

Sonic Adventure 2 Complete Guide

by Nathan and Jason Tsui

Updated to v0.7 on Jul 13, 2001

```
 /_____/ /_____\ |____| |____| |____| /_____/ /_____\
( (_____/ /_____\ |____| |____| |____| /_____\ /_____\
 \_____\ |____| |____| |____| |____| |____| |____|
_____) |____| |____| |____| |____| |____| |____| |____|
/_____/ \_____/ |____| |____| |____| |____| |____| |____|
//\ |____| |____| |____| |____| |____| |____| |____| |____|
//\ |____| |____| |____| |____| |____| |____| |____| |____|
```

COMPLETE

GUIDE

| VERSION 0.7 |

~~~~~

```
 /_____|_____\
a) / Nathan | Jason \
   \ Tsui and Tsui /
   \_____|_____/
     | (c) 2001 |
     ~~~~~
```

or

```
 /_____|_____\
b) / Nathan Tsui \
 _____|_____/
 |____|copyright|____|
 |____| (c)2001 |____|
 _____|_____/
 \ Jason Tsui /
   ~~~~~
```

Hey readers! As this FAQ is in very primitive stages, this title isn't done yet! So we need your help deciding which of the two author-ship thingies on the left to use. Drop us a line at our e-mail, or catch us on AIM (see chapter [1c]: Contact Info) and tell us which one YOU like better!

THE ORIGINAL SONIC ADVENTURE 2 FAQ!  
(the first FAQ released for SA2!)

For detailed notes on how updates are coming along, visit the site at  
<http://www.angelfire.com/dc/segaholic2>

=====

T A B L E o f C O N T E N T S

=====

- [ 1] Introduction
  - [1a] Welcome!
  - [1b] About the Authors
    - [1b.1] Nathan Tsui
    - [1b.2] Jason Tsui
  - [1c] Contact Info
- [ 2] Basics
  - [2a] Game Basics
  - [2b] VMU Saves
  - [2c] Options
- [ 3] Characters and Upgrades
  - [3a] Sonic the Hedgehog
  - [3b] Knuckles the Echidna
  - [3c] Miles "Tails" Prower
  - [3d] Shadow the Hedgehog

- [3e] Rouge the Bat
- [3f] Dr. Eggman
- [ 4] Items and Enemies
  - [4a] Items
  - [4b] Enemies
- \*[ 5] Story Mode
  - [5a] Hero Side
  - [5b] Dark Side
  - [5c] Last Side
- [ 6] Bosses
  - [6a] Hero Side
  - [6b] Dark Side
  - [6c] Last Side
- \*\*[ ?] Stage Missions
- \*\*[ ?] 2-Player Mode
- \*\*[ ?] Big the Cat Sightings
- \*\*[ ?] Miscellaneous
- [ 7] F.A.Q.s
  - [7a] Game F.A.Q.s
  - [7b] Guide F.A.Q.s
- [ 8] Credits
  - [8a] Special Thanx
- [ 9] Version History
- [10] Coming Soon
  - [10a] Unwritten Chapters
  - [10b] Incomplete Chapters
  - [10c] Current Work
- [11] Copyright Info

\*PARTLY FINISHED  
 \*\*COMING SOON

=====  
 [ 1] I n t r o d u c t i o n  
 =====

This FAQ is still in very VERY primitive stages... You can see that the final layout isn't done, the ASCII title isn't finished, etc... But seeing how the game has just been released, this is just a prototype to get the actual thing going. We're gonna make it bigger, badder, and better than anything else out there! (we hope) Our vision for this FAQ is that we'll be able to finish it and make it the definitive complete walkthrough on the Internet. Also, to my knowledge, this is the first FAQ/walkthrough ever written for Sonic Adventure 2. :)

\* \* \* \* \*  
 \* The newest version of this guide can always be found at these sites \*  
 \* \* \* \* \*  
 \* <http://www.angelfire.com/dc/segaholic2> \*  
 \* <http://gamefaqs.com/> \*  
 \* \* \* \* \*

-----  
 [1a] W e l c o m e !  
 -----

Welcome to Nathan and Jason Tsui's Complete Guide to Sonic Adventure 2. Seeing how the game has just been released, we'll be updating and writing this walkthrough as we go through the game!

---

## [1b] A b o u t t h e A u t h o r s

---

This section will just introduce us, the two authors of this guide. We each wrote our own section, and we hope our personal flair shows throughout this walkthrough. :)

---

### [1b.1] Nathan Tsui

---

Name: Nathan "Segaholic2" Tsui  
E-Mail: segaholic2@yahoo.com  
AOL Instant Messenger: Segaholic2  
Web Site: <http://www.angelfire.com/dc/segaholic2>

Yo! I'm Nathan Tsui, also known as Segaholic2! I have been playing videogames since the old Mario Brothers and Sonic the Hedgehog, but Sonic is the guy that really got me into videogames... as in hard-core! And as Sonic Adventure 2 celebrates Sonic's 10th anniversary, I thought it would be appropriate for us to write a complete guide for what might be Sonic's biggest game ever... not to mention his last appearance on a Sega system.

I'm the older of the two of us, and that's about all I can say.

---

### [1b.2] Jason Tsui

---

Name: Jason "Double -S-" Tsui  
E-Mail: stkrule@yahoo.com  
AOL Instant Messenger: DoubleS DX

Jason here, otherwise called (aside from real life) Double -S-. Not much to say here... let's just say thanks to all my real life friends! Nathan (NOT my bro), Sam, John, Elizabeth, James A., James T., Matthew, umm... that's all I think. :) Thanks for just being there!

OK this next chapter is about my experience in videogames.

I've played videogames just about as long as my bro, from Mario to Sonic the Hedgehog to Virtua Fighter to Mario 64 and now to the Dreamcast era, so I know how big it is for a videogame mascot to last 10 years. Eagerly anticipating this game would be a major under-statement. Though it is sad to see SEGA pulling out of the hardware business, the Blue Blur's legend looks like it'll keep on running.

Bring it on.

---

## [1c] C o n t a c t I n f o

---

If you have any comments, questions, or suggestions, please feel free to send them to Nathan Tsui at [segaholic2@yahoo.com](mailto:segaholic2@yahoo.com) or Jason Tsui at [stkrule@yahoo.com](mailto:stkrule@yahoo.com). Also e-mail us with any errors or info we don't already have and you'll get your name in the Credits in the next update!

Regarding questions: Do NOT ask me questions that are answered in this guide. READ the guide before sending me questions. I do not enjoy receiving e-mails asking questions that are clearly answered in this

walkthrough.

If you want to contact me quickly, use AOL Instant Messenger. I practically live on it now that I have DSL. ;) Anyways, I'm almost always on Instant Messenger, so give me a ring on that. My handle is "Segaholic2", and Jason's is "DoubleS DX".

=====  
[ 2] B a s i c s  
=====

This section will detail all the basics of the game that you should know. More coming soon!

The main theme of Sonic Adventure 2 is the Hero / Dark idea which has been focused upon before in books, movies, games, etc... Even the age-old idea of Yin / Yang and such have that one theme: Hero / Dark. But which wins in an epic battle such as Sonic Adventure 2? Our heroes and villains for this game are:

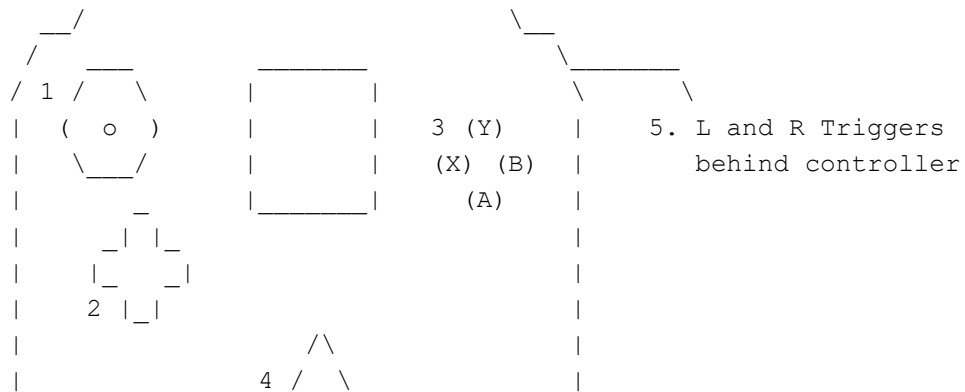
H E R O   S I D E   vs.   D A R K   S I D E

Sonic the Hedgehog   vs.   Shadow the Hedgehog

Knuckles the Echidna   vs.   Rouge the Bat

Miles "Tails" Prower   vs.   Dr. Eggman

-----  
Here are the basic controls for the game:



| # | Button              | During the Game     | Menu Controls     |
|---|---------------------|---------------------|-------------------|
| 1 | Analog Joystick     | move character      | move cursor       |
| 2 | Digital Pad (D-Pad) | (no function)       | move cursor       |
| 3 | (A) Button          | jump                | select            |
| 3 | (B) and (X) Buttons | action              | cancel ((B) only) |
| 3 | (Y) Button          | cycle action window | (no function)     |
| 4 | START Button        | pause game          | select            |
| 5 | L and R Triggers    | rotate camera       | (no function)     |



## [2b] V M U S a v e s

---

The Sonic Adventure 2 save file takes up 18 blocks.

The Chao data file is 52 blocks.

The Chao Adventure 2 mini-game takes up 128 blocks.

Each Sonic Adventure 2 save file is individual. Unlike Sonic Adventure, which could hold 3 save files in one 10 block file, Sonic Adventure 2 saves are 18 blocks EACH. In other words, if you want two Sonic Adventure 2 save files, you'll have to have 36 blocks of memory free on your VMU. If you want three, you'll need 54 blocks free, etc...

More info coming soon.

---

## [2c] O p t i o n s

---

Listen to BGM (Sound Test) -

Lets you listen to the music in the game. The more levels, bosses, etc you've beaten, the more tracks become available. There appears to be a strange bug that will cause the game to not save the songs that you have acquired. In most cases, the Main theme of the game (Live and Learn), does not save (to the annoyance of most). We ourselves have not encountered this bug.

Change file -

Lets you change which game file you play from.

The VMUs that you have inserted into the Dreamcast's controller ports will show up after you select this option.

If you select a VMU with Sonic Adventure 2 saves, a side window will pop up and give you a little information on the save, such as how many Emblems you have collected, how long your playing time has been, and the last level you played (or saved after). If the VMU contains multiple saves of Sonic Adventure 2, the other saves will be displayed on the same side window. There will be another small box on the side window which will show either "Not enough memory".

Selecting a VMU without any Sonic Adventure 2 saves in it will cause side window will pop up and show either "No save file" (??) if you have enough free blocks, or "Not enough memory" (??) if you don't have enough free blocks.

Change Jump Pack setting -

Lets you choose whether or not to have the rumble feature on. This will not affect your game if you do not have a Jump Pack.

Change Stereo / Mono -

Lets you choose between Stereo and Mono sound.

Select language for voice and text (Language Select) -

Lets you pick what language the subtitles and speech is in. You can pick from Japanese, English, French, Spanish, and German subtitles and Japanese or English speech.

Change menu screen theme -

Lets you choose from menu screen themes that are available for download at the Official Sonic Adventure 2 Homepage.

=====  
[ 3] C h a r a c t e r s   a n d   U p g r a d e s  
=====

This section details the moves for each of the characters in the game, as well as where to locate all of their upgrades (called "Level Up Items" by the manual). Now we've got all the character upgrade charts, and complete move lists for all the characters!

-----  
To read the Level Up Item charts:

Upgrades are listed in the order you must receive them. Upgrades that are not mandatory are listed in Stage order at the bottom.

The # column indicates which number upgrade that item is. NA means the upgrade is not mandatory.

The Name column is the name of the upgrade.

The Location column tells which stage you can find the upgrade in.

The Requirements column tells which upgrades you'll need to obtain the upgrade.

EXAMPLE:

| # | Name         | Location                 | Requirements                   |
|---|--------------|--------------------------|--------------------------------|
| 1 | Light Shoes  | Stage 4:<br>Metal Harbor | (none)                         |
| N | Magic Gloves | Stage 1:<br>City Escape  | Bounce Bracelet,<br>Flame Ring |

-----  
[3a] S o n i c   t h e   H e d g e h o g  
-----

First appearance: Sonic the Hedgehog (1)

System: Sega Genesis

Date: June 23, 1991

-----  
[3a.1] Moves  
-----

Jump Dash -

Buttons: Jump, then press (A) when no target-able objects are around.  
Effect: Sonic will jump and shoot forward, getting you up to running speed.

Home-Attack -

Buttons: Jump, then press (A).  
Effect: Sonic zooms at the nearest target-able object, which includes: enemies, item boxes, and a various objects in certain levels.

Grind -

Requirements: Soap Shoes :P (none)  
Buttons: Jump onto a Rail

Effect: Sonic will grind along the Rail, looking extremely cool and getting points!

#### Somersault -

Buttons: Press (X) or (B).

Effect: Sonic will roll and destroy anything in his path. A very useful move, not to mention you have to use it to get under tight spots.

#### Somersault Kick -

Buttons: Press (X) or (B) three times.

Effect: Sonic will roll and then roll again (with more force) and destroy anything in his path.

#### Spin Dash -

Buttons: Hold (X) or (B), then release.

Effect: Sonic will stop and spin in place, shooting off when you let the button go. His speed depends on how long you hold (X) or (B). Don't hold too long, though, or you'll lose the charge!

#### Fake Somersault -

Buttons: Press (X) or (B) and then immediately press (A).

Effect: Sonic will perform a Somersault, then quickly jump backwards. Useful against the Shield Hunters.

#### Somersault Backflip -

Buttons: Press (X) or (B) and then press (A) while holding up on the joystick.

Effect: Sonic will perform a Somersault, then backflip into a jump, letting you Jump Dash and get back to running speed.

#### Light Dash -

Requirements: Light Shoes

Buttons: Press (X) or (B) when you're in front of a trail of Rings and the option appears in the Action Window.

Effect: Sonic will zoom along the line of Rings until it ends. Very useful for grabbing all the Rings in a line AND speeding up. Can also act as an attack, but only if there is an enemy at the end of the trail of Rings.

#### Light-Speed Attack -

Requirements: Ancient Light

Buttons: Hold down (X) or (B) until Sonic stops spinning and says "Ready...". Release to perform the Light-Speed Attack.

Effect: Sonic will zoom around the screen, attacking any of the target-able objects around him and continuing on until there are no more objects within a certain vicinity of him.

#### Bounce Attack -

Requirements: Bounce Bracelet

Buttons: Jump, and then press (X) or (B).

Effect: Sonic will bounce up and down. You can bounce higher and higher if you do it repeatedly. Can you say "Water shield"?

#### Magic Gloves -

Requirements: Magic Gloves

Buttons: Press (Y) until "Magic Gloves" comes up in the Action Window, then press (X) or (B) to use it.

Effect: If an enemy is close enough to Sonic, Sonic will suck him into his arms, ready to throw the enemy at anything else. Not exactly



useful, since you have to find it in the Action Window and have to be close enough to your target.

-----  
[3a.2] Level Up Items  
-----

| #      | Name               | Location                  | Requirements                   |
|--------|--------------------|---------------------------|--------------------------------|
| 1      | Light Shoes        | Stage 4:<br>Metal Harbor  | (none)                         |
| 2      | Bounce<br>Bracelet | Stage 11:<br>Pyramid Cave | (none)                         |
| 3      | Flame Ring         | Stage 15:<br>Crazy Gadget | (none)                         |
| N<br>A | Magic Gloves       | Stage 1:<br>City Escape   | Bounce Bracelet,<br>Flame Ring |
| N<br>A | Ancient Light      | Stage 5:<br>Green Forest  | (none)                         |
| N<br>A | Mystic Melody      | Stage 16:<br>Final Rush   | (none)                         |

Light Shoes -

Stage 4: Metal Harbor

Requirements: (none)

In Metal Harbor, there is a platform with a trail of Rings ahead. That is the only possible route (forwards, at least). There is a tower to the left of the Rings with a Pulley in it. Simply grab onto the Pulley and there's the Light Shoes!

Bounce Bracelet -

Stage 11: Pyramid Cave

Requirements: (none)

Umm... it's right in your path. You can't miss it. People who ask about this should be ashamed of themselves. Very. Very, very ashamed.

