

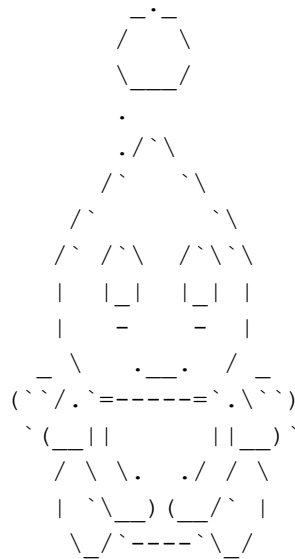
# Sonic Adventure Light Chaos Guide

by SloDeth

Updated to v1.6 on Dec 27, 2000

LIGHT  
CHAO  
GUIDE

v1.6



\*2000\*

BY  
SloDeth

image by Nicole Glaze, AKA Ami-Chan, NICOLEG@AOL.COM

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0. Introduction  
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I wrote this guide to help all those people out there breed themselves a Light Chao in Sonic Adventure. I know somebody would share the secret with the

world, so why shouldn't it be me? The other guides I've seen were a bit hard to follow, so I wrote it all out in plain English. Any suggestions for this guide are welcome, just E-Mail me at [slodeth@iname.com](mailto:slodeth@iname.com).

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Can I use this guide on my website?

\*\*\*\*\*

It depends. Here's how it is:

YOU MUST E-MAIL ME([slodeth@iname.com](mailto:slodeth@iname.com)) AND ASK FOR PERMISSION!

You may not make any changes to it. You can ask, but the answer will be "no" in almost every case.

You cannot make it seem like you wrote the guide yourself IN ANY WAY. It must be clear that it is my original work.

You may not re-write it yourself in your own style. It's called plagiarism. Even if you change every word, plagiarism is the theft of IDEAS.

If I grant you permission by E-mail, you should give me an E-mail address which I can inform you about updates to the guide.

If I grant you permission by E-mail, you should give me a hyperlink to the web site on which you post the guide.

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Can I send you E-mail?

\*\*\*\*\*

Yes, but PLEASE read the Contact Info section at the bottom of the guide!

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1. Basics

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So, we've got these things called Chao. They're the little blue creatures that run around. I'm not trying to write a complete Chao guide here, so I'll keep this short.

First, find a Chao egg. There are four different eggs: blue(normal), gold, silver, and black. Gold is from Station Square, Silver is from Mystic Ruins, and Black is from Egg Carrier.

Next, you must evolve your Chao. A Chao evolves when it is given animals from the Action Stages. The way it evolves depends on the animals it is given. Each animal will give the Chao some of its characteristics. After a Chao receives enough of a certain type of animal, it will surround itself with an egg and evolve, e.g. if you give it mostly red animals, it will evolve into a Dragon Chao, etc. There are five colors: red, yellow, purple, green, and blue. Blue affects Chao randomly, so there is no "blue" chao.

This leaves four once-evolved Chao.

RED	=	Power
BLUE	=	Running
YELLOW	=	Swimming
GREEN	=	Flying

After this first evolution, it can evolve a second time. Although it will not form an egg this second time, its appearance will change. Again, you have an

opportunity to choose which type of animals to give it. Each combination of colors gives a different Chao, e.g. Yellow first and Red second makes a Sumo Chao. There are sixteen different twice-evolved chao.

Is that it?

Of course not.

There are other types of Chao, one being the Light Chao, which is not created from the above method. I wrote this guide to explain how to get one of these with simple, basic instructions.

\*NOTE\* The Light Chao is also known as the Chaos Chao and the Light Chaos Chao. The change in name happened during the translation from Japanese. I will refer to it as the Light Chao because Chaos looks like the plural form of Chao.

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2. Light Chao  
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\*\*\*\*\*  
Summary: Have a Chao reborn twice and then give it 15 animals.  
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Starting Out:

Find a Chao egg. You can create the Light Chao from any color egg, but you may want to start with a regular blue egg straight from the garden. If you do not have any eggs left, you can use a Chao that has not been given any animals.

If you want to reset your Chao gardens, and therefore replacing all of your Chao with new eggs(six total), you can delete the 23-page Chao Data VMU file. It will not affect the rest of the Sonic Game in any way.

NEXT STEP: Have It Reborn

\*NOTE\* There are several ways to do this, but I have only listed the quickest way here. Alternatives include raising it in the VMU, feeding it LifeNuts, and just waiting.

If you have just hatched the Chao, you need to get it through the first evolution. The quickest way to do this is feed it coconuts from the Garden until it forms a cocoon and evolves. This will take very many coconuts, so be patient. This usually takes around fifteen or twenty minutes.

