

Sonic Adventure 2 FAQ/Walkthrough v13+1

by Colin Seddon

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<<<(((--- Sonic Adventure Two ---)))>>>

TXT69 Version

FAQ, Walkthrough and Brag Podium

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Version 13 +1

09 Apr 2002

IMPORTANT NOTE: THIS IS A DREAMCAST WALKTHROUGH. WHILE THE GAMECUBE VERSION HAS SIMILARITIES, THERE ARE MANY DIFFERENCES I KNOW NOTHING ABOUT. DO NOT EMAIL ME WITH QUESTIONS ABOUT THE GAMECUBE VERSION. THE ADVICE IN THIS WALKTHROUGH MAY OR MAY NOT WORK ON GAMECUBE. You see the (DC) after the walkthrough title? That means it's a DC walkthrough!

The **BEST** Sonic Adventure Two walkthrough around! At least according to quite-a-large number of emails I've been getting :) You guys are great! Keep the praise coming!

In fact, please don't email me with questions at all. I can remember some things but not much - it's been MONTHS since I've played SA2. The file contains a COMPLETE walkthrough to the story, and I've even

touched on some of the additional missions. But I won't be updating
this file, at least not for a very long time. In a few years I'll
probably go back to the game knowing me ;)

This file is best viewed with YOUR EYES.

Search for two hashes, SKIP then two hashes to skip all this
preamble.

TXT69 Wordwrap bar

<23456789012345678901234567890123456789012345678901234567890123456789>

TXT79 Wordwrap bar

<23456789012345678901234567890123456789012345678901234567890123456789
012345678>

If you have TXT69 or TXT79 versions, you'll find that this
walkthrough is wrapped at either 69 or 79 characters respectively.
Now Word's doing a lot of the donkey work for me, I can concentrate
on actual content :)

YOU CAN QUOTE ME ON THIS: Last ten days

11+3 30/8 "To steal from one author is plagiarism, to steal from two
is comparative study, to steal from three is research."

12+1 4/9 "Do I HAVE to go back to college? No? Right, I'm not going
then. What? I'll have to get a JOB?! Hi ho, hi ho, it's

off to college I go..."

13+0 8/9 "Me: Joining Sonic this time is the guardian of the master emerald. The last of his kind - well, they probably all died of shock when they saw him. It's Knuckles!"

[updated 08/09 - trimmed upto 30/08]

AND NOW: THE ALL-UNIMPORTANT STATS

I don't know. I'm using WordPad to rush off a quick update before I get any more people asking me about the Gamecube version.

NEXT UP: MISCELLANEOUS RAMBLINGS

Last email check date: Blarg

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www.gamefaqs.com (TXT69 version only)

My site (going up soon with TXT69, TXT79, DOC and HTML versions)

Also with permission:

Cheat Code Central

NeoSeeker

www.cybergamingnet.com

But you know what most sites are like about latest versions.

If you want to put it on your site, tough. Any future FAQs in my name will ONLY be found on www.gamefaqs.com and my site. NO EXCEPTIONS! This is because I can't be bothered keeping track of where my FAQs are.

IF I FIND IT ANYWHERE ELSE, OR IN ANYONE ELSE'S FAQ/NAME, I'LL KILL SOMEBODY. Metaphorically speaking, of course. If you want to report a site sticking it up where they shouldn't, I'm sure I can think of a reward :)

AND IF YOU WERE ASKED FOR MONEY FOR THIS FAQ, E-MAIL ME IMMEDIATELY. THIS INCLUDES REGISTRATION FEES AT WEB SITES. Although, if you have to register to get at this FAQ, I probably didn't clear that site anyway...

To find a specific section, search for two hashes, the two-digit section number, then two hashes: for example ##73##... er... well... ##73## won't take you to any section, but you get the general idea. To find a specific stage, search for H, D or L followed by the stage number: for example H2 will take you to Wild Canyon, and L5 will take you to Cannon's Core (Sonic). If you want a walkthrough for a different mission on that stage, add the letter M and the mission number (ie H2M3 will take you to the lost Chao mission on Wild Canyon). But that's still in beta, only City Escape supports that

right now!

My biggest problem with this game is that most of the time it's tough to walk through, other times it's impossible. But I think I've just about managed most of the time. The best example of this is Crazy Gadget - after control point 5.

And finally, whoever was saying that twenty-odd people are wrong and you get nothing for All A Rankers can go and stand in the corner - I confirmed Tikal myself.

##SKIP##

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##00a## Version History

Here's the deal. When I release a proper version to the internet, I'll bump the version number and release it as just a number (eg Version 3). When I just release it to the bNet servers, I put it as version x+y (eg the bNet release after Version 3 is Version 3+1). But to keep track of the sheer amount of work I've done, I'm putting running totals in square brackets after each five revisions.

Ver	Date	Updates
---	----	-----
1	23/6	Extremely incomplete - only goes as far as Wild Canyon on the Hero Side!
2	24/6	Hero Side complete! I'm about to start playing the Dark Side... Ha ha ha! Long live the Eggman empire! I hope he actually kills Sonic when I play through the Dark

Side...

3 1/7 Dark Side complete! Cannon's Core is causing me a few
probs - try me next week.

3+1 (2/7) Changing the FAQ to adapt to emails.

3+2 (4/7) Changing the FAQ to adapt to emails. Yawn.

[05]

4 5/7 Received about 40 emails and went through them. I read
them *all* - thank you everybody!

4+1 (7/7) Updated Brag Podium.

5 8/7 THE LAST SIDE! WHOOOOO! This is the first Last Side
walkthrough!

5+1 (10/7) Updated Brag Podium.

5+2 (12/7) Lyrics to Tails' theme.

[10]

5+3 (13/7) Lyrics to Sonic's theme - damn ISP's gone down! But I
released it to my friends (and foes) at Blast.

5+4 (15/7) Stuff about completing the last side - looks like you DO
get the sound test stuff after all...

5+5 (18/7) The only thing I did in this version was change the odd
word here and there.

5+6 (19/7) "Completing the last side" renamed to "Known Issues" for
future use. Will I actually be able to get on the
Internet on Saturday and get this thing re-released at
last?

Also added full history to the "release" versions - I
can't be bothered keeping two separate histories...

5+7 (20/7) Lyrics to the main theme, and extended lyrics for Tails.
Eggman's to follow (maybe 5+8, maybe later)

[15]

5+8 (21/7) More rewards - I put them all in section 10.

6 21/7 Bumping the version number for release. No changes. I've got most of Eggman's theme tune, but I've still got some words missing. And whoever wrote the lyrics FAQ did a pretty good job but I disagree in a couple of places...

6+1 (26/7) Got all As for Knuckles! Woohoo! Just need to check my mail on sunday and make sure nobody got it before me...

7 29/7 Bumping the version number for release. No changes. Haven't checked my mail in ages, so v8 should have some more of your contributions in it. This one doesn't. (actually released as 6 +0 - my mistake!)

7+1 (30/7) Oops, didn't bump the version number! Still haven't checked most of my mail, but I checked some messages. Updated rewards. I think this'll be the last version for a while cos I'm getting sick of the game, I'm kinda stuck! So I'm waiting for some other kind person to do a full walkthrough for all the missions, then I'll play through and write my version.

[20]

8 5/8 Bumping version number yadda yadda yadda. Kinda getting sick of SA2 now. Oh, well. Time to rediscover a few classics.
Jet Set Radiooooooooooooooooooooo!!!
Anyone remember Sonic Chaos? Well, I'm stuck on the final boss of the game. No, wait, no I'm not. Just done it. Crappy end sequence or what, huh?
Gotta feeling this will be the last update for some time.

8+1 (11/8) Just trawled through 108 emails. Didn't reply to most

because I already know the info they gave me. One idiot sent me the same damn email three times: you know who you are. Now seriously cheesed off at spending over an hour of my holidays for no reason at all. But now at least I know most of the secret characters.

Is it just me, or is this the only walkthrough that's still being updated? Oh well, guess that explains the massive amount of emails I've been getting...

And Jet Set Radioooooooooooooooooo still plays as well now as it did all that time ago!

9 12/8 Bumping version number blah blah blah. No changes, no backlog! Woo! But I'm stuck in Sonic: Triple Trouble on the Game Gear. Can anybody walk me through world 2, act 2?

9+1 (12/8) Er... I forgot to make a history for this update! I guess I put my off-topic Chapter 13 in this time, but I might be wrong.

9+2 (14/8) "Hey hey hey, it's time to get busy!" Now I'm hooked on Crazy Taxi 2. Anybody beaten 603yds on the long jump? I took the old bland chapter 13 out and replaced it with a quiz/competition.

[25]

9+3 (15/8) Nobody's got all the ch13 questions right so far, so I take a wrong answer away from each. I've had complaints about my shameless plug in question 4, but I maintain that it's a good question - it tests your knowledge of the animated serieses. Is that a word? Well, whether it was or it wasn't, it is now. And I'm not asking you to prove you finished the last side any

more - I removed half the references in v9 and the rest now. You should have twigged when I *told* you the last four words in v9!

9+4 (17/8) Got the 3rd Chao emblem now, and a couple of others.

Anyway, updates... Oh yeah. I added a heckofalot more lyrics, and corrected the main theme. "You'll fade in trade", what sort of a lyric is that? Actual lyric is "Your fading trait"... I think :)

I compiled the MGTGLOAT, and over the next few versions I'll be pushing out one at a time. They're weak now, but you'll like number 1! Promise!

10 17/8 Alright, I'm submitting. Bumping version number for probable release tomorrow. And I'm knocking another answer off each competition question - everybody's back in. No right answers yet! I'm working on walkthroughs for the 3rd missions - see my beta in City Escape (it's under HERO)

10+1 (18/8) The competition's over! Still waiting for the winner's name. Well done him!

10+2 (20/8) Finally figured out some more stuff about Chao - I added it. And there's a new section 13 in the making: think about the embarrassing things that've happened to you and get ready to submit to an anonymous timeline!

[30]

10+3 (21/8) I found out there was a song being sung while I was changing - I took an educated guess at the lyrics, but I think we're just about there. Added walkthroughs to the last two City Escape missions, too, and the new Walkthrough File. And I moved all the walkthroughs (bar mission 1s) to their own section to help people

who are just reading this to finish story mode - the other missions would just get in the way. They're in 14 now.

10+4 (22/8) More stuff on Chao. A whole lot of stuff in fact. Hey, I could almost spin a Chao FAQ off this one... but I won't, there's enough of those already. And the whole point of this FAQ is that you shouldn't NEED to download anything else... eventually.

10+5 (23/8) I just noticed the FAQ got over 100KB. And I think I'm getting most of Shadow's theme, too. Lyrics, that is.

10+6 (24/8) The three ways to hatch a Chao were added. And I wordwrapped the FAQ to 69 chars - new bNet restrictions. Jeez, they're worse than GameFAQs!

11 25/8 Bumping version number for release.

[35]

11+1 (25/8) Oops, forgot the quote. Oh well.

11+2 (26/8) I put in stuff about WPCA - see right at the bottom.

11+3 (30/8) Getting on for 19000 words, this walkthrough becomes the longest thing I've ever written. I think that's worthy of a celebration. What can I do to celebrate? Oh yeah, I can do something radical like make the walkthrough file actually look half-decent. Well, that's a matter of opinion, but I changed the design anyway.

12+1 (4/9) No 12+0, I just released 11+3. I think. I put in the new fastest new completion time: about time someone beat me. And I've had a HUGE number of reqs for Chaofinder on Final Chase - I made that I priority. And it's done and in.

Also, I put in a HUGE number of special items - if I know about it, it's in here. If I don't and you do,

please get in touch!

13+0 9/9 No changes at all. I'm just bumping the version number
for release. Oh yeah, I reworded something a little.
But I can't remember what...

[40]

13+1 9/4 Added important note.

