

# Sonic Advance FAQ/Walkthrough

by Sasha Slutsker

Updated to v1.1 on Mar 25, 2003

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Sonic Advance  
FAQ/Walkthrough  
Version 1.1  
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Last updated:  
3/25/03

Send Questions and Comments to:  
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Table of Contents:

- I. Introduction
- II. Version History
- III. Controls
- IV. Characters
- V. Zone 1
- VI. Zone 2
- VII. Zone 3
- VIII. Zone 4
- IX. Zone 5
- X. Zone 6
- XI. Final Zone
- XII. Chao Mode
- XIII. Credits
- XIV. Legal Info

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////      I. Introduction      \\\\\\
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Welcome to my Sonic Advance FAQ! Sonic Advance was a very good game made by Nintendo. It is the first attempt by Sega to bring Sonic to a Nintendo console. It succeeds very well. Sonic Advance was originally at a remake of an old Sonic game. However it is now completely new game. In my opinion it is very easy; much easier than the old Sonic. However, this FAQ is meant to get you through Sonic Advance and to (obviously) help you when you get stuck. So I hope you enjoy reading the FAQ as much as I enjoyed writing it. Let's start! Note: This FAQ was written for Sonic

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////      II. Version History      \\\\\\
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- Added to the Controls
- Added a Character Section

Version 1.0 (32 KB) 3/19/03

- Started FAQ

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//// III. Controls \\\\\\\

Sonic

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- Left - Move Left
- Right - Move Right
- A - Jump
- AA - Spin Attack
- B - Ball Attack/Roll
- Start - Pause

Tails

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- Left - Move Left
- Right - Move Right
- A - Jump
- AA - Glide
- B - Tail Spin
- Start - Pause

Knuckles

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- Left - Move Left
- Right - Move Right
- A - Jump
- AA - Glide
- B - Punch
- Start - Pause

Amy

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- Left - Move Left
- Right - Move Right
- A - Jump
- AA - None
- B - Love Hammer
- Start - Pause

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//// IV. Characters \\\\\\\

Sonic

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This is the main guy in the game, and he is the character you should start out with. He is very fast and you probably already know a lot about him. Anyway, he has a few really good attacks that I want to look into so let's take a look at him IN DEPTH.

If you press A then he will obviously jump. Press A and he will do a small attack that can be seen with a slash. If you press B he will roll. This is a very good technique to use to get up hills. Just roll up them. If you press B while rolling you will do a little flip and land with your feet. It is like a break.

And then of course you will need to run. Generally, when you run you might need to jump sometimes in the middle. This can effectively be done by not pausing before the jump, just doing it in the middle of a dash. Excellent timing is a need. Good luck.

Tails

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This guy is Sonic's little helper, but he is independent here. He can jump with A and then glide if you press A. He will start almost flying and you can proceed very far through the level. It is very useful and a unique characteristic. If you press A while gliding you can go even higher. (You will naturally go down.) Eventually, you will be forced to land when he is exhausted.

If you press B you can attack the enemy with your tail by doing a sort of spin. Use this to inflict pain on the enemies. Anyway... that's about all of the basics of Tails. However, I wanted to share something about his running. It is: What the hell is he doing? It looks like he is gliding when he is running, but when he is still it looks like he is on the ground, but running... whatever.

Knuckles

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Knuckles is the most interesting of all the characters. You can obviously jump with A and then A again will make him glide. He will go straight forward and can't go up at all like Tails can. However, his glide goes a lot farther than the one from Tails. Also, you can do a punch with B and if you press it three times you will do a combo ending with an uppercut.

Knuckles also has an ability to climb. You can climb up most anything. Bah, getting through most of the levels with him is very easy. Oh well, it's okay. Just remember that the meaning of life is 42 and you will be perfectly fine. Have fun.

Amy

---

Amy is actually pretty fast, almost as fast as Sonic. She can jump. If you jump three times in a row you will go higher each time. Then, it will reset and your fourth jump will be normal, not higher. She also has a hammer you can use with B, that has hearts every time you use it. Yeah... that's about it. Have a good day!

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//// V. Zone 1 \\\\\\\

Act 1  
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Start by running forward and getting the rings on the way. There is a "force shield" you can get by jumping here, but you do not need to get it. You will soon get to a rock. Jump over it, kill the crab, and keep going. Use the spring to get on top of the loops if you want. Here, run along the top and jump on the next loop. There, spring over to the bottom of a hill.