Flame Ring -

Stage 15: Crazy Gadget

Requirements: (none)

After the 3rd Checkpoint in Crazy Gadget, after you cross the pool of green stuff and flip the gravity until you're right side up, head backwards and jump on the Spring. Go up and there's the Flame Ring!

Magic Gloves -

Stage 1: City Escape

Requirements: Bounce Bracelet, Flame Ring

Right after the long run down the building, head forward a bit. There are 4 metal crates in the ground. Use the Bounce Attack to get down there and claim your prize: the Magic Gloves!

Ancient Light -

Stage 5: Green Forest

Requirements: (none)

The Ancient Light for Sonic is in the Green forest level, just after

the one and only half-loop (there are 2 full loops before this). At the end of the loop, it'll dump you onto some Springs. The Springs will bounce you up onto a platform with a HUGE tree that you go underneath ahead. Don't go underneath, though, instead turn the camera around. See that row of robots? Home-Attack them across to a platform where the Ancient Light is!

Mystic Melody -

Stage 16: Final Rush

Requirements: (none)

Sonic's Mystic Melody is kind of hard to explain its exact location. Hmm... it's a bit after the fifth (I think) Checkpoint. Continue on until you pass by an Ancient Ruin thing and there's a Rail with loops ahead. On that Rail, before the loops, jump off and land on the 2 platforms to the left. Take the Rocket and then follow the platforms to the Mystic Melody.

-----  
[3b] K n u c k l e s   t h e   E c h i d n a  
-----

First appearance: Sonic the Hedgehog 3

System: Sega Genesis

Date: February 2, 1994

-----  
[3b.1] Moves  
-----

Punch -

Buttons: Press (X) or (B).

Effect: Knuckles will punch, damaging anything in front of him.

Double Punch -

Buttons: Press (X) or (B) twice.

Effect: Knuckles will punch twice, damaging anything in front of him.

Double Punch to Uppercut -

Buttons: Press (X) or (B) three times.

Effect: Knuckles will punch twice, then perform an uppercut, damaging anything in front and above him.

Tornado Claw -

Buttons: Press (X) or (B) three times while running.

Effect: Aside from the bad Marvel vs. Capcom pun there, this move is pretty cool. You'll punch twice and dive forward while spinning in a flurry of fist. Very similar to the move we named it after. :p

Spiral Upper -

Buttons: Rotate the joystick in a circle, then press (X) or (B) quickly.

Effect: Knuckles will perform a spiral uppercut. Shoryuken!

Glide -

Buttons: Press and hold (A) while in the air. Release to drop.

Effect: Knuckles will glide, similar to Tails' hover, only more effective.

Wall Climb -

Buttons: Jump or glide into a wall.

Effect: Knuckles will grab onto the wall, allowing you to climb up and reach otherwise unattainable heights.

Dig -

Requirements: Shovel Claw

Buttons: Press (Y) until 'Dig' appears in the Action Window. Press (X) or (B) to dig. On walls press (X) or (B). The easier and faster way to dig is to jump and press (X) or (B), performing the Drill Claw and burrowing yourself underground in one swift action.

Effect: Knuckles will dig in the ground, possibly finding Item Boxes, or Emerald Pieces.

Drill Claw -

Requirements: (none) \*\*Shovel Claw needed in order to Dig\*\*

Buttons: Press (X) or (B) while in the air. Press (A) to cancel.

Effect: Knuckles will spiral downwards at great speeds, hitting anything in his way and digging if the terrain allows it. A very useful move to dig quickly, and great in the fight against Rouge.

-----  
[3b.2] Level Up Items  
-----

| #      | Name          | Location                   | Requirements  |
|--------|---------------|----------------------------|---------------|
| 1      | Shovel Claw   | Stage 6:<br>Pumpkin Hill   | (none)        |
| 2      | Hammer Gloves | Stage 12:<br>Death Chamber | (none)        |
| N<br>A | Mystic Melody | Stage 2:<br>Wild Canyon    | Shovel Claw   |
| N<br>A | Air Necklace  | Stage 8:<br>Aquatic Mine   | (none)        |
| N<br>A | Sunglasses    | Stage 14:<br>Meteor Herd   | Hammer Gloves |

Shovel Claw -

Stage 6: Pumpkin Hill

Requirements: (none)

It's right in front of you at the start of the level! Glide across to the small island in front of you.

Hammer Gloves -

Stage 12: Death Chamber

Requirements: (none)

In the passage between the room where you start (red room) and the main room, there is a hidden room on the right (if you head straight from the start). Hit the Hourglass to open the door and break the wooden boxes in the right wall. Through there are the Hammer Gloves.

Mystic Melody -

Stage 2: Wild Canyon

Requirements: Shovel Claw

Ride the air to the upper area, then glide down one of the two canyons. Dig through the painting above the whole statue (not the canyon with the statue head). It's in there.

Air Necklace -

Stage 8: Aquatic Mine

Requirements: (none)

Set the water to level 3. (Have the water at level 1 and climb up the central pillar. Grab onto the Pulley to get taken to the top-most area which holds the 3rd water level switch.) Then go back to the starting point of the level. Glide across to the wall on the opposite side of the room. Climb down and left and go down the vertical shaft. A short walk will lead you to a LONG swim (you have just enough time to make it through without drowning). At the end is the Air Necklace!

Sunglasses -

Stage 14: Meteor Herd

Requirements: Hammer Gloves

See the weird gray/blue meteors lying around this level? Those can be given a quick punch to send them flying. Knock 'em into doors and some of 'em will open.

Do this for the Meteorite sitting on the platform just away from the main building. Take a running start and punch it into the door on the building. If you're not going fast enough, the meteorite won't fly far enough and you'll have to wait for it to "re-spawn" (not too long). When you successfully break open the door, go to the opening and break open the steel crate and hit the Switch inside. Now go and climb up the pillar to get into the middle of the building. Drop down into the lava area and land on the middle platform. There are the Sunglasses!

-----  
[3c] Miles "Tails" Prower  
-----

First appearance: Sonic the Hedgehog 2

System: Sega Genesis

Date: November 24, 1992

-----  
[3c.1] Moves  
-----

Volkan Cannon -

Buttons: Press (X) or (B).

Effect: Shoots one shot that travels in a straight line.

Homing Missile -

Buttons: Hold (X) or (B), then acquire a target by sweeping the laser over an object, and release to shoot. Can target multiple objects.

Effect: Shoots a Homing Missile that never misses, except on Bosses and 2P mode.

Propeller Punch -

Buttons: Press (X) or (B) when your target is directly in front of you.

Effect: Punches the target, knocking them backwards. Looks pretty funny in 2P mode. Must be very close to target.

Hover -

Requirements: Booster

Buttons: Jump, then press and hold (A).

Effect: Hovering will slow your fall and makes platform jumping much easier.

-----  
[3c.2] Level Up Items  
-----

| #      | Name          | Location                    | Requirements |
|--------|---------------|-----------------------------|--------------|
| 1      | Booster       | Stage 7:<br>Mission Street  | (none)       |
| 2      | Bazooka       | Stage 13:<br>Eternal Engine | (none)       |
| N<br>A | Laser Blaster | Stage 3:<br>Prison Lane     | Bazooka      |
| N<br>A | Mystic Melody | Stage 10:<br>Hidden Base    | Bazooka      |

Booster -

Stage 7: Mission Street

Requirements: (none)

In the level, you will come across a gap that's too wide to jump across normally. Omochoao will tell you some junk about that. :P Head down the left path and jump over the obstacles to reach the Booster.

Bazooka -

Stage 13: Eternal Engine

Requirements: (none)

When you come to the part where there a bunch of steel crates blocking a passage in a wall, hit the Switch in the middle of the platform and then hit the Spring and use the floating platforms to get up into an opening in the wall. That's where you'll find the Bazooka upgrade.

Laser Blaster -

Stage 3: Prison Lane

Requirements: Bazooka

At the end of the stage, don't jump into the Goal Ring, instead, kill all the enemies in the room (there is one hiding in an upper corner) to open up the gate on the left. Blow up the steel crates and go through the passage to reach the Laser Blaster.

Mystic Melody -

Stage 10: Hidden Base

Requirements: Bazooka

Umm... kind of hard to give an exact location. A while before the 2nd Checkpoint, and after taking the Pulley up to some Kikis, there is an area below the main path. Drop down there and blow away the four steel crates in the wall. Take a few jumps and you'll see the Mystic Melody up ahead.

-----  
[3d] Shadow the Hedgehog  
-----

First appearance: Sonic Adventure 2

System: Sega Dreamcast

Date: June 21, 2001  
-----

## [3d.1] Moves

### ----- Jump Dash -

Buttons: Jump, then press (A) when no target-able objects are around.  
Effect: Shadow will jump and shoot forward, getting you up to running speed.

### Home-Attack -

Buttons: Jump, then press (A).  
Effect: Shadow zooms at the nearest target-able object, which includes: enemies, item boxes, and a various objects in certain levels.

### Grind -

Buttons: Jump onto a Rail  
Effect: Shadow will grind along the Rail, looking extremely cool and getting points!

### Somersault -

Buttons: Press (X) or (B).  
Effect: Shadow will roll and destroy anything in his path. You have to use it to get under tight spots.

### Somersault Kick -

Buttons: Press (X) or (B) three times.  
Effect: Shadow will roll and then roll again (with more force) and destroy anything in his path.

### Spin Dash -

Buttons: Hold (X) or (B), then release.  
Effect: Shadow will stop and spin in place, shooting off when you let the button go. His speed depends on how long you hold (X) or (B). Don't hold for too long, though, or you'll lose the charge!

### Fake Somersault -

Buttons: Press (X) or (B) and then immediately press (A).  
Effect: Shadow will perform one Somersault, then quickly jump backwards. Useful against the Shield Hunters.

### Somersault Backflip -

Buttons: Press (X) or (B) and then press (A) while holding Up on the joystick.  
Effect: Shadow will perform a Somersault, then backflip into a jump, letting you Jump Dash and get back to running speed.

### Light-Speed Dash -

Requirements: Air Shoes  
Buttons: Press (X) or (B) when you're in front of a trail of Rings and the option appears in the Action Window.  
Effect: Shadow will zoom along the line of Rings until it ends. Very useful for grabbing all the Rings AND speeding up. Can also act as an attack, but only if there is an enemy at the end of the trail of Rings.

### Light-Speed Attack -

Requirements: Ancient Light  
Buttons: Hold down (X) or (B) until Shadow stops spinning and says "There's no time to play games!". Release to execute.  
Effect: Shadow will zoom around the screen, attacking any of the target-able objects around and continuing on until there are now

more objects with a certain vicinity of him.

-----  
[3d.2] Level Up Items  
-----

| # | Name          | Location                    | Requirements |
|---|---------------|-----------------------------|--------------|
| 1 | Air Shoes     | Stage 9:<br>White Jungle    | (none)       |
| N | Flame Ring    | Stage 4:<br>Radical Highway | Air Shoes    |
| N | Ancient Light | Stage 11:<br>Sky Rail       | (none)       |
| N | Mystic Melody | Stage 14:<br>Final Chase    | (none)       |

Air Shoes -

Stage 9: White Jungle

Requirements: (none)

At a point later into the level, you'll come to an area that you can't pass without the ability to do a Light Dash. Hmm... See that crate to the right in the fencing? Yes? Break it. Drop down to get the Air Shoes.

Flame Ring -

Stage 4: Radical Highway

Requirements: Air Shoes

After the first Pulley (near the first Chao container), when you take the Springs up and head right (or forward, according to the camera), stop and go back. Somersault under the spinning barrel-thing and use Light Dash on the trail of Rings. The Flame Ring should be just ahead of you.

Ancient Light -

Stage 11: Sky Rail

Requirements: (none)

Close to the beginning of the stage, head past the first Rocket instead of taking it. Use the Beetle to get to the platform on the other side. Ignore the Spring and break open the Chao Box that's sitting behind the pole. Walk very cautiously to the edge to the left of the Chao Box... A Beetle should appear. Use it and the ones that appear after it to get to a Spring Beetle that will bump you to the platform with the Ancient Light!

Mystic Melody -

Stage 14: Final Chase

Requirements: (none)

After the 3rd Point Marker. In the part with lots and lots of the spinning gravity drums. Get on the top of the 5th drum in this section. You'll see a very tall drum with an electric fence in the middle of it in front and a little to the right of you. Jump high and onto the drum (make sure you clear the electric fence so you're on top of it). Use the Spring at the top of the drum to send you where the Mystic Melody sits.

-----  
[3e] R o u g e t h e B a t  
-----

First appearance: Sonic Adventure 2

System: Sega Dreamcast

Date: June 21, 2001

-----  
[3e.1] Moves  
-----

Kick -

Buttons: Press (X) or (B).

Effect: Rouge will kick, damaging anything in front of her.

Double Kick -

Buttons: Press (X) or (B) twice.

Effect: Rouge will kick twice, damaging anything in front of her.

Double Kick to High-Kick -

Buttons: Press (X) or (B) three times.

Effect: Rouge will kick twice, then perform a rising kick, damaging anything in front and above her.

Dashing Flip Kick -

Buttons: Press (X) or (B) three times while running.

Effect: Rouge will kick twice and then do a flip while kicking any items or enemies in front of her.

Screw Kick -

Buttons: Rotate the joystick in a circle, then press (X) or (B) quickly.

Effect: Rouge will jump up, kicking, doing just about the same thing as Knuckles' Spiral Upper move.

Glide -

Buttons: Press and hold (A) while in the air. Release to drop.

Effect: Rouge will glide, similar to Tails' hover, only more effective.

Wall Climb-

Buttons: Jump or glide into a wall.

Effect: Rouge will grab onto the wall, allowing you to climb up and reach otherwise unattainable heights.

Dig -

Requirements: Pick Nails

Buttons: Press (Y) until 'Dig' appears in the Action Window. Press (X) or (B) to dig. On walls press (X) or (B). The easier and faster way to dig is to jump and press (X) or (B), performing the Drill Drive and Digging in one swift action.

Effect: Rouge will dig in the ground, possibly finding Item Boxes, or Emerald Pieces.

Drill Drive -

Requirements: (none) \*\*Pick Nails needed in order to Dig\*\*

Buttons: Press (X) or (B) while in the air. Press (A) to cancel.

Effect: Rouge will spiral downwards at great speeds, hitting anything in her way and digging if the terrain allows it. A very useful move to dig quickly.



-----  
[3e.2] Level Up Items  
-----

| # | Name           | Location                  | Requirements                 |
|---|----------------|---------------------------|------------------------------|
| 1 | Pick Nails     | Stage 5:<br>Egg Quarters  | (none)                       |
| 2 | Iron Boots     | Stage 12:<br>Mad Space    | (none)                       |
| N | Mystic Melody  | Stage 2:<br>Dry Lagoon    | Pick Nails                   |
| A | Treasure Scope | Stage 8:<br>Security Hall | Iron Boots,<br>Mystic Melody |

Pick Nails -

Stage 5: Egg Quarters

Requirements: (none)

Go into the Egg Fish Chamber, or easier recognized as "the blue room", and fire the Rocket in there. Go through the passage it makes and in that room are the Pick Nails!

Iron Boots -

Stage 12: Mad Space

Requirements: (none)

Glide up to the Spherical Planet. That would be the only planet that is REALLY round. Go into the building on it. The Iron Boots lie there.

Mystic Melody -

Stage 2: Dry Lagoon

Requirements: Pick Nails

In the first room of the stage, go to the lower area of the wall to the right (from the camera angle where you start) and dig in the center of the painting (it looks a lot like the paintings that Knuckles has to dig through).

Treasure Scope -

Stage 8: Security Hall

Requirements: Iron Boots, Mystic Melody

>From where you start, head to the right. Get onto the second level of the outer wall, where you'll find an Ancient Ruin. Play the Mystic Melody and jump up the platforms to the Steel Crates. Break 'em open and pass through. Ahead you'll see the Treasure Scope.

-----  
[3f] D r . E g g m a n  
-----

First appearance: Sonic the Hedgehog (1)

System: Sega Genesis

Date: June 23, 1991

-----  
[3f.1] Moves  
-----

Volkan Cannon -

Buttons: Press (X) or (B).

Effect: Shoots one shot that travels in a straight line.

