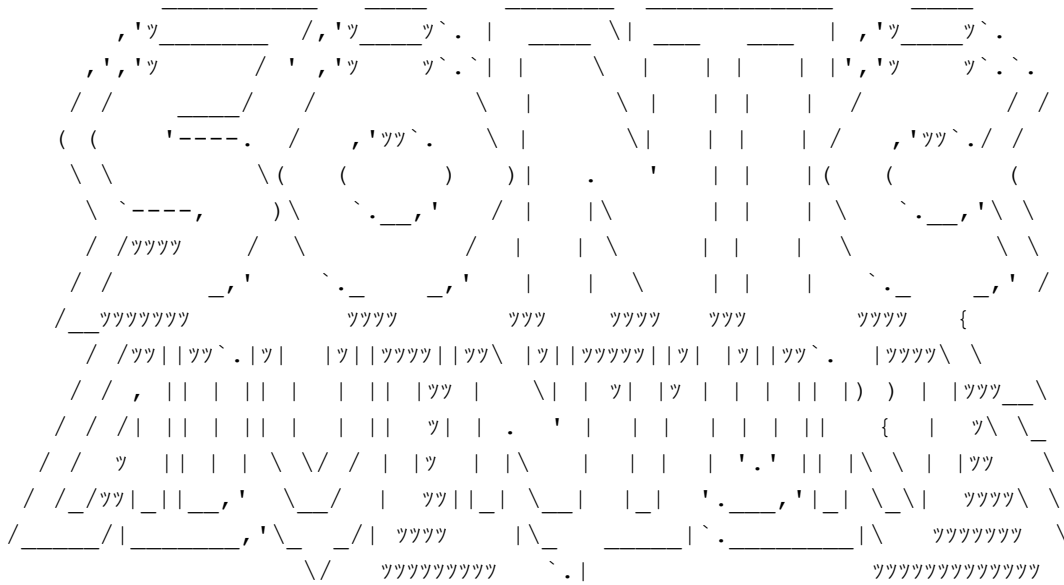


Sonic Adventure FAQ/Walkthrough

by siren of kardel

Updated to v1.2 on Jan 12, 2010

This walkthrough is dedicated to McDonald's, for their inexpensive food helped make this walkthrough possible.



+++++
 Special Thanks to slobr for the Art
 Speaking of which, check out my
 ASCII art at:
<http://freewebs.com/groovi>
 +++++

Sonic Adventure Comprehensive Walkthrough
 (Mostly) Spoiler Free

By Amber Lacey, Version 1

This walkthrough is copyrighted.

This guide is intended for the Dreamcast version, since that's the one I've played the most, but the walkthrough part can be used for the GC and PC versions (I have all versions and I know that they're not really different from each other, except for the fact that my GC disc for this game has a problem since it freezes randomly. Oh, and it has some GG emulated games, BFD.)


```
-----
\--/\--/\--/\--/\--/-----\--/\--/\--/\--/\--/
-\--\--\--\--\--\--\      [0003]          \--\--\--\--\--\--\
-\--/\--/\--/\--/\--\      Basic Controls   /\--/\--/\--/\--/\
/---\--\--\--\--\--\-----/---\--\--\--\--\--\
-----
```

Since the controls are slightly different for each version of this game, I'm just going to be general. None if it is too complicated anyway:

Use your control stick (or keyboard if you're playing the PC version) to move around and navigate the menus. To see the controls for one character, go to the character selection screen, select a character and you'll have the option of getting a brief overview of the controls for that character.

Here are some slightly more advanced controls:

---Sonic: Double Hone Jump---

Jump once, and while you're in the air, jump again and Sonic will use his custom physics to jump again. If you're near an enemy you will autohone into it. This move can be used against you, so use it wisely.

---Sonic: (need Light Speed shoes) Light Speed Dash---

Hold the action button down and wait until Sonic starts to glow blue. Let go near a trail of rings and he will follow the trail. You will need to do this move several times throughout the game.

---Tails: (need the Rhythm Badge) Endless Tail Attack---

Hold down the action button to have tails constantly spin around. You can clear groups of enemies this way.

---Knuckles: Digging---

Required for a few parts of the game. Press the jump and action buttons at the same time.

---Amy Rose: Spinning Hammer Attack---

Use the action button and hold it, and rotate the control stick. Very awkward attack, I wouldn't use it too much.

---Amy Rose: Hammer Pole Vault---

Get some decent speed and press the action button to send Amy flying. Very useful in some places.

---Gamma: Hovering---

Press the action while in the air to hover briefly.

---Big: Holding Sink (need the Life Belt)---

In a body of water, press the jump button to sink. This makes fishing in

friends, due to some misunderstandings.

Amy Rose

Amy is a sweet hedgehog who loves Sonic dearly. She frequently requests marriage from him, but he in most cases would rather remain single. She has a habit of being kidnapped frequently.

E-102 Code Name Gamma

This robot quickly changes his mood for the better. He is angry at Eggman for abusing his robot "brothers" and wants to get revenge on him. He has a very advanced automatic gun to do just that.

Big the Cat

Lacking in pretty much any advanced education, Big is still a nice cat. He just wants to get his pet froggy back when he goes missing. Is that too much to ask for?

Dr. Eggman

Eggman may be evil, heck, his PhD must be in evilness, but he must be respected for the amazing things that he has accomplished. He has a high IQ (300) and never gives up. This time, he is using the power that Chaos holds to try to take over Sonic's world. As respectable as Eggman is, you must defeat him.

Tikal

A sweet female echidna. Not much is known about her, except that she seems to be trying to guide Sonic and company to victory.

\"--/\"--/\"--/\"--/\"--/-----\"--/\"--/\"--/\"--/\"--/
-\\--\\--\\--\\--\\--\\ [0006] \\/--\\--\\--\\--\\--\\/
-/\"--/\"--/\"--/\"--/\"--/ Goodies /\"--/\"--/\"--/\"--/\"--/
/--\\--\\--\\--\\--\\--\\-----/--\\--\\--\\--\\--\\--\\

Rings

The pure Sonic standard - I need to say no more on the subject. Collect as many of these as you can.

Grab the rings that you see and follow the sandy trail. Be careful with the water; Sonic can drown if he's underwater too long, and there are a few parts of the level where the water counts as a bottomless pit, meaning that you die instantly if you fall into it. Go on the bridge and avoid the bomb throwing monkey, and use the bumpers. Once you get off the bridge you'll go through your first loop and be launched into the air! You'll land on another mini island, collect more rings, and keep moving forward. Use the checkpoint and collect all of the rings you see.

Use the purple launching pad to launch yourself to another island. Go through the checkpoint and speed through the passage. Once you're high on the island, time your moves so you don't get crushed by the spike gate. Keep moving and go through the loop. Once you're on another bridge, be sure to get the bubble to the lower right. Go forward and collect rings and go through the next checkpoint. In a breathtaking scene, a whale will be destroying the bridge; simply do nothing for this part, it is automated.

Once you land on the next island, go through the checkpoint. Use the bumpers to get higher on the island. Keep moving and go through the next check point, and you'll be in a deep canyon. Try to run up the left wall and get the speed up bubble and try to go through the smaller hole to the left (going through the right hole will require you to jump across a series of floating platforms over water). Go through more spike gates (and be careful!). Keep moving and mind the monkey. Run along the right side of the canyon and go through the speed-up belts to send you through upside down two times. Once you land on the next island, use the speed belts to send you to the top of the island, and keep going and get through the next checkpoint. There is an extra life behind the ramp that you run down on, so be sure to get it. Go up the ramp and a hint orb will explain how to use the jump pannels. It may take a few times, but it's not so hard once you get used to it.

Go on the pannel and jump, once you land on a pannel, press jump (only once, and just when you land). Go through the final loop and the rest of the level is pretty easy so I'll just stop there. Congrats, you've beat the first level!

Adventure Field: Station Square

cutscene

Go through the automatic doors. In the hotel lobby, go through the automatic doors to your right. Outside of the doors, go into the building marked "SS Central Station". Go up the stairs and get on the train.

Adventure Field: Mystic Ruins

Once you leave the train, go to the steps in the distance. Once you've climbed the steps, you'll get a cutscene and you'll fight your next boss.