Zoom across here and pick up all the rings on the way. Then, you will go flying in the air so you can land directly next to a checkpoint. Here, fall down and run down here, destroy the enemy, and keep going. Jump up the spring and then up the bar to be at the top. Jump up and run up a steep ramp to a boost.

Boost across two loops and onto a spring. Go up this to get to a bar which you can jump up and then boost across a loop to run along a long path to the end of Act 1.

Act 2  
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Run forward here, picking up the rings. At the end, hit the rings box and jump down. Turn around and use the spring to launch yourself through the loop and across the water. Use the spring if you want a few rings and then jump across the gap. Be careful though, the platform will fall when you step onto it. Here, run forward and destroy the rock at the end. Here, jump across with the platform.

Run down if you want to be lazy, and then get back up at the end with the bar. Run down here and boost into the circle tunnel. Come back up and jump to the right. Go through the checkpoint and run through here, above the spring. Run down here and spring up to the ledge above. Get the rings, jump down, and use the boost to get way ahead.

Destroy the crab on the way of your fast trip. (Or just jump over him.) Jump up at the end and run through the checkpoint and into a ditch. Get out of here without touching the springs, as they will bounce you in between themselves, which is one hundred percent not needed. Run down this long path to...

Boss One  
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This guy is really easy. Just try to stay really close to him and hit him. If you are close, the hammer can't hit you. Keep hitting him and he will do an flip turn. This makes him a little harder, but try to time your attack and you will be fine. Free the animals and move on.

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//// VI. Zone 2 \\\\\\\

## Act 1

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Start by running forward. You will get to a line that you can ride. Ride it down to the next area. Here, use the spring to jump up and go to the left, where you can ride another line. This one goes in the other direction. Let go of the controller so a chain reaction can occur and you will go through a checkpoint. Spring up to the right and run forward to go around a loop and continue on to get to another line.

Spring up twice and you will get to an area with a line. This line is horizontal. Ride it to the right of the screen. At the end, jump down and run to the right, when you can cross the area and get to a spring on the left side of a path. Use the spring to propel you across and up where you can land on a platform and use it to jump onto the top.

Here, go forward and break for some rings. Then, stand here for the hook. Jump onto the hook and onto the next one until you can jump off and be at the end. Go through the checkpoint here and move on. Run down the path below and go up at the end to land above. Run forward and jump over the enemy. Then, jump down to a few platforms over some lava. Jump onto the next one and make your way to the other side.

Run down the path and across the loop and you will get onto another path. Run forward and jump into a tunnel which will shoot you out another place. Run down the path here and drop down to be able to go through a spring which will launch you through a checkpoint and onward in the level. Run through the circle to get onto the spring and onto a platform above so you can land.

Jump up and onto a crane to take you to the right. Run to the right and drop down to the line. Ride it to the right and drop down and run across the loop. Go through another loop and make it to a spring. Take the spring up and run to the right to beat the level.

## Act 2

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Run forward and over the two platform blowers. Jump down to ledges and zoom across using the spring. Use the big spring to jump up to the line and ride across to the right. Here, drop down and go to the right and turn to the left to hit the spring and boost up this path and land on the top of the area up ahead. Quickly run all the way to the right here and get the star thing. Now, jump onto the platform to the left.

The best way to jump up the platforms is to stand just to the left of the spikes and jump to the left. Now, jump up and slightly to the right when the platform peaks to land on another platform. Get to the left edge of this and jump to the left onto another platform and from that one to the ledge and run up to the boost. To the left!

Ride the boost until you get to a spring. Jump to the right and then run to the right, making sure you do not get hit by fireballs. Now, jump and go to the right to take the spring up. Get the boots if you want and then jump to the left onto the hook. Jump onto the next hook and jump onto the hook after that. Land on the other side and go through the checkpoint.

Jump up the spring and then start running down this path, through the loop and on through the level. Jump up to the platform to your right here. Jump to the left onto the platforms there. Go to the right twice using the "bounce" feature of these platforms. Run all the way to the right until you can jump twice and get past the spikes. Jump up the big spring and go on to your right. Jump down and go through the two loops. At the end jump across the gap onto the belt-thing.

Jump up the line here after you get all the way to the right. Run all the way top the right until you can ride down a line and go straight through a checkpoint. Jump across the two hooks here to get to the other side. Run all the way to the right and ride the hand up. Run all the way down here and spring up onto a wide tunnel which will take you to a checkpoint. Drop down the hard to see drop here and use the spring to get through the loop. Press right and don't let go to get through a checkpoint and meet up with...