Homing Missile -

Buttons: Hold (X) or (B), then release acquire a target by sweeping the laser over an object, and release to shoot. Can target multiple objects.

Effect: Shoots a Homing Missile that never misses, except on Bosses and 2P mode.

Punch -

Buttons: Press (X) or (B) when your target is directly in front of you.

Effect: Punches the target, knocking them backwards. Must be very close to target.

Hover -

Requirements: Jet Engine

Buttons: Jump, then press and hold (A).

Effect: Hovering will slow your fall and makes platform jumping much easier. In Dark Stage 13: Cosmic Wall, hovering at the peak of your jump will make you rise.

[3f.2] Level Up Items

| #      | Name                | Location                 | Requirements |
|--------|---------------------|--------------------------|--------------|
| 1      | Jet Engine          | Stage 6:<br>Lost Colony  | (none)       |
| 2      | Large Cannon        | Stage 7:<br>Weapons Bed  | (none)       |
| N<br>A | Laser Blaster       | Stage 1:<br>Iron Gate    | Large Cannon |
| N<br>A | Mystic Melody       | Stage 3:<br>Sand Ocean   | Jet Engine   |
| N<br>A | Protection<br>Armor | Stage 13:<br>Cosmic Wall | (none)       |

Jet Engine -

Stage 6: Lost Colony

Requirements: (none)

In the dark room where you end up going around in circles; it's on one of the upper ledges. It's required to get to the next area.

Large Cannon -

Stage 7: Weapons Bed

Requirements: (none)

When you come to the point where there's steel crates in your way and Omochoa is asking you if you've found the Large Cannon, head back and left. In one of the hangers on the left side is the Large Cannon.

Laser Blaster -

Stage 1: Iron Gate

Requirements: Large Cannon

After the first elevator ride and the first Checkpoint, instead of continuing to the right as normal, head forward and break open the steel crates. Go through the passageway where the Laser Blaster awaits!

Mystic Melody -

Stage 3: Sand Ocean

Requirements: Jet Engine

At the very beginning of the level, jump onto the spinning platform. Take a leap of faith (no thanks to the uncontrollable camera here) to the left of the camera and hover. In a second or two the camera will shift and allow you to see where you're going. Land on the platform and there's the Mystic Melody!

Protection Armor -

Stage 13: Cosmic Wall

Requirements: (none)

After the second Checkpoint, after the part where you climb up a bunch of platforms. When you've crossed over the top and are going downwards, there is a Rocket to fire on the left. Fire it, and jump over to the area that the Rocket just blew open. The Protection Armor is there.

=====  
[ 4 ] I t e m s   a n d   E n e m i e s  
=====

(NOTE: Names of the enemies and a few of the objects were taken from Prima's Official Strategy Guide since we were too lazy to come up with names ourselves. Except for some of the stuff that we knew already. Like Kiki, Dash Panels, Rings, Kiki, Rockets, Pulleys, Kiki, Goal Rings, Springs, Kiki, Hourglasses, Time Stop Switches, Kiki, Rails, almost all of the objects except for Jump Plates, and, oh yeah... Kiki. Kiki rocks.)

-----  
[4a] I t e m s  
-----

These are items that you can interact with throughout the game, the game items (Capsules, Rings, etc...), the interactive objects in stages (Dash Panels, Rockets, Checkpoints, etc...).

-----  
[4a.1] I t e m s  
-----

Rings -

Umm... who doesn't know about these? Staples in the Sonic library, these Rings are your source of life. For Sonic, Shadow, Knuckles, and Rouge, taking a hit with Rings will cause you to drop all of the Rings you are carrying, but you will be able to grab some of them back up. If you take a hit WITHOUT any Rings, you will lose a life and have to start back from the last Checkpoint you hit (or the beginning of the level). For Tails and Eggman, Rings will slowly recharge their Health Meter. Oh yeah, getting 100 Rings will also snag you an extra life. Bet ya didn't know that. >:P

Chaos Drives -

All of GUN's robots drop these after being destroyed. Walk over them to pick them up. They will appear on the bar on the bottom-right of your

screen. Give them to your Chao to raise their stats. These will also restore the same amount of health for Tails and Dr. Eggman as a Ring does.

#### Item Capsules -

These gumball machine-looking things hold different items in them, depending on the picture inside the capsule. Break them open to receive the item. You can receive Ring Capsules, Basic and Magnetic Shields, High-Speed Shoes, Invincibility, Smart Bombs, 1-Ups, and Health Kits inside Item Capsules.

#### Ring Capsules (5, 10, 20) -

Bust open these capsules to obtain a certain amount of Rings (5, 10, or 20). The picture is a Ring with the number of Rings you receive in the bottom left corner. These can be gotten by running through Checkpoints with a certain number of Rings.

#### Basic Shield -

A green orb in the Item Capsule, this shield will protect you from one hit. If you take a hit or get the Magnetic Shield, this shield will vanish.

#### Magnetic Shield -

Identifiable by the blue orb in the Item Capsule, the Electric Shield will protect you from one hit while attracting all the rings around you to it. This means that you don't have to bother going out of your way to grab rings while you have this shield. Disappears after you take a hit or you get the Basic Shield.

#### High-Speed Shoes -

The little red sneakers will allow your character to run faster while it lasts. Lasts approximately 15 seconds.

#### Invincibility -

This item's picture is a green/yellow sparkly-thing. When you get this item, your character will be invulnerable to enemy attacks until the power-up runs out. If your character touches an enemy, it will destroy it. Lasts approximately 15 seconds.

#### Smart Bomb -

The bomb will destroy all enemies in a certain vicinity of the Capsule. It is an instant-use item; once you break the Capsule open, it is used and gone.

#### 1-Up Capsule -

Your character's head will be in the picture of this item. Getting it will grant you an extra life. (Most gamers should know what this does)

#### Health Kits -

Only for Tails and Eggman, this item will fully restore Tails or the Doctor's Health Meters. Identifiable by the picture of a white box with a red cross on it (easily recognized by most people).

#### Balloons -

These big red balloons with yellow stars on them will give you different items. So far I have seen the Balloons contain: 5 Rings, 10 Rings, 20 Rings, Basic Shields, or a Health Kit.

-----  
Checkpoints (or Point Markers in the instruction manual) -  
Checkpoints/Point Markers will save your progress in the level  
(assuming you run through it correctly). If you die later in the level,  
you will start back at the last Checkpoint you hit. The correct way to  
activate a Checkpoint is to run through it, hitting the yellow balls.  
You can tell if you activated it by the balls spinning around and  
ending upright, and by the time shown in the bottom right corner. By  
passing through a Checkpoint when you have a certain amount of Rings,  
you will receive a certain item:

More than 20 Rings - 5 Rings  
More than 40 Rings - 10 Rings  
More than 60 Rings - 20 Rings  
More than 80 Rings - High-Speed Shoes  
More than 90 Rings - Basic Shield  
More than 100 Rings - Magnetic Shield (??)

Ancient Ruins -  
These aren't usable until you have the Mystic Melody Level Up Item.  
After you have obtained it, walk up next to the Ancient Ruin and press  
(X) or (B) when the choice "Mystic Melody" becomes available in the  
Action Window. One of a few things will happen. A door that is colored  
like the Ruin will open, a portal will arrive nearby, a trail of rings  
will appear somewhere, or some platforms will warp in. These are  
almost always used to rescue the Lost Chao (Mission 3 of almost all  
levels).

Goal Rings -  
Run into these to finish the level you're in... that's all. Oh, yes,  
they are usually located at the END of a level. :P

Missiles -  
Step onto the green button at the base of the platform to launch these  
Missiles off. They will usually destroy something that is obstructing  
your way. In some of the later levels, you must activate the Missile by  
hitting a Switch.

Switches -  
These are white balls that have a yellow star on them. They will do  
various things, such as open doors, activate Missiles, halt Traps from  
falling, etc...

Time Stop Switches -  
These Switches are dark colored with two white rings circling them. A  
clock face is on the top of the middle ball. They will stop time for  
a set amount of time (varies on each Switch), making inaccessible pas-  
sages available for travel.

Pipes -  
These look like little white drainage pipes, and are usually hidden off  
in a corner. Stand next to one and press (X) or (B) when "Whistle"  
appears in the Action Window. An animal will pop out.

Traps -  
These big black weight-looking things will come crashing down, rise up,  
crash down again, rise up, etc... Don't stay under the shadows of these  
guys... they don't give friendly greetings. Thankfully it's not instant  
death, but it's still quite painful-looking. At times you will have to

jump on top of one and ride it up to get to the next area in a level.

-----  
[4a.3] Transportation Objects  
-----

These objects will help you get to different areas of the level. All characters can use these (except for Tails and Eggman with the Rockets).

Dash Panels -

New additions in Sonic Adventure (though the Genesis Sonic games had different objects that would speed you up), these will give you a quick burst of speed.

Jump Plates -

These will send you flying through the air. Just run onto them to be shot over to your destination.

Springs -

Almost as big staples in the Sonic series as the Rings, though unlike the rings, they've changed appearance over the years. Jump or walk onto these to go flying through the air.

Rockets -

Walk into the handle on these Rockets (located on the back) to be sent screaming across the level. (By the way, wouldn't that burn your face?)

Pulleys -

On the small side, these Pulleys could be missed by a careless eye. They are colored red, yellow, and black on the handles. Jump into the handle to grab onto it and be raised or lowered.

-----  
[4a.4] Character Specific  
-----

The following objects are only accessible as the following specified characters.

Sonic the Hedgehog  
-----

Rails -

Stage(s): All

Rails. They're everywhere. Almost anything that looks like a Rail can be grinded on. Just jump onto them and watch Sonic travel in style. Oh, yeah, you need to keep balance by pressing the joystick left or right, otherwise you'll slow down bad (especially on turns).

Ramps -

Stage(s): City Escape... (??)

Run on these and press (A) while on the orange and white area to perform a trick. The faster you are moving, the better trick you will pull off, and hence, the more technique points you will receive.

Bars -

Level(s): City Escape, Pyramid Cave

Jump, spring, or ramp onto these to start yourself a-swingin'. Press (A) in the "red zone" to fling yourself off in style (and allow yourself to reach higher places). Sonic's been getting pretty extreme recently, eh?

#### Vines -

Level(s): Green Forest

You will automatically grab onto these after flying into one. You will go flying around and automatically let go and drop into the next area.

#### Pipes -

Level(s): Crazy Gadget

These are orange pipes that look a lot like the Rails, except they're hanging from the ceiling. Jump up onto the start of one to grab on and take a ride down.

#### Key Doors -

Level(s): Pyramid Cave

These doors have the Keyhole right in front of them. The Keys usually aren't too far off, either. The Keys look like little greenish blobs. Not exactly a helpful description, but don't worry, the first time you meet a Key Door, the Keyhole and Key are right in front of it.

#### Gravity Switches -

Level(s): Crazy Gadget

The little green arrow signs with a lever underneath them are the Gravity Switches. Stand on the little triangle, right in front of the red lever, and press (X) or (B) when "Switch" appears in the Action Window. The gravity will change in the direction of the green arrow.

#### High-Speed Warp Tube -

Level(s): Crazy Gadget

Break open the green glass covering the entrance to these and jump in. Enjoy the ride! Omochao will notify you when you reach the first of these, since they're kind of hard to describe (the entrance, I mean).

#### Knuckles the Echidna

-----

#### Hint Boxes -

Level(s): All

These boxes will give you clues as to where to find the Master Emerald pieces or the Gate Keys. You can only read 3 hints for each piece, though. When you get 3 hints, the Boxes will stop working until you find that piece. Then you can get 3 clues again. To read a Hint Box, stand near it and press (X) or (B). To view hints after you've read them, press START and use the L and R Triggers to cycle between hints.

#### Meteorites -

Level(s): Meteor Herd

These objects lying around the Meteor Herd level aren't used too much. Punch them to send them flying around and break open doors and certain structures. The faster you're running while delivering the punch, the farther the Meteorites will travel.

#### Square Heads on a Track -

Level(s): Wild Canyon

Heh heh... not a good name for these but what else could you call them? They're big square stones with faces engraved on them, and they're on short tracks. Stand next to one and press (X) or (B) when "Push" (??) appears in the Action Window. Move along the track to move the Square Head on a Track that way.

#### Warp Walls -

Level(s): Wild Canyon, Death Chamber

These are paintings on the wall with blue designs on them. The center is an oval shaped design with an empty spot in the middle. Dig through that spot to get to a different area. They usually will stand out a little from the wall they're on.

(NOTE: You must have the Shovel Claw to use these)

Miles "Tails" Prower

-----

Dynamite Packs -

Level(s): Mission Street, Hidden Base, Eternal Engine

These explosives will blow up and either knock down or destroy the object that it's attached to. They can be targeted and will count as an x1 in a combo.

Lifts -

Level(s): Prison Lane

These are visible by dark gray squares on the ground with yellow and black stripes tracing the outsides. Get onto one of them and enjoy the (short) ride.

Door Locks -

Level(s): Cannon's Core... (??)

Target and shoot all of these to open the door they are on.

Container Tanks -

Level(s): Prison Lane, Eternal Engine... (??)

Shoot all the target-able parts on these objects to destroy them to either find objects underneath them or use the remaining metal as a platform for a height boost. There are two kinds of these: vertical and lateral. The vertical versions will leave you the platform, while the lateral versions may have Switches or other items underneath.

Radioactive Explosives -

Level(s): Eternal Engine... (??)

Shoot these green pillar objects and they'll explode with a big blast radius. Not useful except for in the second boss battle with Eggman.

Shadow the Hedgehog

-----

Rails -

Stage(s): Radical Highway, Sky Rail, Final Chase... (??)

These Rails are scattered throughout all of Shadow's stages, and they have the same properties as the Rails Sonic uses. Jump onto them to start grinding and hold (X) or (B) to crouch and gain speed. Use the Analog Joystick to steady yourself.

Ramps -

Stage(s): Radical Highway

Run on these and press (A) while on the orange and white area to perform a trick. The faster you are moving, the better trick you will pull off, and hence, the more technique points you will receive.

Bars -

Level(s): Radical Highway

Jump, spring, or ramp onto these to start spinning around on it. Press (A) when you're inside of the "red zone" to go flying off and reach higher areas.



Vines -

Level(s): White Jungle

Shadow will automatically grab onto these. You will go flying around and automatically let go and drop into the desired destination.

Bungie Vines -

Level(s): White Jungle

Walk up to these to grab on and be flung upwards or forwards. They are vines being held in place by an orange/red bar.

Rouge the Bat

-----

Hint Boxes -

Level(s): All

These boxes will give you clues as to where to find the Master Emerald pieces, the Gate Keys, or the Chaos Emeralds. You can only read 3 hints for each piece, though. When you get 3 hints, the Boxes will stop working until you find that piece. Then you can get 3 clues again. To read a Hint Box, stand near it and press (X) or (B). To view hints after you've read them, press START and use the L and R Triggers to cycle between hints.

Warp Walls -

Level(s): Dry Lagoon

These are paintings on the wall with blue designs on them. The center is an oval shaped design with an empty spot in the middle. Dig through that spot to get to a different area. They usually will stand out a little from the wall they're on.

(NOTE: You must have the Pick Nails to use these)

Turtles -

Level(s): Dry Lagoon

Jump onto the Turtles that are lying on the surface of the water and press (X) or (B) to ride them to the other area of the level. Grab onto the backside (...) of a Turtle swimming underwater by pressing (X) or (B) to take a ride through some currents that you can't normally pass. Beware, though, as you can still drown during the latter ride.

Dr. Eggman

-----

Dynamite Packs -

Level(s): Sand Ocean, Lost Colony (??), Weapons Bed (??)

These explosives will blow up and either knock down or destroy the object that it's attached to. They can be targeted and will count as an x1 in a combo.

Lifts -

Level(s): Iron Gate

These are visible by dark gray squares on the ground with yellow and black stripes tracing the outsides. Get onto one of them and enjoy the (short) ride.

Door Locks -

Level(s): Iron Gate

Target and shoot all of these to open the door they are on.

Container Tanks -

Level(s): Iron Gate, Sand Ocean, Weapons Bed... (??)

Shoot all the target-able parts on these objects to destroy them and use the remaining metal as a platform for a height boost.

---

[4b] E n e m i e s

---

There are basically 10 classes of robots (counting all of Eggman's robots as one class), listed here. The classes of the robots are re-arranged from the Official Strategy Guide to the order we felt they seemed the most orderly (i.e.: flying types, ground types, etc...).