Boss: Egg Hornet

Eggman will fly around the area firing missiles. Dodge the missiles and when he looks like he's getting ready to dive, MOVE OUT OF THE WAY, and then give him a hit in his central area while he's on the ground. He'll fire more missiles and repeat his attack, so use the same strategy. Three hits is all it takes to send him packing.

cutscene

Go up the stairs to the front of Tails' workshop. Pick up the green emerald like stone and then go back down both sets of stairs. From where you are, go to the right and into the cave. You'll see a stone slab with a green stone statue on it. Put the stone there. The windy pit will now open to the next level.

Stage 2: Windy Valley

See the water surrounding the level? You fall in there, you die! Move forward and use the bumpers to advance. Go through the checkpoint and go through the wind gate and simply use the control stick in the general direction of the wind to navigate the wind trail. Once you land, jump on the trampoline twice to get to the floating platform (and get the ring bubble to the left). Double jump to the next platform and run across the bridge to get the extra life before the tornado sucks you in.

The tornado will suck you in (non avoidable). You'll be inside of it. Use the bumpers to get higher up. You'll see another jump panel; use it as you did in the first level and be very careful. Go through the next checkpoint and jump on the trampoline three times to get to the floating bridge. Use the bumpers again to get higher and make sure to land on the platform. Go to the broken well and use the bumper to escape to get out of the tornado.

You'll be sky high now (note that the music is remixed from Sonic 3D blast!). Again, death by falling is possible in many places here. Just follow the roller coaster like path and use the dash belts to speed through it. The camera has a mind of its own in this part, so be careful. Keep moving, and use the rocket launcher to get to the next floating island (just ignore the other islands you see, you won't be able to get to those unless you have a character upgrade). Go upward on the next floating island and avoid any spike balls that you come across. Take the bumper in the well up to the next rollercoaster path. Go through the checkpoint and be careful because once again the camera has a mind of its own. Take another wind path and just point your control stick in the general direction of it, and then you'll land in front of a blue Chaos Emerald. Note the item bubble to the left. Once you've collected that, collect the emerald and then the level is finished.

Adventure Field: Mystic Ruins

Go out of the cave and board the same train that you used to get to the Mystic Ruins. You'll be sent back to Station Square.

Adventure Field: Station Square

Leave the station. Go to follow the pavement in the opposite direction of the hotel. You'll eventually see an open hole that goes to the sewer. Go down it. Once you're in the sewer, jump up to the balcony to the right. Get the character upgrade (the hint orb will explain how to use it). Go to the left, and press the button to make a trail of rings appear. Spin dash until you're glowing and then let go of the spin dash button in front of the ring trail. If you mess up, just press the button again. Go through the door and into the shop (with the owner angry at you because you used the back door). Go out the front door and dash back to the hotel area.

Once you're in the hotel, go through the automatic doors to the right. Keep going until you reach the flashy casino building. Hit the button to the left of the entrance to make another ring trail. Spindash, hold the spindash button and then walk into the trail like you did before. You'll press the button on the top of the building opening the casino. Go inside the building

Stage 3: Casinopolis

There is more than one way to finish this level, so this section isn't going to be step by step. Explore the casino and hit the slot machines to get some rings. You'll have to get a whopping 500 rings to finish this level, and every ring counts. Above all else, DON'T GET HIT BY AN ENEMY OR OTHER NASTY THING. If this is your first time in the level, you should drop off your rings (every 100 or so) in the room with a red carpet going to it. Press the button in this room and the machine will violently shake the rings out of Sonic and the rings will be safe in this room. You need to make the ring pile large enough to climb to get to the emerald.

---NiGHTS Pinball---

This area has some nice music. Anyway, you're supposed to collect cards and having matching cards will give you more rings. If you're in a hurry to finish this level, don't bother playing this section because there's several NiGHTS' inspired cutscenes that play throughout this pinball game that are nice but take a long time to display.

---Sonic Pinball---

This Sonic themed pinball game that takes Sonic gamers back to the days of S2. Anyway, I haven't been able to get many rings out of this section, and you can lose rings if the slot machine in the center displays three eggmans. Fun for a while, but again if you just want to finish this level and move on I'd avoid spending too much time here.

---The Best Way to Get the Level Done if You Can Manage It---

Go into one of the pinball games and lose three times with a low ring count (if you have above 30 or so rings you'll be sent back into the casino main area). You'll be sent into a nasty sewer like area. This area has plenty of traps, so be VERY careful. Go forward and use the bomb bubble to clear the enemies on the screen. Go into the vent area and ride the wind upward and get as many rings and ring bubbles as you can. Go into one of the passages in the walls and depending on which passage you choose, be careful of spike balls and make sure to grab every ring bubble

you can. You'll wind up in another vent area and do the same as before. Once you're out of the next passage way you'll be in the last part of the sewer. Get as many rings as you can and grab the invincibility bubble to make it easier to avoid the spike balls and other bad things. Climb up the ladder and you'll be back in the casino. If you're short on rings just hit the slot machines to get some more. If you're good, you can complete this level by just using the sewer area. Good luck!

Adventure Field: Station Square

cutscene

Go to the alley (it's a bit tricky to spot) and pick up the blue emerald stone. Go up the stairs to the train station, and board the train.

Adventure Field: Mystic Ruins

Get off the platform and take your blue stone to the cave that just opened up. Ride the wind. Go down the path until you see a blue alter like area and place your blue stone there (like you did before). The ice cave will open up. Go into the cave, jump over the water and take the ladder to the next action stage.

Stage 4: Ice Cap

Another stage inspired from an earlier Sonic title. Go forward and avoid the ice baddie, and if you get frozen just jump a few times to be set free. You'll be launched onto a slope. Go up the slope and take the bumper to the cave entrance. Go into the cave and use the bumper to grab an icicle, and use the icicles as a bridge (be sure you're facing an icicle before you jump to it, don't rush). Go along the path and take the rocket to get to the other side. Go through the check point. Jump off the platform, and make your way up. You'll encounter another icicle bridge; again be careful and don't rush while jumping from one icicle to another. Take the bumpers to get higher in the level. You'll have to go through yet another icicle bridge. You'll see another jump pannel. Do the same thing you did for the other jump pannels, and be careful, because if you fall from one of the pannels you will have to go through this part of the level over again! A huge piece of ice will fall and you will land on it.

The rest of the level is easy, you can't lose on the snowboarding part so I'm just going to skip talking about it.

Adventure Field: Mystic Ruins

Leave the cave area from the same route that you took to get there. In the train station area, go to the grassy field to trigger a cutscene.

cutscene

---Mini Boss: Knuckles---

Hit the guy three times. I am saying no more for this boss, since it is impossible to lose the fight unless you are The Worst Gamer Ever or you are a penguin.

cutscene

Boss: Chaos 4

Chaos will turn the water into a jello like substance that will poison Sonic if he sinks into it. Use the lilly pads to stay above it. Chaos will send out beams of death across the lake, simply jump over them. When Chaos takes a break, give him a good whack to the head. Chaos will also sometimes use his paw to try to smack you, this of course should be avoided. In general, don't get too close to this guy until he is attackable. His last attack will be to split into four orbs and scatter about the lake like crazy. Five hits and he's done. You may perish several times in this fight, so have some patience.

cutscene

Go to Tail's workshop to trigger another cutscene.

cutscene

Subgame: Sky Chase Act 1

Press and hold the fire button to lock on to multiple targets (the attack planes). Be careful that you don't run into a plane or else some of your health (lower left) will go down and there is no way to recover health in this stage. About halfway through the main ship will start to fire red spiked balls at you. These can be tricky to dodge so have your finger ready to mash the fire button. Robitnik will have had enough of your messing with his ship and he'll destory one of your biplane wings via The Big Laser Beam. You have no choice but to bail out.