##00b## Walkthrough File

This section will grow, and contain details of all the walkthroughs
that are in this file, as well as the versions in which they were
added and what to search for if you want to find them quickly, and a
warning if it contains (self-confessed poor) ASCII art. Saves me
listing them all in history, I'll just tell you to look here!

HERO SIDE		
=====	=====	=====
01 City Escape	3rd: Lost Chao	
	Added to version 10+0 on 17/8	
	Search for "H1M3"	
	ASCII art alert!!!	
	4th: Beat 3:00	
	Added to version 10+3 on 21/8	
	Search for "H1M4"	
	ASCII art alert!!!	
	5th: Hard Mode	
	Added to version 10+3 on 21/8	

	Search for "H1M5"	

DARK SIDE		
=====		
14 Final Chase	3rd: Lost Chao	
	Added to version 12+1 on 04/9	
	Search for "D14M3"	

##01## Brag Podium

First, I wanna brag. Thanks to Flash, I was the first to release a walkthrough for the Last Side!!! Anyway, enough about me, what have you lot been up to?

LAST CHANCE TO SEE "FIRST PERSON" RECORDS!

After the next release the really old records are gonna be erased. No point in having records that can't be beaten any more!

In their place I will put:

- 1) Firstly, the Fastest New Completion top three will stay
- 2) Records for the six Chao jewel race courses: send in your name and the name of your Chao if it has one
- 3) Records for the thirty-one action stages (whether I'll plump for time or points I really don't know, I'll probably go for time)
- 4) Kart race and boss attack times

So get playing and submitting!

RECORDS RECEIVING THEIR LAST SHOWING

First person to...

COMPLETE HERO

John Rzepecki on 22/6/01 at 10:00 PM

COMPLETE DARK

TEND0847@ on 23/6/01 at 10:00 PM

COMPLETE LAST

Alex V. on 23/6/01 at 10:00 PM

GET ALL "A"S SONIC

Alex V. on 26/6/01 at 5:00 PM

GET ALL "A"S TAILS

Alex V. on 26/6/01 at 5:00 PM

GET ALL "A"S KNUX

ME!!!!!! on 26/7/01 at 4:39 PM

Must be my reward for writing this thing :)

GET ALL "A"S SHADOW

aferolie on 11/7/01 at 3:45 PM

GET ALL "A"S ROBOTNIK

Alex V. on 26/6/01 at 5:00 PM

GET ALL "A"S ROUGE

miraikid@ on 21/7/01 at 5:28 PM

GET All 180 EMBLEMS

Somebody has - quite a few people have - but nobody sent me a time in spite of asking for the last loads of versions. Hard luck everybody.

THE RECORDS FOR NEXT VERSION

FASTEST NEW COMPLETION (Top 3)

1 04:28:58 Elindor Quinn

Ended up in Chao World once, so there's room for improvement!

2 04:44:54 ME!!!!!!

C'mon, surely more than one of you can beat that - I only thought up the idea for FNC **after** playing again. I just wanted to play through the story again from scratch to re-find the special items for this FAQ.

To enter this contest, create a new file and play through to the end of the last side, including the two final bosses. Then send in the time on the save file. You should have 34 emblems: if you have any more, you've wasted time! And if you send in a time, mark it "FASTEST NEW COMPLETION" or I'll go my strange-virtual-looks at you and delete your mail. Actually, as soon as I've read a mail it gets deleted anyway unless I save it.

SPEEDSTERS (only here now for formatting)

City Escape	x	_:_:_
Wild Canyon	x	_:_:_
Prison Lane	x	_:_:_
Metal Harbour	x	_:_:_
Green Forest	x	_:_:_
Pumpkin Hill	x	_:_:_
Mission Street	x	_:_:_
Aquatic Mine	x	_:_:_
Route 101	x	_:_:_
Hidden Base	x	_:_:_
Pyramid Cave	x	_:_:_
Death Chamber	x	_:_:_
Eternal Engine	x	_:_:_
Meteor Herd	x	_:_:_
Crazy Gadget	x	_:_:_
Final Rush	x	_:_:_
Iron Gate	x	_:_:_
Dry Lagoon	x	_:_:_
Sand Ocean	x	_:_:_
Radical Highway	x	_:_:_
Egg Quarters	x	_:_:_
Lost Colony	x	_:_:_
Weapons Bed	x	_:_:_
Security Hall	x	_:_:_
White Jungle	x	_:_:_
Route 280	x	_:_:_

Sky Rail	x	_:_:___
Mad Space	x	_:_:___
Cosmic Wall	x	_:_:___
Final Chase	x	_:_:___
Kart Race 1	x	_:_:___
Kart Race 2	x	_:_:___
Kart Race 3	x	_:_:___
Boss Attack Hero	x	_:_:___
Boss Attack Dark	x	_:_:___
Boss Attack All	x	_:_:___
Chao 1	x	_:_:___
Chao 2	x	_:_:___
Chao 3	x	_:_:___
Chao 4	x	_:_:___
Chao Onyx	x	_:_:___
Chao Garnet	x	_:_:___

##02## Theatrical Trailers

When you complete one of the first two stories, you get a theatrical trailer for the other. These sum up the story much better than I ever could, so I'll plonk them here word-for-word.

HERO (BGM: Sonic's Theme)

The military's top secret weapon, Project Shadow, was stolen from a military base located on a deserted island in the southern seas. This incident increased worldwide terrorist activities: Sonic the Hedgehog was arrested. The adventure for truth leads to the incidents that shock the entire world. The story takes our hero, Sonic, from the earth and into outer space. Sonic Adventure 2: hero side story.

Farewell, Sonic, forever!

DARK (BGM: Shadow's Theme [I think])

Eggman steals the research from a military base located on an island to the south: the military's top secret weapon, Shadow. Sealed in the space colony ARK, the seventh Chaos Emerald. When all of the seven keys have been collected, world conquest will be at hand. Sonic Adventure 2: the dark side story. Long live the Eggman Empire!

You get one for LAST, too, but it's indecipherable apart from

"Sonic Adventure 2: final episode. Wishes are eternal."

I think I need a spoiler alert here, because this info is out-of-sequence.

*** SPOILER ALERT ***

I think it's going on about Maria's wish to Shadow fifty years ago, and everything is not-quite-so-vague once you complete and watch the

end sequence.

*** SPOILER ALERT ***

Well, I've got a faint idea, but the storylines aren't exactly SA2's strong point.

##03## Hero Side walkthrough

[EASTER EGG: The callsign of the chopper at the start is Sigma Alpha 2 - phonetic for SA2. Geddit?]

H1: CITY ESCAPE

Played as Sonic

1st: Escape from the city!

So, Sonic escapes the mysterious GUN on his skateboard. The first minute of SA2 is spent boarding, but don't get used to it. Use this opportunity to master the camera rather than the controls, learning to duck slightly to one side if you can't see where you're going.

Board down the hill, going straight on at all junctions. When you're on a little ramp, press the A button. If you do this right, Sonic will pull off a trick.

When Sonic jumps off his board, you can start to master the controls.

Run into the blue chao and he'll introduce himself. Then continue up

the steps.

It's obvious where to go in this stage. The only thing for me to point out is that the blue chao will walk you through this one.

Oh, yeah, there are three blue chao containers on each stage. Try to break at least one with each character to gain access to the Chao Gardens. On this stage, they're not too difficult.

1: After the first road section where Sonic's running, there are two big flights of stairs one after another. On the second, turn right just before the top and somersault into it.

2: Just after 1, there's a long grind around a curved staircase. Get up the ramp on the left at the bottom of the stairs using spin dash and 2 is right there.

3: Later on, there's a staircase up with two red poles horizontally across it. Jump at the top one and Sonic will start swinging. Practice makes perfect - time pressing A so Sonic leaps into the air and lands next to 3.

All in all, nothing particularly strenuous about this level.

BOSS: F-6t "Big Foot" (ground/air combat walker)

Three extremely easy steps.

1: Dodge everything by keeping moving until it lands.

2: Homing attack the cockpit from the front, dodging the missiles.

3: Repeat until it's down and out. It takes four hits.

Sonic gets captured again, so Tails and Amy get to bail him out. But first, introducing Knux.

H2: WILD CANYON

Played as Knuckles

1st: Collect three emerald shards

OK, here's how to play as Knuckles.

I can't walk you through Knuckles' stages, but I can tell you how to get a walkthrough.

Dotted around the level are hint computers. Find three and look at them in turn. Together, they'll tell you where the emerald is. To review your hints, pause the game. That's about it!

The chao containers in this level are tough, find them on a later Knux level.

BOSS: Eggman (self-centred wobble bottom)

Played as Tails

Lock-on and fire. Then grab a ring and dash towards him, and when

you're close press B to punch his lights out. When he stops flashing, lock-on, fire, and punch. Repeat until he's dead. This is known as "doing the nutter thing".

H3: PRISON LANE

Played as Tails

1st: Find the core of the prison.

You've got to get through several prison doors. To do this, you have to destroy every enemy in the level. Most are easy.

One chao container is particularly easy to get - after the first continue marker, instead of going up the lift ahead, turn right and destroy the robot. Then grab the Chao key.

The door at the top of a lift guarded by three E-100 series bots can be a little tricky. To the right is another lift: go up it, aim towards the camera and lock on to everything in the room by going around in a circle. If that doesn't open the door, aim through it and destroy any baddies you can get a lock on. And if THAT fails, retrace your steps to the large open area just before the continue marker and make sure you got rid of all its inhabitants. That ought to cover it.

H4: METAL HARBOUR

Played as Sonic

1st: Whaddaya do just after busting out of jail? Escape!

This is my favourite stage in the whole Sonic series. Except maybe the fourth bonus stage in Sonic Chaos. Anyway, just don't do anything fancy and you'll complete the stage no problemo!

Just after the first continue marker, you'll come to a line of baddies stretching from one platform to the next. Carefully homing attack each to progress. If you're lucky or good, bear left after hitting the fourth to pocket an extra life.

Next is the light speed dash. You need to grab the handle on the left, then come towards the camera and land in the green glow. Then carefully drop back down the lift shaft and use the light speed dash to pocket some rings and progress.

At the airfield, there's an easy Chao container if you didn't get one in the first stage. It is amongst the buildings on the left - you can't miss it if you know where to look. Light speed dash again to progress.

After that are two towers. You need to somersault under the bar and grab the lifts to progress. If you time it right, you shouldn't need to stop.

If you missed the Chao container, there's another easy one just before the rocket you'll take in about ten seconds at the end of the platform. Looking straight on towards the rocket and continue marker, go right to grab the Chao key.

Take the rocket, then you'll have fifteen seconds to get to a MUCH bigger rocket. Don't do anything flash and you can make it in ten.

From here out, wing it - it's easy!

BOSS: Shadow (Black hedgehog with a bad attitude)

Played as Sonic

Shadow is the first tough boss. To beat him, dodge him until he stops then attack him. Three hits will do it, but it's not as easy as it sounds. It's easier to take him from behind if you can.

H5: GREEN FOREST

Played as Sonic

1st: Get off the island in 8:00:00

Eight minutes is overly generous, but I ain't complaining! Running down half-pipes is the order of the day here. Don't do anything flash, just stick to the straight and narrow if you want to finish. Swing from vines, but don't press A to let go like I've seen some people do - Sonic will do that automatically.

The hardest part (comparatively speaking) is the springs near the end. You'll have to make several spring jumps with some really tricky

bits too. You'll also see a Chao container, but you should have grabbed a key for Sonic by now. Just play it cool, take your time (you have plenty) and, for Sonic's sake, try not to fall off...

You'll later encounter a landmass which sinks. I suggest you make your way to the far end, get on the highest part of it and wait until it stops moving or you've got a clear go at one of the springs. Either way, you need to go up them to the goal.

But seriously folks, you'd have to be a serious slowpoke to not make it in eight minutes!

H6: PUMPKIN HILL

Played as Knux

1st: Find three shards.