Boss Two

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This guy is actually pretty easy. He can be a LITTLE annoying if you are not patient, but not hard. Time his hops and when he is on the ground attack. You can also get him in the air, but while fighting remember that it is bad if he lands on top of you, St never go under him. He will eventually jump in the air and drop down. If you are on the ground when he lands, you will be hurt, so clear the way! (Jump.)

Keep doing what I mentioned above, he will jump up a few more times, and you might lose a couple of coins. (Just get them back quickly.) Eventually, you will hurt him so much that he dies. When this happens, his bouncy thing will be destroyed but he lives on... Free the animals and then get ready for Zone 3. A casino.

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//// VII. Zone 3 \\\

Act 1

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Run down this little drop and up again and then down a longer drop to a jump. Go over the ship to run down here and boost up at the end of the path and be on top of a building. Run down this hill and enter the loopy thing to go down in loops very fast. You will end up a red flag. Run down here and go in between the red circles and quickly jump over the flipper to move on with the level.

Run down this path to get to a freeze-in-motion-high-tech-fork. Use it to go to the right and run up this hill. Jump over the spikes and the moving spikes here and then use the spring to roll down this long hill. You will end up in a big circle you can drop down from. Now, watch the chain reaction that will end up with you jumping up three sticks.

Run all the way to the right here and use the spring to jump to the left and onto the stick in order to get high up. Jump to the right onto the conveyer belt and then on the next one to drop down to the right of the flipper. Use the flipper to get up the steep hill here. Then, run down this path and jump twice to get to a circle. Ride the circle down to get to a checkpoint.

Now, turn to the left and start running down this hill very fast. Your run will end at a spring. Use it to jump and move on. Use the flipper to get top a stick and to get high up. Run to the left over the enemy. Run all the way to the left and grab onto the pole to start riding down. Run to the right at the bottom to go very fast across a few hills and win the level.

## Act 2

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Start this level by running forward and jumping into the big circle to ride down to the bottom. At the end, press right and drop down to the bottom. The flag will keep you going (just keep holding right) and then use the spring at the end of this long run. Here, go to the right and run to the end. Drop down and turn around to propel yourself forward here and end up with a choice.

Well, the only choice is down. But after that, you can choose left or right. Choose left. You will be in a chain reaction. To get out, jump when you are nearing the flipper and go over it. Now use the flipper to propel yourself up so that you can jump to the left at the end of the jump in order to continue on. Run down here to grab onto a pole to start riding down to the bottom.

At the end, run to the right. You can get shoes on the way. Now, hold right to start a chain reaction that will end with some rings. Just jump up to the conveyer belt here and over the spikes to a spring. Jump up this to end up at a checkpoint. Now, jump down this green tunnel. Run to the right and into the blue warp.

Jump down to the right and run all the way to the right here, avoiding the monkey. Jump all the way to the right here and drop down through the spikes. Run all the way to the right to drop down a long path and have a choice. Well, all you can do is go to the right. Now, run all the way down here to a spring. Use it to get up and run down to a boss.

## Boss Three

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Now, for this battle you could go all out running around the stage, hitting Robotnick whenever you can. But I have a careful strategy that works and you may not even lose rings if you do it well. Jump and get on the platform in the center. When the spike thing comes above you, dodge. When Robotnick comes, hit him by jumping. When you beat him, free the animal and move on to Zone 4.

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////// VIII. Zone 4 \\\\\\\

## Act 1

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Run a little to the right and jump over the big gap. Now, drop down to the ground. Destroy the rock and keep running to the right. You will go through two loops and then a checkpoint. Now, drop down and keep running. At the bottom, jump over the spring and continue to the right.

Run up the hill and over the platform to boost across a loop and into the air. You will land next to a spring.

Use that spring to go up to the top. Destroy the penguin at the top and keep running. Run down here and you will drop down. Ride the ice platform and you will soon be below water. Make your way to the right and through the checkpoint. Then, keep going and boost yourself to the right. Do not go onto the moving platform, it will kill. Take the spring up and to the right. Then, one final boost and you are breathing once again.

Jump up the spring and then boost yourself across the loop to make your way to the ground. Go through the checkpoint and keep running to the right. At the end, jump up and dodge the spike to keep going on. Run down this hill and through a loop and spring will send you down so once you hit it immediately hold down left instead. Go through another loop and a platform with a spike. (Just drop down to the left.)

Go to the left and run down here. Jump into the water and then through the checkpoint there (progress to the right.) Then, boost and hit all the springs and then spring up at the end. Go to the right at the top and you can complete the level. Now, it is on to Act 2.