Adventure Field: Station Square

cutscene

You'll be in the back of the hotel. Go through the doors and get into the casino area.

cutscene

Now go back to the hotel and go out to the city area, and go to the building labled Twinkle Park.

cutscene

Stage 5: Twinkle Park

Yay, more remixed music from Sonic 3D blast! Just go forward and mind the

bomb throwing monkeys. See the floating bumper carts being driven around? Avoid getting hit by one, and jump on one to get rid of the driver and jump into to start driving it. A large gate will open up and you can drive with the jump button into it. The road has plenty of obstacles, so be careful and if you want to defeat the robot drivers, you must drive your car directly into them. Be sure to grab plenty of rings because they increase the speed of your car. The tricky part of this part of the level is the loops, if you have your joystick going in the wrong direction while entering a loop you might fling your car off the track.

At the end of the track there's an opening in the ground that leads to a roller coaster. Enjoy the ride (you can't control it) and then go through the checkpoint. Avoid the TNT barrels and the bomb monkeys, and go into the bowling area. Aim for the pins! If you don't hit them you can continue with the level, but hitting them will net you some rings. You'll go through another bowling area. After that is the MERRY GO ROUND OF DEATH. Avoid the black spike balls that circle around the merry go round and escape to the next checkpoint. Avoid more monkeys and TNT barrels nad take the bumper up to the roof of the building. Jump over the line of TNT barrels and be careful going along the series of platforms because if you fall you'll have to do part of the level over again. Go through the next checkpoint and the series of floating platforms has an extra life on one of the less obvious platforms. Go around the roof of the top tower (again, careful, don't rush) and you'll be in front of the goal. Note the three ring bubbles hidden to the right of the staircase. Jump on top of the animal cage and the level is over.

cutscene

Adventure Field: Station Square

When you leave the twinkle park area, you'll see a card drop into a field in the city area. Get the card and go to the building to the left of twinkle park. Walk up to the doors and they will open. Go into a door to start the next action stage.

Stage 6: Speed Highway

This level is pretty straightforward. Mind the enemies with spinning blades and take the red platform up to continue the level. Go through the checkpoint and run on the building (on the vertical side, yes, Sonic makes up his on Physics laws). Keep going and use the scooper-looking object to fling Sonic onto the next roadway. Mind the spiky enemies. This part has multiple paths, so pick one and continue and time your jumps for the multi platform machines. This is yet another bottomless pit level and falling means dying.

Go toward the helecopeter and be sure not to get hit by the spinning blades. Grab the underside of the helecopeter and take it to the next part of the level. Go through the checkpoint. Avoid any police cars that you see, pesky little things. When you see the rocket launcher, take it up to go inside one of the skyscrapers.

Once inside the building, go to the area with a glass floor and crash through, and then you'll be running down the building at full speed! Avoid helicopter blades and get as many item bubbles as you can.

Once you're in the city area, it will be daytime (video game magic!). Avoid more police cars and go to the fountain area. Jump into the fountain and it will shoot you to the goal. Get some extra rings by jumping into the bell.

Adventure Field: Station Square

You'll be back in the urban part of the city surrounded by buildings. Go to the hotel area, and go to the casino area.

cutscene

Adventure Field: Mystic Ruins

cutscene

Go the same way you went for Ice Cap Zone. Through the cave and go past the ice cave and keep going until you're in a field.

You need to get rid of the monkey that's guarding the gate. Go past the gate and you'll see an upgrade on a rock. Get the upgrade (the hint orb will show you how to use it).

Go back to the monkey guard and spin dash until glowing. Release the spin dash button next to the monkey to defeat it and the door to the next action stage will open.

Stage 7: Red Mountain

Take the rocket up. Land on the green platform and go while avoiding the black spike balls. Use the bars as a bridge. Continue on and avoid two blade robots and a bomb thrower. Take the bumper up, and go along the green path and through the checkpoint. Go behind the spikey ball and press the button to open up the rocket launcher. Take the rocket launcher up. Go across another bar bridge (and avoid the monkey on top of it.) Go along the green path and avoid the very dangerous fire enemy. Take another bumper and go across the bridge with a checkpoint. Jump up to the device with a rope, and slide to the other side of the mountain. Go through the checkpoint and jump from platform to platform while collecting rings and minding the fire breathing statues. Avoid falling into the bottomless pit. Take the bumper up and then run across the crumbly makeshift bridge. Collect the extra life by double jumping the blade robots. Press the button to make another rocket appear and take it up. Go across another bar bridge and jump before you get fried by the statue. Use the blade robots as a bridge (double jump). Use the series of bumpers to make your way up, and time your jumps so you don't fall from the unstable platforms. Go through the checkpoint and across another crumbly bridge, and a regular bridge. Continue until you see a hammer, and when the hammer raises press the button to make another rocket appear.

Try to get the extra life as you fall. Extra lives are important! I wish they could have them in real life. *sigh* Use the other rope thing to get to another part of the mountain. You'll see an opening on the floor where

you land, go into it.

Go through the next check point and avoid falling into the lava. Lava is pretty but you shouldn't touch or eat it. It's really hot. It also rises in this level, so take note. Jump from rock to rock (be careful, some of them may sink into the lava) to get further. Go through the next checkpoint, and avoid more rising lava. Use the bumpers and go across two more crumbly bridges. To the left of the next check point is some ring bubbles.

I'm tired of writing for this level, just avoid the hammers and flaming statues and other bad things and you can complete the rest easily.

cutscene

SubGame: Sky Chase Act 2

The controls are the same as the last sky chase but this one is much more difficult. Have your fire button finger ready. About halfway through you'll have to dodge stationary green spike balls. Just clear those from your path by firing a missile at them, and note that it's best to fire at them before you get too close to them. The last half gets pretty intense, so you might die a few times. At the end, just keep firing at Eggman's ship before he launches another powerful laser at you.

Adventure Field: Egg Carrier

cutscene

Make your way to the center of the ship.

cutscene

The ship's design will have changed to prevent you from getting to Eggman. Keep going forward and into the door to the next action stage.

Stage 8: Sky Deck

Go around the large pool and jump off of it. Go through the checkpoint and run across the bridge quickly because a series of laser cannons will destroy parts of it and you don't want to be on it when it does. Get the ring bubble behind the ladder.

Keep going until you get to a twisting narrow walkway with yellow bars on the sides. Simply jump off the walkway to the left to avoid going through the spike balls. Go through another checkpoint and use the ladder to get up to another bar bridge. Jump right when it starts to fall. Use the bridges that connect the four pillars to get to the rocket. Make sure to move quickly as there is another power cannon ready to destroy parts of the bridge.

The second part of the level will be tricky. Keep going and try to avoid being carried away by the strong gusts of wind. Most of the laser cannons and guns can be beat with just one hit.

When you get to the part where shark planes come out, just keep running forward and use any speed belts that you see. Get to safety quickly because this section of the ship is about to completely crumble and try to use the checkpoint if you can.

You'll be confronted with a large laser canon. Get to the rocket launcher and launch a rocket into its center when it's facing you.

This next part is when the bad camera is quite difficult to work with. Go until you see a machine with a hook on a rope. Grab the hook and let go when you get to the other side. Use the sliding platforms to get up to the next part of the level. The ship will turn and the gravity will change in the level. Once you get to the point where you see a bunch of black catwalks, you can just jump to the bottom of the level and press the center switch and the goal will be opened.

Sorry if I was sporadic, but this level is a pain to write for.

cutscene

Adventure Field: Egg Carrier

You'll be inside of the EC when you finish the Sky Deck. Take the round platform in the front of the room to get to the outside of the ship.

cutscene

---Mini Boss: Gamma---

Hit three times, honestly, easiest boss I've played.

cutscene

You need change the ship's shape. Go forward from where Amy is and get into Eggman's living area through the doors. Press the button to make a ring trail and use the light speed dash to get into the captain's room. Jump on the chair to make it move uncovering another button that will change the ship's shape again. Press the button.

ship changes shape

Go through the door and make your way to the other side of the ship. Prepare for another boss fight!

cutscene

Boss: Chaos 6

Chaos really isn't that tough this time, he just looks the part. His first attack is to try to suck you in, so when he's sucking, run the other way. Eggman will throw small ice robots around the area. Hit a robot to deactivate it, and then pick it up and throw it in the beast's mouth. Chaos will freeze, this is your time to get a hit in. Chaos will try to whack you with his tail several times, so be careful. His most dangerous attack is jumping up and slamming the ground causing a large and deadly

shockwave. After five hits he is finished. Make sure that you don't collect all the rings at once, you'll want to have some emergency rings in case you get hit. In all, not too hard.

cutscene

Adventure Field: Mystic Ruins

Go to the large temple and go into the newly made opening to get started with the next stage.