Once again, I can't really guide you too well on this one. But I can tell you that there's a hint console right behind you, that you should pick up the Shovel Claw ahead of your start position, and that Ghost Train mountain is a good place to start (ahead then left of start pos)

H7: MISSION STREET

Played as Tails

1st: Run. Like the Dickens.

Do as I just said - run. Be careful about the robots though - they can shoot through barricades and you can't.

When you get to the unstable road early on, drop down in the first bit. Turn left through the barricade where it tells you to go right and pick up the booster. To hover, press A to jump, release A, then press and hold it again when you're at the top of your jump. Hover over the gap.

We'll be sneaky here. See that trap? Well, carefully get on top of it and ride it up to the platform: saves a complicated series of jumps. Go forward, bashing poles, and left when a lift handle is on the right. In amongst the crates, there's a Chao key - the easiest one for Tails.

Now take the lift up, and use the moving platforms to get up even further. Follow the road, watching for enemy fire and falling road segments, and turn left when it says right (again). Stand on the green button to fire the rocket, then hover back and go down the newly-cleared path.

After downing more pillars, you'll come to a massive block with no obvious way past. On the right is a stack of crates - use them to climb onto the block, then continue.

From here to the town, it's easy if you're careful and run into the blue chao whenever you see him. Once you're at the town, you'll have to contend with a stupid number of baddies and some falling roads. Be

careful, take it slow, and above all try not to die...

H8: AQUATIC MINE

Played as Knux

1st: Find 3 emerald shards.

This is one of the most boring and drawn-out levels in the game. Hum.

The level consists of four floors (or 'levels') - 0 to 3. You start off on 1 with a hint console behind you. There are plaques dotted around the playfield to indicate which level you're on (well, I can't use 'level' twice, can I?) so glance at them if you're unsure.

0 is the roof and accessible by setting the water level to 1 and using the lifts in the centre. To change the water level to 1 or 2, push the levers on 1 behind your start loc. To change it to 3, go to the roof and find the lever there.

It'll take a lot of attempts to complete this level, er playfield, whatever - you know what I mean. Good luck!

H9: ROUTE 101

Played as Tails (in a cart)

1st: Chase the President's limousine

This is straightforward but still massively hair-raising! Use A to accelerate and the analogue stick to steer. The level ends when you catch the limo. For extra rings, go through the laybys and burst balloons. Press Y for boost every twenty rings or so.

H10: HIDDEN BASE

Played as Tails

1st: Find the entrance to the hidden base

First things first, don't touch the sand. It's quicksand and Tails can't get out of it.

To progress, you're going to have to take out supports holding buildings up to bring them down to a more convenient level. Lock on and fire before making a move.

It's quite clear where to go and what to do in this level. Just follow the platforms and buildings and you'll complete. If you don't know where to go next, look for a wall that's out-of-place (usually with Eggman symbol) and mash B to fire your cannons at it.

The main mistake I always make is trying to do too much at once.

Don't try to hover and take something out at the same time or you'll end up in the sand. Take it nice and slow.

I'll pick up the late-level, starting just after the 'maze' where you have to find hidden walls and blast them, and also find the way to

the other side of the maze. There's a continue point as you go into a building with a path of five blocks on the floor. Go across them and grab the lift. You'll turn around: you have to jump to the other lift by hovering. Be prepared to land by the door if you miss.

Go up-screen and onto the single eggman crate. Use the cannon to break the wooden crate ahead of you and climb the 'stairs' you just made. Break the secret door and turn left, wary of two baddies.

Listen to Omachao's advice and hover to do soft landings as you navigate the obstacle up ahead. It helps if you can take out the monkeys on the right, but it's not necessary. Pull the building down, go across and blow out another door. Go down the left lane up ahead. You'll need to do some serious hovering and you'll have to commit yourself: there's no turning back.

At the end, blow out three red doodahs and climb the 'stairs'.

Another secret door beckons. Beyond is a puzzle. The way I did it was to jump to the platforms ahead-left, ahead, and finally to the lift on the left. But there's more than one way to skin this particular fox. However you do it, grab the lift. The camera gives you a pretty good idea of what to do next and a nice dramatic view as you blow up five dynamite packs. Carefully hop the short distance to the platform on the right, and take the lift to the top of the now-fallen building. The world's worst perspective beckons.

Grab the lift in the middle (it'll take a few goes!) and then go over to the left. Use the spring to get to another secret door, beyond which (finally) lies the goal. Whew!

H11: PYRAMID CAVE

Playing as Sonic

1st: Have a guess.

The level starts with a run down a tunnel. Go through the rings to score points for style.

Now allow me to introduce you to your new friends for the next hour. Hourglasses. These devices open doors for you, before slamming them shut in your face. To flip it and open the associated doors, hit the button on the top. When the sand runs out, the door will shut.

You'll pick up the bounce bracelet about a minute in. Learn how to use this handy item!

As for the rest of the level, you'll have to be proficient in bouncing, grinding and practically every move Sonic can do so far. There's a lot of grinding to do: don't crouch unless you know what you're doing.

Some doors need keys putting in holes, but it's not too taxing: you'll figure it out.

The second key-door is when things start getting tougher. You have to make a major detour to get the key and bring it back, and it's not easy!

Once inside, flip the hourglass and RUN. The door at the end is on

the clock! If you miss it, fall down the hole and try again. If there's somebody watching, end with a somersault to make it look as if you almost didn't make it!

The sequence that follows probably requires a somersault finish - three doors on the same short timer. If you miss, you can grind your way to the end. Somersault under the barricade and prepare for a *very* intense ten seconds, which will undoubtedly end in a collision with an E-100 series bot. All four of my runs did...

You'll have to bounce up two walls and destroy another E-100. Pick up an extra life with a homing attack, and flip another hourglass to set another tight sequence in motion, and then just run to the goal.

H12: DEATH CHAMBER

Played as Knux

1st: Find three gate keys

In a break from the norm, Knux has to find... three gate keys. Just as long, believe me. And just as impossible to walk through. The first hint console is up ahead - I suggest spending ten minutes or so exploring this insanely large map.

You'll want to start by flipping the hourglass and going through, then bearing right. Smash up some crates to get at the hammer gloves which allow you to break open steel crates. Then return to your previous path by going right, flipping the hourglass and going

through the door.

You'll learn your way around quickly enough, though.

BOSS: King Boom Boo (King of the ghosts)

Played as Knux

This is a tough boss. Run away from him, try to get behind him. He'll turn round sometimes though, and he makes a noise that sounds strangely like "mama" when he does.

You've got to get behind him and attack the small ghost. When you do, the hourglass will flip and he'll turn into a shadow. He'll run around the floor away from you and it's not too tough to catch him and dig his shadow up. Then glide into him quickly.

After the first hit, he'll use the wall too. Glide and climb, then dig the wall where his shadow is.

When he's down into the red, he's a lot harder. Both to get behind and dig up: he'll use both the wall and the floor.

A tactic that usually works is to get on the other side of the central column from him and come to a stop. If he doesn't stop too, start moving again.

Don't try to get two hits in one flip of the hourglass - wait.

BOSS: Egg Golem (Big ugly thing)

Played as Sonic

Dodge all his attacks and get behind him. If you fall, mash A and point Sonic roughly at a lift around the outside.

He has three attacks. Two are just hits ahead of him. The third is tough to dodge - he'll put both his hands down and swipe all the way around. To dodge the first two, get behind him. To dodge the third, get on a platform he's already hit (it'll be lower than the others).

Once you're behind him, you have to climb up the convenient steps on his back and attack the button on the top of his head. I recommend you homing attack the top three steps: climb the bottom three then pull off four homing attacks forward to get him. Five hits will get him.

H13: ETERNAL ENGINE

Played as Tails

1st: Destroy the power generator.

This is a very tough mission. One thing you MUST remember is that if you blow out any dynamite you'll be pulled slowly into space. Omachao will tell you more about this.

When you reach a locked door, turn around and go into the door behind you, off the left of the screen. Behind the crates (one of which is a

Chao container) is the switch to open the door - push it. You'll come to a bridge with dynamite - you don't want to blow this up. If you do, you can get across by hovering. Soon after this door, you find a platform with no obvious way to go. You need to drop down onto another platform, but you'll want to hover your way down. Fire the rocket, then jump across (you'll have to jump to a moving platform on the left, then to another which will take you across.

Once you're across, head straight on and talk to Omachao *without* stepping on the black shadow. Push the switch at the back of the room then take the left spring. Get on top of the trap and take two lifts up.

After this, you meet the toughest enemy in the game. The blue blobs. You have to wait until they poke a head out before you fire. And you've got to get close first - they're tough.

When you get to three flying baddies just beyond a door, things get *really* interesting. Get up by using the crates, then time jumping across so that you don't touch the lasers. Watch the way the platforms move - you can hover from the one nearest where you are now to the one furthest away. Hit the continue point - you won't have to do that again. Phew!

It's comparatively easy until the next continue point. Once there, you'll come to a bridge. You have to blow it up and hover down. Push the switch, hit the spring on the left, hover onto the small lift and go in through the newly-opened door.

Nab the bazooka and head back down. Move over to the wall of crates. Make yourself a hole and go through.

Be extremely careful of dynamite in the next room, and even more in the room after that. Take two lifts up to a moving platform and carry on from there.

Beyond the next continue post, don't worry about hovering across - just drop. You'll float and end up dodging more than anything else. You'll eventually come to a long tunnel down. At the bottom, land on the moving platform, and shoot all the targets. Once that's been done, carefully hover over towards the goal.

H14: METEOR HERD

Played as Knux

1st: Find the master emerald.

You know what to do so do it. Most of the hint consoles are around the bottom of the tower on top of small buildings so take a good look around. There's not much to say on this one.

BOSS: ROUGE

Played as Knux

Rouge can be defeated without even breaking a sweat by jumping above her and pressing B, or getting in close and punching. It's best if you keep moving and attacking. Her special attack can be avoided by

gliding. All in all, she's dead easy.

H15: CRAZY GADGET

Played as Sonic

1st: Find Eggman before he kills Amy!

This stage is insanely tough and I could write a whole walkthrough dedicated to just this! Here's what I'll do. At most continue points, I'll put a number in dashes in the main text. If you die, just go back to the number of the continue point! (eg -2- is the second)

-0-

Run down the hall and turn left. Grab the overhead rail.

At the bottom, you meet an old friend and a new friend. The old friend is a blue blob you kill as before, the new friend is the Crazy Gadget in question: Gravity Control Switches (GCSes). Pull the GCS to invert gravity. Continue down this hall and pull the next GCS to switch it back again.

Kill the robot and blob, then bounce up to the lift. Half way up, you'll need to switch to another lift. This is continue point one.

-1-

Homing attack the glass and enter the tube. You'll emerge next to more new baddies. You have to homing attack the two of them and then the spring to proceed.

You really have to either get bounce up and get the bomb or dodge these next enemies - you'll never kill them.

Pull the GCS, somersault into the middle wooden crate up ahead and use the spring. Then somersault through the hole to get to continue point 2.

-2-

You have to grind across the rail up ahead - and it's hard to get used to when you're upside down.

Switch gravity to the right, then go all the way down. More grinding in strange gravity (be *very* careful getting on) and the camera will turn round so it looks like you're the right way up now. Carry on and you'll come to what I call a releaser - it releases a horde of baddies. Kill the releaser and go through the door.

-3-

Grab the overhead rail and ride it all the way down. Half way down, you'll have to somersault under a shield to kill a robot then get back on the rail.

Somersault another shielder, then get up and prepare for a tough challenge. You've got to homing attack four baddies then perform a light speed dash in mid-air. It can be done: practice! You've got to be close to the first ring though, otherwise you'll bounce. Actually, you won't - you'll just sink. In poison. Ouch.

-4-

Into another pipe now - and you'll emerge in inverse gravity.

Progress, avoiding the baddies, and use the GCS. Grab the flame ring from the crates behind you - use a spring to get to them. Turn back around, go to the far end and break the middle container, then hit the nearby GCS and somersault through the gap. Phew!