\*NOTE\* If the Chao you are raising was not "freshly hatched", you may be able to skip the above step. To test this, feed it a LifeNut. If it begins mating, it has already been through the first evolution. Congrats. If not, you need to do the above step, but it will not take as many coconuts.

Next, you must have it reborn. To do this:

1. Have another Chao in a VMU play the matching game and win LifeNuts (refer to the section titled Matching Game). You will need anywhere from three to eight LifeNuts for the entire process, and the VMU holds eight at a time. When you receive LifeNuts for winning the game, do not eat them. When you take the Chao out of the VMU, the LifeNuts will come out with it.

2. Feed the LifeNuts to your future Light Chao one-at-a-time. Each time flowers pop up around the Chao, it is ready to mate. Bring another adult Chao to it and they will mate, making an egg pop out of the ground. Repeat this process(three to five times) until the Chao begins its rebirth.

\*NOTE\* If the Chao falls asleep after eating a LifeNut, let it sleep. It will wake up in about five minutes.

During the rebirth, a white cocoon forms around the Chao(the same one that forms when it evolves or dies). When the cocoon goes away, it is an egg again. Hatch this egg.

\*NOTE\* When you hatch it, feed it something IMMEDIATELY! Otherwise, it will die. The way I do it is I shake the egg, lay it down, grab a nearby coconut, and hold the coconut against the egg. When the egg hatches, the Chao inside should immediately grab the nut and start eating.

NEXT STEP: Have It Reborn Again

This works the same way: feed it coconuts until it evolves, give it a bunch of LifeNuts, mate it, rehatch it.

NEXT STEP: Give it ALL 15 Animals.

Now comes the fun part! Give the Chao one of each animal. Do this step quickly and efficiently. You can use any characters you like to get these animals, but this is how I do it:

Knuckles: Go to Sky Deck to get the skunk, swallow(bluebird), and the peacock(green bird).

Go to Speed Highway to get the kangaroo, deer, and rabbit.  
Return to the Garden to use these 6 animals.

Go to Red Mountain to get the mole, parrot, elephant, gorilla, and lion.

Go back to the garden to use these 5 animals.

Sonic: Go to Emerald Coast to get the koala, sea otter, penguin, and seal.  
Go back to the garden to use these 4 animals.

\*NOTE\* As you give the animals to the Chao, WRITE THEM DOWN! Keep a list of the animals you've given it! I can't tell you how many Chao I have ruined because I've skipped an animal or two. Also, you don't want to give it more than one of any animal.

There is a small checklist near the bottom of the guide which you can print out and use. This is invaluable! Trust me. The most common problem is not giving it each animal.

Next Step: Let It EVOLVE!

This takes about five or ten minutes. While you wait, you might as well feed it some coconuts from the trees, as this apparently speeds up the process. Eventually, it should form that white cloud and evolve into a Light Chao. Notice that the white cloud has sparks shooting out of it. Congratulations, you bred yourself a Light Chao!

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3. What To Do With Your New Light Chao  
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So you made a Light Chao...now what?

Well, it's not like Chao are very useful in the first place, but Light Chao are quite special and more useful than regular Chao. Here is a list of things which set them apart:

-They don't look right in the VMU! Something messed up in the translation. To fix this:

1. Delete the 128-page Chao Adventure file on the VMU. Make sure there is not a Chao in the file when you delete it!
2. Change the Text to Japanese from the Options menu.
3. Navigate your way back to the Chao garden. You can't read the words, so good luck.
4. Put the Light Chao into the VMU.

-Light Chao NEVER DIE! I've heard of Light Chao as old as 99 years. I'm sure if you abuse it, it will die, but if you are nice to it, age will not be a problem. This is great if you want to perfect it without it dying a few days after it enters the garden.

-Animals don't change the Light Chao. It will never grow bunny ears or hairy arms. I can't decide if this is a good or bad thing...

-Owning a Light Chao certainly raises your status, as Chao masters will respect you and newbies will look up to you.

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4. Matching Game  
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The matching game is the game you play with the Chao in the VMU. It's like Concentration for all you old-schoolers...so anyway, there's a 3X4 grid of six randomly-placed fruits. The grid is shown to you briefly, and then its covered up, and you try to match it.

If you make no mistakes, you get a special fruit(HastNut, StarNut, ChaoNut, and LifeNut). If you make less than three mistakes, you get a regular fruit. Any more mistakes and you lose.

The secret to the game is to memorize the pairs as quickly as you can. Look for close-by pairs first. Next, look for SYMMETRY. For instance, maybe there is a 2X2 square where the diagonals are pairs. When you get better, you'll notice pairs like this that are farther away, like the corners of the grid.