Stage 9: Lost World

A breathtaking level with great music, just what every game needs.

Start out your trek by killing the huge purple robot. Go along the trail and go deeper into the temple. You'll go into a tunnel with firey blocks that push out of the walls, so be careful there. Go through the checkpoint and the huge snake statue's mouth will open.

Note: Those getting an A rank in this level will need to finish this next part flawlessly and quickly or else you may as well restart the level.

Press the blue button-like objects to change the water level to the level that Sonic is on. Ride the large snake to the another island where the first key/button is. Press the button, and make your way up to the second water level changer. Press the water changer button and ride the snake again to get the next key.

Change the water level again and ride the snake again to get the last key/button. Get on the snake again, and go through the now opened door.

The next part of the level is dark, so turn up the brightness on your TV. Those wanting the A ranks for this level should not bother using the lighted mirrors, as those take too long to activate. There is a shielded bubble to the left of one of the mirrors.

There are several paths you can take in this part, so I'll give some general tips:

Avoid the flaming enemies, be very careful when jumping, and be aware of the spike pits that are sometimes hard to see.

Once you're finished with the mirror part, you'll be in the last part of the level, the center of the temple. Use the blue buttons to change the pathways on the walls. Once the path is glowing, you can walk on that path (yay for lake of physics). Head up the level and avoid more flaming robots. Some passages have parts of the wall come out with flames, so be careful. You'll have to do some more wall walking, so be careful, since if you fall, you'll have to do parts of the level over again. Once you're at the top of the room, press the button and you'll make a trail of rings. Light speed dash and walk into them, and the rest of the level should be easy.

cutscene

Flashback

Head for the alter where the big green emerald is.

cutscene

Adventure Field: Mystic Ruins

cutscene

Follow Eggman and head for the building with flashy lights. Go inside the building. Notice the failed robot Sonics? Heh. Go to the right and in front of the door you'll see six dots on the floor. You must make all of the dots yellow. Pass over the Eggman dots until all of the dots are yellow. This can be a little tricky but just remember that passing over each dot will make the surrounding dots change.

Stage 10: Final Egg

Woo, almost to the end! Avoid the pink lasers and spiked balls. There is an extra life and a ring attraction shield above on the platform above the blade robots. Avoid the robot arms that come down from above. Keep going and you'll notice that in one of the rooms, two ring bubbles and an extra life are behind two sets of lasers. Simply destroy the laser generators to get to the goodies.

You'll eventually get to a room with a series of belts that have a bunch of spikey things in the way. Just avoid them, and don't rush through this part because it is easy to fall off one of the belts.

Part 2 of Final Egg has you jump from floating platform to floating platform. Again DO NOT RUSH because it is easy to fall here. Keep moving, and when you get to the part with a large swinging pendulum, time your jumps to avoid it. No rushing! You'll have to double jump to make it to some of the platforms.

Once you're out of that area, you can skip some of the platform jumping here via just jumping carefully to the bottom part if you're going for an A time rank. Take the weird elevator thing down and grab the extra life and ring bubbles while minding the spikes that swing over them.

Move along and be careful when going over the areas with the fans. It's easy to oversteer into oblivion.

Go through a check point and when you get to the part where you're in freefall, make sure to land on a platform or else you'll get sucked into the bottomless pit.

When you get to the ring trail part, use a well timed light speed dash to get to the end of the level.

Boss: Egg Viper

Boss: Egg Hornet

This differs a little from Sonic's fight with the same boss because Tails can't hone/double jump but he can fly and use his tail attack. Just like when you played Sonic, watch out for and dodge the missles that Eggman fires. When he looks like he's ready to plow into you, you must dodge his attack. Jump into him or use your tail attack on him (be sure to aim for the center front of the ship). He will continue firing missles, so continue to dodge them and get an extra few rings if needed. He'll charge one more time and when you hit him this time he'll give up.

cutscene

Adventure Field: Mystic Ruins

Go to the front of tails workshop (up the stairs from where you are after the battle) and pick up the green emerald like stone. Take it down both sets of stairs and go forward and to the cave to the slight right. In the cave you will see an alter with a green emblem engraved in it. Put your emerald stone there and the wind gate will open to the next level.

Stage 1: Windy Valley

This is the second half of Sonic's level turned into a raceway. Defeating Sonic is easy once you know all of the shortcuts. After running down the rollercoaster type path, and after you get launched into the air from the first bumper, try to get yourself into those green rings via flying. You'll land on another floating island. Go through the check point and continue running along the rollercoaster type path. Jump off the path before you go into the loop and use the green rings to gain some space between you and sonic.

Use the wind coming from the well to launch you upwards. Use the green rings again to gain on Sonic some more. The rest of this level is straightforward enough, so I'll leave it at that.

Adventure Field: Mystic Ruins

Go back to the train station and take the train back to Station Square.

Adventure Field: Station Square

Go down the stairs, and when you get down go to the left hand side of the room and take another set of stairs down to the casino area. Go to the flashy building and fly up and fly into the button and the door in front of the building will open up. Go into the door to start the next action stage.

Stage 2: Casinopolis

You won't actually see the casino area, you'll just be sent into the sewer area. Get a head start on Sonic and dodge all the baddies and spike balls. Since you can fly, this is quite a bit easier than when you were playing as Sonic. Make sure to get all the ring bubbles that you can without having to go back for one. Use the wind vents to get into the passages high up. Go along a passage, and don't stop for anything, and you'll end up at another vent. Same thing, rinse and repeat.

One note: Sonic will sometimes appear to be winning at the bottom of the screen where the completion bar is. Don't worry, you'll probably win, the completion bar just seems a little screwy in this level. After the last passage way, a few tricky spike balls and other nasty thing await you. Not too hard to dodge, and there's an invincibility bubble to boot. Grab the emerald to end the level.

cutscene

Adventure Field: Station Square

Do the same thing you did when you were playing as Sonic, go to the hidden alley and get the blue stone. Bring it back to the station and take the train to Mystic Ruins.

Adventure Field: Mystic Ruins

Go into the newly opened cave, and be sure you have the blue stone from Station Square with you. Go down the path and use the wind to get deeper into the cave. Go to the ice cave opening and put the blue stone in front of the blue alter to open the door. Enter the room and fly over the watery area and take the ladder to the next stage.

Stage 3: Ice Cap

The first part of this level has Tails snowboarding toward you, and the second longer part has him snowboarding away from you. Avoid the hillier sections of the level and maintain a good speed. You won't be able to distance yourself from Sonic for a while. Keep boarding and avoid the solid ice blocks as running into them will reduce your speed. You'll have a yellow ramp coming up so time it so that you'll jump off of the end. You'll know if you did it right or not because Tails will say "ALL RIGHT!" or some other cheesy line if you did. You should be able to get some space between you and Sonic now. Again, avoid the hillier sections of the race and use jump ramps when you can because they really do give you a decent speed boost. Get the emerald at the end to end the level.

Adventure Field: Mystic Ruins

Go out the same way you came in. Once you're out of the cave areas, go to your left a little bit into the grassy field to trigger a cutscene with Knuckles.

cutscene

---Mini Boss: Knuckles---

Just hit him three times with your tail whip or a regular jump. Easy.

cutscene

Boss: Chaos 4

Again, the boss is a little different from Sonic's due to the nature of Tails' abilities. Chaos will turn the water into a jello like substance that will poison Tails if he sinks into it. Use the lilly pads to stay above it. Chaos will send out beams of death across the lake, simply jump over them. When Chaos takes a break, give him a good whack to the head. Chaos will also sometimes use his paw to try to smack you, this of course should be avoided. In general, don't get too close to this guy until he is attackable. His last attack will be to split into four orbs and scatter about the lake like crazy. Five hits and he's done. You may perish several times in this fight, so have some patience.

cutscene

SubGame: Sky Chase Act 1

This is the same level you did as Sonic, so I'll let my friends Copy and Paste do the explaining: Press and hold the fire button to lock on to multiple targets (the attack planes). Be careful that you don't run into a plane or else some of your health (lower left) will go down and there is no way to recover health in this stage. About halfway through the main ship will start to fire red spiked balls at you. These can be tricky to dodge so have your finger ready to mash the fire button. Robotnik will have had enough of your messing with his ship and he'll destroy one of your biplane wings via The Big Laser Beam. You have no choice but to bail out.