In the next hall, go to the right and use the springs to gain some height. Grind the rail, then kill the blob at the far end. Light speed dash across the poisonous lake, then start breaking crates until you find a spring which will finally sort gravity out.

Sort out the blob and light speed dash again (be careful). You'll meet another releaser which you should kill. Grab the overhead rail, sort out two shielders and into the short pipe.

There are three blobs to take care of in the next room. After that there's a hard bit. You've got to balance while avoiding two swinging balls: not easy. If you fall, you should be able to get back up.

For now, we'll assume you get across safely. Flick the GCS and go forward. Open the door straight ahead and flick another GCS, then turn around and go in through the door on Sonic's right.

-5-

BEFORE I START, I HAVE NO WAY TO ANSWER QUESTIONS ABOUT THIS SECTION. CRAZY GADGET IS THE HARDEST LEVEL THERE IS, AND I'M NOT ABOUT TO DO IT ALL OVER AGAIN. SO DON'T ASK - THIS IS ALL I'VE GOT. IF I HAD A POUND FOR EVERY QUESTION I GOT ABOUT THIS SECTION, I WOULD BE A VERY RICH MAN. WELL, MAYBE NOT THAT RICH, BUT YOU GET THE IDEA.

Flick the switch and go to the hardest sequence in the entire game.

Flick the GCS and head left. Then carry on forward. Flick the GCS to

drop onto the green platform, and head towards the camera. Turn to the right of the screen at the edge and bounce up to the next GCS which you should flick.

With me so far? You should now be on a yellow platform. Head away from the camera and follow it around, then jump to the blue platform with two careful homing attacks.

Come back towards the camera and find another GCS. Now, before you flick it, let me tell you that you're about to land on a different face of the yellow platform and a blob will appear slightly further away from the camera than you: it's gonna be right next to you. Flick the GCS and deal with the blob.

Remember where the next GCS is (you can see it) and come towards the camera. Follow the platform round to nab a shield, then go back and flick the next GCS.

Use the spring to get on the other end of the yellow block, and carefully grind across to the green one.

Use the spring to get to the purple block, and light speed dash to end up on the blue one again. Flick the GCS and you'll end up back on the purple one.

Push the important switch and flick the GCS to end up on the red block. Deal with the blob, the flick the next GCS to land next to a rocket. You figure it out from here.

BOSS: EGGMAN

Played as Tails

Eggman tricks Tails big time and almost-kills Sonic who *just* gets away.

Anyway, Tails has to beat Eggman. Do the nutter thing exactly as before and keep trying until it works. It'll take you a few continues, but it's a lot more fun than faffing around with dynamite and lock-ons and contending with his special attacks. But if you really want to do that, the sticks in the middle of the room are dynamite :)

H16: FINAL RUSH

Played as Sonic

1st: Get to the cannon.

No walkthrough is required for this: just practice your grinding and you'll do fine. I've done five runs on this level and gone a different way each time! It's not possible to get lost on this level - I challenge you to try. But maybe you'd better finish it first.

Just grind, grind and grind some more. If you need to grind vertically upwards, do a homing attack on the pole, then hold B to crouch. If you see a red cross, a pole is ending. If you see a green cross, a pole is ending. The difference is that you need to jump off a red one, a green one will put you on another rail straight away.

At two points, you will be given a choice between entering red, blue or yellow holes. Two will continue the level, one will give you a

bonus and send you back to choose between the other two. Pick one and go. All I'll say is that neither time will you regret choosing red.

BOSS: SHADOW

Played as Sonic

To beat Shadow and the game, homing attack him repeatedly. Light speed dashes will help you catch up. If you can get in close, you can somersault him too. For an end-of-game boss, he sure dies easily!

##04## Hero Side special items

A lot of the level up items are found during the course of the story. However, some are bonuses you have to go look for. These special items can be a bitch to find, so here are all the ones I know about. If you know of any more, I'd like to hear from you :) I'll start with the Mystic Melodies.

MYSTIC MELODY [Sonic]

Sonic's MM allows him to find the lost Chaos (3rd mission) on any of his action stages. To use, find some old ruins lying around and approach, then press B. On Final Rush, after the fifth(?) continue point, you'll grind a rail. On a corner, you should see two small platforms hovering to the left. Jump (carefully!) and land on one. There's a rocket you have to take, then just follow your nose until you bump into it!

MYSTIC MELODY [Tails]

Go to the hidden base, and play through until you get to a lift with monkeys surrounding you. After this, you need to go ahead then drop down to a lower entranceway. Blast the metal containers with the cannon upgrade (don't try it if you haven't got it). The MM is ahead.

MYSTIC MELODY [Knuckles]

Wild Canyon. Above the "lonely statue" (Omachao will tell you if you bump into him there) climb the wall and you'll see a mural. If you dig through the middle of it (the brownish bit between the two figures) you'll enter a secret room. The melody is right there!

MAGIC GLOVES [Sonic]

City Escape. You need the bounce bracelet and flame ring first. Just after the bit where you run (or sometimes fall) down the wall of a building you'll see some metal crates on the floor. Bounce through them, down into a small room with magic gloves. These let him capture enemies in a tiny ball and throw them at other enemies without going near either of them. I've only ever used them once, though.

ANCIENT LIGHT [Sonic]

Green Forest. Just before continue point 2 there's a small open area. Go to the right wall then edge towards the camera (joystick down). The camera will zoom out to reveal a robot. Do a homing attack on that, and do more towards the camera (joystick down) until you land on a small floating strip of land with the ancient light. It lets you do a Light Speed Attack (LSA) but I've never used it.

LASER BLASTER [Tails]

Prison Lane. Get to the goal ring but don't enter it. Destroy all the enemies in the room to continue the level - a door will open in the far left-hand corner. The laser blaster's in there somewhere. Can't remember what it does - somebody tell me please!

AIR NECKLACE [Knuckles]

The Air Necklace is ESSENTIAL if you want to finish Cannon's Core! To never run out of air again, go to the Aquatic Mine. Climb up to the roof and change the water level to level 3. Go down to level 2, and down the passage marked "danger" you find THERE - not the one at level 1!

From there, go through the passage, into the water.

You'll have to go down a tunnel at the bottom of the 'well' which I think is to the right of the camera, then forward and to the left of the camera once you leave that tunnel. You'll go through another tunnel and emerge at the bottom of another 'well' - mash A as your air clock rapidly runs out. Get to the top and you'll find the Air Necklace. Now you can take your time in all of Knuckles' watery situations: this helps out a lot in the Aquatic Mine itself too.

SUNGLASSES [Knuckles]

Meteor Herd. This one's tough. Go to the doors which say "no entry" in front of (and slightly above) you. Go around the platform to the left and you'll see a meteor - if you punch it it'll move. Make it hit the door dead ahead of it, and the door will be blown off. No entry? Not any more :)

Inside there's a metal crate - punch that open and flick the switch it was hiding. Now climb the high tower until you can get inside, then do so. You'll find the floor missing, like it does sometimes when you're fighting Rouge. Go down, and you'll find the sunglasses

at the bottom. Not in the lava, obviously, but on a platform. The sunglasses let you see things that you can't otherwise.

##05## Dark Side walkthrough

D1: IRON GATE

Played as Eggman

1st: Get to the centre of the base.

Just go down the passageway destroying everything in your way. You're the main baddie - act like it!

To open doors, lock on to the four corners and fire.

The final sequence of doors can't be destroyed like this, but there's a missile right there for you to use. Go up on the lift and lock on to the console, then fire. Finally, just run to the goal. A nice easy level.

BOSS: B-3x HOT SHOT (heavily-armed combat walker)

Played as Shadow

When it comes down, homing attack the cockpit. Avoid its weapons fire by movement and you're home free. Its lock-on can be evaded with a jump dash/homing attack.

D2: DRY LAGOON

Played as Rouge

1st: Find three emerald shards.

Before you even think about emeralds, get a Chao container. From the start location, head into the far corner along the right-hand wall.

There's very little I can tell you, as with all of these collecting levels. It's just a case of spending time snooping around.

To get between Small Oasis and Big Oasis, jump on the turtle and press B. Of course, the turtle has to be in the water for this to work.

D3: SAND OCEAN

Played as Eggman

1st: Get back to base

Basically, follow the path and don't do anything flashy. On the turntables, resist the temptation to dash across because they go a lot quicker than they do in the demos: get onto the edge and wait.

After a turntable and some moving platforms, there's a red thingy on

the left. If you blow that up (you need two lock-ons) you can get to a Chao container. It's probably the easiest Eggman one so far.

All in all, this stage is pretty easy, if a little long. Just don't do anything flash and you'll be alright.

D4: RADICAL HIGHWAY

Played as Shadow

1st: Break through the military.

No walkthrough is really needed for this stage either! So I'll tell you where to find a nice easy Chao container instead.

You'll come to three flying robots you need to homing attack to cross a gap. Deliberately fall near the end and you'll find a Chao container. That should sort out the Chaos!

To get under the rotating bars you need to somersault. Like everything about this level, it's simple.

And no, you're not going around in circles, the level *is* very repetitive.

D5: EGG QUARTERS

Played as Rouge

1st: Find 3 keys.

First, find the blue room. The one with a shark and pool in it. Go through the doorway under the shark to get the Pick Nails (so you can dig). Then it's just a matter of searching...

D6: LOST COLONY

Played as Eggman

1st: Find Shadow

There's no finding necessary here. Just take it nice and slow, and be careful of the guard robots.

I recommend holding B down when moving into a dark place. Keep scanning the area up ahead, and if you get any locks lay waste!

When you see a locked door, the switch is on the other side of the room. Go through.

You'll come to a large dark area: scan, lock, boom boom boom! For every enemy you kill, the room gets brighter. Go to the far end and take the left platform up.

Soon you'll be in a dark circle. Watch the ceiling as you go round, there'll be a red pattern moving across it, use nearby crates to get up. Hover straight across and out. From there, the level's pretty much plain sailing.

Right at the end, there's a platform you have to jump off. Hover down and destroy the dynamite to open the door, then double back and fire

a rocket you'll find there. Then head for the goal - it's about fifteen seconds away.

D7: WEAPONS BED

Played as Eggman

1st: Get into the base.

Destroy as much as you can, locking on to as much as you can in one go each time to bump up your score massively.

On the left further down are some buildings. Behind the dynamite door is the Large Cannon.

Now go to the far end of the airfield. Shoot out the steel containers to make some steps, and climb over the wall with them.

The rest of the level is essentially an exercise in hovering - nothing strenuous.

BOSS: Tails (two-tailed loathable fox)

Played as Eggman

Goody-goody Tails thinks he can stand up for Amy. Yeah right: do the nutter thing and show him otherwise. Don't stop being a nutter - it works, trust me.

D8: SECURITY HALL

Played as Rouge

1st: Steal 3 Chaos Emeralds in 5:00:00.

Why are some timed levels insanely easy, while others are equally insanely tough? Well, I don't know, but this one's tough. It'll take you a few goes.

The floor and block system works like this: the A, B and C blocks of safes are on different walls. Red floor is the bottom floor, then yellow, then blue.

BOSS: R-1/A Flying Dog (multirole attacker)

Played as Rouge

This is almost the same as Sonic and Shadow's first bosses, but it doesn't land. You have to glide up to the cockpit, and the best time to do this is just after it fires its missiles. When it goes red, you have to glide up just after it tries to lock on.

D9: WHITE JUNGLE

Played as Shadow

1st: Cut through the jungle in 10:00:00.

This level relies heavily on speed, but there's a little sightseeing you should do here.

Go down the first half-pipe and hit the spring. You'll do a couple of orbits around a tree and hit another spring. Resist the temptation to do three homing attacks to kill the enemies because it won't work. On the left is a lift - it's a long vine with two red things sticking out of the end.

Somersault under the wooden thingies and hitch another ride on a lift up to continue point 1.

