Secrets section.

Mike White - (mikewh@hfx.andara.com)
He really have a GOOD A-Life FAQ. That's why I wanted to copy parts of his A-Life FAQ. Cheers to him.

JWL - <jwl335@frontiernet.net>
I really need to thank him for sending many info to me for the Speed Highway section, Big's Twinkle Park section, Light Speed Attack trick for Egg Hornet and the Adventure Field Emblems! Thank you very much, JWL.

Nathan Payne - (sabu@home.com)
Thanks to him for correcting me in the A-Life section [12.8A] Understanding the game. Thanks for your help!

Anatole - (DarkClaw31@aol.com)
Thanks to him ! He also contributed by giving some of the bug tricks!

Steve - (Worm00739@aol.com)
Thanks to this guy for sending info on Sonic in Casinopolis. He also send lots of mails to explain when I can't succeed ;)

CHAZ umaru - (chaz.umaru@libertysurf.fr)
Lots of thanks to him! He confirmed Tails in Emerald Coast trick and many other sections to make me update it! :)

Jtanner405 - (Jtanner405@cs.com)
He helped me by giving me information about Sonic Adventure: Limited Edition. Thanks to him!

=====
<19> H i s t o r y <19>
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Version 1.0 - 17th of December 1999
This FAQ was made.

Version 1.1 - 18th of December 1999
Some spelling mistakes and grammar mistakes are corrected by Eugene. Also, added Chaos 0 and Chaos 6 Trick section.

Version 2.0 - 19th of December 1999
More spelling and grammar mistakes are corrected. At [11.3] Sonic's Action Stage section, added Casinopolis, Speed Highway and Lost World.

Section [11.7] Big's Action Stage, Twinkle Park is added.

Section [11.9] The Mini-Games is added.

Section [12.10] Evolving & Mating added while [12.10] Unexplained Phenomenon changed to section [12.11].

Version 2.1 - 21st of December 1999

[11.3] Sonic's Action Stage section, added IceCap and SkyDeck.

Section [11.9] The Mini-Games, added Sand Hill. Now all is complete because I have 130 Emblems on the 20th of December. How nice!

Changed <15> History <15> a bit.

Version 2.2 - 23rd of December 1999

Just a bit of Christmas and Millenium update. Corrected some spelling and grammar mistakes.

Corrected [2.7] Super Sonic a bit.

Added a bit for [10.2] Upgrade Items, for Big's Lure powerups.

Added a bit of shortcut on [11.3] Sonic's Action Stages, Red Mountain.

Added a bit of shortcut on [11.4] Tails' Action Stages, Windy Valley, SkyDeck and Speed Highway.

Added a bit for [11.6] Big's Action Stages, Twinkle Park.

Version 2.3 - 28th of December 1999

Changed some words and sentences, and numbers a bit.

[11.2] Adventure Field Emblems, updated which characters can get certain Emblems.

Arranged [11.3] Sonic Action Stages a bit.

[11.3] Sonic's Action Stages, added some notes for Speed Highway.

[11.7] Big's Action Stages, added some IMPORTANT trick for Twinkle Park.

[11.9] The Mini-Games, Sand Hill added a bit of info.

[12.6] Special coloured A-Life, added a bit of info.

[12.10] Evolving & Mating, added some info.

Added [12.12] A-Life Special Present.

[12.9] Unexplained Phenomenon, added a little.

[13.7] Chaos 0 and Chaos 6 Trick changed to [13.7] Light Speed Attack Trick. Added info for Egg Hornet.

Version 3.0 - 31st of December 1999

Corrected spelling and grammar mistakes. Added some words where needed.

[9.1] Super Sonic's Adventure, corrected some mistakes.

[11,3] Sonic's Action Stages, for Emerald Coast, added a bit of info.

[11.7] Big's Action Stages, added a bit of info for Twinkle Park.

[11.9] The Mini-games, added a bit of info for Sand Hill.

[12.7] Special coloured eggs, added a bit of info.

[12.8A] Understanding the game, added some info for HastNut, Owner and Friend.

[12.9] Chao Race, added a bit of info.

Corrected some words for [12.10] Evolving & Mating.

Added [12.13] Hide & Seek.

Version 3.1 - 3rd of January 2000

A tiny update to my e-mail address.

Version 3.2 - 5th of January 2000

Another tiny update to my e-mail address again. Added a small shortcut to [11.3] Sonic's Action Stages, Twinkle Park.

Version 3.3 - 14th of January 2000

Changed the logo. Looks better, isn't it?

Corrected some parts where there is a big gap in it.

Version 3.4 - 22nd January 2000

Added <14> Additional Information <14>

Changed <14> Credits <14> to <15> Credits <15>

Changed <15> History <15> to <16> History <16>

Version 3.5 - 29th of January 2000

Added website on the top and changed some info. By the way, check out the website!

Version 4.0 - 9th of February 2000

A major update. Changed some words a bit and changed e-mail once more.

Added <15> Rumours <15> and changed the respective numbers.

Updated [12.3] Location of Chao Gardens and [12.10] Evolving & Mating.
Info updated for [12.4] A-Life's Actions.

Updated [12.5A] Location and Actions of Animals.

Added [12.5B] Effected Appearance.

Added [12.14] Reborn Phenomenon.

Added [12.15] Second Evolution.

Added [12.16] Light Chao.

Added [13.8] The Mysterious Ring.

Added [13.9] Tails in Speed Highway.

Added [13.10] Tails Flying Through Darkness.

Added [13.11] Sonic in Casinopolis.

Added [13.12] Amy in Casinopolis.

Version 4.1 - 12th of February 2000

A bit changes in the logo.

Updated a real IMPORTANT info for [12.8A] Understanding the game, under the section Items (HastNut) and Map.

Changed and updated [12.10] Evolving, Mating & HP.

Added [13.13] Skipping Chao Adventure Level.

Added [13.14] Tails Gone.

Updated [14.1] Japanese and English versions.

Version 4.2 - 16th of February 2000

An 'a day after birthday' update. Added [12.3A] Putting A-Life in VMS.

Version 4.3 - 14th of April 2000

Added [14.2] What is Sonic Adventure: Limited Edition?

Several minor changes including a new website!

Version 4.4 - 27th of April 2000

Updated lots of sections in Sonic's and added [13.15] Tails in Emerald Coast.

Version 4.5 - 30th of September 2000

Changed the logo completely. The old one is really horrendous and the new one is much better.

Updated [13.15] Tails in Emerald Coast info for another way to get in.

Added <16> High Scores <16> and changed the number sections accordingly. Send in your high scores to me, now!

Added [1.3] How to Best View this Guide and [1.4] Review

Version 4.5a - 20th of November 2000

Added <17> Lyrics <17> and changed the number sections.

Version 4.5b - 26th of February 2001

Added in [14.3] About the Word 'Chao'.

Updated High Scores with a few from smileygirl170 and one from Master Zept!

Thanks!

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