## Act 2

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Run forward across two hills and then jump over the gap. (If you do not make it, then do this: Drop down. Run a little ahead and jump across the spikes. Run down the hill up ahead and into the water. Go to the left and then ride down the platform. Go to the right now and onto the platform here. Ride it and then boost to the right so that you can take the spring up and land at the top. Keep going an you will be above the water.)

Now that you are over the gap (assuming you did not mess up) run forward and through the loop. Continue on and land on the platform high up and then jump down and ride the platform across jump down and boost through the water for a few seconds and spring up at the end. Go up the next spring and continue on here.

You will get to a line that you can ride across. Ride it and you will go through a checkpoint and be able to jump on a platform. Ride this across and then use the spring to get up and then use the spring on the left in the air to get even higher up. Run across here and use the spring up and to the left to get even higher up. Jump across the two platforms to cross this gap now.

Boost across and then ride down by going left and right. Take the springs to get even more dizzy. You will end up in the water. Time for a boss right here, right now.

## Boss Four

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This guy is actually pretty easy. Just stand under him in the water and get ready to fight. If you could breath underwater, it wouldn't even be worth fighting. Unfortunately, you can't so you need to get above the water every once in a while. See the spikes. Jump on them when they



come down and take a breath of fresh air. Also use them to attack Robotnick, but remember that you can NOT do both in one spike. So if it starts counting down, go for the air, not the hit. After you beat him, it's on to Zone 5!

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//// IX. Zone 5 \\\生\\

Act 1

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Run forward up the two small hills and then destroy the small enemy. Now, jump up the stairs and jump over the spring at the end. Now, run down the hill and through the loops. Then, go straight up and land at the top. Spring up and move on. Ride down the platform here. At the end, turn around and go to the right. Jump down to a long drop. Go through the checkpoint and keep going.

Run up here and then carefully jump across the clouds here. Jump across the next gap here and then start floating up in the next passage. Jump to the right and use the platform to cross the gap here. Drop down the path here and go to the right from the sewing thingy. Run down the hill here. You will go through a checkpoint. Now, start rolling down a circle to the bottom. You will drop down at the bottom.

Here, run to the right and go through the boost. Land on the spring and start bouncing. When it reaches it's peak, jump to the right and land on the path. Jump up the many stairs here. At the end, jump to gather speed, and run up the path. Here, turn to the left and jump onto the platform. Now, jump onto the moving platform. Go from here to the brown one on the left. Ride it up and jump on the next one.

Ride this one and then jump up. Ride this one up and then jump to the right and then to the platform on the left. Jump again to land and then run up and across here and then land up above. Here, press A rapidly in order to get up in this orange stuff. Run to the left and then through the loop. At the end, use the two springs to get higher up. Run up this hill and then jump to the left at the end. Use the spring on your left to jump high up and to the stairs on the right.

Jump up these stairs and then run down the path to jump over the spring and up the many stairs. Now, run down here and up at the end. Keep running and switch directions. Do this two more time and at the end run to the left. Jump over the spikes and keep running, through the loop. Then, ride the platform down and go through the checkpoint at the end. Go up the thing and to the right at the end. Use the two springs to drop down to the end. Whoa... Time for Act 2.

Act 2

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Start by running forward and jumping over the clouds. Try to jump really high and then bounce off one cloud and land safely later on the land. Then, run forward and destroy the two enemies. Run up the hill and then run down the hill to continue. Jump up the spring and then run and jump over the spike. Jump down and bounce onto the platform and onto the line. Jump down at the end and run forward so the wind can ride you up at the end.

Now, this part is a little tricky. There are a few things you can do. First, take the boost up. When the thing get up, cross the gap. Jump up and destroy the enemy. Now, see the spikes? If you don't mind losing rings, you can jump on that and then while you are momentarily invincible (like a second) jump up and grab a ring. Otherwise, walk to the end and try over there.

Once you do this, navigate to the right and through the checkpoint. Keep running and you will reach a spring. Start running the other way now. (The left.) Get up the run and over the spikes to start going down. Drop down and spring up to a platform and then onto the line here. Jump over the spikes here and then ride up the line here. Destroy the enemy and then enter the tunnel.

At the end of the tunnel, run up the path. Run through the loop and then onto the platform here. At the top, jump onto the spring and then land on the platform high up. Jump to the land on the right here. Go through the loop here and keep going. Run up this path and destroy the rock on the end. Jump down this area and then keep running to the right. Use the spring and then go through the checkpoint. Time for the boss! Yep...