Another LONG half-pipe later, you'll hit an acceleration jump thingy and two more springs: roll with it, just watch your landing. Avoid the spiky thing and do another somersault.

Note to self: investigate crate here once Shadow can break steel ones open.

Nab the bomb, and take the next lift. Go under the trap, jumping over the low fence with a homing attack. Take a spring and a lift up to a robot which you should kill. Somersault through the gap behind it.

Continue to continue point 2, then go down another half-pipe. You'll do another jump and land between two robots - kill. Pick a gap and somersault through. Continue roughly up the screen until you get to continue point 3.

A very long half-pipe leads to another spring and rope affair. You'll land with a very obvious route straight ahead - instead somersault into the crate and go down to grab the Air Shoes and therefore the light speed dash. Do two light-speed dashes and continue as is obvious. Another half-pipe, spring and rope lead you to another lift, trap and somersault affair. Take two more lifts but be careful not to take the third. Instead go around it to the left, and somersault again. You'll find Shadow's easiest Chao container and another lsd opportunity, after which you hit the goal automatically.

BOSS: Sonic (Blue-arsed goit)

Played as Shadow.

Do a nutter thing here - homing attack as much as possible - he can't get you if you're curled up. Just keep homing in on him and three hits should do it.

D10: ROUTE 280

Played as Rouge (in cart)

Another very simple drive-em-up stage with another very generous time limit, but it's harder than 101.

The two new track pieces you need to worry about are splits and ninety-degree fall-off curves. The latter are ninety-degree bends

with no wall on the far side, the former wider tracks with a gaping hole in the middle. Practice makes perfect on this one.

D11: SKY RAIL

Played as Shadow

1st: Chase the Tornado

To get to continue point 1, it's pretty much plain sailing. You'll come to a trampoline (it looks like a spring with green arrows around it) which you need to constantly home in on. At the top, you should take the rocket.

After continue point 1, take the right-hand rail and stick to it at the changeover. You'll have to jump off before the end and home in on the spring.

Another two trampolines later, you'll come to continue point 2 and another long rail, at the bottom of which are three trampolines. Yet another rail to follow and predictably more trampolines. Make your way up to another rail (yawn) - take the right hand one, beyond which lies the goal. But you'll have to jump to clear the level.

BOSS: Egg Golem (Malfunctioning piece of junk)

Played as Eggman

You have to destroy the Golem slightly differently this time: use the

cannon to fire at his body several hundred times. When you see a blue bit, lock on three times and fire. And remember to avoid his attacks.

FROM HERE TO THE END OF THE GAME, THERE'S NOT A LOT I CAN DO TO WALK YOU THROUGH THE LEVELS, SO I'LL GIVE YOU TIPS INSTEAD. JUST TAKE YOUR TIME AND HAVE A FEW GOES AT EACH LEVEL.

D12: MAD SPACE

Played as Rouge

1st: Find 3 shards.

This is hell, and I'm afraid there's no way I can walk you through it. Just take your time, have a few goes, and try to keep your cool. Don't start if you don't intend to spend at least half an hour on this stage.

One thing you really need to do is to go over to the yellow-green planet and getting the Iron Boots from a huge tower with a bird circling the top. Do that at some point during the level or you'll find quite a few 3rd, 4th and 5th missions needlessly difficult.

BOSS: Knuckles (Echidna outcast)

Played as Rouge.

Knux can be defeated without even breaking a sweat by jumping above him and pressing B, or getting in close and punching. It's best if you keep moving and attacking. His special attack can be avoided by gliding. All in all, he's dead easy.

D13: COSMIC WALL

Played as Eggman

1st: Confront the trespassers.

You should know that you can hover up in this level, not down. Just follow the arrows!

Quite a way in you should come to a missile - you know, a rocket with a green button to launch. Fire and follow to find a shield upgrade.

BOSS: Tails (Two-tailed two-faced fox)

Played as Eggman

Do the nutter thing as before and you'll kill him eventually. It might take you a few more goes than before though.

D14: FINAL CHASE

Played as Shadow

1st: Get to the cannon.

Nothing in this mission needs a walkthrough, it really just needs a few goes. I can't walk you through a mission with no junctions and no hard bits!

BOSS: Sonic (blue-arsed goit)

Played as Shadow

Just keep on homing towards him, that's about it!

##06## Dark Side special items

A lot of the level up items are found during the course of the story.

However, some are bonuses you have to go look for. These special items can be a bitch to find, so here are all the ones I know about.

If you know of any more, I'd like to hear from you :) I'll start with the Mystic Melodies.

MYSTIC MELODY [Shadow]

Final Chase, after continue point 3. You can see lots of vertical gravity cylinders, get atop the fifth. Now a very tall one awaits in front of you (a bit to the right) - homing attack/jump dash onto it (making sure you get over the electric fence) and go up. There's a

spring at the top - use it!

MYSTIC MELODY [Eggman]

Sand Ocean, right at the start. On the first spinning thing, jump and hover to the left of the camera. You'll see where you're going in a sec - just trust me. When you land, it's right in front of you.

MYSTIC MELODY [Rouge]

Dry Lagoon, near the starting point. On the right wall there's a mural with a hole in the centre filled in with mud. Dig through it to find the melody waiting.

##07## Last side walkthrough

Cannon's Core is a stage in several parts, every one harder than the previous ones put together! And, as we shall see, the first one isn't exactly a walk in the park...

I'll do the parts in the order you hit them, that's Tails first, then Robotnik, Rouge, Knuckles, and finally Sonic. I've got all my attempts on videotape, so if you have any questions ask.

In order to even THINK about doing Knuckles' part,

YOU NEED THE AIR NECKLACE (Clear enough, Stee?)

See Hero Special Items. Don't continue without it. Shall we begin the last side?

L1: CANNON'S CORE

Played as Tails

As Tails, you have to get to a security door and destroy it. Start by blowing four bits of dynamite to open the first door. Then lock onto the shield robot, and fire as soon as it moves its shield.

Omachao will explain about time freezers (TFs). When he's done, hit the TF and continue past the frozen spinners. Go through the door.

When the clock starts ticking again, attack the two E100s. To destroy the blue blob, lock on, and fire when the head pops out. Then carry on.

Jump onto the floating platform, and it will take you down. Destroy five bits of dynamite and go through the door (you have to hover)

Hit the TF and go through where a laser used to be. Then destroy another enemy and hit another TF (you'll have to jump and maybe hover to get a lock). Go to where Omachao is.

You have to hover down this next bit, destroying two baddies and landing on a moving platform. From there, quickly destroy a third.

Hover down, trying to lock on to the two bits of dynamite. When you can, blow them and get through the door - I missed this one a few times, I can tell you...

Another enemy awaits straight through the door. Destroy it, a blue blob, and two E100s that appear when you approach the blue blob. Then proceed through the door.

Hit the TF and navigate the stopped traps. If you're quick enough, you should be able to blow an enemy through the door ahead before the clock starts again.

Now, you have to hit another TF (jump and lock on) then get on a moving platform to the left or right. When the clock starts it will move again, and you have to get off and onto the platform ahead.

Time hitting the TF to stop the trap ahead when it's at the bottom.

Jump onto it, then jump to the highest platform (in the centre of the room). Walk to the camera but don't get off the top platform. When the clock starts, five E100s will drop down - kill!

Twelve shots will blow the security door ahead - use your cannon to end the stage. But you haven't finished Cannon's Core yet, not by a LONG shot!

L2: CANNON'S CORE

Played as Eggman

Three shield robots welcome Eggman up ahead who starts off with as many rings as Tails finished with. Destroy them as before and proceed down the hall.

Just before the next door, four E100s will surround Eggman - lock and blow. Go through the door and blow another enemy, then get on the lift as before - only this time it takes you up.

Two blue blobs await at the top, and they should pop their heads out at the same time making life a LOT easier. Kill and move on.

Grab the handle to go down, and kill the two shield robots who should move their shields away at the same time, again! Carry on.

Hit the TF and go through the laser - you might need to go back a bit and jump to get a lock on. Don't hold me to it, but I think you can

shoot the blue blob ahead too while time is frozen!

This next bit is incredibly difficult to walk through. You need to hit the TF when you can get atop the first block, then proceed across the room jumping from block to block. If you time it so that the block going down to the left is about two-thirds underwater, you should be alright.

After the drop at the far end of the hall, you should see three holes in the floor (you can stand on the red frames). Two of them have blocks going up, but the middle one has blocks coming down. Ride a block up and hover through the door the arrows on the wall point to.

Phew!

Proceed down the hall, striking a TF. You'll come to continue point 1, the only one on this whole level.

-1-

You need to hover down the next bit (ignore the door up ahead) and avoid the lasers. Actually, you can freefall most of the time, periodically hovering to dodge some lasers. At the bottom of the shaft are four TFs: hit one and go to the door ahead. When the clock ticks on, go through the door.

The hardest bit so far lies ahead, possible exception Crazy Gadget.

You have to hit the TF so that you can get to the highest platform in the centre of the room. There's a block going up on the left, and a block coming towards you from the back of the room. You have to time your shot so that you can get onto the block coming towards you via the block going up and one going to the left, then jump quickly onto the top platform. From there, twelve shots will do it, and there's nothing else on the top this time.

L3: CANNON'S CORE

Played as Rouge

The end of the level is right in front of you, no kidding! But you'll have to open that capsule first.

The column immediately to the left of you is shorter than the rest: climb up it (glide and land on the side of it). Then jump across and climb the column in the opposite side of the room. From there, you have to jump and climb a third: if you turn around, it's the one on the left of the screen. Jump and climb the remaining one opposite you, and stand on the TF. Make sure it stays to one side as you survey your surroundings.

Look around. Can you see a waterfall? Well, there's an open door right at the bottom of it. You have to get through there while time is frozen. You'll come to another puzzle.

There's a TF on the far wall underneath where the blocks come out.

You have to freeze time so there's a block in the centre of the room, then go through where they're coming from. Not easy, is it?

Anyway, destroy a floating blob on the right of the room you find yourself in, and there's invincibility in the crate behind it - but I'm not sure if you can break it. I know I can, but you might need some level up item to do it.

There are two switches on the top platform: one is closely guarded by a blue blob and should be hit. The other is a TF you might want to hit first though to cut down on lost time. Then go with the flow of blocks to leave the room, and freeze time when one's about to emerge from the hole you just came through.

Across the room you're in is a spring: bounce off it and through the

waterfall, then end the level by hitting a switch in the centre of the former capsule.

L4: CANNON'S CORE

Played as Knuckles

Firstly, turn around and destroy the blob: aim for its head and glide. Then go back to the pool of yellow fluid and dive in.

You'll remember this room: Rouge just flooded it. The TF on the top pillar is still there: freeze time. Then go back up to the top and through where some red lasers were - you just froze them. Kill the robot, then stand on the crates and press A then B to jump up, grab a lift and ascend.

At the top of the lift is a switch - flick it and watch as a door opens. Then break through another crate ahead as before.

Go back down, and find the door you just saw open. Go through.

You're in a room. Avoid the first enemy but you'll have to kill the second: aim for the head. Flick a switch right in front of the second, then read on. But don't do anything: wait until I say "do it now" and do it all in one go. This goes for the next TWO paragraphs.

Go above the door you came in by and flick the TF, then it's a mad dash down the passageway on the other side of the room. If time ticks on, you'll be hurtled back through unless you make it. There is NO margin for error. Be careful on the other side, avoid lasers and make your way down to the bottom, but don't land. Do it now.

At the bottom of the laser well is a TF. Flick it, then dash halfway

down the tunnel and flick another TF quickly on the right-hand side of your current passageway, on a corner. Turn this right-hand-down corner and dodge a few more unbreakable crates to get to the end of the passageway. It'll take you a few goes, but if you get sucked back go over to one of the sides of the passageway to avoid a laser. Do it now.

Ignore the enemy you find there, just get to the end and stand on the switch to end the level.

