

Sonic Advance FAQ/Walkthrough

by Mrhal88

Updated to v1.6 on Apr 9, 2002

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Sonic the Hedgehog Advance FAQ/Walkthrough (GBA)

v. 1.6 4/9/02

By insane clown

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Welcome to my Sonic Advance FAQ! Sonic Advance is the first 2-D Sonic Game released since Sonic Triple Trouble for the Game Gear in 1996. Sonic is the loveable, speedy little hedgehog who must collect golden rings and Chao (formerly Chaos) Emeralds to prevent the evil Dr. Robotnik from taking over the world. In this adventure Sonic is joined by three of his friends. Tails, the two tailed, flying fox; Knuckles, the echidna (anteater kind of thing) who can glide and climb walls; and Amy Rose, Sonic's girlfriend. Have fun!

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- 1.0 (2/17/02) Started the FAQ, did a lot on it.
- 1.1 (2/18/02) Changed my name and added the location of the Ice Cap (act 2) bonus spring
- 1.25 (2/24/02) Added some on the Tiny Chao Garden, and added some moves for Amy.
- 1.5 (3/9/02) After finally beating the Moon Zone, I added that section to the FAQ. Also added a few other things here and there.
- 1.6 (4/9/02) The Gamecube version of Sonic has taken over my life, thus explaining my hiatus from updating. Nothing major, but a few updates to the FAQ

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Here's the review I wrote for Sonic Advance.

Sonic Advance is what the video gaming world has needed for the past 6 or so years; a new Sonic 2-D game. The lack of development for other systems and the halt of Game Gear games, as well as the advances of technology made a 2-D Sonic game seem so far away. But then the Dreamcast failed, and Sega went third party. Now, one awesome 2-D game later, Sega is back and kicking in the world of Sonic, with Sonic Advance. Our hedgehog friend is back in the latest installment of the classic series, and your goal is to collect rings and Chao

(used to be Chaos for all of you Sonic players) emeralds, while trying to stop Dr. Robotnik. Overall, a great game.

The graphics in Sonic Advance are above average for the Game Boy Advance, and a striking resemblance to the old Sonic games of the Sega Genesis can be found. You can especially tell in zones like the Casino zone, where you can find a mix of the casino zones from Sonic 2 and Sonic 3, both on Genesis. A great plus.

The sound is like any other Sonic game; absolutely great. Beautifully orchestrated in-game music, as well as a wide variety of sound effects makes this a definite plus.

Like said before, the basic goal of the game is to collect rings while avoiding enemies. Also, Chao emeralds can be picked up in each zone that will help in fully beating the game. You can select from four different characters; Sonic, Tails, Knuckles, and Amy, who is Sonic's girlfriend. Overall the storyline of Sonic Advance is great, plus the ability to link it up with the Nintendo Gamecube makes it even better.

Going with the theme of Sonic 3, you have the ability to play any level you have unlocked. This makes it so that you don't have to play over and over again, and you only have to earn things once with each character. Versus mode makes a great addition, and the Tiny Chao Garden will be the main usage of the Gamecube/Game Boy Advance link cable. The options in Sonic Advance are great, and couldn't be better in any way.

In the end, definitely buy Sonic Advance, because it is one of the most fun, yet one of the most challenging games that the Game Boy Advance has seen nearly since its release back in June.

OVERALL: 10/10

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Q: What is the Tiny Chao Garden?

A: The Tiny Chao Garden is an area where you can raise your own little Chao! Sounds exciting, doesn't it! You don't like it either, do you? Personally, I find it really boring, but that might just be because I don't have the GC-GBA link cable, which can link it up to Sonic Adventure 2: Battle. But yeah, it's an area where you can play minigames with your Chao.

Q: The rings I earn in game play mode won't show up in the Chao Garden. Help!!

A: This happens after you erase your data. Try erasing your data again, and if that doesn't work, tough cookies.