Boss Five

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Wait... It's Knuckles! Time to fight him. He is pretty easy. He will fly around a lot. However, when he lands you can just press A twice near him and hurt him. This will cause damage. Keep doing this and he will change color. He will now have rockets, but is still easy. Attack him and then he will reveal his true identity... Not knuckles... Free the animals and party as you get ready for Zone 6.

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//// X. Zone 6 \\\生\\生\\生\\生\\生\\生\\  
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Act 1

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Run forward and use the spring to go right at the start. Then, run and use another spring. Run all the way down here for the timer to start. You have minutes. Run down here and drop down to head the other way. Run all the way to the right and break the coins to head in the other direction. Use the spring and go the other way really fast. Run all the way down here and jump on the platform to keep going to the right.

Run all the way down here and use the spring to get to another spring and land high above. Use the gigantic spring to get high up and then use the line to make it to the left. Run down here and use the two springs to move on. Run up the hill here and move on. Run all the way down here and over the spikes to get onto a platform.

Ride it up and jump to the left for another platform you can ride up. At the top, jump to the left and start running. If you keep pressing left you will be in a chain reaction so press down when you are upside down to land. Take the spring up. Now, do NOT go to the left. Go to the right and use the spring to get all the way to the right. Run to the right here and use the spring to turn around.

Time to progress to the right. Take the platform up and then jump over the falling one. Jump on the next platform and then onto the one with a spring. Now, run up here and jump all the way to the top of this path. Use the line to go to the right. At the end, enter the red warp to reset the time to a new area.

Run up this long hill and jump over the enemy at the end. Propel yourself across the next hill. Land on the platform to the left to jump onto area there. Jump up here. Land on the platform with a spring and go to the right at the height of the jump. Run all the way to the right here and drop down to the spring.

Use the springs here to get you across. At the end use the conveyer belt to jump to the left. Use the spring to go all the way up and jump to the left. Run down this path. Jump over the spikes and run to the end. Ride the platform up, but be sure to jump off early or you will hit the spikes.

From the conveyer belt, jump and use the spring to the left to get all the way to the right and run up the hill. Jump to the second spike thing here and turn around to jump to the left. Run down the two conveyer belts here and then spring the other way and jump up onto the platforms. Go to the left here. Boost forward and press left until you get to some spikes.

Drop down and destroy the two enemies to use the spring to go in a loop and land on the platform. Jump up to the top the Ferris wheel and onto the upper right platform from there. Jump up to land and over the spikes to a spring to go the other way and over the spikes to start running down. Drop down to the air area and float to the left. Drop down again and then float to the left again.

Drop down here and spring up to the platform that you can then ride up. Get into the red path to go somewhere else. Here, use B to go up the steep hill. Keep running to the right to go up the spikes here. (Bouncy Spikes.) At the end, go to the right and run up the hill. Use the boost to go to the right very fast. Use the spring to go up and then land on ground. The time will reset one last time.

Run up the hill on the left and then through the boost there. Press left until you get to a spring. Jump up it and go to the right. Boost up this very long hill and then into a red tunnel. Boost all the way up the next hill and through another red tunnel. Run all the way to the right here and quickly jump up the two platforms. If you don't jump fast enough, they will fall.

At the top, go up the spring. Run to the right and go up the next spring. At the end here, jump over the spike and the gravity will proceed to go crazy on you. Use the spring and go over the spike to drop down and then go to the left. (Of the screen, with the gravity thing, I won't even try to adjust.) Run to the left, dodging the spikes and then the gravity will be normal.

Boost forward using the boost. You will land in Spring Field. (Okay, lame Simpson's joke.) Use the springs to go up and land on the moving spring. Or, just go to the left and use the boost to go around the loop. At the top, run to the right and jump over the loop. At the top, use the boost to go across and up. Here, boost forward to the spikes and jump over them to the spring.

Run to the end here and jump onto the platform. Ride it up and then jump onto the land. Spring up to the platform and ride it to the left. Jump on the next platform and then ride to be able to jump to land. At the end of the run, jump down and spring up the side to be able to land on land. Now, this is the hard part of the level. You are close. One more challenge is left.

There is a loop here. It will never end. You will keep going through it like the wild hedgehog you are. In order to beat it though, you need to jump in the middle, high, and then float up. Go to the right and jump onto the spring to go through the thing in the center to move onto Act Two, which is much easier.