L5: CANNON'S CORE

Played as Sonic

Start by freezing time, then homing attack the three baddies you see ahead of you. There's a releaser next, kill that one too. Go through the door and take care of the two shield robots. There is a bottomless pit below the blue blob, so homing attack it then homing attack towards the camera. It'll take you a few goes.

Turn around and go where the camera points you: dead ahead. This door wasn't open before. Ignore the baddies: jump over the first lasers and freeze time. Kill the bomb robot and jump into the rapids ahead.

It took me a good few minutes to figure this one out, but you have to bounce next to the right-hand side of the far end, get up and freeze time, then get back down and somersault where the arrows point you. Get out the far end.

Grab onto the pole and slide downhill, then homing attack, homing

attack, homing attack over the waterfall. Then sit back and wait.

BOSS: BIOLIZARD

Played as Shadow

There are eleven minutes of failed attempts on my video, it's that hard! I'll do this on a hit-by-hit basis as he changes his attack patterns.

SERIOUS thanks go to Flash once more for this section, I couldn't have done it without you!

HIT 1

His head (or tail if you let it get closer) chases after you: run.

But try to stay nearer his head than his tail. Grab ONE ring - save the rest for later when you REALLY need them! If you get hit at any point during this boss fight, don't go for your ring: grab a different one.

Run away until he stops moving, at which point one of the tubes coming out of his mouth will start flashing, glowing, whatever. Grind up it and homing attack the red dome on the top of him.

HIT 2

Run away as before until he stops moving, at which point he will start to hurl energy balls at you. Jump over the low ones, somersault under the high ones, and whatever you do KEEP MOVING. When he stops, a tube will glow as before: grind and homing attack.

HIT 3

Exactly the same as for hit 2, except that the energy balls will be faster.

HIT 4

No glowing tube, just eggs. That's right: eggs. Homing attack one, but hold A to get more height. Keep doing homing attacks until you can do one on the red thing: then do one.

HIT 5

Exactly the same as hit 4.

HIT 6

This bit will kill you nine times out of ten. He'll lift you and the eggs off the ground: you've got to navigate your way through them and avoid the ones he throws at you, then hit the red thing again.

BOSS: FINAL HAZARD

Played as Super Sonic

Played as Hyper Shadow

This has got to be the easiest end-of-side boss there is: even easier than Sonic and Shadow.

Controls:

Analogue stick moves forward/back/left/right

A moves up

B moves down

To kill the Biolizard, first locate the red swelling thingy on its

side, then drive your character into it. I think you've got to be pressing A or B, though. But I might be wrong. Six hits will kill it. And if you're near to the red swelling thingy, release A/B and press the other to get a speed burst.

SS and HS both use one ring per second. If they're running low, just fly past the Biolizard to switch characters. The other will go and collect some rings.

There's nothing particularly difficult about this fight - just remember the five-minute time limit and watch your rings.

You win, you win! Simple as that! Now that wasn't too hard, was it?

##08## Known Issues

This is the bit where I get at Sonic Team for releasing a great game with a few small problems in it. And one big one.

MEMORY CARD REMOVAL

DO *NOT* REMOVE A MEMORY CARD AT ANY POINT DURING THE GAME! If you do, the game pretends to cope with it and wait for re-insertion. But nine times out of ten it goes weird and won't save until you reboot! THAT'S how come I didn't get any rewards for completing LAST in early versions of this walkthrough, folks!

If you want to make doubly sure you get the rewards for completing

the Last side, complete a 2nd mission afterwards. Make sure you get "NOW SAVING" in the top-right hand corner and you're OK. If this doesn't happen, you shouldn't have dropped your controller during the game, Stee!

##09## Chao

Before I go on, Chaos aren't male by definition, and sometimes I say HIM and sometimes IT - depends. Don't flame, just go get a Chao FAQ if it bothers you - I recommend the bigger one.

This just used to be a dump of all the stuff I could think of about Chao in no particular order. Well it's still bad - but I tidied it up a little.

FIRST JOB: Free up 128 blocks on a VM temporarily. Hatch one of your two eggs THE WRONG WAY (see HATCHING below - it's quicker and you won't be keeping him), pick up the Chao and go over to the Chao Transporter. Put that Chao into CA2 and exit SA2 (you can just press eject when it says "Saved Successfully"). Go to FILE, select that VM and DELETE CHAO ADVENTURE 2 WITH YOUR REJECT CHAO INSIDE. Seems harsh, but two Chao are a handful and you'll get more as you need them. One's enough trouble - believe me, I know. Now hatch your other egg and continue as below.

HATCHING: There are basically three ways to hatch an egg - the long

way, the wrong way and the right way.

The long way is to just sit and wait until it hatches on its own.

The wrong way is to throw it against the wall, but don't count on it liking you. Ever.

The right way is to pick it up, shake it a little and put it down again - go over to it, get "PICK" in the action window and hold B, then move the joystick off-centre. Shake it a few times then put it down and back off. Your Chao will burst out of the egg really happy - they're cuter if you keep them that way too. You can start by giving it its first meal.

FEEDING: Once your Chao has hatched he'll be hungry - here's how to feed him. Go up to a tree in a garden and press B (action window should say "TOUCH"). Then move the joystick off-centre to start shaking it, and stop when a fruit falls. Pick this up and give it to your Chao by walking up to him. Feeding your Chao these fruits will increase its stamina for racing!

SKILLS: There are two ways to increase skills. Well, three if you're being picky.

The first two involve playing the action stages and collecting Chaos Drives and small animals. You can carry up to ten and they go with any of that side's characters into the Chao Garden (i.e. if you pick them up with Sonic, you can take them in as Knuckles but not Eggman). Chaos Drives increase their respective stat a little. But animals increase the stat associated with their background by a lot, and affect other stats too (some up, some down, some staying the same).

Both {GREEN Running

Chaos Drives {YELLOW Swimming

and {RED Power

small animals {PURPLE Flying

Animals only {BLUE General

increase ALL {BLACK Ghost (but has undesirable effects on
appearance)

above stats! {ORANGE Fantasy

RACING: This is the heart and soul of Chao Raising. Here I'll cover
what stats you need to win, and (most importantly) what you get for
winning!

CRAB POOL

Need swimming and (a tiny bit of) running. And some flying wouldn't
hurt either. It's essentially a huge swimming pool with a bit of a
run-up and a short dive where you can gain a considerable advantage
over the other Chao.

Win SHOVEL for that Chao on winning 3rd race, half of what it needs
to plant seeds.

STUMP VALLEY

>>>..... This is the main obstacle, and the path

Chaos take.

_____ .. If your Chao is good at flying he only needs
flying

| and running. If he's not so good he'll fall
too far

| _____ and have to climb up the cliff on the far
side, and

| | need power. If he's absolutely rotten, he'll
have

| | to swim up to the cliff then climb it.