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When you get to the main title screen, there will be 5 options for you to choose from:

Game Start: Allows you to start the game. Brings you to the Character Select screen. After you select a character, you either start the game (if you haven't beaten the first act) or go to the level select screen. From here,

you can pick which level you want to play.

VS: Allows you to start up a 2-player game. First select if you are using more than 1 game pack or just one. After that, go ahead.

Time Attack: Your goal is to set the fastest time for a single level. You can also look at the records.

Options: Where you set the options for the game. Here they are:

PLAYER DATA: You can name your save file whatever you want. Do it here.

LEVEL: Set the difficulty level for the game.

TIME UP: Decide whether or not running out of time causes you to lose a life.

SOUND TEST: Listen to all the different sounds from the game.

LANGUAGE: Decide whether or not you want all of the text to be in English or Japanese.

BUTTON CONFIGURATION: Set whether you want the controls (A and B buttons) to be regular (A=Jump, B=Special Move) or flipped.

DELETE GAME DATA: Delete all of your game data, except for the Chao Garden.

END: Go back to the main screen

Tiny Chao Garden: Here is where you enter the Tiny Chao Garden. To find out more about it, see that section.

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The controls are very simple, and are the best for what the Game Boy Advance has to offer.

A: Jump; Select option (on title/option screen)

B: Do Special Move; Cancel selection (on title/option screen)

L: Not used.

R: Grind Rail (Sonic and Amy only)

Select: Not used

Start: Pause Game; Confirm selection

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These are the four characters that you can use throughout the game. They all have their own moves that can be used. Here they are:

Sonic the Hedgehog:

The main character of the game, and all Sonic games. The fast, spiny hedgehog who has still not ceased to amaze the world.

Moves:

Spin Dash: Down+A. Let go of A to move.

Jump Dash: Right/Left twice while in air.

Somersault: B.

Forward flip: B+B.

Sliding Attack: B+B+B.

Spin Attack: A+A.

Miles "Tails" Prower:

Sonic's friend since Sonic 2. This two-tailed fox has the ability to swim and to fly for a short period of time.

Moves:

Spin Dash: Down+A. Let go of A to move.

Fly: A+A. Keep pressing A to fly higher

Swim: A in water. Keep pressing A to go higher.

Tail Whip: B.

Knuckles the Echidna:

The red anteater type thing that joined Sonic and Tails in Sonic 3. He has the ability to climb walls, glide across levels, and float in water.

Moves:

Spin Dash: Down+A. Let go of A to move.

Glide: A+A. Hold down A in air to keep going.

Climbing: Up/Down. Glide into a wall to latch onto it, then climb.

Punch Attack: B

3 Punch Combo: B+B+B.

Amy Rose:

Sonic's friend and fellow hedgehog, Amy at first look is the weakling of the group. But you'll beg to differ when she hammers you into the ground.

Moves:

Attack: B.

Hammer Jump: Down+B.

Giant Step: Down+A.

Head Slide: Down+A+B.

In-air Hammer Attack: A+B.

Hammer Spin: A+B+Rotate D-Pad*

Spring-Hammer Launch: Hit a spring with the hammer, and you'll get more air.*

*- Sent in by chris

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Items come in a grayish box with a picture on it, as all people who have ever played a Sonic game will remember.

Speed Shoes: Give you an added burst of speed for a short period of time. Box has a shoe on it.

Invincibility: Gives you invincibility from enemies for a short period of time. Box has a star on it.

5 Rings: Gives you 5 rings. Box has a ring on it with a 5 in the middle.

10 Rings: Gives you 10 rings. Box has a ring on it with a 10 in the middle.

? Rings: Gives you a random number of rings between 1 and 40. Box has a ring on it with a ? in the middle.

Barrier: Gives you a shield that protects you from enemies. You lose it after you are hit. Box has a green circle on it.

Magnetic Barrier: A barrier that attracts rings to it. Similar to the

lightning shield from Sonic 3/S+K. Box has a blue circle on it.