## Act 2

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Run down the hill and then keep running until you get to the end, where you will see a Ferris Wheel. Jump on it and then jump off to a bunch of holes. Run across until you get to a drop when you can run and go straight up to a spring. Spring up and go to the right. Run to the right and into the tunnel with arrows on it. Boost and you will land somewhere with the gravity gone crazy.

Jump over the spring and keep running until the gravity becomes normal. Then, jump over the gap and keep running. Jump onto the platform and then onto the top to get to a checkpoint. Run all the way down here and then over the gap. You will need a lot of speed so run up this hill and then up the vertical thing. Remember, SPEED. You will need to get a lot right when you jump into this area. Go through the checkpoint now. Run down here and then the gravity will go insane once more.

Run to the right of the screen and then jump down to use a spring and enter Spring Land. (No, no lame Simpson's joke this time. Check Act One for that.) Cross it and then jump down to keep falling until you get to a tunnel. You will enter a mega chain reaction that will land you in what is the hardest boss in the game.

## Boss Six

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Now, he is not THAT difficult, but compared to the rest of the game, he is the hardest. Wait as he moves from left to right and when he passes you, jump over him. When he turns upside down, hit him. He will then send out blue attacks. Dodge them and keep attacking him, avoiding his usual spikes. He will later start going faster so be aware of that. Keep attacking him and he will die. He wasn't that hard, but you might actually try more than once. (That's a first.) Anyway, onto the easy Final Zone.

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////// XI. Final Zone \\\\\\\

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This is the final zone in the game and it is pretty easy. Especially since it is the final boss of the game. Start by running forward. Don't stop on the bridge and you will get to a place with two platforms. This is the first battle so get ready. It, like the rest of the battles, is

pretty easy. Oh well, time to fight.

Get on a platform and watch the ball swing. When it is on the opposite side go for his head. You will need to attack a lot during this battle. Well, not really. A few hits and he is down. Oh well, next battle. Run forward but be careful of the bridge this time. Quickly jump up to the platform and onto land before the bridge breaks. Run forward a little bit for the next (easy) battle.

This guy is easier this time around. Just watch his vehicle go and when he gets near you jump and hit the top of his vehicle. Keep doing this and he will soon shoot you with his cone. Jump over it and hit him one more time to win. Now, use the spring up ahead to reach a checkpoint. Run down here and get ready to face the final boss.

Wow, this guy is easy. He has a few attacks you might want to beware of the. The claw is pretty bad since it can grab you but it is really easy to dodge. Basically, just jump and that will be enough. He will sometime go into a defense mode (about half the time actually) so don't attack him when this happens. You know it happens because he is blue. The best strategy is to stay near him when he leaves the defense mode. Keep doing the above and he will also do the occasional fireball but that's a joke. Really.

When you beat him, watch the cutscene and...

You have beaten the game!

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//// XII. Chao Mode \\\生\\

This portion of guide is going to provide an in-depth look at the Chao Mode, which directly links to the GCN game. The way I played was I raised my Chao in the GCN and then I sent it to my GBA, to play while I was away. It was pretty fun, so here we go!

White GameBoy

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This game I pretty fun, I find it a bit harder to get a lot of rings than the Blue one, until you get good. Once you get good, this can get you a lot. Of course, the primary rung getting technique is still to play the game, but that is okay. Anyway, here you must shoot the hand that matches whatever hand you see on the blocks. A fist shoots a fist, as an example. Keep doing this until they are all gone and then they will reset. Keep doing this until you are out (very quickly this will happen at first.)

Blue GameBoy

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This is a memory game. I try to memorize one or two combinations at the beginning and then pay attention to how he moves them. Then, I get those two combinations and guess by where I though I saw the rest. I have gotten perfect this way once. Good luck!

Even after playing the games, your soul REAL method of ring-getting is the normal game. Anyway, after playing those games you will need to feed your Chao food. Press L and then select something to buy and then give it to him. Different food help the Chao gain attributes in different areas and then later level up in them. Keep track of the

hunger and mood meter when you do this. You can also buy him stuff like a Saxophone and a TV, but that is a different story. Don't forget to pet him a lot and pull the weeds. And most of all, have fun!

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//// XIII. Credits \\\生\\  
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I would like to thank:  
God, My parents and friends, GameFAQs, and EA.

If you want to contribute anything to this FAQ, please send an e-mail to: [Sasha@thevgn.com](mailto:Sasha@thevgn.com) Do not ask for help, this FAQ covers everything.

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//// XIV. Legal Info \\\生\\  
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