| | Win WATERING CAN for that Chao on winning
3rd race,

~~~~~ half of what it needs to plant seeds.

#### MUSHROOM FOREST

Need running. That's it.

Win RATTLE for that Chao on winning 3rd race, something for it to  
play with.

#### BLOCK CANYON

You need power for this one, but if your Chao can't run he'll lose a  
lot of ground in the opening seconds.

Win CAR for that Chao on winning 3rd race, but I've never seen it  
used. Probably to play with, but hopefully to ride around in (that  
would be cool! ...but I ain't holding my breath).

[Prizes from here out were contributed by someone who wishes to  
remain anonymous for some unfathomable reason. Probably because of  
his rotten grammar and lack of info about what the Chao use them for.  
My Chao aren't good enough to win above level 2 in ANY of these races  
yet!]

I recommend you attempt the jewel races in the following order:

PERIDOT - GARNET - AQUAMARINE - TOPAZ - ONYX - DIAMOND

## AQUAMARINE

You need a lot of running for ALL these jewel races, but there are quite a few swimming pools in this one. Swimming is a must, and flying will help it too.

Win SONIC DOLL apparently, but I wouldn't know.

## TOPAZ

This needs a lot of everything - do this one last (apart from the final two). While swimming is the least important, you still need quite a bit of it.

Win BROOM apparently, but don't ask me.

## PERIDOT

Just a great big run all over the Chao Race World, and I don't think ANY of the other skills are used in this one. Do this one first.

Win PICTURE BOOK according to Mr. S - but I haven't so I can't tell you any more.

## GARNET

A good second race, needs two skills: running and power. And flying wouldn't hurt it either - I can remember an obstacle like in Stump Valley. You shouldn't need swimming, I'm assuming your Chao is good enough by now or you wouldn't even be ATTEMPTING a jewel race!

A POGO STICK for your Chao is the prize apparently.

## ONYX

Running is an absolute must, and here you're introduced to your Chao's intelligence factor. It will have you SCREAMING at your Chao as you realise how thick he is. The first puzzle is disarming a trap on a jack-in-the-box, the second is choosing the right fruit from a

selection, and the third is noticing which lanes towards the end have pits waiting for him to fall into.

According to my sources, you get some CRAYONS for this.

DIAMOND

Even worse than Topaz. Intelligence, stamina, running, climbing, swimming and flying are all needed in droves if you want to stand ANY chance of winning this one.

CHAO ADVENTURE 2: In the unlikely event that you have a VM with a couple of batteries in it, you can download a Chao to it and take him for a walk (where he miraculously learns how to speak English, as do frogs, ducks, etc.) You pick up various items while in CA2. Snacks you should give to your Chao immediately - they make him happy and give him 2 points of stamina. Items vary. You can have up to eight items at a time on your VM, they stay there independant of the Chao. They are useless in Chao Adventure 2. To get an explanation of what one does, go

Items > (item) > Explain

and if it's anything special it'll tell you. When you transfer your Chao back to the garden from the VM, you can transfer as many of your items as you want too - but don't unless you intend to use them right away!

FRUITS: All fruits, when given to a Chao in the garden, give him 4 points of stamina. Dark Fruits help Chaos become Dark Chaos, Hero Fruits do the opposite. Smart Fruits increase intelligence, and Chao Fruits increase pretty much everything else.

SEEDS: "How do you plant seeds?" I hear you ask. Well, it's a secret. But I'll tell you anyway. When a Chao wins a set of races, it gets a PRIZE! If the same Chao wins all three levels on the first two tracks of beginner mode, it will get a trowel and a watering can. Now it can plant seeds. When you find one in CA2, give it to that Chao and it will wander around, select a spot and plant the tree.

COMING SOON, THE WORLD'S SHORTEST WALKTHROUGH FOR CHAO ADVENTURE 2!

At the moment, it's five lines and I've nearly covered the lot :)

#### ##10## Rewards

For completing HERO

1. Scene select for HERO - go to Story and you'll find you can start at

any point in the adventure!

2. Boss Attack: Hero Side Story.

For completing DARK

1. Scene select for DARK - go to Story as above.
2. Boss Attack: Dark Side Story.

For completing HERO and DARK

1. Last Episode unlocked - go to Story and select the question mark.



For completing LAST

1. An end sequence: \*sniff\* \*sniff\*
2. Boss Attack: All Bosses.
3. Even though it's not mentioned, you get scene select for the Last Side.
4. Sound Test - everything is unlocked ONLY IF YOU DO EXACTLY AS I SAY IN

SECTION 8!

5. A serious feeling that you've wasted a good few hours of your life. The

worst part of it all is that if you go to EXTRA then EMBLEM RESULTS,

you can see \*exactly\* how much you've wasted! Ouch!

#### EXTRA CHARACTERS

Get all emblems for a certain character (minus "all A rank") to unlock an extra 2P versus mode character you can substitute for the regular by pushing LEFT or RIGHT at game/stage select (after side select). And if you get all A ranks, you get ANOTHER special character.

<(?) means I haven't confirmed it, and (???) means "Who's Metal Sonic?!".>

\*\*\* ALL EMBLEMS \*\*\*

You get alternative costumes for each character as you get all their emblems, you only actually get new characters per se when you get all their A ranks.

\*\*\* ALL A RANKS \*\*\*

SONIC: Amy (?)

TAILS: Chao (?)

KNUX: Tikal, the girl from the past in SA1.

SHADOW: Metal Sonic (???) [anybody wanna fill me in on who this guy is?]

EGGMAN: Big (?)

ROUGE: Chaos (?)

180 EMBLEMS (?)

Apparently, if you get all 180 emblems you unlock Green Hill - you remember the green hill zone from the original Sonic ten years ago?

Well, everyone seems to say that's what happens. But I'm still

working at the big one-eight-oh - heck, I'm only just at one-five-oh!

### ##11## Theme Tune Lyrics

There's a whole FAQ out there devoted to the lyrics to music in SA2, so I'm only gonna cover the theme tunes (there are seven, I'm not doing Knuckles). If you want more, go check out the Lyrics FAQ on GameFAQs.com - I'm sure the author won't mind me plugging his work here. I'm only putting this section in so that you only need ONE FAQ [which you do :)] and because I disagree with the Lyrics FAQ in places.

They were *\*SO\** unoriginal about the themes for Sonic, Tails and Knuckles that they've used the same old lyrics! AND THEY DIDN'T EVEN RECORD A NEW THEME FOR AMY! Geez, it's not THAT hard!

NB: If I'm \*really\* not sure about the lyrics, I put (?) next to that line. And unless I put <ending> it loops from the start.

Here goes, now some of these lyrics could be wrong, missing, whatever. But It Doesn't Matter...

#### MAIN THEME

Can you feel life moving through your mind

Ooh, looks like it came back for more, yeah!

Can you feel time slipping down your spine

Ooh, you're trying - trying to ignore, yeah!

But you can hardly swallow

Your fear's in vain

And you can't help but follow

I put you right back where you came

(Live and learn) Hanging on the edge of tomorrow

(Live and learn) From the words of yesterday

(Live and learn) If you beg or if you borrow

(Live and learn) You may never find your way

Can you feel life tangle you up inside

Yeah, now you're face down on the floor, ohh

But you can save your sorrow

Your fading trait

And you can't help but follow

I put you right back where you came

(Live and learn) Hanging on the edge of tomorrow

(Live and learn) From the words of yesterday

(Live and learn) If you beg or if you borrow

(Live and learn) You may never find your way

<middle eight>

There's a face searching far, so far and wide

There's a place where you dreamed you'd never find

Hold on to whatever - hold on to whatever!

(Live and learn) Hanging on the edge of tomorrow

(Live and learn) From the words of yesterday

(Live and learn) If you beg or if you borrow

(Live and learn) You may never find your way

(Live and learn) Hanging on the edge of tomorrow

(Live and learn) From the words of yesterday

(Live and learn) If you beg or if you borrow

(Live and learn) You may never find your way

SONIC'S THEME

Well, I don't show off, don't criticise

I'm just living by my own feelings

And I won't give in, won't compromise

Cos I only have a steadfast heart of gold

I don't know why I can't leave on my good time

But I ain't out of control, just living by my word

Don't ask me why, I don't need a reason

I got my way, my own way.

It doesn't matter now what happens, I will never give up the fight

Long as the voice inside drives me to run and fight

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

Well, I don't look back - I don't need to

Time won't wait and I've got so much to do

Where do I stop now? It's all unclear it's so unclear

Well, I don't know but I can't be wrong

It doesn't matter now what happens, I will never give up the fight

Long as the voice inside drives me to run and fight

Place all your bets on the one you think is right.

<middle eight>

It doesn't matter now what happens, I will never give up the fight

Long as the voice inside drives me to run and fight

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

<ending>

TAILS' THEME

When all alone in my chair

I just go about wishing

Wanna be strong - really wanna be trusted of

When all alone in my bed

I just go about yearning

Wanna be cool - I also wanna be like him

But that's not something

I can do so easily

This is not simply my way, my own style

Gotta get a hold of my life

I wanna fly

So I can reach the highest of all the heavens

Somebody will be

Waiting for me so I've got to fly higher!

KNUCKLES' THEME

[Mostly a rap which is indecipherable - would be perfect for the old

Never Mind The Buzzcocks lyrics round :) I'm only doing the "Born on

an island... bit"]

Born on an island in the heavens

The blood of ancestors flows inside me

My duty is to save our flower

From evil deterioratiooooooooooon (did I spell that right?)

## EGGMAN'S THEME

The story begins, but who's gonna win

We know in the dangers here lies revenge (?)

Aboard the ARK, a genius at heart

We wanted to unlock the mystery of life (?)

I'm the Eggman, that's what I am

I'm the Eggman, I got the master plan

I'm the Eggman, that's what I am

I'm the Eggman, I got the master plan

## AMY'S THEME

[If you have SA1, load it up, go to sound test, play Amy's short  
theme and compare :)]

(Sweet, sweet, oh so sweet) There's nowhere to hide

(Sweet, sweet, oh so sweet) Come on, settle our lives

(Sweet, sweet, oh so sweet) I'll always be there for you

(Sweet, sweet, oh so sweet) In the best and worst times

You can be my sweetest honey for eternity

(Sweet, sweet, oh so sweet) So many things I want

(Sweet, sweet, oh so sweet) I wanna be a wonderful girl

(Sweet, sweet, oh so sweet) I'm not simple minded

(Sweet, sweet, oh so sweet) And I won't be a pearl

I honestly need you just as much as you need me

## ##12## Extended Theme Tune Lyrics

(And fancy dress advice)

When we had a big bash to celebrate SA2's launch and Sonic's 10th birthday, the band played extended versions of the theme songs wot I wrote (they gave Knux a miss for the obvious reason that nobody knows the lyrics anyway!). The extensions, not the songs themselves. So if you care, here are the lyrics they used. Feel free to nick 'em, heck I don't exactly own them. I've used <Verse> <Bridge> and <Chorus> to distinguish between the three because not all the verses are the same length!

Advice about dressing up in a Sonic costume: put your arms in first, make sure you can see BEFORE leaving the dressing room, and wear as little clothing as possible cos it gets hot in there. Don't do what I did and get in wearing a track suit...

FIRST SONG: Sort of a hybrid of Open Your Heart and Live And Learn. I didn't write this one, and I don't have the lyrics to hand. These are probably wrong.

<Verse>

Thunder, rain and lightning

Danger, water rising



Clamour, sirens wail

It's such a bad sign

Shadows of dark creatures

Steel clouds floating in air

People run for shelter

What's gonna happen to us?

<Bridge>

All the steps we take, all the moves we make

All the pain at stake

I see the chaos for everyone

Who are we, what can we do?

You and I are the same in the way that

We have our own styles that we won't change

Yours is filled with evil and mine is not

There is no way I can lose!

<Chorus>

Can't hold on much longer                      But I will never let go

I know its a one way trip                      Tell me now how long this will last

I'm not gonna think this way                      Nor will I count on others

Close my eyes and feel the burn                      Now I see what I've gotta do

<Live And Learn riff>

<Verse>

Can you feel life moving through your mind

Ooh, looks like it came back for more, yeah!

Can you feel time slipping down your spine

Ooh, you're trying - trying to ignore, yeah!

<Bridge>

But you can hardly swallow

Your fear's in vain

And you can't help but follow

I put you right back where you came

<Chorus>

(Live and learn) Hanging on the edge of tomorrow

(Live and learn) From the words of yesterday

(Live and learn) If you beg or if you borrow

(Live and learn) You may never find your way

(Live and learn) Hanging on the edge of tomorrow

(Live and learn) From the words of yesterday, hey!

(Live and learn) If you beg or if you borrow

(Live and learn) You may never find your waaaaaaay!

MAIN THEME: As before, except it has an ending.

SONIC: Exactly as above.

TAILS: An extra verse and two choruses, plus an ending...

<Verse>

When all alone in my chair

I just go about wishing

Wanna be strong - really wanna be trusted of

When all alone in my bed

I just go about yearning

Wanna be cool - I also wanna be like him

<Bridge>

But that's not something I can do so easily

This is not simply my way, my own style

Gotta get a hold of my life

<Chorus>

I wanna fly

So I can reach the highest of all the heavens

Somebody will be

Waiting for me so I've got to fly higher!

<Verse>

When all alone in my sleep,

I just go about dreaming:

Some day I will be having the same adventure.

<Bridge>

If I just follow him, I will not ever see the light:

Now's the time to find my way through this dark night,

I'm trying so hard to be strong.

<Chorus>

I wanna fly

So I can reach the highest of all the heavens

Somebody will be

Waiting for me so I've got to fly higher!

<Instrumental>

<Chorus>

I wanna fly

So I can reach the highest of all the heavens

Somebody will be

Waiting for me so I've got to fly higher,

Gotta keep going

Everyone is afraid, no-one looks for me

I will believe

Believe in myself, this is the only start for me!

KNUCKLES: We gave Knux a miss [for obvious reasons :) ] and did Amy  
instead.

AMY: An extra chorus and an ending...

(Sweet, sweet, oh so sweet) There's nowhere to hide

(Sweet, sweet, oh so sweet) Come on, settle our lives

(Sweet, sweet, oh so sweet) I'll always be there for you

(Sweet, sweet, oh so sweet) In the best and worst times

You can be my sweetest honey for eternity

(Sweet, sweet, oh so sweet) So many things I want

(Sweet, sweet, oh so sweet) I wanna be a wonderful girl

(Sweet, sweet, oh so sweet) I'm not simple minded

(Sweet, sweet, oh so sweet) And I won't be a pearl

I honestly need you just as much as you need me

<middle eight>

(Sweet, sweet, oh so sweet) There's nowhere to hide

(Sweet, sweet, oh so sweet) Come on, settle our lives

(Sweet, sweet, oh so sweet) I'll always be there for you

(Sweet, sweet, oh so sweet) In the best and worst times

You can be my sweetest honey for eternityyyyyyyyyyyyyyy!

##O/T## Competition (##13##)

THE COMPETITION IS OVER!

The winner was <send me your name>!

QUESTION 1: Triple Trouble is also known by what other name?

POSSIBLE ANSWERS: (in alphabetical order)

[a] Sonic 2

[b] Sonic 3

[c] Sonic Chaos

[d] Sonic Spinball

[e] Sonic & Tails

>>>>Sonic & Tails 2<<<<

QUESTION 2: What was the first game you could become Super Sonic in?

POSSIBLE ANSWERS: (in chronological order)

[a] Sonic The Hedgehog

>>>>Sonic 2<<<<

[c] Sonic 3

[d] Sonic Chaos

[e] Triple Trouble

[f] Sonic Adventure

QUESTION 3: What was the other name of the game Sonic 4 - that was never finished or released? (Clue: I'm pretty sure it was a Mega Drive game, but I might be wrong)

POSSIBLE ANSWERS: (in alphabetical order)

[a] Knuckles' Island

[b] Mega Sonic

[c] Mystic Ruins

[d] Sonic 3D

[e] Sonic 4D

>>>>Sonic Crackers<<<<

QUESTION 4: In my new fanfic series, Way Past Cool Adventures

[SHAMELESS PLUG: to be released soon :)], what is the name of the dumb robot Probe created? (Tip: use a process of elimination...)

POSSIBLE ANSWERS: (in alphabetical order)

>>>>Basil<<<<

[b] Dingo [Sonic Underground]

[c] Grounder [Adventures of Sonic the Hedgehog]

[d] Scratch [Adventures of Sonic the Hedgehog]

[e] Sleet [Sonic Underground]

[f] Zero [Sonic Adventure]

{I had a \*lot\* of complaints about question 4. But I maintain that it

was a good question - I \*told\* you to use a process of elimination, and if you read my FUTURE section last release you'd know I wrote WPCA to \*not\* tie in with any existing Sonic stuff. That obviously includes names. Since the other five were in SU, AoStH or SA1 it can't be any of them - the only remaining one was BASIL. C'mon, I \*told\* you the answer to this one!}

#### THE PRIZE:

None. Nobody gave me an idea! Well... that's not true, if somebody from Blast (who had about five days) had won before somebody else (who took about five hours) they would have got a disk they could insert into the Stats Server which would have added FIVE HUNDRED FRAGS to their total. But they didn't, so the disk gets wiped... nah, I'll use it meself, no sense wasting it :)

#### ##14## Walkthroughs for other missions

This is a dump for all the other walkthroughs I've got. It'll become a mess, but that won't matter because you're searching for codes, aren't you? Remember? Alright, here's a summary.

Get a pen and paper, or open a fresh, blank notepad window. Jot down the stage and mission numbers you want, and whether they're HERO, DARK or LAST. To generate the code you need to search for, take the first letter from one of those three words (H, D or L) then the STAGE number (ie 1-16, 1-14 or 1-5). Then put the letter M and finally the mission number (1-5). Now search for that code - look at the first few below if you want examples.

Or you could just check out the Walkthrough File right at the top of the file, which will TELL you what to search for. In fact, that's probably your best bet considering how few walkthroughs there are here right now. I mean \*I\* can do most of them, but writing a walkthrough's a different matter.

The missions have nicknames in my self-confessed deranged mind - "Chaofinder", "Foot To The Floor" and "Not So Easy Mode". Don't be alarmed when you see them.

### H1M3: CITY ESCAPE (Sonic) - Chaofinder

The lost Chao route on this level is at the bottom of the building you run down (just after a loop which is just after a huge green field and a path of rings you can LSD). Play your Mystic Melody at the Mystic Ruins and a spring will appear. Now for most of these routes I'll have to draw you a map, so ASCII-art-here-we-go! And remember the key, I'll sometimes forget to put it in knowing me...

.-----.

|         |              |                                     |
|---------|--------------|-------------------------------------|
| Room    | +++++        |                                     |
| with    | + KEY +      | {1} Jump on the spring              |
| Chao    | +++++        | {2} Take the lift up                |
| '-----' | + () Pole +  | {3} Jump off the lift then quickly  |
|         | + __ Stop +  | homing attack the enemy, taking     |
| ( )     | + /\ Lift +  | care if it has a shield             |
| /\      | + >< Enemy + | {4} Keep A held down and you should |
| /\      | +++++        | grab the next lift                  |
| /\      |              | {5} Repeat from 2 until you grab a  |



pole instead