Adventure Field: Mystic Ruins

cutscene

Go along the grassy field to where you see a mine cart on a track. Take the mine cart to the ruins part of the Mystic Ruins. Climb down the ladder (or jump) and take the path to the path until you trigger a cutscene.

cutscene

Follow that frog! Go into the cave like area and fly to the ledge and jump on the statue and go into the now opened mini game.

SubGame: Sand Hill

This is like the snowboarding part of Ice Cap. You can't die in this level, so don't be worried about that. If you want a challenge, try to go through each of the red gates that you see. Avoid the falling rocks and other obstacles that come at you. Froggy will be at the end of the level.

cutscene

Flashback

cutscene

From where you are, go to forward a bit and then go to the right. Go up the stairs and get the glowing upgrade (Tikal will explain how to use it). Now go to the front of the temple where Tikal (peach colored female) is to trigger a cutscene.

cutscene

Adventure Field: Mystic Ruins

Go up to tails workshop and Tails will prepare to find Sonic.

cutscene

SubGame: Sky Chase Act 2

Same as when you played as Sonic. The controls are the same as the last sky chase but this one is much more difficult. Have your fire button finger ready. About halfway through you'll have to doge stationary green spike balls. Just clear those from your path by firing a missile at them, and note that it's best to fire at them before you get too close to them. The last half gets pretty intense, so you might die a few times. At the end, just keep firing at Eggman's ship before he launches another powerful laser at you.

cutscene

Adventure Field: Egg Carrier

Go forward and enter the door to the next action stage.

Stage 4: Sky Deck

This stage is the first half of Sonic's stage with a few shortcuts thrown in. As before, run across the bridges and make sure you don't stop because if you do you risk a) Sonic passing you and b) getting hit by those pesky laser canons.

The first shortcut is to fly up to the first platform and then fly to the pillar with ladders on it. Then fly over the bar bridge (don't climb over,

that takes way too long) and get the extra life. Continue on and go through a checkpoint. If you have a good control over tails, you can fly around the pillar, otherwise, just walk around.

Navigate through the catwalks and don't stop for any items or use any bumpers that you see. In the next wraparound cat walk, simple jump off of it to make things simpler.

Go through the next check point and fly to the pillars (again, don't use the bar bridge because it takes way too long).

A laser will come out and try to discourage you from going on, but simple dodge it and keep running and use the green booster rings until you reach the end of the level.

cutscene

Adventure Field: Egg Carrier

Go to the front of the room and use the platform to go outside. You'll face another mini boss there.

cutscene

---Mini Boss: Gamma----

Hit three times, simple.

cutscene

Adventure Field: Station Square

cutscene

Go to the building to the left of Twinkle Park. You can enter it without an ID card.

Stage 5: Speed Highway

Eggman's ship is pretty fast (he got the turbo you know) but this stage isn't too hard. Note that touching his ship will make you lose rings and give him an chance to get ahead. Use the green rings to the right from the start to get a good lead. Land on the next building and use the green rings on your left to gain more lead. Jump from the building you land on and try to fly to the roof of the building with a bell on it.

Go into the blue tube and try to avoid running upside down. Move on and you'll see some more green rings, use those to your advantage. Go to where Sonic got a helicopter ride but instead go left and take the green ring to another building with a much needed checkpoint. Keep going and make sure to avoid any police cars that you see in the area. Take the rocket into another tube area and again make a point of not inverting yourself while running in it. Take the next rocket and then go through a check point and then go through every green ring you can.

The first level is rather large, but you shouldn't have too much trouble finding the emerald pieces. Be sure to look in buildings, there are plenty of nooks and crannies in them that could contain a piece. Avoid going into the traffic loaded part of the level unless it's obvious that there's an emerald hidden there, it's much easier to navigate this level if you're gliding. The tops of buildings have punchable containers that could contain an emerald, so check those too. Also note that not every surface in this level is climbable. Get all three emeralds to beat the level.

Adventure Field: Station Square

You'll be back at the city hall area. Go back to the hotel and station area. Go into the hotel and go through the automatic doors to the right. You'll be in the casino area. Climb onto one of the buildings and glide to the button above the casino area to get the door opened. Go through the door to start the next action stage.

Stage 2: Casinopolis

There's a hint orb right in front of you when you start out, so use it to get an idea of where the first piece is. This level is quite a bit bigger than it seems, there may be pieces on close to the ceiling and in hidden passage ways. Also, be sure to check out the pirate ship(s) that's high up, it's pretty interesting. This stage has a lot of different colors, so it might be somewhat tough to spot the emeralds needed, so be sure to pay extra attention to your radar. The Sonic statue in the center can be blown up in a humorous manner by punching a section of it's feet out. :) This level has a lot of great explorable scenery, so be sure to check it all out before getting all emeralds.

cutscene

Flashback

Go to the front of the temple to trigger a cutscene with Tikal.

cutscene

Adventure Field: Station Square

You'll be back in front of the casino. Go back to the hotel lobby.

cutscene

Follow Eggman into the elevator.

cutscene

Boss: Chaos 2

Chaos is quite tough this time considering he only has two emeralds. Attack him when he has an arm extended or else he will block your attack. He sometimes turns into a giant ball and bounces around the room. Just avoid him, which isn't hard since the battlefield is quite large. Four hits and he's done. Another note, he also is very slow in this battle, so getting close to him isn't extremely dangerous, although watch out for his swiping.

cutscene

Adventure Field: Mystic Ruins

Go to the cave near Tails' workshop. Go through the gate and it will close. Get the upgrade and Tikal will explain how to use it. Go to the back of the cave and dig into the alter to get the Monkey Destruction Switch. Press it in front of the monkey to open the gate again. Take the switch with you.

Go to the cave that has the gate to Ice Cap, but go past the Ice Cap part and go to the field outside of the cave. Put the switch in front of the other monkey, and you'll go into the gate to start the next stage.

Stage 3: Red Mountain

This huge level isn't too hard but be sure not to fall off of it! The best way to do this level is to use your new found digging ability to search for emeralds. There is a hint orb right where you start out the level, so use it to get a good start and get some valuable information. Plenty of baddies are in this level, so be careful. If you fall low enough in this level, you won't be able to scale the cliffs and you will automatically lose a life. This level has the same crumbly bridges from the other Red Mountains, so mind those as well.

Adventure Field: Mystic Ruins

Go back to the train station area and run toward the grassy field to trigger a cutscene with Sonic.

cutscene

---Mini Boss: Sonic---

Hit him three times. If you have problems beating him you need to stop playing this game right now.

cutscene

Boss: Chaos 4

Chaos will turn the water into a jello like substance that will poison Knux if he sinks into it. Use the lilly pads to stay above it. Chaos will

send out beams of death across the lake, simply jump over them. When Chaos takes a break, give him a good whack to the head. Chaos will also sometimes use his paw to try to smack you, this of course should be avoided. In general, don't get too close to this guy until he is attackable. His last attack will be to split into four orbs and scatter about the lake like crazy. Five hits and he's done. You may perish several times in this fight, so have some patience.

cutscene

Take the mine cart to the heavily wooded part of the Mystic Ruins. Once you get off the cart, pick up the golden statue (it might be hard to spot) that's next to the hint orb and take it to the large temple, and put it in the gold alter in the back of the temple. Now you need to go into a hidden passage way in the jungle, just go left of the temple and down the path and it'll be on the right. Just keep searching, it's not too hard to find. Once you're in the hidden area, dig into the dirt with the symbols coming out of it to get the next statue and take it back to the temple and put it in the other alter. The next action stage will open up.