Extra Life: Gives you a 1-Up. Box has your character's face on it.

Checkpoint: A pole with a blue dot on top. Acts as a save point. You restart from there when you die.

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The main walkthrough for the game. In each level, there are rings scattered about that you must collect. If you get hit by an enemy without any rings or a shield, you lose a life and go back to the last checkpoint. Throughout your journey you will find many enemies and traps that Dr. Robotnik has designed to slow you down. At the end of each zone, you will face Dr. Robotnik in a machine that he has built to try to stop you. Good luck!

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|Neo-Green| |Hill| |Zone|  
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The first zone. Traditionally, a very easy zone. This one sticks to tradition. By far the easiest. There are well over 150 rings in the first act, and the second act isn't that hard either. Remember, stay as high as you can, and keep going. Eventually, you'll reach the end. At the end of act two, you'll reach Robotnik's first machine.

BOSS: Hammer Robotnik
8 Hits to kill

This one is rather easy to beat. When Robotnik comes on, he'll be in his ship, then he'll fly off. Follow him to start the battle. When the hammer comes down, avoid it and jump on the car he is driving on. After 7 hits, he will start to use the hammer as a vault and will jump after every hit from the hammer. Hit him one more time to destroy him. Hit the barrel that comes down, and run off to the next stage!

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|Secret| |Base| |Zone|  
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Slightly harder than Neo-Green Hill Zone, Secret Base Zone offers the game's first real challenge in trying to navigate all of the different paths. Remember, it's not always a bad thing to go left. Keep going and you'll find it. Act Two is really stepped up from Act One, so be prepared for a big challenge. At the end you'll meet Robotnik, and his machine will seem familiar if you ever played Sonic Chaos for Game Gear.

BOSS: Pogo Robotnik
8 Hits to kill

A little harder than the first boss. When he first comes down, nail some hits on him. Eventually, he will jump up and go away for a few seconds. Run around so he doesn't come down on you. When he does come down, jump because the shockwave will make you lose your rings. After 8 hits, this guy is toast.

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|Casino| |Paradise| |Zone|
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One of the most common zones in Sonic games, the Casino zone. This one happens to be a mix of the Casino zones from Sonic 2 and Sonic 3. Features bumpers, flippers, jumbo springs, everything imaginable. Also features enemies galore, so watch out. Act two is actually easier than act 1, as there are a lot less enemies, and it is actually shorter. Once you reach the end, you will face Robotnik in an Arena with 8 holes.

BOSS: Gopher Robotnik
8 Hits to kill

Gets the name Gopher Robotnik because it is somewhat like the Whack-A-Gopher arcade game. Like I said, there are 8 holes coming out of the sides, with a platform up top. There are two cars riding around. A blue one, which is what Robotnik is in, and a red one, with spikes on it. My strategy is to stay on the bottom, between the two. Whenever you have a chance, hit Robotnik. When the red one comes by you, just duck. Repeat until you beat him.

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|Ice| |Mountain| |Zone|
+-----+ +-----+ +-----+

Another common zone in Sonic games. This one happens to be like Act 2 from Ice Cap zone in Sonic 3. There is water, so be careful you don't drown. Underwater, there are pockets of bubbles on the ground. If a big bubble rises from these, grab it to get air. Keep going and going until you reach the end. Act 2 is very easy. Just go all out and kill everything you see until you reach the boss.

BOSS: Ceiling-Crawler Robotnik
8 Hits to kill

Robotnik is hanging from the ceiling, and you are submerged in water. He will start earthquakes that will bring icicles down from the ceiling. Jump on these to get air, and also to hit Robotnik. Repeat until he's dead.