---

To read the individual enemy type listings:

The name of the enemy is listed first.

The Point item is how many points the enemy is worth (points were taken from Prima's Official Strategy Guide).

The Description item is a brief description of the enemy and its attacks.

The Tactic item are tactics to use against these enemies.

EXAMPLE:

Mono Beetles -

Points: 100

Description: These guys sit on their bums and do NOTHING. Almost always used as a trail for Sonic and Shadow, or enemies to mindlessly blow away as Tails and Eggman.

Tactic: Tactic? What tactic? These guys won't hurt you in any way, unless you walk right into them. Attack them with whatever attack you feel like.

---

[4b.1] Beetle

---

The Beetle series of robots aren't the active type. They don't like to fly around much. They just hover there, making convenient stepping stones for Sonic and Shadow.

Mono Beetles -

Points: 100

Description: These guys sit on their bums and do NOTHING. Almost always used as a trail for Sonic and Shadow, or enemies to mindlessly blow away as Tails and Eggman.

Tactic: Tactic? What tactic? These guys don't hurt you in any way, unless you walk right into them. Attack them with whatever attack you feel like.

Spark Beetle -

Points: 100

Description: These guys also sit on their bums. But they have a form of defense, at least. They have an electrical field that will pop on and off every few seconds. Don't attack them when the force field is up. Obviously.

Tactic: Wait for these guys to let down their guard, then attack them.

I'm not sure if you see these guys as Tails or Eggman, but if you do, I doubt you'll have to wait for them to let down the electricity. Just blow them up into itty bitty pieces.

Gun Beetle -

Points: 100

Description: These guys do the same thing as all the Beetles, but with a gun that they shoot you with. No problem.

Tactic: As Sonic, Shadow, Rouge, or Knuckles, run around until they get a shot at you, then rush and attack them. As Tails or Eggman, blast them before they blast you.

Bomb Beetle -

Points: 100

Description: The most lethal of the Beetles (if you want to even call it lethal at all), Bomb Beetles will just drop bombs on you. Don't stay too close under them, as they could drop bombs right onto your head.

Tactic: Umm... stay out from under them and try to get to their height level as quickly as possible.

Spring Beetle -

Points: 100 (according to Prima, I haven't destroyed one of these myself)

Description: Even less dangerous than the Mono Beetles, maybe. These guys will sit there with a Spring attached to their backs. Jump onto them from the top to go "springing" (lame pun) through the air.

Tactic: Not like you're going to attack these guys. Jump onto their backs to... I won't say it again.

Gold Beetle -

Points: 1000

Description: There's only one of these Beetles per level. They don't move around at all and will appear and disappear very quickly, so you have to react fast in order to have a chance at destroying them. They pack a nice, big, and juicy 1000 points.

Tactic: Umm... attack them quickly before they disappear. They act the same as Mono Beetles while they're around.

-----  
[4b.2] Wing  
-----

Similar to the Beetles in design, but they have wings and can fly around, making themselves a bit more of a hazard. There are only 2 variations of this robot, the Gun type and the Bomb type.

Gun Wing -

Points: 500

Description: Basically the same as the Gun Beetles, except that they'll fly around while shooting at you.

Tactic: About the same as the Gun Beetles, just adjust for their movements. Don't bother trying to destroy these guys if they're flying out over a bottomless pit.

Bomb Wing -

Points: 500

Description: They're Bomb Beetles, except they can fly around (making them more annoying).

Tactics: Get up to their height as quickly as possible. Avoid lingering anywhere near underneath these guys as MUCH as possible.

-----  
[4b.3] Hawk  
-----

The Hawk robots are big and clunky looking. However, they're rather hazardous as Tails and Eggman, since most variations of them will come rushing at you while you're trying to set up a big combo. As the other characters, though, they usually don't present much of a threat.

Gun Hawk -

Points: 200

Description: The Gun Hawks will fly around, shooting a burst of 3 shots every so often. Keep an eye out for these guys as Tails or Eggman.

Tactic: Sonic, Shadow, Knuckles, and Rouge have an easy time with these guys; rush 'em and take them down quick. Tails and Eggman will have to keep moving while targeting them to avoid being shot.

Laser Hawk -

Points: 200

Description: Basically the same as the Gun Hawk, except they fly around a bit faster and shoot lasers at you. Sometimes they'll charge and try to ram you, too.

Tactic: Since these guys move pretty fast they're a hazard for Tails and Eggman. Stay out of their flight paths and blast 'em as fast as as fast as you can. For the other characters, just Jump attack them. (noticed how Tails and Eggman always have different tactics from the other characters?)

Sky Hawk -

Points: 500

Description: These guys drop down from the sky and impale (not really) you with their spikes. Hard to avoid, since you usually can't see them coming.

Tactic: Sky Hawks will usually hover high in the sky above your path, then come crashing down on your unsuspecting character. VERY hard to avoid if you run right underneath their hiding place (from my experience), especially if you're using the slower characters (i.e.: Tails or Eggman). You'll have to spot them ahead of time and pull back before they drop on you.

-----  
[4b.4] Hornet  
-----

The Hornets are robots with a bunch of bombs attached to them. Blow out the main robot, and the bombs will go. As Tails and Robotnik, you can target the main robot and all the bombs to get a good combo (especially on the 9 bomb variations!).

Hornet-3 -

Points: 100

Description: All of the Hornet-# units are basically the same, except they carry different number of bombs on them. These guys have 3, which they will throw at you within a few seconds of spotting you.

Tactic: Attack the middle part as Sonic, Shadow, Knuckles, or Rouge. Tails and Eggman have to shoot out the middle to destroy it.

Hornet-6 -

Points: 200

Description: This Hornet carries 6 bombs on him, launching them at you about the same time that the Hornet-3 will. These enemies are pretty much the same thing for all characters (attack the middle) except Tails and Eggman, where they'll want to target the bombs to get a nice combo.

Tactic: Attack the middle part as Sonic, Shadow, Knuckles, or Rouge.

Tails and Eggman have to shoot out the middle to destroy it.

Hornet-9 -

Points: 300

Description: 9 bombs here means that Tails and Eggman can get a 10 hit combo for nice bonus points. Same tactic as the previous Hornets.

Tactic: Attack the middle part as Sonic, Shadow, Knuckles, or Rouge.

Tails and Eggman have to shoot out the middle to destroy it.

Laser Hornet -

Points: 100

Description: These robots are slightly different from their brethren. They will sit there, looking like a Hornet-3, except they'll shoot lasers at you. I'm not sure if they'll launch their bombs at you too, I'll have to look into that.

Tactic: Attack the middle part as Sonic, Shadow, Knuckles, or Rouge.

Tails and Eggman have to shoot out the middle to destroy it.

Phoenix -

Points: 100

Description: I actually haven't SEEN one of these, but the strategy guide says they're there. They don't say much about them, though. DOH! I'll write about these once I see one.

Tactic: Haven't seen one of these, and Prima doesn't say anything about these, so I don't know the tactics. <:(

-----  
[4b.5] Blue Eagle  
-----

There's only one type of Blue Eagle, and it's the only kind of enemy that looks very much like something us people are familiar with. :P

Blue Eagle -

Points: 500

Description: They're worth a nice 500 points, but they are usually flying around at such high speeds that it's illogical to attack them as anyone besides the mech warriors (Tails and Eggman, since they don't move when they're attacking). They'll usually fly low and fast, dropping bombs that will explode on impact at you.

Tactic: Avoid the bombs they drop (you can see them as they fall). The high speeds at which they travel make them hard to attack. Usually you should ignore them.

-----  
[4b.6] Hunter  
-----

These Hunters are humanoid robots that will shoot at you. Sometimes (in only a few cases) they'll actually move around, but most of the time they are immobile.

Gun Hunter -

Points: 100

Description: An easy enemy. They'll sit there, tracking you and shooting at you every once in a while. Really not much of a threat to the fast characters (i.e.: everyone but Tails and Eggman)

Tactic: Attack them anywhere; they're vulnerable all around.

Laser Hunter -

Points: 100

Description: Almost identical to the Gun Hunters, except they'll shoot

at you with a different weapon. I think the lasers they shoot travel just slightly faster than the Gun Hunter's shots.

Tactic: Attack them anywhere again. Keep moving to avoid their laser shots.

Shield Hunter -

Points: 200

Description: These guys have shields that they'll hold in front of their bodies, making them invulnerable to frontal attacks.

Tactic: As Sonic and Shadow, Somersault at their feet (underneath the shield) to destroy them. You can also jump WAY above and over them and Home-Attack their back. Knuckles and Rouge have to run around behind them and punch their backs. Tails and Eggman should target them and wait for them to move their shields away, then pull the trigger (also known as letting go of (X) or (B)).

-----  
[4b.7] Rhino  
-----

Rhinos crawl along the ground, mostly trying to ram into you. They resemble modern-day tanks (kind of).

Rhino Jet -

Points: 100

Description: These guys will roll around slowly until they see you.

Once you get in their range, they'll turn and charge at you. Step out of their way quickly.

Tactic: Sonic and Shadow have no problem dealing with these guys; just use a Home-Attack. Tails and Eggman should just shoot them while jumping out of the way. Knuckles and Rouge have to time their attacks well (or could just jump on it).

Rhino Cannon -

Points: 100

Description: These guys look like modern day tanks. They won't charge you, they'll roll around and shoot bombs at you instead.

Tactic: Simply avoid the bombs and attack the robot. Easy once you get around the bombs.

Rhino Spike -

Points: 100

Description: These guys are basically the same as the Rhino Jets, but they have spikes on their backs, preventing you from jumping on them.

Tactic: Charge them and Somersault attack them as Sonic or Shadow.

Knuckles or Rouge can just punch or kick them. I don't know if Tails or Eggman encounter the Rhino Spikes yet, but you'd probably just shoot them normally.

Rhino Metal -

Points: 100

Description: The Rhino Metals will charge you just like the Rhino Jets. I haven't toyed around with these guys enough so I don't know how to destroy them. Just run past these guys as quickly as you can.

Tactic: These Rhinos appear to be invincible, from my current experiences. I need to try and get an Invincibility and run into them. No attacks appear to damage it.

-----  
[4b.8] Artificial Chaos  
-----

These robots are like robotic Chaos (from Sonic Adventure). They're the most annoying enemies, too.

#### Artificial Chaos P-1

Points: 200

Description: These types of Chaos will either use both an arm attack and an eye-beam attack, or just the eye attack. The arm attack is when the Chaos will extend two "arms" of water and whack you (very hard to avoid). The Chaos will watch you and their eyes will glow yellow before they shoot at you with the eye-beams.

Tactic: Rush these guys. Do not wait. They will hit you with the arm attack before you can react. Rush them and jump high and towards them as they do their arm attack. If their eyes glow yellow, then move left or right before hitting their head. Tails and Eggman can just blast them from far away.

#### Guard Type -

Points: 200

Description: These Chaos have the same attacks as the P-1 type, but these kinds will hide their heads inside themselves, making them invulnerable to attack until they pop their heads back out. Thankfully, they will not attack when either heads are retracted.

Tactic: As Sonic or Shadow, run up to them and wait for their heads to pop out, then Home-Attack them quick. Tails and Eggman should lock onto them and wait for their heads to pop out... but that can be dangerous with other enemies in the room. Knuckles and Rouge... do they even fight these guys?

#### Float Type -

Points: 200

Description: The Float Types look like big balls (they resemble Chaos 2 in Sonic Adventure while he's bouncing around the room). They use the same attacks as the other Chaos types.

Tactic: As Sonic or Shadow, run quickly at them and jump high towards them. Home-Attack the head. Knuckles and Rouge should glide straight at the head, while Tails and Eggman can just shoot them.

#### Artificial Chaos P-100 -

Points: 200

Description: These dudes look identical to the floating types, except when you get close to them, they'll break up into a bunch of little pieces.

Tactic: For all of the characters, destroy the main part that's still floating in the air. The little pieces on the ground (called "Cells") can attack you and are only worth 10 points. Destroying the main part will get rid of the Cells automatically.

-----  
[4b.9] Ghost  
-----

These little buggers look very similar. There are two main types, the holding type, and the attacking type.

#### Boo (attack) -

Points: 100

Description: The attacking Boos will fly around and hurt you if you touch them.

Tactic: Simply attack them to make them disappear.

#### Boo (holding) -

Points: ?

Description: They look similar to the attacking Boos, but instead of hurting you, they'll latch hold of you and restrain you, usually doing so in a room full of shooting enemies.

Tactic: Somersault into them as Sonic or Shadow, while Knuckles and Rouge will have to time their attacks very carefully in order to avoid being grabbed. If there are other enemies in the room, dispose of the others before attempting to deal with the Boo.

Boom Boo -

Points: 300

Description: They sit around, and will fly at you. Running into them will hurt you. They look bigger than the other Boos.

Tactic: Attack it to shrink it down.

-----  
[4b.10] Eggman's  
-----

All of Eggman's robots have animals in them (he hasn't changed a bit), which you can use in the Chao Gardens. Most of these robots should be familiar to those of you who have played Sonic games on the Genesis.

E-1000 -

Points: 200

Description: Don't they look familiar? Looks like Eggman decided to mass-produce these guys (without personalities). They have dual arm guns. Otherwise, they're pretty much the same as the Gun Hunters.

Tactic: Run at them and keep moving to avoid getting blasted. Attack them once they shoot.

Unidus -

Points: 100

Description: Unidus is just like those spike ball enemies in the Launch Base Zone in Sonic the Hedgehog 3 for Genesis. They're rather hard to hit without getting poked by the outer spiked balls. They don't have any actual attacks.

Tactic: Run up to them and attack the center, timing your attack so you avoid the spiked balls. Tails and Eggman can just shoot the main part to destroy it.

Gola -

Points: 100

Description: Very similar to the Unidus, except with fire. I'm not sure if I've seen this (if I have, I don't remember).

Tactic: Probably the same as the Unidus.

Kiki -

Points: 100

Description: Hanging around the Sonic series since Sonic 2... the same old monkeys who chuck stuff at you. Except now in the Adventure series they throw bombs.

Tactic: Avoid the bombs and attack them any way.

(NOTE: Bombs can be picked up [just like in Sonic Adventure] and used to solve puzzles for Knuckles and Rouge.)



Here we have the basic walkthrough of the Story Mode. The 5 Missions will most likely be broken off into a separate chapter later. For each Stage we list the number and name of the Stage, the character who plays the Stage, and what Level Up Item is in the Stage.

The Story Mode walkthroughs contained here are only short walkthroughs for the first mission. Only short guides for the levels are in this section. Section numbers are referenced for Boss details.

These Story Mode walkthroughs are very incomplete right now.

---

[5a] H e r o S i d e

---

The Hero Side story starts with a nifty cut-scene with Sonic escaping from GUN's helicopter, then immediately dumps you right into the first level.

---

Hero Stage 01: City Escape

Character: Sonic

Level Up Item: Magic Gloves (Flame Ring and Bounce Bracelet required)

Mission 1: Escape the military pursuit!

The first mission is always just "beat the level". You'll start with a street boarding section, with the 3 Ramps to pull tricks off of. The first Ramp is on the left side of the road, and the second and third are in the middle.

After you dump the board for your trusty feet, run forward and grind up the Rail. A Gun Hunter robot will drop down to the right, so don't run into it. Either ignore it or destroy it, whichever, continue down the left path and run up the wall to snag the 20 Rings capsule. Destroy the next Hunter and Somersault into the wooden crates in your way. Grind down the Rail and Jump Dash at the end of the first one to get to the next one. Get past the hole via the stairs or jumping across, then hit the first Checkpoint and continue on down the hill.

Another downhill section; this time you're on foot, though. There are 3 Ramps again, but they're all in a row, so if you hit one, you'll hit the others after it. Once this section is done, you'll climb up a bunch of stairs, which harbor some Gun Hunters. Take them out and proceed to a short hilly area. Hit the Ramp on the right to grab some Speed Shoes and a 1-up (it's hard to get both, though). As you run through the "doorway" jump up and hit the Spring above to get extra speed for the grinding session. Now you can either choose to go up the left side or head right. The left side leads to the Gold Beetle of this level, so if you're going for points, it might be a little useful, while the right path is slightly faster. The left path also holds a 20 Ring Capsule via the trail of Springs.