Stage 4: Lost World

Only a small fraction of the size of Sonic's stage, this level is pretty easy. Just avoid the disappearing enemies and booby traps that littered throughout. If you get lost, climb to the top of the level and glide around it in circles and you should be able to find any of the trickier emeralds.

cutscene

Flashback

Head toward the alter to trigger a cutscene with Tikal.

cutscene

Adventure Field: Mystic Ruins

Go back to the train station and take the cart to the Mystic Ruins jungle. Go to the flashy building in the back and trigger another cutscene.

cutscene

Adventure Field: Egg Carrier

cutscene

Go forward and the ship will change shape. Go to the swimming pool area and go into the pool and you will see the entrance to Knuckles' last action stage.

Stage 5: Sky Deck

You'll be in the urban part of Station Square. Go to the hotel area, and once you're inside of the hotel, go to the Casino area (the automatic doors to the right from where you enter).

cutscene

Leave the Casino area and go through the hotel back to the main city areas. Go to the building labeled "Twinkle Park" to trigger another cutscene.

cutscene

Stage 1 Twinkle Park

Start off the level by going around the area and pushing the three red buttons required to open the large wooden door. You must avoid Zero, so give him a hit with your hammer to give you a break. Hitting him too many times will cause him to get very pissed off and he'll become more difficult to defeat, so don't hit him unless he's really breathing down your neck.

The first button is in front of you when you start the level, nothing difficult to find. For the second one, go to the right (not in the pool, use the path) and jump over the TNT barrels. Avoid the bomb throwing monkeys and press the next button. Keep going along the path and jump over more TNT barrels to get to the last button.

If you somehow fall into the pool, jump rapidly so you don't lose air and make your way to a red bumper that you can use to get out of the pool.

By now the door will be open. Make your way to the door. Zero will chase you throughout the level, so be careful! Go into the door and carefully walk under the spikes. Consider that Amy is one of the slowest characters in the game, so you'll have to be even more careful.

Another door will open. This one has mirrors; Amy's reflection will show on them. Don't mistake her reflection for the real Amy! Zero will chase you down this hall. You'll have to avoid falling spike balls as well, so this can get a bit tricky.

The next hall is a stone hall. There's a spike pit that might not be too obvious, so be careful there. Avoid the blue monster that's waddling down the hall and go through the checkpoint into another mirror room.

This is the hardest part of the level. Be sure to hit Zero if needed and remember to ignore Amy's reflection and focus on Amy. Dodge the falling spike balls and make your way to the next room.

This room has a pair of bomb throwing monkeys, clearly they should be avoided even if it means not getting the rings that they guard. Go into the next mirror room. This one isn't hard to navigate buty there are several trap doors here with some rings on them. Don't be fooled; the trap doors reveal themselves in the reflection. If there's a hole in the floor in the reflection, that means there's a trap door.

Make your way up the stairs and avoid more spike balls and Zero. The next room has some easy to get to rings so get those. Go through the wooden door and the checkpoint and you'll be outside of the building. You're

almost there!

There are plenty of nasty things outside, so be alert. The hint orb will suggest that you hide in the barrel - DON'T. This will make you move slowly and Zero will send out shockwaves that can hurt you. Make your way along the path and jump over the TNT barrels. Get to the balloon and jump to it to escape from Zero!

Adventure Field: Station Square

You'll be in the Twinkle Park gate. Exit the area (not through the door labeled Twinkle Circuit).

cutscene

Adventure Field: Egg Carrier

cutscene

Go out the door and into the game room.

SubGame: Hedgehog Hammer

This neat little game is pretty fun but you may lose a few times. Make a point of not going too far above 2000 points, because that'll make it harder to get an upgrade for Amy later on. Stand in the middle of the game area and jump to start the game. You have to hit the blue and yellow hedgehogs that pop up and you havej to avoid hitting Eggman. The yellows are worth 500 points and the blue ones are worth 100 points, so the yellow ones should take priority should they both appear. Be sure to stay in the middle with your finger on your action button! You won't be able to continue unless you get at least 2000 points, so good luck!

You'll get a powerup after you beat the game, and Tikal in hint orb form will explain how to use it.

Adventure Field: Egg Carrier

Go out the next door into the ship's main room. From there, go into the middle door to start Amy's next stage.

Stage 2: Hot Shelter

This stage is pretty hard considering it's only the second level. You'll start off in an elevator that will take you to a pretty room with statues. One of the "statues" is actually a bomb throwing monkey, so watch out. See the handle next to the door? Get the handle and turn the control stick left to get the door opened.

Note: A rankers should should only let the door open enough for them to

get through, spending a lot of time trying to get the door open can cost you your A rank in time so take note.

Go forward into the creepy green glass area and Zero will burst in (you thought that he had given up? No way!).

When you get to the pool of water, use the platforms to get across. AGAIN A RANKERS TAKE NOTE, falling into the water will take a LOT of time to get out of, so just use the floating platforms. If you do fall in, get to the ladder as quickly as possible. Go into the next room via opening the door, and then you'll be in the emergency drain switch area. Press the button in the center to make a bunch of water flow in. The platforms will now be floating on the water, so use them to get to the platform ahead.

Again, falling into the water here will take a long time to get out of, so A rankers again should be careful.

The door requires you to move the control stick once to the left and three times to the right before it will open. Go forward and go around the spike pits. You'll eventually get to a ladder that you'll have to either move or jump off of to get to the hole in the wall that leads to the second part of the level.

You'll be in a bathroom (great thing to include in a video game, Sonic Team!) Leave the bathroom and your best friend Zero will pop up again ready for more action. This and the other bathroom has items hidden in the stalls.

Go through another door by twisting the handle. Be sure to get the ring bubble floating and then fall down the the metal floor.

In the next room you'll be closer to the heart of the ship. Jump carefully from gear to gear and use the buttons to change their direction of movement if needed.

The next part should not be rushed if you're playing for your first time. Hit the button to change the direction of the walkway. Take Tikal's advice and be careful not to fall off.

Avoid the monkeys in the next room and use the lift the same way you opened the doors, just move the handle left. Take the bumper and go to the checkpoint. You'll have to complete a simple minipuzzle, just put the boxes in their color coded spaces. Keep going and you'll encounter another puzzle just like it, but one of the blocks will be hidden on a beam high up. Just take the bumper and carefully get the box needed. The rest of the level is easy, just mind the monkey mob before the balloon, they can make you lose your required 50 rings if you're on a B rank mission.

cutscene

Flashback

You'll be in front of a large temple. Go in the other direction the the emerald altar (or feel free to explore the area, the views are breathtaking). You'll trigger a cutscene with Tikal.

cutscene

Adventure Field: Egg Carrier

You'll be in the Egg Carrier swimming pool area. Leave through the door.

various cutscenes

Adventure Field: Mystic Ruins

Your quest will take you to the track with the mine cart on it (in the grassy field from the station). From there, you'll be in the jungle, make your way to the flashy lighted building in the distance. Go into the building and make your way to the door with six pads in front of it. Make all of the pads yellow by passing over them (each pad you pass over will change the surrounding pads). Go into the door to the last stage.

Stage 3: Final Egg

This stage is sort of hard, but merciful, since it's quite short.

Zero will quickly start to chase you. Jump over the purple lasers and grab any rings that you can and avoid any of the entrapment enemies that you see. You'll get to a place that's blocked by purple lasers, simply destroy them via hammer or run through them if you're in a hurry.

Keep going and you'll get to the first checkpoint. Bring the elevator down with the button. Don't hide or Zero will send out shockwaves. Take the elevator up. Don't hide under any barrels you see, because Zero will again send out shockwaves.

Try to find the correct door and go through the checkpoint. Avoid the baddies and get the balloon at the end.

cutscene

Adventure Field: Station Square

Take the steps up and get out of Eggman's building. Go back to the mine cart area and use the ladder to get up to that area. Back at the station area, take the ladder under the train to the small boat to travel to the now sunken Egg Carrier.

Adventure Field: Egg Carrier

cutscene

Boss: Zero

It's time to show Zero what's what! He will attack you as usual, so just

cutscene

Adventure Field: Egg Carrier

cutscene

Adventure Field: Station Square

You'll be in front of the Station Square Train Station. Go to the hotel area and go out the back doors that lead to the Emerald Coast area. Destroy the gate that's blocking the entrance to Emerald Coast via your gun.