It's hard to explain, but you get the feel for it. Practice makes perfect, I win the games perfectly 9 out of 10 times.

\*NOTE\* You can use a video or digital camera up and cheat at the game, but this is a waste. You have to be pretty pathetic to cheat at Concentration. You can also try writing down all the fruits with a system of symbols, but you must be a fast writer. It is much easier to simply remember the fruits IMHO.

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5. Advanced Strategy and Army Building  
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So, you want to build an army of Light Chao? Want to brag to all your friends? Want to take over the world and be a Chao GOD? Well, good luck...I've compiled some advice to do doing this...

First, you must have LOTS of free time. No joke. Most of you are still in school, so I recommend waiting for a vacation or long weekend.

Next, you need more than one VMU. Two is fine, but I used three.

Now, making Light Chao is a good opportunity to win prizes from the matching game. Pick or make a Chao, which you will use to play the matching game. This Chao gets to eat all the extra fruit which isn't given to your future Light Chao, and it mates with all your future Light Chao.

There are seven types of Light Chao:

Basic Light Chao(from regular egg)

Light Chao from Special Eggs: Black, Gold, Silver

Light Chao from Special Egg Hybrids: Black/Gold, Black/Silver, Gold/Silver

Note on Hybrids: These are formed by mating two different colored Chao in the VMU. One of the eggs will be a cross between the color of the two parents. If it doesn't work, try it a few more times. That's just how it woks. It's like DNA: mate a blue-eye with a brown-eye, and you won't always get a green-eye. I have not gotten a gold/silver hybrid, but it does exist in theory, at least...

Start with the basic Light Chao. If you can't get the first one, you shouldn't try the rest of them.

Next, take the three special eggs and hatch them. Make all three of them evolve once. Take them two-at-a-time and mate them in the VMU until you have a baby of each hybrid type.

Next, start raising the single-colored Light Chao one-at-a-time. After that, raise the hybrid Light Chao.

The gardens should be like this:

One garden for Light Chao-in-training, with only one Chao and occasionally the Chao from the VMU which gets LifeNuts. The eggs from mating can be destroyed or sent somewhere else.

One garden for babies. You should always save a baby of each color, in case you make a mistake(what, you thought you could raise an army without messing up even once?) or you want to do something else with them later.

One garden for Light Chao.

The garden for the Light Chao-in-training should not be the Egg Carrier Garden, because animals will run into the ocean and never be seen again. There is a superstition that Light Chao are raised faster in the Mystic Ruins Garden, but it's just a superstition. I use Station Square, since it is the simplest of the three.

Now that you have all the Light Chao, what's next?

Well, you could raise all of their stats to 999, right? Seven Perfect Chaos Chao, right? Well, to do that, you must have No Life. You'll need to devote probably a month of your entire life to this task. It's not worth it.

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6. Nexus Memory Card  
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There is a device out there known as the Nexus Memory Card. This unique card allows you to connect the memory card to a PC. Through the PC, you can upload, download, manage, and even HexEdit VMU files.

There are ways to edit the Chao Adventure file to change the Chao, such as changing its stats, its features, its shape, and its fruits. The biggest feature is the ability to change the Chao type, so you can take a regular Chao and change it into a Light Chao. This is how Emerald Chao and even invisible Chao are created.

I don't support this in any way, as I have always been against hacking and cheating, but I have done it myself just for the sake of completeness. It is quite complicated, but there are three main websites you should go to if you are interested:

<http://www.levelsix.com/> -This site lets you buy the Nexus memory card and PC cable for around \$30.

<http://www.booyaka.com/> -Register at this site(for free) and get access to VMU save files, utilities, and message boards.

<http://come.to/the-hidden-palace> -The greatest site by far. If you enter the Hacking Project section, you can find the values for HexEditing.

Please do not E-Mail me concerning the Nexus memory card or hacking the files. As I said, I do not support this in any way. It is much like solving a puzzle, so try to figure it out on your own.

\* ADDITION \* Alright, there is a very simple way to HexEdit yourself a Light Chao. First, get the 8-block Chao Download file(if you can't find/make it, too bad). Go into Edit mode and change the first value in the 0xC00 column to 06. That's as simple as it gets, but if you can't understand it, don't ask me about it. There's plenty of info out there, so find it and figure it out for yourself!

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7. Rumors Dispelled!  
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RUMOR: You need to give a Chao 15 animals in EACH of its lives for it to turn into a Light Chao.

FACT: What a waste! I'm sure it works, but it's completely unnecessary!

RUMOR: You need to give a Chao a ChaoNut in its third life for it to turn into a Light Chao.