After this you'll come across a big park. There are 2 Ramps, a Gun Hunter, and 2 Mono Beetles here. By taking either one of the Ramps or using the 2 Beetles, you can get up to a ledge that has a trail of Rings. You can use the Light-Speed Dash (acquired in Hero Stage 04: Metal Harbor) to warp quickly to the loop.

Run down the building and when you hit the Springs, hold forward and

slightly to the left on the joystick. Try to grab onto the Bars right in the middle of the pathway (above the Rail) Swing off the Bars (press (A) in the red area) and (if you lined yourself up right) snatch the Invincibility Capsule out of the air. Home-Attack across the long line of Mono Beetles and proceed through the opening. A Gun Hunter will drop down on you, so Home-Attack him and land on the Rail. Grind down the Rail and get ready to Jump Dash at the 2 gaps. After this you'll have a Bar to swing off of.

(WARNING: If you are going too fast by crouching too much on the Rail, you will fly up and over the Bar, plummeting down into the bottomless pit.)

Land, hit the Checkpoint, Somersault underneath the barrier... and run like mad from the killer rig. In this area the groups of Rings are on the right side, then the left side (with a Ramp after the flat section of road), left, right, left (with another Ramp directly after it), and lastly, one group in the middle. The level is over after this part finishes.

Heh heh, I wrote this without the game running, 'cuz I have this level memorized from the demo. :)

-----

BOSS: F-6t Big Foot

Character: Sonic

See Section [6a.1] for details

-----

Hero Stage 02: Wild Canyon

Character: Knuckles

Level Up Item: Mystic Melody (Shovel Claw required)

Mission 1: Find 3 pieces of the Master Emerald!

Search out the shards of the Master Emerald. Omochao will give you information on the stage's features, while the TV screens will hand out clues about the shards' locations. You can only have 3 hints for each piece, and the more clues you use, the less points you get for finding the emerald. The time it takes you to find each piece will affect how many Technique Points you get, also.

A basic tip for most of Knuckles' levels is to skim around the whole level. The radar will light up and starting "ding"-ing at you when you get in the vicinity of the level. This is much faster than going around the whole level slowly, searching in every crack and chest.

The stage has 2 basic levels. The underground cave, and the upper above ground level. You start on the bottom level, and the only way to get to the upper level is to use the middle "windy" area. It's in the middle of the whole level, and when you're in the bottom level it is easily seen (it's where the sunbeam cuts in; jump into the light to get lifted up to the upper level). To get back down, there are two holes nearby where you come out (from the wind).

On the upper level, there is a middle area where the wind comes out. It is lower than the rest of the upper level. There are also two canyons, going to two opposite ends of the upper level.

Some of the clues that the Hint Boxes refer to are listed here:

- Wild canyon track = The upper level of the underground cave. May sometimes mean that the emerald piece will be circling around the track being propelled by some strange force (Whaa...?).
- Lonely statue = The single statue at the end of a valley on the upper floor.
- Sphinx head = The giant statue head across from the Lonely Statue.
- Square buildings = The... square buildings. They have boxes covering their opening, and they're in the valley with the Lonely Statue. There is also one in the bottom level, on the Wild canyon track.
- Swirl tiles = The tiles that have a swirling design on them. Mostly in the underground cave, a few above. Also referred to as "swirling arrow".
- A pair of earrings = Right next to the Sphinx Head in the canyon.
- A high place = On the upper level of the level: the area with the canyons. Not a very helpful clue.
- Down below = Doy! Somewhere in the bottom level of the stage. Just about as helpful as the "high place" clue, but it seems to be used less often.
- Near a windy place = Ummm... this is kinda obvious. It's around the wind which takes you to the upper level of the stage. It can either be in the bottom level or the top level.
- Under the weight that is moving up and down by a wall = Underneath the Trap on the upper level of the stage by a wall. Run underneath the Trap and grab it.

---

BOSS: Dr. Eggman  
Character: Tails  
See Section [6a.2] for details

---

Hero Stage 03: Prison Lane  
Character: Tails

Level Up Item: Laser Blaster (Bazooka required)

Mission 1: Find the core of the Prison!  
Whoo! Here's the complete walkthrough I was talking about. COMPLETE complete. :)

At the start of the level, lock onto and shoot all the Beetles in front

of you. Head forwards and shoot the Hawk that flies at you. Continue onwards past the steel crates, and blow up the Gun Hunter and Beetle around the left turn.

Get onto the lift (identifiable by the dark gray square on the ground) to continue. Take the right turn and board another lift. Two Gun Hunters wait behind the iron bars. Destroy them to open the gate. Head through the open doorway and when you come to another door, blow up the Beetle robots. Continue forwards where a Hunter and Beetle are waiting. After this, a Hunter will drop down from the sky just beyond the steel crates. Destroy it and jump onto the crates to get onto the platform.

Grab the 10 Ring Capsule and destroy the wooden crates with the Volkan Cannon. Another Hunter will drop down just in front of the lift ahead. Dispose of it, and get ready for a Hornet-3 at the top of the lift ride. Once you destroy that and go through the tunnel, 2 Wings will fly in and try to ram into you. Avoid them or destroy them; either way, you will end up getting to the first Checkpoint.

Destroy the sleeping Hunter before he wakes up to make the gates open up. Once you enter the next room, 2 Gun Hunters and a Gun Wing will open fire at you. Take 'em out quick and then grab a ride on the lift.

Drop into the next room where 4 Beetles and a 10 Ring Capsule lie. Go through the hallway, blowing away the 2 Beetles. Destroy the container by shooting the left side and the right "leg". Head forwards and jump onto the elevator. Ride it up and target the 6 Beetles on the way. At the top are 2 more Beetles and the second Checkpoint.

Go forwards and shoot the wooden crates and the Hunter to open up the gate. Ahead are 3 Beetles, which you must destroy to open up the next door. Follow the path and shoot the Hunter that drops behind the door. Ahead is a lift on the right, which you can ride up to get a 20 Ring Capsule and a Shield Capsule. Drop back down and head through the left passageway. Continue down the path and watch out for the Hornet-3. Take the next couple of lifts and you will encounter another Hornet-3.

Now you'll face a door with no enemies in the immediate vicinity. Look across the chasm to spot some Hunter robots. Shoot them to make the door open. Now head forwards and follow the only route. Jump up the boxes and onto the next lift. The level's Gold Beetle will appear briefly in front of you. At the top of the lift ride, destroy the 2 Hunters.

Head down to the passage on the right and shoot the Hunters. Go through the opened doorway and destroy the under at the right turn. Follow the hallway to the next room. Watch out, though, as another Hunter will drop down just before you enter the room. In the room will be the third Checkpoint.

Destroy all the Hunters down the inaccessible hallway. The door will open. Head through and destroy the 3 Beetles to make the gate go down. 3 Hunters will now drop from the sky. Destroy them, and turn right and get onto the other lift. Ride it up and shoot the Beetle hiding in the corner to open up the door. 3 sleeping Hunters are in the following hallway, so blast them before they react to your presence. Now head forwards and destroy all the robots in the Goal Ring room to open the door. The Goal Ring awaits.

(NOTE: If you let the enemies in the Goal Ring room see you, then back away, they will shoot and destroy the Hunter standing directly in front

of the door. Just a little thing to see.)

-----  
Hero Stage 04: Metal Harbor

Character: Sonic

Level Up Item: Light Shoes

Mission 1: Escape from the military base!

>From the start of the level run forward and take the loop. Head down the curving slope and fly across to the next platform. Take the Springs and ignore the upper floor there this time through... it's only useful after you have the Light Dash. Head forward to the first Checkpoint and use the Springs to get to the next section.

Use the upcoming trail of Mono Beetles (with the Gold Beetle and a 1-Up) to get to the next section. Now there's a trail of Rings here... what to do, what to do? Head over to the structure to the left and go underneath it. Ride the Pulley up to the Light Shoes! Whee! Head back down and walk up to the trail of Rings. When "Light Dash" appears in the Action Window, press (X) or (B) to go zooming to the aircraft carrier.

Head forward and venture to the left side, where you will see a group of Mono Beetles appear. Home-Attack up them and snag the 1-Up. Head right and hit the Dash Panels and use the Light Dash again at the end of the carrier. Hit the second Checkpoint there.

Run forward a short bit and use the Light Dash again, then follow the road forward. After you hit the Jump Panel and fly over the water, you will come to a structure similar to the one where you found the Light Shoes, except that there is a barrier and little green arrows pointing downwards. Somersault underneath the barrier to receive some Technique Points and then grab onto the Pulley. Repeat for another one of these structures. Run down the loop and the right turn in the path, then Somersault underneath another structure and use the Homing-Attack on a chain of Beetles. Run through the third and last Checkpoint.

Take the Rocket and run around until you get to the end of the structure, where there is a spring right next to the rocket. Now, if you have more than 7-8 seconds on the clock, you can Home-Attack across the trail of Beetle robots very quickly and run up the slope. Light Dash across the trail of Rings and make your way to the next Spring. Hit the spring to grab onto the higher handle. This will count as an Extreme trick - worth 1500 Technique Points.

If you have less than that time, though, just hit the Spring to grab the handle here.

After this you start boarding down a short path. The control here is weird and people complain about it, but, hey, you're heading straight down! What do you think it'd control like? Anyways, there's 10, 20, and 5 Ring capsules, and a 1-Up. After this you'll run through a loop and fly to the goal.

-----  
BOSS: Shadow

Character: Sonic

See Section [6a.3] for details

---

Hero Stage 05: Green Forest

Character: Sonic

Upgrade Item: Ancient Light

Mission 1: Escape from the Island in 8 minutes!

Run down the slope and fly across the water. Here you can either take the Spring on the left, or follow the path on the right (littered with Gun Hunters). If you opt for the left path, use the Light Dash there and take the loop. You'll hit some Springs and land in front of the first Checkpoint. The Right path basically takes you to the same spot, it's just slower. So for most missions, take the left route.

After the first Checkpoint, use the Light Dash on the 5 Rings and run up the slope. If you do it right, you'll grind down and hit the Spring. Go forward and hit the Springs to go to the next area. Run down the next slope (there are Vines above the tunnel that act as rails available for grinding) and take the loop. Head up to the half-loop and hit the Springs. Right behind you is the Ancient Light Level Up Item (See Section [3a.2] for details). Go underneath the tree for now and either go below the tunnel and get Rings, or go above for grinding. Either way, you'll get to the end and hit the Springs to swing around on the Vine.

Head forward and hit one of the Springs to get propelled to the next area. Hit the Checkpoint, take the loop and then work your way up the tree. Get up to the top and run around to the last Checkpoint. Go down the slope and take the loop, following the half-pipe to the Spring. Hit it and jump up the shifting ground to the Spring on the left side. Hit that and you'll be shot over to the goal.

---

Hero Stage 06: Pumpkin Hill

Character: Knuckles

Level Up Item: Shovel Claw

Mission 1: Find 3 pieces of the Master Emerald! \*Not complete

(I am too lazy to work on this just yet... Knuckles' and Rouge's levels are pains to write)

Just use the Hint Boxes and try to decipher them as well as you can. Talk to Omochoa a lot to learn the ropes of the level.

**\*\*NOT COMPLETE\*\***

---

Hero Stage 07: Mission Street

Character: Tails

Level Up Items: Booster

Mission 1: Elude enemy pursuit! \*Not fully complete

I'm not going into detail about this, just a few brief overviews.

There are lots of robots dropping from the sky in this level. Stay on your toes.

Also, you will come to a jump that you cannot cross with a regular jump. Turn around and grab the Booster right behind you (hard, no?) to make it across.

There's also a spot where there is a dark shadow on the ground. Jump and hover over this to avoid setting this Trap off or hit the Switch to the right (it's hidden in a box) to deactivate the Traps. Later in the level, if you didn't set them off, there will be a gap in the road with 2 of those weight things (those are the Traps). When you step on those, they will drop down. Don't fall down with them unless you like re-doing parts of a level.

Another note: watch out for the crumbling walkways. Do these things and you should be fine.

**\*\*NOT COMPLETE\*\***

(Full walkthrough coming... eventually)

-----  
Hero Stage 08: Aquatic Mine

Character: Knuckles

Level Up Item: Air Necklace

Mission 1: Find 3 pieces of the Master Emerald! \*Not complete

Argh! I hate writing Knuckles' and Rouge's parts. I'll finish this in a later update. The emeralds being in random locations doesn't help the complexity of writing these sections, either. Just try and decipher the clues as well as you can... and once again, talk to Omochao everywhere you see him.

**\*\*NOT COMPLETE\*\***

-----  
Hero Stage 09: Route 101

Character: Tails

Mission 1: Chase the President's limousine

Simply finish the course. It's very simple, with no edges to fall off and a very lenient time limit. Just remember that you get boosts every 20 Rings, the balloons are instant boosts, and you can't hold more than one boost at a time.

**\*\*NOT COMPLETE\*\***

-----  
Hero Stage 10: Hidden Base

Character: Tails

Mission 1: Find the entrance to Hidden Base!

This mission was pretty easy for me. It was a little annoying since the

Checkpoints are so far apart, though. It's a pretty much straight-forward level... I can't remember the details since I'm doing this without the game again. Sorry, I will get around to this sometime...

**\*\*NOT COMPLETE\*\***

-----  
Hero Stage 11: Pyramid Cave  
Character: Sonic

Level Up Item: Bounce Bracelet

Mission 1: Infiltrate Eggman's Hidden Base!

Run down the big tunnel-like area (there are no hazards here). Jumping through the hoops will score you some points. When you clear this area, you'll hit the first Checkpoint.

Home-Attack the Hourglass and run underneath the door before it closes. Run ahead and jump on the Spring to grab onto the Pulley. Ride it up, jump off, and take the pathway to the right. Jump up and grab onto the Bar. Swing off of it and the next Bar to get quickly to the next area.

If you don't grab the Bar, you'll fall down to an area with 2 10 Ring Capsules, a Chao Box, and an Hourglass. Hit the Hourglass to make platforms come out of the walls. Jump up the platforms to get to the next area.

Hit the Hourglass and run up the slope. Take the loop and fly (automatically) over the chasm. Run up and Home-Attack the E-1000 robot, holding (A) to get up to the next ledge. Ahead of you is the Bounce Bracelet. Get it, then continue up ahead. Either kill both of the 'bots and then use the Bounce Attack to get up the ledge, or Home-Attack one of the E-1000s and hold (A) to get up instead (easier and faster). Up ahead is another Hourglass. Hit this one and jump up to the higher edge with the E-1000 on it. Home-Attack the E-1000 and then the Spring. Run ahead and Somersault underneath the door before it closes.

Ahead is a puzzle that takes no effort to solve. Grab the... key thing beyond the circle. Put it onto the circular "Keyhole" to open up the next door.

Run up and grind on the Rail to skip the following paragraph.

Run down a slope and Bounce Attack up to a platform where there is a 10 Ring Capsule and a 1-Up Capsule. Jump and Home-Attack the 20 Ring Capsule floating in the air. Continue on (you can't swing on the bars there) and destroy the 2 E-1000 robots. Take the Dash Panels up the slope, where you'll find spiked balls swinging around. Avoid them and use the Bounce Attack to get up the wall. Avoid the E-1000 and head to the left to find a Smart Bomb Capsule. Go up to ledge.

Run ahead and kill the E-1000 robot quick. Jump and grind on the Rail to skip the next paragraph.

Run down the area and kill the E-1000 robot hidden behind the wall. Go forward and Bounce Attack to reach either of the Pulleys.

Head forward and up the slope. Grab the "key thing" quickly and back-track. Hit the Hourglass and run under the door. Jump up the boxes and



stuff to get up the ledges. Hit the Dash Panels and run up the slope, then deposit the key into the "key hole" to open up the door.

Hit the Hourglass and RUN. If you don't clear this area in time, the door will close and you'll have to do it over again. At one point, a trail of rings will be on the left wall. If you can, use the Light Dash on it, but don't go out of your way to hit it. Get under the closing door to continue on.

Whack the next Hourglass and get under the doors. Somersault underneath the last one if you need to. If you don't make it through, there are some Rails on the sides to grind on that will lead around the doors, however, you will not get the 300 Technique Points you would if you made it under the doors.