Stage 2: Emerald Coast

This is another rather short level. Hit the enemies to get some more time. Hitting the chairs will not give you more time, so it's pointless to aim for those. You'll go the same way you did when you played as Sonic for a while, again hit plenty of enemies to get more time. Don't worry about falling into the water, as Gamma will automatically hover over it. Once you get to the loop, go to the left (you can't actually go through the loop as it is blocked). Froggy is in the grassy area in a bubble. Get Froggy to complete the level.

cutscene

Flashback

cutscene

Just go to the alter to trigger a cutscene with Tikal.

cutscene

Adventure Field: Egg Carrier

cutscene

Go to the right door and through the Hedgehog Hammer game area and into the cell area.

cutscene

Go back to the main Egg Carrier room

cutscene

From here, go up the stairs and make your way to the door on the left of the ship (the other door on the other side is locked for now). Go inside the door and get the power up, and Tikal will explain how to use it. Use the bumper to get out of the room

cutscene

Use the platform in the middle of the main room to get to the outside of the ship.

cutscene

---Mini Boss: Sonic---

Hit sonic three times.

cutscene (very touching)

Adventure Field: Mystic Ruins

Go up the stairs to Tails' workshop and get the wind stone just like you did with Sonic and Tails.

Go down the stairs and into the wind cave and place the stone on the alter to open the windy gate.

Stage 3: Windy Valley

This is the first stage that Gamma goes through where you need to watch the time you have left. Running out of time will make you lose a life. The purple floating enemies (best way I can describe them) are worth a lot of time if you hit each section of them. Go the same way you went when you played this level as Sonic. Hit the targests on the walls to clear them. When you see one of the robots on one of the bridges, try to avoid hitting them as it will make the bridge collapse. If you do make the bridge collapse, just try to hover over to the next floating island as best you can.

Boss: E-103

This is kind of like the first boss, but E-103 is a bit faster with his gun and he has more health. Just aim your gun at him and give him plenty of shots. Each time you hit him, he'll be stunned for a moment, giving you a chance to hit him again or move to a different part of the battleground. About five hits is what it takes to beat this guy and get the animal trapped inside rescued.

Adventure Field: Mystic Ruins

Head to the cave that just opened up (the one where you went to as Sonic to get to Ice Cap). Go past the ice cave into the field. You'll see a monkey guarding the gate. Shoot at it to open the gate, and go through the gate to start another level.

Stage 4: Red Mountain

You have to be prompt in this level, because you don't have a lot of time to finish it. Hit everything that you can, and hit the targets on the walls to move forward. You'll have to go across a crumbly rocky area, so be careful there because if you stay on that area too long, you burning in the lava. Watch out for various monkeys and the bombs that they throw. Try to clear them out before you get too close to them. Several rocks will fall in the lava, use them as platforms and avoid any hammers that you see (they're not so obvious).

Boss: E-104

This boss is just like the last one for the most part, and it's not too hard and you have plenty of room to move around. Avoid the missiles that E-104 throws and give him some well aimed shots. He will also be stunned when he gets hit, giving you a bit of a break. There are several rings in the general area, so that makes this battle pretty easy. Five hits and then E-104 will be destroyed, rescuing the animal trapped inside.

Adventure Field: Mystic Ruins

cutscene

Go back to the cave and go through it and go to the train area, but instead of going on the train, go under it and take the ladder down to the boat and ride it to the now wrecked Egg Carrier.

cutscene

Go back to the inside of the ship. Go to the middle door in the back, and it will open. The last stage is behind it.

Stage 5: Hot Shelter

You will have to be VERY quick in this stage, because you have a very limited supply of time! You MUST hit every enemy in combos, and you are probably going to have to start the stage over again if you don't have enough time after one of the checkpoints.

Shoot all the targets on the boxes to get them cleared. Go through the large door and press the button to make the walkway change direction (like you did with Amy).

There is a trap in this level, if you do not hover after being launched at the ramp, you will have to do part of the level over again, costing you much needed time, so be sure to hover after you get launched!

Press the button in the next room to get the arm to move you up. Be sure to clear all the monkeys so they don't get in your way. Hit the other button and get to the place where the arm comes down and you will be taken to the high speed train.

Very straight forward from here, just be sure not to fall off the train!

General Tips

The best way, that I've found, to pull in fish is to hold down the action button while occasionally pressing the jump button to give Big more power. Having the action button pressed will give gentle pressure and the pressing of the jump button can give you a good rhythm to catch fish/Froggy without too much trouble. You can still overpull this way, so use it carefully.

<Walkthrough>

cutscene

Adventure Field: Station Square

You'll start off in front of the SS Central Station. Go to the city hall area, go into the sewer area (pick up the car and move it out of the way) and navigate to Twinkle Park.

Stage 1: Twinkle Park

Froggy will be swimming in the pool where you start out. Fish for him by casting using the action button. When he bites, make sure you don't use too much force when pulling him in or else Big will lose a life.

Adventure Field: Station Square

cutscene

Go to the train station and take the train to the Mystic Ruins. Be sure to take the blue emerald stone with you (it's in the back of the Twinkle Park Building).

Adventure Field: Mystic Ruins

Go to the Ice Cap cave and enter the Ice Cap level via the ladder.

Stage 2: Ice Cap

It is a good idea to get the lure aid in this level by going into the hidden area via the bumper.

Froggy will be under the icy area. Make sure to avoid latching onto other fish because they make the level take longer.

Adventure Field: Mystic Ruins

Go back to the train station.

cutscene

Board the train.

Adventure Field: Station Square

Go to the hotel, go into the back and go to Emerald Coast entrance.

Stage 3: Emerald Coast

This level is pretty huge so finding Froggy is going to be a bit tough. This is where having a lot of patience helps. As usual, avoid other fish to make this level quicker.

Adventure Field: Station Square

cutscene

Adventure Field: Egg Carrier

cutscene

There's an upgrade in the cell area. Go to the Hot Shelter door and enter.

Stage 4: Hot Shelter

Froggy will be swimming in the green area. Go to the room (while avoiding baddies) with the Emergency Drain Switch and use it to fill the area. Fish for froggy here. This isn't too hard because the area isn't that big. Again, don't get your lure close to any other fish because it'll make the level longer.

cutscene

Flashback

Go to the shrine.

cutscene

Adventure Field: Egg carrier

Leave the main room and go to the Chaos 6 area (same area you played as

Bosses For Sonic

Boss: Chaos 0

Sonic Adventure doesn't start you out with a super easy level, oh no, your first moments in the game are spent with this son of a witch. You will start out with two rings. Be careful not to take any more rings in the area until you need them, because if you take them all at once and get hit once, you risk losing all of them and it'll make the battle more difficult. Hit chaos when he's walking (not in a puddle). Toward the end he'll cook up a new scheme; he'll go to the top of one of the poles and try to wack you with one of his "paws". Simply dodge his attacks, and keep on hitting, and in three quick hits, the first battle is over. Pretty easy, even for a boss fight.

Boss: Chaos 4

Chaos will turn the water into a jello like substance that will poison Sonic if he sinks into it. Use the lilly pads to stay above it. Chaos will send out beams of death across the lake, simply jump over them. When Chaos takes a break, give him a good whack to the head. Chaos will also sometimes use his paw to try to smack you, this of course should be avoided. In general, don't get too close to this guy until he is attackable. His last attack will be to split into four orbs and scatter about the lake like crazy. Five hits and he's done. You may perish several times in this fight, so have some patience.

Boss: Chaos 6

Chaos really isn't that tough this time, he just looks the part. His first attack is to try to suck you in, so when he's sucking, run the other way. Eggman will throw small ice robots around the area. Hit a robot to deactivate it, and then pick it up and throw it in the beast's mouth. Chaos will freeze, this is your time to get a hit in. Chaos will try to whack you with his tail several times, so be careful. His most dangerous attack is jumping up and slamming the ground causing a large and deadly shockwave. After five hits he is finished. Make sure that you don't collect all the rings at once, you'll want to have some emergency rings in case you get hit. In all, not too hard.

Boss: Egg Viper

Part 1: When Eggman fires missiles, he'll yell "GET A LOAD OF THIS"; that's your signal to move out of the way when he comes by. Move in the same direction that his missiles are firing in, moving in the opposite direction is riskier. He'll taunt you, and when he does, that's when you get your first hit in.