FACT: It certainly couldn't hurt...I think it's more of a superstition. I've made many Light Chao without them.

RUMOR: Giving a Light Chao hundreds of animals in equal amounts will turn the Chao transparent.

FACT: You'd have to be pretty thick-headed to try this one out...it is just someone's attempt to waste your time. Yes, it could be possible, but you get nowhere by trying silly rumors like this.

RUMOR: A group of VMU hackers have made Chao called A99 Chao, which are up to five times faster than 999 Chao. Is this true?

FACT: I believe this is true, but I have not seen one myself. They will completely ruin the online Chao Races, so I'm sure Sonic Team will fix the problem.

RUMOR: There is a secret code to raise your Chao's stats to 999.

FACT: Of course not. There was one rumor about making your Chao "spin" and get its stats raised at the rate of one per minute, but it was just a rumor.

RUMOR: There are 3rd and 4th Generation Chao.

FACT: I've heard that there is. Just keep on giving it animals, and switch colors after awhile. The number of possible Chao creations keeps on getting higher and higher.

RUMOR: The Black Market is coming out on [various date].

FACT: The Black Market is a place where you can use Emeralds found in the Adventure Mode to "buy" special Chao online. We've been told that it is coming soon since around 9.9.99, and I doubt it will come soon. Sonic Team is pretty busy, so don't whine about how long it's taking!

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8. Chao Races UNLEASHED!  
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That's right! You can now compete in the Chao races on the Sonic Adventure web page. I think it was a bad idea from the beginning because once Chao have all 999 stats, they can't compete with each other. To add to that, there's still a problem with the competition...people are sending in 0:00.00 times for the races. Sigh...

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9. Troubleshooting:  
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Did you start with a fresh, newborn Chao which was never given any animals?  
Did you hatch the Chao three times(once at the beginning, twice through rebirth)?  
Did you give it each animal once, and only once?  
Were you constantly nice to it(an occasional attack is okay)?

If you answered YES to all these questions, you may E-Mail me at slodeth@iname.com. Try to tell me everything you did to your Chao.

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10. Links and Thanks  
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<http://fly.to/ChaoSpace/> -This site is great for starting out, but it lacks in the more advanced parts.  
<http://www.gamefaqs.com/> -They've got info for tons of games, I turn to them first.  
<http://go.to/SloDethFAQs/> -My website. Has the most current version of this guide.

Thanx to all the people on the message board at ChaoSpace for helping me out. Thanx to George! I talked to him about Chao for a few weeks, and he helped me develop my ideas. Unfortunately, I have lost contact with him and his HTML



guide remains at v1.0.

Thanx to Nicole for the Chao ASCII graphic!

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11. Version History  
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1.6 06/28/00 Updated the guide to conform with my new FAQ format. I added new contact info, new links, and new HexEditing information

1.5 05/05/00 The planets are aligned today! I decided to update this before disaster strikes. I changed some wording, added the Nexus Memory Card section, and added the ASCII graphic(by Nicole). It's good, isn't it? I added other things here and there. I do believe this will be the final version, as nothing new is happening in the Chao world and I don't have any more ideas.

1.2 03/03/00 A few cosmetic changes. Added Rumors section and What To Do With Your Light Chao section.

1.1 01/30/00 Changed the main strategy of the first evolution. Added an advanced strategy section. Fixed a few things here and there.

1.0 01/25/00 I changed the strategy by adding some stat-building. I added a section on the matching game, and I thanked George. He's the man! I changed the word "Chaos" to Chao because I found out that Chao is both singular and plural, like fish and deer. I also changed the format so you don't need to use WordWrap. w00h00!

0.9 01/17/00 First Version.

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12. Checklist  
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You can use this checklist to make sure you give your future Light Chao all the animals. This checklist is formatted so it will be easy to print and fit on one page. It is repeated thrice so you can save paper and reuse it. You can print it in one of two methods:

1. Highlight the entire list. Go to Print... in the File menu and Print the Selection.
2. Highlight the entire list. Hit Ctrl+C(copy) and open up Notepad. Hit Ctrl+V(paste) and Print the entire document.