After this, Somersault underneath the barrier and take the 2 loops. Go forward after them and destroy the E-1000. Bounce Attack up the wall and get to the next platform. Bounce Attack again and destroy the E-1000 robot waiting there. Snag the floating 1-Up and continue forward.

Grind on the Rail. If you don't you'll have to face spinning spiked balls, ghosts, and some platform jumping. Hit the Hourglass and make your way up the platforms that appear.

Hit the next Hourglass and then hold (X) or (B) to Spin Dash. Let go after a second and blaze up the slope to get under the door with plenty of time.

Take the last couple of loops and fly to the Goal Ring.

---

Hero Stage 12: Death Chamber  
Character: Knuckles

Level Up Item: Hammer Gloves

Mission 1: Find 3 Gate keys!

Find the keys. Not much I can do to help except for list where some of the clues point to... which I will do later once I go back and play this level extensively.

**\*\*NOT COMPLETE\*\***

---

BOSS: King Boom Boo  
Character: Knuckles  
See Section [6a.4] for details

---

BOSS: Egg Golem  
Character: Sonic  
See Section [6a.5] for details

---

Hero Stage 13: Eternal Engine  
Character: Tails

Mission 1: Destroy the colony's power generator!

This stage sports a bunch of Dynamite Packs on the walls and walkways. However, it is not very beneficial to shoot these ones, as destroying them will usually blow out part of the wall or walkway. The holes left in the walls will suck you out into space, relieving you of a life, while the destroyed walkways will just be a hole to jump over. But leaving either type intact will make your life easier.

>From the beginning of the level, head forwards and just follow the only path, shooting all the enemies you see. Later in the level there will be a room with a Bomb Beetle above. Destroy some of the wooden crates in the room and jump up the metal crates to the Springs.

Continue on and pay attention to Omochao's advice. When you get to the room similar to the previously mentioned Bomb Beetle, blow open the container between the Springs. Hit the Switch to stop the Trap above from triggering. Now jump onto the left Spring (the right one won't bump you high enough) and get onto the Trap. Jump onto the Pulley from there and ride up to the next area.

Continue on and avoid blowing away the Dynamite Packs on the walls and beware of the Artificial Chaos. Some of them located throughout the level can hit you before you can even see them.

\*\*NOT COMPLETE\*\*

---

Hero Stage 14: Meteor Herd

Character: Knuckles

Mission 1: Find 3 pieces of the Master Emerald!

Here's yet another annoying treasure hunting level... and this one's REALLY annoying, 'cuz the level is so dang tall. You can go up and up and up for a very long time before you reach the top. Use the previously mentioned tips. Talk to Omochao, and use Hint Boxes. The exception is the tip to skim around the level... it's pretty much futile in this level since it's mostly vertical.

\*\*NOT COMPLETE\*\*

---

BOSS: Rouge

Character: Knuckles

See Section [6a.6] for details

---

Hero Stage 15: Crazy Gadget

Character: Sonic

Mission 1: Hurry and find Eggman!

Head forward and watch it; there's a Gun Hunter right in front of the 5-Ring Capsule. Turn left and use the Pipe on the ceiling to ride forward. There's an Artificial Chaos right at the end of the ride. Break open the Steel Crate on the right to get a Shield. Jump up and hit the Gravity Switch and head forward some more. There's another Switch to change gravity back to normal after another Artificial Chaos.

After a short while you'll have to use your Bounce Attack to reach the Pulley if you don't catch it after another Artificial Chaos. You'll have to Switch Pulleys to reach the top and the first Checkpoint.

Break the glass by Jump Dashing into it to take your first High-Speed Warp Tube. After the ride you'll come to a gap with two Spark Beetles and a Spring Beetle. Simply Home-Attack your way across and push forward to hit the Smart Bomb Capsule (which comes in handy). Head forward some more, hit the Gravity Switch, and break the Wooden Crates to hit the Spring. Push forward and Somersault under the arrow sign to reach the second Checkpoint.

Grind along the Rail to cross the green pit of doom. You'll come to three Gravity Switches. The easy way down is to hit the middle Switch and hold right on your Joystick to land on the edge of the wall and jump onto the Rail. Another Artificial Chaos (don't ya just love those guys?) and a right turn. Watch for the Spark Beetles on the down-hill slope. You can either take them all out, or simply avoid them. Hit the Dash Panels and jump before falling off the edge to snag the 1-Up. Take out the P-100 Chaos at the bottom by Bounce Attacking the head. Head forward for the third Checkpoint.

There are two Pipe rides down the slope. At the bottom you'll come across another green pit, this time with four Spark Beetles and a trail of Rings. Wait for the Beetles' shields to go down, and Home-Attack them. Hold down (A) after the fourth Beetle to get maximum height, and position yourself in front of the trail of Rings. Hit (X) or (B) right in front of the trail of Rings to Light-Speed Dash to safety. There's a Chao Box and the fourth Checkpoint on the other side.

Another High-Speed Warp Tube after that. Head right after the ride and make your way forward to the three Artificial Chaos. Don't worry, they'll just shoot lasers forward. :p After you take care of them, head forward and hit the Gravity Switch. After Gravity Switches, head backwards and hit the Spring in the corner to get the Flame Ring.

Head back forwards and hit the Gravity Switch on the ground. Break the Steel Crates to open the thin passageway. Somersault underneath to get through. Jump high to get the advantage on the Artificial Chaos and hit the Triple-Spring. Grind on the Rail, take out the Chaos, and hit the Triple-Spring. Light Dash on the trail of Rings and break open the Steel Crates to find a Spring. Hit the Spring to Switch gravity. Head forward and Light Dash on the long trail of Rings. Take out the P-100 Chaos and head right. Destroy the Spark Beetle and ride down the Pipe. Two Shield Hunters and the Gold Beetle guard the next High-Speed Warp Tube. Three Chaos wait for you. Don't worry, two of them mindlessly shoot lasers. You'll come to a thin walkway with two spinning spike balls. If you're good, you can run across and make it to the door; otherwise just drop down. After dropping down, head forward and use the Bounce Attack to make it to the high ledge. Hit the Triple-Spring in the corner to progress. Defeat the Gun and Shield Hunter to reach the fifth Checkpoint.

Hit the Switch to open the doors. Run through and hit the Gravity Switch to land on the Purple Block. Head left down the Purple Block and continue to meet up with the Gun Beetle. Hit the Gravity Switch to Switch to the Green Block.

Head left and down to reach two Metal Crates. Get on top of them and

Bounce Attack to reach the high area of the Green Block. Hit the Gravity Switch and float to the Yellow Block.

Head forward and up. Home-Attack the Beetle (holding down (A) to get maximum height) and push forward to take the jump across to the Blue Block.

Head right to the Gravity Switch, and use it to drop down to the Yellow Block.

Take out the Chaos and head back to grab a Basic Shield. Head back forwards and hit the Gravity Switch to change gravity to the other side of the Yellow Block.

Watch out for the Metal Crates that will come sliding down. If you are underneath them, they will shove you through the Block and to your doom. Hit the Spring and pull down to reach the top area of the Yellow Block.

Jump on the Spring and do NOT hold any direction on the Joystick and get on the Rail. Grind across to the Green Block and avoid the Spark Beetles to reach the Spring that will launch you to the Purple Block.

Head forward and Light Dash to reach the Blue Block.

Hit the Gravity Switch and you'll float back to the Purple Block. Head forward and down and MAKE SURE TO HIT THE SWITCH! (the Switch brings up the Rocket that is needed to end the level) Hit the Gravity Switch right next to it to float to the Red Block.

Take out the maniac laser Chaos and head down to find the Gravity Switch behind two Metal Crates. Use it to land on the final Gray Block.

Use the Rocket (you DID hit that Switch, right?) to break the green stuff and open the Goal Ring. If you don't see the Rocket, you'll need to hit the Spring at the close end of the Gray Block to repeat the whole Block section.

---

BOSS: Dr. Eggman  
Character: Tails  
See Section [6a.7] for details

---

Hero Stage 16: Final Rush  
Character: Sonic

Mission 1: Hurry and find the point of the Cannon!  
Woohoo! I love this level! :) It's kinda complex to write a complete walkthrough for it, though... I'm just gonna list the path that I normally take. Oh, yeah, and make sure you've gotten grinding down as a second nature. :P

Just a little challenge for you, can you get to the second Checkpoint without touching the ground at all (excluding the very first cut-scene where you grab onto the rocket, as one of my friends so graciously notified me)? I (Double -S-) can.

You start by grinding down the first Rail. At the end of it, where the green lights are, press (A) to bust a trick. Land on the platforms ahead and step onto the Rail on the right. Grind down and run forward at the end of this purple Rail. Jump over the purple Rail at the end of this platform and Home-Attack the Hornet-3 on the floating platform.

Now take the orange Rail and follow it all the way down to the first Checkpoint. Jump over to the downward hill and jump onto the orange Rail hovering in the air. After the Spring bounces you up and you get the 20 Ring Capsule, you'll land on another orange Rail.

Ride it down and another Rail will appear on the right. If you want, Switch Rails quickly to snag a 1-Up Capsule. The Rail will end soon, so Switch back to the normal Rail. Again a Rail will come up on the right, but this time, don't jump onto it immediately. Wait until you see a Capsule and a few warning "X" signs ahead, then switch Rails. Hold right on the joystick to lean and grab another 1-Up, along with a 10 Ring Capsule. Switch Rails again quickly and continue forward. (You can just go through this area without Switching Rails at all, not getting the 1-Ups.)

When you hit the row of Springs and go flying into the air, Home-Attack the Smart Bomb Capsule to destroy the Floating Chaos robots easily. Hold forward on the joystick to get to the second Checkpoint.

**\*\*NOT COMPLETE\*\***

-----  
BOSS: Shadow  
Character: Sonic  
See Section [6a.8] for details

-----  
[5b] D a r k   S i d e  
-----

Dark Stage 01: Iron Gate  
Character: Dr. Eggman

Level Up Item: Laser Blaster (Large Cannon required)

Mission 1: Get to the core of the military base!  
This Mission is very easy. Just head forwards taking out all the enemies. When you come to a door, shoot the four targets in the corners of the door to reach the first Checkpoint.

Ride the Lift up and use the Volkan Cannon to take out the Wooden Crates. Keep progressing forward to reach the Level 2 Security Door. Ride the Elevator down, go through the door, and hit the second Checkpoint.

Ahead is a room with a bunch of Ring Capsules. Snag them all and head right. Head forward and take out the Level 3 Security Door. Turn right and navigate the walkways. Hit the Dash Panels to the left and snag the four Item Capsules guarded by the Gun Hunter. Head back and turn left to progress. Drop down the holes and continue forward to the third Checkpoint.

Break down the Level 4 Security Door and ride the Elevator down.  
Destroy the Wooden Crates and get through the Level 5 Security Door.  
Break down more doors and keep pushing forwards. When you come to the hallway that shows the quick cut-scene of all the locked doors, head backwards and use the Lift to reach the Rocket. Shoot the Green Switch on the left control panel to fire the Rocket and break down all the doors. Rush down the hall to reach the Goal Ring!

---

BOSS: B-3x Hot Shot  
Character: Shadow  
See Section [6b.1] for details

---

Dark Stage 02: Dry Lagoon  
Character: Rouge

Level Up Item: Mystic Melody (Pick Nails required)

Mission 1:

**\*\*NOT COMPLETE\*\***

---

Dark Stage 03: Sand Ocean  
Character: Dr. Eggman

Level Up Item: Mystic Melody (Jet Engine required)

Mission 1: Return to Hidden Base!

Head forwards from the start and jump onto an end of the rotating platform. Take care of the Beetles and Wings (specifically the Bomb Beetle hovering above the platform), and jump off onto the opposite side of where you started. Head across and destroy the Hawk that drops down right in front of you.

Make your way across the quicksand via a few moving platforms.

**\*\*NOT COMPLETE\*\***

---

Dark Stage 04: Radical Highway  
Character: Shadow

Level Up Item: Flame Ring (Air Shoes required)

**\*\*NOT COMPLETE\*\***

---

Dark Stage 05: Egg Quarters  
Character: Rouge

Level Up Item: Pick Nails

\*\*NOT COMPLETE\*\*

---

Dark Stage 06: Lost Colony

Character: Dr. Eggman

Level Up Item: Jet Engine

\*\*NOT COMPLETE\*\*

---

Dark Stage 07: Weapons Bed

Character: Dr. Eggman

Level Up Item: Large Cannon

\*\*NOT COMPLETE\*\*

---

BOSS: Tails

Character: Dr. Eggman

See Section [6b.2] for details

---

Dark Stage 08: Security Hall

Character: Rouge

Level Up Item: Treasure Scope (Mystic Melody and Iron Boots required)

\*\*NOT COMPLETE\*\*

---

BOSS: R-1/A Flying Dog

Character: Rouge

See Section [6b.3] for details

---

Dark Stage 09: White Jungle

Character: Shadow

Level Up Item: Air Shoes

\*\*NOT COMPLETE\*\*

---

BOSS: Sonic

Character: Shadow

See Section [6b.4] for details

---

Dark Stage 10: Route 280

Character: Rouge

\*\*NOT COMPLETE\*\*

---

Dark Stage 11: Sky Rail

Character: Shadow

Level Up Item: Ancient Light

\*\*NOT COMPLETE\*\*

---

BOSS: Egg Golem

Character: Dr. Eggman

See Section [6b.5] for details

---

Dark Stage 12: Mad Space

Character: Rouge

Level Up Item: Iron Boots

\*\*NOT COMPLETE\*\*

---

BOSS: Knuckles

Character: Rouge

See Section [6b.6] for details

---

Dark Stage 13: Cosmic Wall

Character: Dr. Eggman

Level Up Item: Protection Armor

\*\*NOT COMPLETE\*\*

---

BOSS: Tails

Character: Dr. Eggman

See Section [6b.7] for details

---

Dark Stage 14: Final Rush

Character: Shadow

Level Up Item: Mystic Melody

\*\*NOT COMPLETE\*\*

---

BOSS: Sonic



Character: Shadow  
See Section [6b.8] for details

---

[5c] L a s t   S i d e

---

**\*\*WARNING\*\***  
Minor spoilers follow.

---

Final Stage: Cannon's Core  
Characters: Tails, Dr. Eggman, Rouge, Knuckles, Sonic

**\*\*NOT COMPLETE\*\***

---

BOSS: Biolizard  
Character: Shadow  
See Section [6c.1] for details

---

BOSS: FinalHazard  
Character: ??????  
See Section [6c.2] for details

---

[ 6] B o s s e s

---

Here ya go! This section now contains detailed strategies on all the bosses in the game, making this the first completed chapter in the FAQ! Woohoo!

---

[6a] H e r o   S i d e

---

---

[6a.1] F-6t Big Foot

---

|             |       |
|-------------|-------|
| Weak Point: | Hits: |
| Cockpit     | 4     |
| Character:  | Sonic |

As a first boss, this guy isn't meant to offer much of a challenge... and he doesn't. GUN has trapped Sonic in a small parking lot with 4 crates. (There are other crates, but you can't get on them) The boxes are very useful, so try not to destroy them and keep Big Foot from destroying them.

First thing you should do is grab a Ring, since you always start with zero. His first attack is to fold his legs up and start flying around

the arena machine-gunning everything underneath him. A very easy attack to avoid, and you can even counter-attack it. Jump up on top of one of the crates before he starts flying. When he comes straight at you, jump high and towards him, and home attack the cockpit. If you connect, he'll flash red and back off, and then fly around machine-gunning again. Holding him in this routine for the whole battle is the easiest way to beat him. If you don't manage to get a hit in, though, he'll land. It looks like a nice time to attack him, but you shouldn't. He'll start shooting Missiles at you almost immediately. Run around the arena to avoid them. Once he stops shooting, jump as high as you can and home-attack the cockpit. Repeat as necessary.

-----  
[6a.2] Dr. Eggman  
-----

|                  |       |
|------------------|-------|
| Weak Point:      | Hits: |
| N/A              | 4     |
| Character: Tails |       |

Dr. Eggman is pretty much an introduction to Tails' game. The battle area is an aircraft carrier's deck, and it's so big you probably won't see all of it during your shootout with Doctor R. Rings are scattered about in a few places; it's a pretty basic arena.