+-----+ +-----+ +-----+
|Angel| |Island| |Zone|
+-----+ +-----+ +-----+

Take one look at this level, and ask yourself how it got this name. It is similar to Marble Garden Zone from Sonic 3. Be careful for bottomless pits, as you will automatically die if you fall into one. Be careful with your jumps, and remember; LOOK BEFORE YOU LEAP! Act Two is much harder, and you will be faced with even more challenges. I can't even really describe it, just try to make it through. At the end you will face a boss, and if you are playing as Knuckles, you will know something is up..

BOSS: Robo-Knuckles
4 Hits for Each Form

Like I said, you know something's wrong when you are Knuckles, as it would be hard to go against yourself. The first form is easy. Jump on him as he spin-dashes across the level. After 4 hits, his true form will be revealed, and he will start shooting missiles at you. Jump over these, and keep hitting him until he is dead. Then Robotnik will be revealed, and the level will end.

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|Egg| |Rocket| |Zone|
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Act One of Zone 6 is called Egg Rocket Zone. It is the hardest level in the game, because there are four different parts to it. There is the beginning, which lasts about five seconds, and goes until the ship takes off. After that, you must keep racing through. Eventually, the layers of the ship will start coming off, and you will have a new challenge to work with. On the last part you will end up in space. At the end, there will be a spring with a red funnel thing above it. Jump into this to end the act.

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|Cosmic| |Angel| |Zone|
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Act Two of Zone 6 is Cosmic Angel Zone. In this, you are actually inside Robotnik's ship, and you have to navigate through all of the spikes and bad guys, etc. Certain areas of the ship have anti-gravity, so don't be surprised if you are upside down. At the end, you will go through one of the beam shooter things and fall down in to the gap to have a battle with Robotnik.

BOSS: Spiked Hanger Robotnik
8 Hits to kill

Robotnik is on a car that is around the platform that you are on. His spikes are up most of the time, and when he flips over, that is your time to hit him. He will release energy orbs after every hit, so avoid those. After 8 hits, he's history, and you'll move on to...

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|The| |Final| |Zone|
+---+---+ +---+---+ +---+---+

Ah, the final zone. It serves as a flashback to the Sonic games of old, as two of the three bosses are from previous Sonic games. So anyways, there are three bosses, all in increasing difficulty. Good luck!

BOSS 1: Ball Robotnik
4 Hits to kill

The first boss from Sonic 1. Also made an appearance in S+K. Robotnik has a huge ball on a chain hanging from his ship, and there are two platforms on the sides of the arena. Jump on these platforms and hit the ship until it explodes.

BOSS 2: Drill Robotnik
4 Hits to kill

The first boss from Sonic 2, this one is actually a little easier than the first boss. Robotnik has a drill on his car. After 3 hits, the drill will shoot in front of him. Keep hitting him until he dies.

BOSS 3: Hand/Ball/Beam Robotnik
8 Hits to kill

This boss steps it up so much from the second one it might take you a few days to beat this one. This boss has 4 attacks. He launches a ball at two

different trajectories. Don't try to attack while he attacks this way. He also fires a beam from his ship. Duck to avoid. His final attack from his ship is a hand. To avoid, run to the edge of the screen. When the hand fires, jump over it and jump on his ship. Hit it again if you have the time. His final attack is just flying across the screen. Jump over him and land on him to register a hit. There's a way you can tell which attack he is going to do. Look at the three holes coming out of his ship. Whichever one comes out facing you, you will be able to tell. If it is a hole that is angled up, it will be the cannonball. If it is just a plain hole, it will be the beam. If it a hole with a little thing sticking out of it, it will be the hand. When his ship keeps spinning, he will fly across the screen. Keep hitting him until he dies. If you don't have all the Chao Emeralds, enjoy the ending. If you did, be prepared for...

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|The| |Moon| |Zone|
+---+ +---+ +---+

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TO UNLOCK: Earn all seven Chaos Emeralds, and beat the game with every character.