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LIGHT CHAO GUIDE-ANIMAL CHECKLIST  
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RED	YELLOW	PURPLE	GREEN	BLUE
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Lion	Sea Otter	Parrot	Kangaroo	Mole
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Elephant	Seal	Swallow	Deer	Koala
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Gorilla	Penguin	Peacock	Rabbit	Skunk
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
RED	YELLOW	PURPLE	GREEN	BLUE

	Lion	Sea Otter	Parrot	Kangaroo
	Elephant	Seal	Swallow	Deer
	Gorilla	Penguin	Peacock	Rabbit

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|  |          |           |         |          |       |
|--|----------|-----------|---------|----------|-------|
|  | RED      | YELLOW    | PURPLE  | GREEN    | BLUE  |
|  |          |           |         |          |       |
|  |          |           |         |          |       |
|  | Lion     | Sea Otter | Parrot  | Kangaroo | Mole  |
|  |          |           |         |          |       |
|  |          |           |         |          |       |
|  | Elephant | Seal      | Swallow | Deer     | Koala |
|  |          |           |         |          |       |
|  |          |           |         |          |       |
|  | Gorilla  | Penguin   | Peacock | Rabbit   | Skunk |
|  |          |           |         |          |       |
|  |          |           |         |          |       |

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13. Contact Info  
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E-mail: slodeth@iname.com  
ICQ UIN: 15025844  
Web Page: <http://go.to/SloDethFAQs>

E-mail Rules:

Include the name of the game or guide in the subject.  
E-mail me just about ANYTHING: questions(not answered in the guide), comments, praise, criticism, requests...  
Ask me if you can use this guide. I will almost certainly let you, as long as you ask politely.  
Don't E-mail me crap. Don't ask me to join a website, like AllAdvantage.  
Don't spend any less than one minute writing your E-mail. Check it over and make sure you used correct spelling, decent grammar, and capitalization.  
AOL slang is not up to my standards. Don't use "r u" instead of "are you" or anything like that.

ICQ Rules:

Do whatever you wish. I don't care about ICQ very much. Put my number on spam lists, tell it to your friends, and flood it with whatever you want.

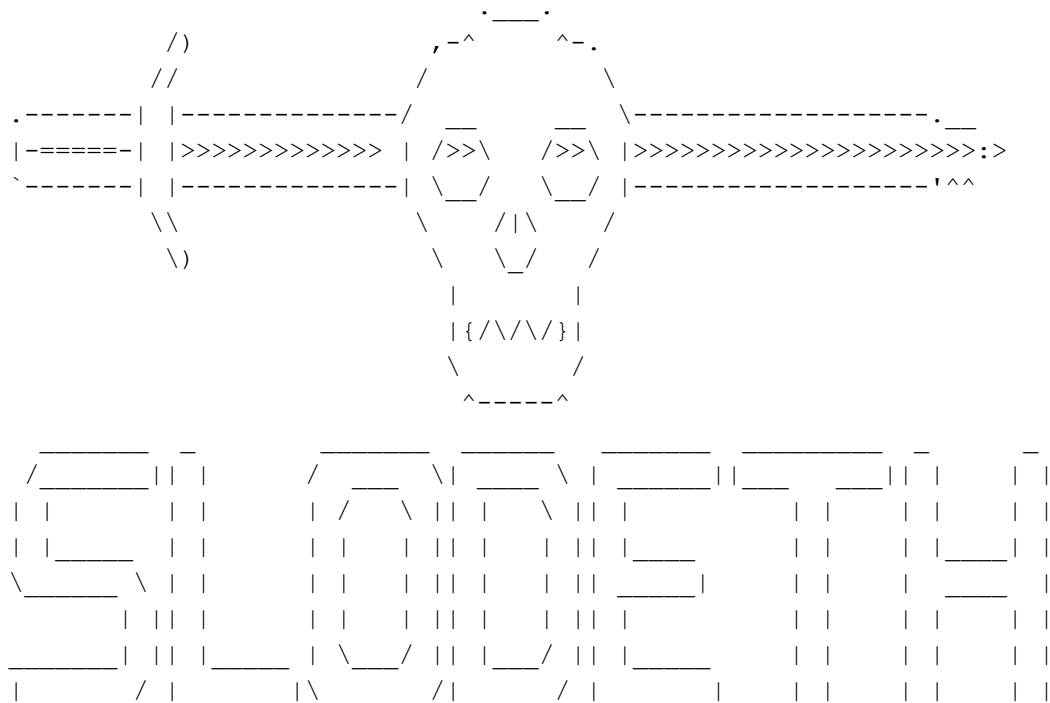
What you can find at my web page:

- More info on me(in case you care)!
- Links to all of my guides!
- The most recent versions of my guides!

- HTML versions of my guides!
- Feedback forms, surveys, and some other crap!
- News on what I've done and what I plan on doing!

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Please do not distribute this guide in any way without my explicit permission. I'm sure you could use it and mutilate it to your pleasing, but I'd appreciate it if you write to me first. I'm very willing to give out this guide, given that it is not changed in any way.

Or, as they say, This document Copyright 2000 by Martin Silbiger.



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