At the beginning of the fight, immediately lock-on to Robotnik and fire a Homing Missile. He usually doesn't move at the beginning of the fight, so it's a free hit. Once he recovers and starts to fight for real, don't ever stop moving. One nice strategy is to shoot a Homing Missile at him, and when he starts running, blast a regular shot (tap (X) or (B)) in his path. Repeat this, and don't forget to gather Rings if you're low on health!

-----  
[6a.3] Shadow  
-----

|                  |       |
|------------------|-------|
| Weak Point:      | Hits: |
| N/A              | 3     |
| Character: Sonic |       |

Shadow is also pretty easy, as your greatest danger is not Shadow, but falling off of the small platform you're battling on. It's a small grassy square-shaped area, with a circle of Rings.

Grab a Ring, and let Shadow rush you. The moment he jumps, jump. Let him home-attack you (you're protected when you're jumping), and then immediately attack him when he lands. Continue with this tactic, and you should eventually defeat him. If this doesn't work for you, just keep in mind that the only time you can damage him is when he is standing still (which is usually directly after he attacks). This boss isn't too hard. It is sometimes safer to roll into him instead of home-attacking him since you might throw yourself over the ledge on accident.

-----

[6a.4] King Boom Boo

```
-----  
+-----+-----+  
| Weak Point: | Hits: |  
| Shrunken body | 4 |  
+-----+-----+  
| Character: Knuckles |  
+-----+-----+
```

This guy is annoying, not only by his tactics, but with his sound effects (just listen to that laugh!). This battle arena is a big thick column in the center with a Ring around it. With only a sparse amount of Rings in the arena, you'll want to only pick up one at a time.

To defeat this boss, grab a Ring (as always) and run away from him. Keep on running away from him, around the circle and to his back. See the little ghost holding the Hourglass? Run up and whack him. However, if you hear King Boom Boo cackle crazily, rotate the joystick in a quick turn and reverse your direction. DO NOT yank the joystick in the opposite direction, or you will stop abruptly and Boom Boo will whack you. Do not put too much distance between you and Boo, just far enough to be out of his reach, or he will just cackle and turn around again. If necessary, run in a small circle to keep up your momentum and let Boom Boo get slightly closer. Keep running away from him when he starts throwing stuff at you. Avoid them and get ready to put the pedal to the metal if Boo stops, inhales deeply, roars, and you can hear wind blowing. Now's your chance to race around the circle and whack the little ghost behind Boom. Panels will open and light will come into the room. Boom Boo will go underground and start moving around. Follow his shadow and Drill Dive (or dig, but that's too slow) him out. He'll pop out and run - err - float around the circle. Chase him down quickly and punch him. The panels will close again and Boom Boo will come back out. Repeat this process. The only thing different is where Boom Boo will hide after you open the panels.

- 1st hit: On the ground
- 2nd hit: On the column in the middle
- 3rd hit: Either ground or column
- 4th hit: Both ground and column

TRICK: You can hit King Boo twice in one run by digging him out quickly, hitting him once, and chasing him at top speed and cutting corners. When you're right next to him, punch again and you've just hit a double!

```
-----  
[6a.5] Egg Golem  
-----
```

```
+-----+-----+  
| Weak Point: | Hits: |  
| Top of head | 5 |  
+-----+-----+  
| Character: Sonic |  
+-----+-----+
```

This big giant holds bears a resemblance to the Sandopolis Zone boss in Sonic & Knuckles. He's pretty easy, though, especially since falling off the circular platform isn't instant death. Nope, you'll drop into quicksand, which you can escape from by mashing jump (A). There are also Ring capsules and Pulleys (which take you back up to the platform)

down there.

Golem has 3 attacks:

The first and most common one is a fist-slam. He'll rear one arm back (warning sign), and smash it onto the platform you were on (or ARE on, if you're too slow). He'll immediately do the same for his other arm, so be careful you don't get whacked by it. The platforms that he hit will sink one level.

His second attack is to place his hands on the platform circle and twirl around. This attack is easy to avoid, especially if he has already knocked a few platforms down. Simply get on the lower platforms and his arms won't touch you. Otherwise, just run against his arms and jump over them. Either way, quickly get around to his back.

His third attack only effects a small area, so it's fairly easy to avoid. He'll rear both his arms backwards, then smash the area directly in front of him HARD. After that he'll head-butt the ground in between his arms. This is easy to avoid and a great opportunity to attack him. Simply run around the platform at top speed, jumping across gaps until he smashes the walkway. Make your way behind him so you can attack him using the following method.

Get onto the platforms sticking out of his back. Jump up the 3 bottom platforms, and then jump and home-attack the 3 yellow lights and the button on top of Egg Golem's head. Damage him like this 5 times and he'll give it up.

```
-----  
[6a.6] Rouge  
-----  
+-----+-----+  
| Weak Point: | Hits: |  
|     N/A     |    4  |  
+-----+-----+  
| Character: Knuckles |  
+-----+-----+
```

Knuckles' duel with Rouge is in a square arena, with 4 pillars; one in each corner. Each pillar is connected to the pillar next to it by a ledge. 2 levels of this makes it slightly hard to find your opponent when the fight elevates (hahaha). There's Rings on some of the ledges and a circle of Rings on the bottom level. During the fight, the floor will sometimes open and hot air will you force you upwards. After a while it will close and the room will return to normal.

This fight's strategy consists mostly of keeping 1-4 Rings on you all the times and being super aggressive. Keep punching Rouge to bounce her backwards, then pummel her when she's not attacking. Sometimes when the floor opens and you are both blown upwards, Rouge will say, "Here I come! Get ready!". Start moving the instant you hear that. The camera will show her close up and she'll attack you with some weird force. If you keep moving, though, she won't be able to hit you. Also, be careful when climbing the pillars, especially if Rouge is above you. She can drop down and get your unprotected head when you're climbing. That's about all there is to this fight.

```
-----  
[6a.7] Dr. Eggman  
-----
```

```

+-----+-----+
| Weak Point: | Hits: |
|      N/A      |    4    |
+-----+-----+
| Character: Tails |
+-----+-----+

```

The small area you are confined to has NO Rings. There are 2 things in this stage that you can shoot at: Eggman, and a radioactive pillar that comes out periodically and explodes when it's hit.

The pillar proves to be a very useful asset in your strategy. First off, blast both the pillar and Eggman with Homing Missiles. As Eggman's running around, shoot regular shots at him. More likely than not, Eggman will be hit by something. After 2 hits, Robotnik will begin to use his special attacks. He'll say, "All right, no more games!", then he'll say either "Take this!" which means he'll be shooting a barrage of missiles, or he'll say "You're no match for me!", signaling he's going to shoot a super big beam that resembles the Shinkuu Hadouken. :P The missiles are easy enough to avoid, but the beam... jump and hover to the left or right IMMEDIATELY after he says "You're no match for me!". If you successfully avoid it, you can get a free potshot at him while he shoots the big beam. This guy is pretty hard, so be patient.

---

[6a.8] Shadow

---

```

+-----+-----+
| Weak Point: | Hits: |
|      N/A      |    5    |
+-----+-----+
| Character: Sonic |
+-----+-----+

```

Sonic's battle with Shadow takes place on a straight, average width (never ending) walkway. Rings will come in the middle, on the left, or on the right. All you do this fight is run.

However, the strategy is to NEVER get ahead of Shadow. And don't fall too far behind either; the pathway will break up, and Shadow might use Chaos Spear! There are 2 ways to attack him: either run up and home-attack him until you connect, or you can run DIRECTLY behind him and roll. The latter is safer, since Shadow can bounce you backwards (and sometimes dangerously close to edges) when you home-attack. After the first 3 hits, though, he becomes much harder to whack. For the second last hit, the same strategy will work... it's just harder to pull off. For the last hit, you could get really lucky and have him Chaos Control right in front of a line of Rings, allowing you to Light Speed Dash through them and hit him, but that's way too rare.

The more reliable tactic for the last hit is to stop and charge up your Spin Dash until Shadow says, "Time to put this to rest!", then let go and zoom towards him. As you rush towards him, jump up and home-attack him. That should put it to rest, all right.

---

[6b] D a r k   S i d e

---

-----  
[6b.1] B-3x Hot Shot  
-----

| Weak Point: | Hits: |
|-------------|-------|
| Cockpit     | 4     |

-----

|                   |
|-------------------|
| Character: Shadow |
|-------------------|

-----

This guy is just the same as Sonic's Big Foot, just with one extra attack. The arena is pretty much the same, too, with a few Rings and some wooden crates.

First thing you should do is grab a Ring, since you always start with zero. His first attack is to fold his legs up and start flying around the arena machine-gunning everything underneath him. A very easy attack to avoid, and you can even counter-attack it. Jump up on top of one of the crates before he starts flying. When he comes straight at you, jump high and towards him, and home attack the cockpit. If you connect, he'll flash red and back off, and then fly around machine-gunning again. If you don't manage to get a hit in, tough, he'll land. It looks like a nice time to attack him, but you shouldn't. He'll start shooting Missiles at you almost immediately. Run around the arena to avoid them. Once he stops shooting, jump as high as you can and home-attack the cockpit. After 2 hits, he'll start using a laser beam. You have plenty of preparation time for this attack, though, as he has to target you. Just keep running until he shoots it. Easy enough.

-----  
[6b.2] Tails  
-----

| Weak Point: | Hits: |
|-------------|-------|
| N/A         | 4     |

-----

|                       |
|-----------------------|
| Character: Dr. Eggman |
|-----------------------|

-----

Tails is exactly the same as Eggman. The battle area is an aircraft carrier's deck, and it's so big you probably won't see all of it during your shootout with Tails. Rings are scattered about in a few places; it's a pretty basic stage.

At the beginning of the fight, immediately lock-on to Tails and fire a Homing Missile. He usually doesn't move at the beginning of the fight, so it's a free hit. Once he recovers and starts to fight for real, don't ever stop moving. One nice strategy is to shoot a Homing Missile at him, and when he starts running, blast a regular shot (tap (X) or (B)) in his path. Repeat this, and don't forget to gather Rings if you're low on health!

(exactly the same as Tails' version)

-----  
[6b.3] R-1/A Flying Dog  
-----

| Weak Point: | Hits: |
|-------------|-------|
| Cockpit     | 4     |

```
+-----+-----+
|   Character: Rouge   |
+-----+-----+
```

Flying Dog is almost identical to Hot Shot, except he doesn't have legs, so he is always flying. The arena is identical, except for different crate placements and 2 walls to climb up.

The walls are very useful in avoiding Flying Dog's machine gun attack. Just climb up to the top and he can't touch you. When he stops and shoots Missiles at you, glide around the room, and then Drill Drive or glide into him when he stops. Later when he starts using the laser beam, simply glide from the wall over to him and attack the cockpit.

(GUN really needs to get more creative with their assault mechs, don't they?)

```
-----
[6b.4] Sonic
-----
```

```
+-----+-----+
| Weak Point: | Hits: |
|   N/A      |   3   |
+-----+-----+
|   Character: Shadow   |
+-----+-----+
```

Sonic is easy, as your greatest danger is not Sonic, but falling off of the small platform you're battling on. It's a small grassy square-shaped area, with a circle of Rings.

Grab a Ring, and let Sonic rush you. The moment he jumps, jump. Let him home-attack you (you're protected when you're jumping), and then immediately attack him when he lands. Continue with this tactic, and you should eventually defeat him. If this doesn't work for you, just keep in mind that the only time you can damage him is when he is standing still (which is usually directly after he attacks). It is sometimes safer to roll into him instead of home-attacking him since you might throw yourself over the ledge on accident.

(exactly the same as Sonic's version)

```
-----
[6b.5] Egg Golem
-----
```

```
+-----+-----+
| Weak Point: | Hits: |
|Targets in body|   ??   |
+-----+-----+
|   Character: Dr. Eggman   |
+-----+-----+
```

The Egg Golem turns against Robotnik after Sonic destroys the restraining device Eggman planted on it. This fight would be a lot harder if the bottom level stayed the same as Sonic's version... however, the bottom level has changed. Watch out for the quicksand, because since Eggman's walker is alot heavier than Sonic, you can't escape once you fall in. Good thing there's a bunch of small square platforms down here... The capsules are still here: 6 Ring capsules, and 2 new Capsules: a Health Kit and an Extra Life.

This version of Golem has lost the spinning attack, leaving him with only 2 attacks, which are:

The first one is the fist-slam. He'll rear one arm back (warning sign), and smash it onto the platform you were on (or ARE on, if you're too slow). He'll immediately do the same for his other arm, so be careful you don't get whacked by it. The platforms that he hit will sink one level. If they get hit enough times they'll break.

His second attack is the head-butt. It only effects a small area, but it's harder to avoid since the Eggman's walker is slower than Sonic. He'll rear both his arms backwards, then smash the area directly in front of him HARD. After that he'll head-butt the ground in between his arms.

This version is very different from Sonic's (in the way you damage it). Simply shoot the Golem a whole bunch with regular shots, and weak spots will open up on its chest. There are 3 weak spots (which only appear one at a time), and each target has 3 "target"-able spots. When you destroy all of them Golem will die (again).

-----  
[6b.6] Knuckles  
-----

| Weak Point:      | Hits: |
|------------------|-------|
| N/A              | 4     |
| Character: Rouge |       |

Knuckles' duel with Rouge is in a square arena, with 4 pillars in each corner. Each pillar is connected to the pillar next to it by a ledge. 2 levels of this makes it slightly hard to find your opponent when the fight elevates (hahaha). There are Rings on some of the ledges and a circle of Rings on the bottom level. During the fight, the floor will open and hot air will you force you upwards. After a while it will close and the room will return to normal.

This fight's strategy consists mostly of keeping 1-4 Rings on you all the time and being super aggressive. Keep kicking at Knuckles to bounce him backwards, then pummel him when he's not attacking. Sometimes when the floor opens and you are both blown upwards, Knuckles will say, "Now witness my power!". Start moving the instant you hear that. The camera will show him close up and he'll zap you with lighting (How? HOW?!). If you keep moving, though, he won't be able to hit you. That's about all there is to this fight. Drill Driving him works pretty well, too.

(exactly the same as Knuckles' version)

-----  
[6b.7] Tails  
-----

| Weak Point:           | Hits: |
|-----------------------|-------|
| N/A                   | 4     |
| Character: Dr. Eggman |       |



The small area you are confined to has NO Rings. There are 2 things in this stage that you can shoot at: Tails, and a radioactive pillar that comes out periodically and explodes when it's hit.

The pillar proves to be a very useful asset in your strategy. First off, blast both the pillar and Tails with Homing Missiles. As Tails is running around, shoot regular shots at him. More likely than not, Tails will be hit by something. After 2 hits, Tails will begin to use his special attacks. He'll say, "I'll show you how powerful the Cyclone is!", then he'll say either "Fire!" which means he'll be shooting a barrage of missiles, or he'll say "High powered laser!", signaling he's going to shoot a super big beam. The missiles are easy enough to avoid, but the beam... jump and hover to the left or right IMMEDIATELY after he says "You're no match for me!". If you successfully avoid it, you can get a free potshot at him while he shoots the big beam. "Fox boy" is pretty hard, so be patient.

(exactly the same as Tails' version)

-----  
[6b.8] Sonic  
-----

|                   |       |
|-------------------|-------|
| Weak Point:       | Hits: |
| N/A               | 5     |
| Character: Shadow |       |

Shadow's battle with Sonic takes place on a straight, average width (never ending) walkway. Rings will come in the middle, on the left, or on the right. All you do this fight is run.

However, the strategy is to NEVER get ahead of Sonic. Don't fall too far behind; the pathway will break up, and he might use Sonic Wind! There are 2 ways to attack him: either run up and home-attack him until you connect, or you can run DIRECTLY behind him and roll. The latter is safer, since he can bounce you backwards when you home-attack. After the first 3 hits, though, he becomes much harder to whack. For the second last hit, the same strategy will work, it's just harder. for the last hit, stop and charge up your Spin Dash until Sonic says, "I'm not done with you yet!", then let go and zoom towards him. As you rush towards him, jump up and home-attack him.

(Exactly the same as Sonic's version)

-----  
[6c] Last Side  
-----

-----  
[6c.1] Biolizard  
-----

|                   |       |
|-------------------|-------|
| Weak Point:       | Hits: |
| Life support      | 6     |
| Character: Shadow |       |

+-----+

This big lizard is not happy. The arena is a big ring around the boss and is surrounded by orange water. There are 2 breaks in the ring, which have water rushing through them and will suck you out if you fall in it (and that will kill you). So don't fall in. Obviously.