After that, he'll aim a laser at you. When the halo appears around the nose of the laser, that's your sign to move out of its way! When he opens his front window to taunt you this time, double jump on each of the green

targets to get to the weak part of his ship. Do this quickly or else he will attack you before you get a chance to attack him. He will use this attack pattern a few times before trying something else.

Part 2: He'll appear on one side of the walkway, and he'll throw a spiked disk at you. Avoid the spiked part and jump on top of the disc and ride it back to Eggman's ship and hit the cockpit area. Do this several times and his ship will burst into flames.

You're not done yet, in a cowardly move he will send his ship crashing into your general direction. Tikal will warn you about this in hint orb form before he does. Keep moving from platform to platform to dodge his final attack.

When his ship crashes in a spectacular show, the boss fight is over, and you've won this part of the game. Congrats!

Bosses for Tails

Boss: Egg Hornet

This differs a little from Sonic's fight with the same boss because Tails can't hone/double jump but he can fly and use his tail attack. Just like when you played Sonic, watch out for and dodge the missiles that Eggman fires. When he looks like he's ready to plow into you, you must dodge his attack. Jump into him or use your tail attack on him (be sure to aim for the center front of the ship). He will continue firing missiles, so continue to dodge them and get an extra few rings if needed. He'll charge one more time and when you hit him this time he'll give up.

Boss: Chaos 4

Again, the boss is a little different from Sonic's due to the nature of Tails' abilities. Chaos will turn the water into a jello like substance that will poison Tails if he sinks into it. Use the lilly pads to stay above it. Chaos will send out beams of death across the lake, simply jump over them. When Chaos takes a break, give him a good whack to the head. Chaos will also sometimes use his paw to try to smack you, this of course should be avoided. In general, don't get too close to this guy until he is attackable. His last attack will be to split into four orbs and scatter about the lake like crazy. Five hits and he's done. You may perish several times in this fight, so have some patience.

Boss: Egg Walker

For a last boss, this is very easy. Avoid the missiles like objects that Eggman throws from his ship. Try to get under his ship and he will start to pound the ground with one of the ship's feet. This will send a nasty shockwave out so avoid that. After pounding the ground, give the foot he used a good tailwhip. This will cause his ship to tip over, now is the time to get your hit in!

He will jump to the other side of the road and do the same thing over. Again, go under him and tip his ship over and get another hit in. The third time that you do this, he will use two feet, so you'll have to hit both to get his ship to tip over. Repeat the strategy again for another hit. Repeat again. Your last hit will require you to hit three of his legs.

Bosses for Knuckles

Boss: Chaos 4

Chaos will turn the water into a jello like substance that will poison Knux if he sinks into it. Use the lilly pads to stay above it. Chaos will send out beams of death across the lake, simply jump over them. When Chaos takes a break, give him a good whack to the head. Chaos will also sometimes use his paw to try to smack you, this of course should be avoided. In general, don't get too close to this guy until he is attackable. His last attack will be to split into four orbs and scatter about the lake like crazy. Five hits and he's done. You may perish several times in this fight, so have some patience.

Boss: Chaos 6

This is a bit more difficult than Sonic's fight with Chaos. Avoid the broken parts of the battle, and use the same strategy as before. Chaos will sometimes go into the center and cause hundreds of tiny "arms" to spoke out, these aren't as dangerous as you might think. Just avoid Chaos' tail whipping.

Boss for Amy Rose

Boss: Zero

It's time to show Zero what's what! He will attack you as usual, so just hit him with your hammer to send him into the electric rope surrounding the area. Be sure not to touch the rope yourself. Zero will get zapped and part of his head will be uncovered. Jump up to him and hit his uncovered head to take some life away. He'll recover his strength and attack you again, so just hit him again and send him into the rope and give him another hit.

His final move will be to go to the center of the area and make you jump over a nasty electric wire. Just avoid it and get some extra rings if you need them. This isn't that hard for a final boss, since only three hits are needed.

Bosses for Gamma

Boss: E-101 Beta

This should be a no brainer. Just aim your gun at Beta and give him a few hits. Grab some rings just in case. Dodge the missiles that Beta throws, and you should be fine.

Boss: E-103

This is kind of like the first boss, but E-103 is a bit faster with his gun and he has more health. Just aim your gun at him and give him plenty of shots. Each time you hit him, he'll be stunned for a moment, giving you a chance to hit him again or move to a different part of the battleground. About five hits is what it takes to beat this guy and get the animal trapped inside rescued.

Boss: E-104

This boss is just like the last one for the most part, and it's not too hard and you have plenty of room to move around. Avoid the missiles that E-104 throws and give him some well aimed shots. He will also be stunned when he gets hit, giving you a bit of a break. There are several rings in the general area, so that makes this battle pretty easy. Five hits and then E-104 will be destroyed, rescuing the animal trapped inside.

Boss: E-105

This boss is nothing like the other ones. E-105 will shoot missiles from all of his guns that spoke out from him. You must shoot and disable each gun to beat him. Avoid the missiles.

Be extra careful with this guy, because the floor is rotating and might cause you to run into a missile. Having no rings in the battle area also adds to the difficulty of this boss. Beat the purple dude and rescue the animal trapped inside.

Boss: Beta MK II

There are plenty of rings in the area, so collect a few but not too many in case you need more if you get hit. Beta will fly about there area, and he will try to charge you. This is your time to attack, shoot him in the rear to make him take some damage.

He'll fire some missiles at you, these aren't too hard to avoid if you don't go against their direction. You can also shoot the missiles with your own. Beta will charge again, so hit him the same way. Do this a few more times and he'll fly high above the battle field and throw a series of lasers at you. These are also easy to avoid. After a few more hits, Beta is destroyed.

```
X-----X-----X-----X-----X
| Lure Aid       | No       | Big      | EC Cell   |
X-----X-----X-----X-----X
```

Upgrade Notes

-The Crystal Ring is in the hotel. Just climb up the stairs and press the button and quickly go to the door that opens via Light Speed Dash.

-The Jet anklet is to the left of the Twinkle Park entrance. It is in that watery area and through a small hole in the roof.

-The Fighting Gloves for Knuckles are very pointless. They are on a cliff in the jungle area of the Mystic Ruins.

-The Long Hammer is pointless, you can easlily beat the game without it. It is on the Egg Carrier, about close to the end of Amy's adventure you can get it by beating your score in Hedgehog Hammer.

-The Laser Blaster is in the opposite room from where you got the Jet Booster.

\--/\--/\--/\--/\--/-----\--/\--/\--/\--/\--/
-\/--\/--\/--\/--\/ [0016] \\/--\/--\/--\/--\/
-/\--/\--/\--/\--/\ Chao Overview /\--/\--/\--/\--/\
/--\/--\/--\/--\/--\-----/--\/--\/--\/--\/--\

As I said in the Table of Contents, I am not going to be as comprehensive in this section as I was in the rest of the guide. Sorry, but I find the chao aspect of this game very uninteresting and this guide was just intended to be a detailed walkthrough to beat the game.

What are Chao?

Chao are small animal-like creatures that you can raise in Sonic Adventure. They're like virtual pets.

What/Where are the Chao Gardens?

Station Square: In the hotel lobby, take the elevator. Mystic Ruins: Go to where Tails' workshop is, but instead of going up the stairs go to the cave that's not too far away from there. Take the mine cart here and you'll be in the Chao Garden. Egg Carrier: In the main room, go to where the buttons on the floor are, and press them in the order E G G M A N to open the door to the Chao Garden. Each garden has gateways to the other gardens.

Animals

you use game guides, write one yourself. Anyone can do it, provided that you have a decent typing speed and a good command of whatever language the guide will be in. And 99% of gamers have at least one game that they could write for; no excuse not to.

Legal Notice

This may be not be reproduced under any circumstances except for personal, private use. It may not be placed on any web site or otherwise distributed publicly without advance written permission. Use of this guide on any other web site or as a part of any public display is strictly prohibited, and a violation of copyright. All trademarks and copyrights contained in this document are owned by their respective trademark and copyright holders. See the top of the guide for what to do if you want to host this guide and for contact details.

Published Work Copyright 2007 Amber Lacey

---eof---

This document is copyright siren of kardel and hosted by VGM with permission.