```
—   ><                               {6} Swing up from the pole and push
/\                                     towards the building: Sonic will
/\                                     land next to the Chao
/\

><   —   See the pattern?
```

H1M4: CITY ESCAPE (Sonic) - Foot To The Floor [03:00]

[Author's note: The French call this Contre La Montre - why can't

\*we\* have such a poetic language?]

{Author's subnote: That's the only French I know, and I probably got

\*that\* wrong. If I did, \*please\* tell me!}

Right, in the first of my "Foot To The Floor" series of walkthroughs, I'm gonna have to teach you a few tricks to shave vital seconds off your time.

JUMP DASH by pressing A in midair when there are no baddies anywhere near. This gets you to full speed, and whenever you stop you should restart with a jump dash.

CROUCH GRIND by holding B on a grind. Just don't crouch while you're on too steep a corner or you'll fall off. Crouch grinding speeds you up and if you do it right it'll cut your grind time in half at worst!

Right, now to City Escape. To beat three minutes, you \*really\* need to push hard on the corners when you're skateboarding. Take the

racing line (I feel an ASCII art coming on...)

```
##### KEY: #Wall# +Racing line+
#      +++
#      ++      You need to take corners nice and wide, and
#      ++      try to hug the inside line. You'll be thrown
#      +##### to the outer edge of the straight after,
#      +#      roll with it. Just try not to crash and
#      +#      you'll be alright! A variation of this is a
#      + #     chicane - a quick left-right or right-left.
#      + #     Then you just keep on drifting over after
#      + #     corner one and go all-out into the second.
#      + #
```

The thirty-or-so seconds you spend skateboarding will make or break this mission. But there's one other little trick you can do here.

In the massive green field you run through, if you have the light speed shoes you can do a LSD and save some time here. Go into the left field and hit the trick ramp at full pelt to land on a bridge - go to the right of that bridge and you'll see a long path of rings. LSD along them to save a few precious seconds. That's about it really.

H1M5: CITY ESCAPE (Sonic) - Not So Easy Mode

Hard is a relative term, and in this case a misplaced one. Treat this the same as easy mode, just keep your eyes open for shields (physical and electrical) and avoid them. When you're jumping between two

handrails you'll often find a baddie between them - don't be afraid to go right over the top of it. It'll turn round but you should be crouch grinding away by then! And if you don't get at least a C first time down, you need more practice.

D14M3: FINAL CHASE (Shadow) - Chaofinder

This was the last Chao I managed to find. To get him, you need to find the continue point after which there are a lot of gravity cylinders running HORIZONTALLY. At the end, there's a hook lift up to one VERTICAL one, take it. Now, on this vertical one there's a spring and a hook lift - you have to take the hook lift. Time it so you get onto the top NEAREST the screen, and don't go too far forward or you'll hit the spring. Take the hook lift up and play your mystic melody.

Half a path of rings will form. Wait a second, and watch carefully. Eventually the other half will appear and you can LSD down them.

You'll come to a gravity cylinder. You HAVE to take this one slowly as there are four electric blockades on here. Be VERY careful and you'll manage it alright. When you get to the top, it's easy: just follow your nose.

##96## Other People

Competition winners!

QUESTION 1: Triple Trouble is also known by what other name?

>>> Sonic And Tails 2

QUESTION 2: What was the first game you could become Super Sonic in?

>>> Sonic 2

QUESTION 3: What was the other name of the game Sonic 4 - that was never finished or released?

>>> Sonic Crackers

QUESTION 4: In my new fanfic series, Way Past Cool Adventures

[SHAMELESS PLUG: out now :)], what is the name of the dumb robot Probe created?

>>> BASIL

WINNER: Jeremy Plumridge

People who helped me: too numerous to list. But here are the people whose contributions are in this FAQ, in order of usefulness:

001 Flash - he practically walked me through Cannon's Core. Kind Sir, whoever you are, I salute you!

002 Everybody at UT Blast for not getting at me for playing SA2 when I should have been UnrealEditing/practicing/adminning (is that a word?), and for joining in occasionally, thanks to 2P versus mode.

003 Everybody who sent me details of the secret characters. I've put (?) next to them until I confirm them, but they seem to make sense.

004 yuri983@ - telling me in Final Rush what the red and green crosses at the end of the poles mean.

People who didn't help me: (In order of being irritating ness)

001 Somebody (lost their name) said you get nothing at all for getting All A Rankers. Either there's something wrong or he's just a total idiot. I have his email and will be naming and shaming next time round.

##97## Contacting Me

Send E-mail to CWSeddon@anonymous.to if you follow the following rules.

1) Make it readable. None of these SMS type contractions - you guys \*do\* know you have more than 255 characters for an email, don't you? If your message is indecipherable I'll tell you to translate it for me, or just delete it ignored. The only contractions I know are LOL and smileys like :) - use them if you must.

2) No attachments. Otherwise I'll think it's a virus. "Attachments" includes screenshots: I have a separate addy for that stuff, available on request if I know you.

3) No HTML messages. I can't read 'em and they just look like blank messages (with one attachment which I won't touch) to me!

4) I WILL \*NOT\* RUN THROUGH CRAZY GADGET FOR YOU. WHAT YOU SEE IS WHAT YOU GET. SO READ MY ASCII ART AND

#####  
#####  
#####  
#####  
#####

5) When I've read a message, I always delete it. So include all relevant text in a reply. Here's an example of what not to do, with my probable replies:

[You] I finished the last side!

[Me] <I finished the last side!> I need a time.

[You] 27th of August at 4 o'clock

[Me] <27th of August at 4 o'clock> What about the 27th of Blarg at 4... AM?

[You] 4PM and I told you, I finished the last side!

[Me] <4PM and I told you, I finished the last side!> I need a date.

You can see this would carry on ad infinitum.

A better convo is:

[You] I finished the last side!

[Me] <I finished the last side!> I need a time.

[You] I finished the last side on the 27th of Blarg at 4 o'clock

[Me] <I finished the last side on the 27th of Blarg at 4 o'clock> AM or PM?

[You] I finished the last side on the 27th of Blarg at 4PM.

Of course, it would be best if you'd told me all that from the start.

And in fact, I don't really CARE if you beat the last side. The

conversation would go...

[You] I finished the last side!

(nothing)

[You] Please reply to my email

[Me] <Please reply to my email> What email? I delete them when I've read them.

[You] I finished the last side! Sayonara, Shadow the Hedgehog!

(nothing)

[You] Are you gonna reply or not?

Join the club. Practically EVERYONE's finished the last side now, and quite a few claim to have 180 emblems too. What do you want, a prize? If I had £1 for every person who wrote to tell me they'd finished the last side and told me nothing else, I'd be considerably richer than I am presently.

Now, if you still want to mail me, bear in mind that forty of you do that every week and half the time my servers are down - keep it brief or I'll hate you. I check my mail once every Preston Guild, so you may have to wait a while for a reply. Alright, maybe once most weeks. Of course, if you have my personal address, I check that twice every week. But I'm not telling just anybody that, I get enough spam as it is.

But praise is welcome no matter what.

##98## Help Me Out!

Alright, I'm going to admit it. I'm stuck. There, I said it.

I'm stuck fast on quite a few of the levels. If somebody would be kind enough to send me a walkthrough (put the level in the subject so I can spot it) I'll be eternally grateful. Well, if you're first you'll get your name in the Thanks section.

#### EMBLEMS WHAT I HAVEN'T GOT

|                      |     |
|----------------------|-----|
| All A Rank: Sonic    | [ ] |
| All A Rank: Tails    | [ ] |
| All A Rank: Shadow   | [ ] |
| All A Rank: Robotnik | [ ] |
| All A Rank: Rouge    | [ ] |

(Finally finished Cannon's Core hard mode - that was HARD alright!)

|           |                     |
|-----------|---------------------|
| Chao Race | [*] [*] [*] [ ] [ ] |
|           | [ ] [ ] [ ] [ ] [ ] |

##99## Future

I would like to take this opportunity to say goodbye to Sonic. I'm growing up now, and I must admit Sonic's hold over me is diminishing.



SA2 is probably the last Sonic game I'll ever buy for that reason.

...

See? I told you I'm a good actor, Stee! Sonic's games play just as well for me now as they did ten years ago, of course!

But the chances are that as I go to university this time next year (September 2002) I won't have enough money to shell out for another console, so wherever Sonic goes I won't go with him. I'll have to settle for web sites and fan fiction. You ~~deleted~~, Sega! How could you abandon the Dreamcast like that? Excuse me, I just had to get that off my chest.

Somebody please keep me updated with the Sega Sonic universe, or should that be Nintendo Sonic universe \*sniff sniff\* I hate long goodbyes \*sniff sniff\*

So I'm turning to writing fan fiction now. I hope I don't dishonour the Sonic legacy too much - well, at least not until I give in to temptation and write a lemon. It's bound to happen eventually. Watch [www.fanfiction.net](http://www.fanfiction.net) for my fanfics as I'll be releasing them there. And I swear I'll be writing Sonic fanfics LONG after everyone else forgets about him! And in case you're wondering, I \*know\* Way Past Cool sucked. So I've got rid of that and started a fresh series which seems to be going down better. Keep up with my work at:

<http://www.fanfiction.net/index.fic?action=Directory-AuthorProfile&UserID=73361>

If you have the TXT69 version you'll need to make sure that goes in  
on one line because it'll wrap. Blame bNet.

Anyway, there's only really one thing left to say. Sayonara, Sonic  
the Sega mascot. I think it sucks that Sonic is going to Nintendo,  
and it's CRIMINAL that he'll be a Smash Brother! Oh well, what's one  
man to do... except bad-mouth Nintendo in my fanfics ;)

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