At the beginning of the fight, run backwards, away from the monster, and grab a few Rings along the edge of the circle. Keep away from the its gaping mouth, but not too far, or he'll suddenly Switch to his tail, and you probably won't be able to change direction fast enough. When he stops and opens his mouth, gasping, run up to him, jump, and grind up the pipe near his mouth with red lights flashing on it. Jump up when you reach the big red light, and home-attack it. As you fly off, make sure you don't fall into a gap in the arena and get sucked out (it can happen, and it sucks! :P).

After this, the lizard will repeat the chasing part, then it'll stop and shoot black/blue energy balls at you. They will fly towards you either low or high; jump over the low ones, and Somersault under the high ones. If you get hit by one, the boss will stop for a few seconds, allowing you to scoop your Rings back up. After he's done spitting stuff at you, he'll gasp again, so go grind and whack the life support system again. He'll repeat the chasing and spitting part again with slightly faster movements. Go and bash the life support system again (same tactic).

After this he'll repeat the chasing and spitting again, even faster, and then he'll call out a BUNCH of little pink floating balls. These will fly at you, one at a time, and damage you if they hit you. Home-attack these all the way up near the life support system (HINT: jump high and wait a bit to make sure you target a pink ball accurately), then fall down as close to the red button as you can before home-attacking again, so you don't target anything else. After you hit him, he'll repeat the chasing, spitting, and pink blob sequence again. Hit him another time and he'll change his strategy. Without chasing you or shooting blobs of energy, he'll roar and call up the pink balls again, this time removing gravity somehow. Don't sit around or the balls will hit you, and you can't get the Rings back since they'll fall to the floor (in other words you can only take two hits before you die). Rush towards the life support system, navigating around the balls, and whack the red light for the final hit.

-----

[6c.2] The FinalHazard

-----

**\*\*WARNING\*\***

Minor spoilers follow, especially if you know your Sonic.

+-----+

|                     |
|---------------------|
| Weak Point:   Hits: |
| Red Sores   6       |

+-----+

|                   |
|-------------------|
| Character: ?????? |
|-------------------|

+-----+

The Biolizard is really determined to pull off the Professor Gerald's plan, isn't he? Well, for the last boss, your controls are very different. Use the joystick to navigate backwards and forwards, and use (A) to ascend and charge, and (X) or (B) to descend and charge. That's

all! The only other thing you need to know about the battle area is that if you go under or over the boss, you'll Switch places. Any player who knows Sonic knows what he needs to do now. If you don't... you'll figure it out soon enough. There are no Rings lying around in this battle.

For the first hit, all you have to do is navigate around the red balls and hit the red blister on FinalHazard's side while charging. On the second and third hit, he'll shoot a beam at you, which is also rather easy to avoid. On the fourth hit, he'll shoot two beams. After this, he'll have a combo of 2 beams and lots of red balls. These last two hits can be very annoying, but keep at it. Switch characters as needed during the fight if you're running low on Rings (fly over or under the FinalHazard), since you lose the battle if you lose a character.

Once you beat him, sit back and enjoy the ending!

=====  
[ ?] S t a g e M i s s i o n s  
=====

COMING SOON  
(here for layout purposes only)

=====  
[ ?] 2 - P l a y e r M o d e  
=====

COMING SOON  
(here for layout purposes only)

=====  
[ ?] B i g t h e C a t S i g h t i n g s  
=====

COMING SOON  
(here for layout purposes only)

**\*\*NOTE\*\***

DO NOT SEND ME MORE MAIL ABOUT BIG THE CAT!!! I have received at least 50-60 e-mails already regarding Big the Cat locations, most of which I already know! This section is NOT COMPLETE and I know almost all of the locations. I just haven't had time to type them all up yet. So please DO NOT send me anymore e-mail about where I can find Big the Cat. Thank you.

((\*\*FINAL STAGE: Cannon's Core  
With rouge, it's when you start off and climb the poles there is a big spike hanging from the ceiling, he's at the top of that. and with tails it's in the beginning when you go down while attached to the small square platform, you get to the end and you stop in front of a wall with 5 pieces of dynamite. he is down to the top right of your view.))  
\*\*info submitted Big Fisher

((Tails' Mission Street  
On the part when the bridge begins to break, and you have to leap up to a platform by standing on the a can, jump off the left edge, and hover down. You'll die, but you'll see Big!))

\*\*info submitted by Pepperidge

((in the first sonic Vs. Shadow in green forest theres a grate in the ground look down into that grate and theres big fishing!))

\*\*info submitted by Three Tails 2001

=====  
[ ?] M i s c e l l a n e o u s  
=====

COMING SOON

(here for layout purposes only)

=====  
[ 7] F . A . Q . s  
=====

These are some of the more common questions that people ask. Questions compiled and answered by Nathan (Segaholic2). Questions are divided into two categories: questions concerning the game Sonic Adventure 2, and questions that concern this FAQ/Guide itself.

By the way, F.A.Q. stands for Frequently Asked Question. :p

-----  
[7a] G a m e F . A . Q . s  
-----

Q. Where is Shadow's Bounce attack upgrade?

A. He doesn't have one!

Q. Where can I get the Birthday Pack?!?

A. Sorry... Looks like most places have sold out by now. :(

Q. Is Big the Cat really in the game?

A. YES! Look for a section dedicated to him coming soon!

Q. What's this fifth 2-Player Mode I've been hearing about?

A. This is just a false rumor being spread around. There is no fifth 2-Player Mode featuring Super Sonic and Super Shadow.

Q. Why the !@#\$ is Knuckles' part in Cannon's Core so hard?!?

A. Get the Air Necklace upgrade so you can breathe underwater forever. (see Chapter [3b.2])

Q. I get to Dr. Eggman's part in Cannon's Core, but all I see is a black screen and my character dies.

A. This appears to be a bug in certain copies of the game. Return it and get your copy replaced.

\*\*SPOILERS\*\*

Q. Can I use Super Sonic and Super Shadow in any other places besides the final fight?

A. NO. You can only use them in the final fight, and that is all.

-----  
[7b] G u i d e F . A . Q . s  
-----

Q. Can I help you write some of the sections and be a co-author?

A. No. I do not need help writing the sections, and me and my brother are already co-authors anyways. We do welcome info, and if we add

the info you've submitted, you will be credited.

Q. I submitted something and you haven't added it/credited me yet.

A. Either somebody already submitted the info, I haven't finished the update yet, or I already knew that.

Q. Can you send me what you've written for the next update so far?

A. No. I do not and will not release unfinished updates.

Q. I really like your FAQ. Can I use it on my site?

A. Yes, just make sure to credit us two. However, you are responsible for keeping up with updates yourself. I do not have time to submit this FAQ to 10+ websites. You can always find the newest version at <http://gamefaqs.com/> and <http://www.angelfire.com/dc/segaholic2>

Q. Are you going to write a Chao section?

A. It depends. I'm really busy currently and I might later if I have time.

Q. Your FAQ isn't complete!

A. I know that. >:p

Q. When will you finish ((section here))??

A. Soon enough. We DO have lives outside of this game and guide. :p We try to update as often as we can, but sometimes it just isn't possible to update everyday, although we wish we could.

=====  
[ 8] C r e d i t s  
=====

Nathan "Segaholic2" Tsui-

E-Mail: [segaholic2@yahoo.com](mailto:segaholic2@yahoo.com)

AOL Instant Messenger: Segaholic2

Web Site: <http://www.angelfire.com/dc/segaholic2>

I conceived the idea and did a lot of the work. I did some of the hard-writing, as in actual FAQ content. Mostly though I did clean-up work, layout design, and editing. Oh yeah, we both did work on the ASCII title... and playing the game. ;)

Jason "Double -S-" Tsui-

E-Mail: [stkrule@yahoo.com](mailto:stkrule@yahoo.com)

AOL Instant Messenger: Double S DX

I did a bunch of work on this FAQ, like ALL of the Bosses section, and some of the Story Mode. I wrote the stuff and Nate proof-read it. That is it.

Isambard-

A fellow GHZer with me (Segaholic2). Good thing I gave him a preview version; this guy pointed out that I was missing such important stuff like Credits and Version History! Man, I'm rusty... Anyways, he's a |\_337 PSO player who wants to give credit to Sonic Team for creating such awesome games! ...and taking away his social life. >:P

Valentin Zukovsky "Micky"-

E-Mail: [Bigfisher8888@aol.com](mailto:Bigfisher8888@aol.com)

AOL Instant Messenger: Bigfisher8888

So far he's been the one finding Big the Cat's cameos for me... I'll have the section up soon enough. :)

Jesse "Pepperidge" Betteridge-

E-Mail: pepperidge@hotmail.com

AOL Instant Messenger: Peporbinaut

Another fellow GHZer who's been buggin' me with lotsa questions. :p But hey, he also found some stuff for me. :) He's also staff at Sonic HQ, one of the best Sonic fan-sites on the web! Go check it out at <http://www.sonichq.org/>

Tapam Norn-

Corrected me on some grammar and context errors. Thanx!

jrcoms-

E-mail: jrcom\_99@yahoo.com

AOL Instant Messenger: jrcoms

This guy reminded me to put in WHO fights what boss in the bosses section! Thanx for reminding me dude! Not to mention he's one of my (Nathan's) good online friends. :)

-----  
[8a] S p e c i a l T h a n x  
-----

Here's where the kudos go. :) Thanx y'all!

Our parents-

Without them, we wouldn't be here. 'Nuff said, don't you think? ;)

S.W.G. (MadDog SOC)-

AOL Instant Messenger: GrasshopperLVL3

He da man! He helped us get and build our PC, not to mention he also helped us track down and obtain the elusive Sonic Adventure 2 Birthday Pack. Give him your respect! Also, big thanx to his mom. She rox! :)

Nathan (Segaholic2)'s online friends-

I love y'all. Moral support, comedy relief, advice, inspiration, and just flat-out being my friends and playing online games with me... You guys provide it all. Scott, Clayton, Roger, Ben, Rob, and Jason... you know who you are. ;)

=====  
[ 9 ] V e r s i o n H i s t o r y  
=====

Version 0.1 beta (12.8 kb)- Work Started 10:22 AM 6/13/2001

Work Completed 9:47 PM 6/18/2001

I (Nathan) was rushing to get this version of the FAQ out before Sonic Adventure 2 actually hit the shelves... So sorry if this is short or looks incomplete (as it is) or anything. We should be updating this much more often over the course of the next few days.

-Basic ASCII art created

-Finished essential Chapters (Introduction, Credits, Version History, and Copyright Info)

-Finished Chapter [2]: What We Know

-Added Isambard to Credits

Version 0.2 (35.9 kb)- Update Completed 1:36 AM 6/22/2001

Looks like the 0.1 beta version was never released. Guess there wasn't enough info in it... Oh well. :\ After receiving the game and playing it straight for a whole night and day, we've beaten the Hero and Dark

Sides, and also finished up the Last Side with the final bosses. Well, we got the Hero Side bosses section finished. Also all the charts with basic locations of the Level Up Items. Some other info here and there... Much more coming very soon! Here's hoping this version makes it through... O\_O

- Removed Chapter [2]: What We Know
- Finished basic layout of Table of Contents
- Finished Hero Side boss strategies
- Finished Level Up Item charts
- Updated Credits and added Special Thanx

Version 0.3 (65.0 kb)- Update Completed 7:56 AM 6/23/2001

Dangit I need sleep now... I am extremely tired after working all night on this update as well as other stuff. On a good note, I have already received three IMs from people about this FAQ. :) Keep the comments and questions comin'! Now I really need to take a rest... @\_@

- (Hopefully) fixed the ASCII title
- Finished Dark Side boss strategies
- Finished Last Side boss strategies
- Finished complete moves list for all characters
- Added Chapter [7]: F.A.Q.s

Version 0.4 (88.8 kb)- Update Completed 9:53 PM 6/26/2001

Small update here... We had a C++ programming test that we hadn't been studying for. :p We only got part of the Hero Side walkthrough complete and a few small updates here and there. Anyways, I have to go now and we'll hopefully have another update ready for tomorrow! "Hold onto your butts!"

- Yay! ASCII title is fixed! ^\_^
- Added who fights which bosses (Thanx jrcoms!)
- Added more Questions and Answers to F.A.Q.s
- Hero Side walkthrough partly complete.

Version 0.5 (88.9 kb)- Update Completed 10:07 PM 6/26/2001

There was much confusion over this and Version 0.4... I had left some problems in Version 0.4. Right after submitting it I discovered these and changed them. However, I had already changed the Version number to 0.5... So Version 0.4 came as Version 0.5. My bad. --

- Fixed problems left in Version 0.4
- Changed Version Number to 0.5... on accident.

Version 0.6 (102 kb)- Update Completed 4:57 PM 6/29/2001

Another update! Woohoo! We've FINALLY finished all the exact locations of all the upgrades!!! Check 'em out! Also, the Hero Side Story Mode walkthrough is almost complete... I've finished up the basic layout for the Dark and Last Side as well. We'll be gone all weekend as we have guests over. Updates will resume next week. :)

- Finished exact locations of all upgrades
- Finished Basics section (still more to come...)
- Some more of the Hero Side Story Mode walkthrough completed
- Finished basic layout of the whole Story Mode walkthrough

Version 0.65 (134 kb)- Update Completed 10:13 PM 7/3/2001

Small update here... We've been really busy. :p Couple of incomplete updates. We've started work on the Items and Enemies Chapter, which is almost complete. Also a walkthrough for Tails' Prison Lane Stage for the Hero Side. We'll be gone tomorrow (July 4th) through possibly Saturday. :\ We'll try to update as often as possible. Watch the site for details!

- Added Chapter [4]: Items and Enemies (almost complete)

- Added Prison Lane walkthrough to Hero Side Story Mode
- Added incomplete Final Rush walkthrough to Hero Side Story Mode

Version 0.7 (159 kb)- Update Completed 7:35 PM 7/13/2001

Eek... Haven't updated in over a week. :( Anyways, there's quite a bit in this version, and hopefully most of the big stuff is over so we'll be able to update more often.

- Added Game Basics to Chapter [3]: Basics
- Finished Chapter [4]: Items and Enemies
- Added Crazy Gadget walkthrough to Hero Side Story Mode
- Added Iron Gate walkthrough to Dark Side Story Mode
- Fixed enemy listed as "Hawk" to "Wing" in Prison Lane walkthrough
- Fixed some errors in Metal Harbor walkthrough
- Fixed error in Shadow's move list (Light-Speed Dash was listed as Light-Speed Attack)

=====  
[10] C o m i n g   S o o n  
=====

Here's the stuff that needs to be added and what we're currently working on. If you want us to work on a specific section, just tell us! We'll start working on it right away! ;)

-----  
[10a] U n w r i t t e n   C h a p t e r s  
-----

The following chapters haven't been written yet:

- Stage Missions
- 2-Player Mode
- Big the Cat
- Secrets
- Downloads
- Chao (maybe)

-----  
[10b] I n c o m p l e t e   C h a p t e r s  
-----

The following chapters are incomplete:

- Story Mode

-----  
[10c] C u r r e n t   W o r k  
-----

We are currently working on these sections/chapters:

- Story Mode

=====  
[11] C o p y r i g h t   I n f o  
=====

Sonic Adventure, Sonic the Hedgehog, and all other related characters and titles are (c)Copyright and Trademark Sega Enterprises, Ltd.

This FAQ is Copyright (c)2001 Nathan Tsui (segaholic2@yahoo.com) and Jason Tsui (stkrule@yahoo.com). You may distribute this FAQ as long as it is unaltered and NOT SOLD FOR MONEY. Nathan and Jason Tsui alone reserve the right to make changes to or update this FAQ. Any unauthorized changes are not approved of by Nathan and Jason Tsui and



are prohibited by law.

What that basically means is that you can give it to whoever you want as long as you do not change one letter of it and don't put your name where ours are (a.k.a. stealing).

```

      /##=====##\
{      Sonic Adventure 2 FAQ      }
\-> by Nathan and Jason Tsui <-/
  \ (c)2001 Nathan and Jason /
    \====-> Tsui <=====/
      \ All rights reserved. /
        \##=====##/

```

This document is copyright Nathan and Jason Tsui and hosted by VGM with permission.