Similar to the Doomsday Zone from S+K. You are Super Sonic, and you must stop Robotnik once and for all. This differs from the Doomsday zone because Sonic is gliding above the ground, and he can only attack Robotnik when you use your attack. Anyways, there are different controls, and they are:

A: Jump (go up)
 B: Attack
 Left/Right: Navigate across screen

So, when the level starts, there will be a "Warning!" sign flashing on the screen. You will see Robotnik fly overhead, and then the battle will begin. You must jump and attack on the gray area of his head. To earn more rings, attack the capsules that come out of his midsection. Once you reach zero rings, you die. Watch out for the laser attack, as it's his only main attack. Keep doing this, and he'll eventually blow up, revealing the real ending of the game!

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The Special Stages are similar to those of Sonic 2, but they are in a whole new 3-D perspective. To get to the special stage, you must find the "Special Spring" in each level. The springs are big and are red and blue. Jump on this spring to access the special stage. There is one in every zone (except for Ice Mountain, where there is one in each act, and the Final Zone, where there is none). They are generally found near the top of each level, and generally require some daring jumps and some tight navigation to get to. Here are the locations of each one.

Neo-Green Hill Zone, Act 1. Pick Tails for this one. Fly along the top of the level. Just keep going until you find the spring. Not that hard.

Secret Base Zone, Act 2. Go off of the things in the beginning, and keep going up. Once you reach a loop with a 1 up on top, jump over to the platform with the ? box on it. Jump the gap going right here, and go down these things. When you reach the next loop, jump AS SOON AS YOU REACH THE TOP. Also, make sure you don't go on the clothesline thing, or else the

spring will be inaccessible. Once at the bottom of the loop, get on top of the loop using the springs, and jump on the spring.

Casino Paradise Zone, Act 1. Very simple. Whenever you reach a fork, take the top path. Eventually you'll reach a place with a lot of flagpoles. There is a platform here with a flipper on the right side. On this platform is the spring.

Ice Mountain Zone, Act 1. Go until you reach a left/right fork. Go left, and keep following the path. If this doesn't eventually lead to the spring, then go back to the path, and keep going until you reach another one. Keep doing this until you reach it.

Ice Mountain Zone, Act 2. For once, you might not want to stay at the very top. Stay slightly below the top, and you will reach a section of springs and ice blocks. Move through these, and keep going, and you'll eventually find the spring against a wall.

Angel Island Zone, Act 2. After a loop, there is a hook that will pull you up. Go up on it, and follow the path. Get to the top of the level via wheels, and keep going until you find the spring.

Cosmic Angel Zone, Act 2. Look for two conveyer belts near the top with the spring above it. Seriously, that's the best I can describe it.

After getting all 7, give yourself a pat on the back!

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The Tiny Chao garden was debuted in Sonic games in Sonic Adventure for Dreamcast. You have the ability to raise a little Chao, and play different mini-games with him. The two mini-games in the GBA can be found in the two systems at the top of the screen. They are:

Rocks Paper Scissors: Traditional Rocks paper scissors. Try to win.

Remember:

Rocks beat scissors
Scissors beats paper
Paper beats rocks

Have fun.

Matching game: Traditional matching game. Not that hard.

You have the ability to buy food and toys for your Chao, and you also have the ability to buy eggs for more Chao, but they can't be hatched until you get rid of the one you have, either by transferring it to the Gamecube, or making it run away.

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If you don't like only one character on the screen, you can go back to the old Sonic & Tails on the screen. To do this, go to the character select

screen. Go to Sonic, then press up. Go to Tails, and press down. At Knuckles, press L. And at Amy, press R. Now go to Sonic, and select him. When you start, Sonic and Tails will be together.

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Many thanks go to:

CJayC, for posting this and all of my FAQs.

Sega, for bringing Sonic to Nintendo.

Chris Carlson, for submitting some moves I forgot for Amy

You, who took the time to read this.

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If you have any comment, suggestion, or contribution, e-mail me at Mrhal88@majorelec.com. I AM open to constructive criticism. I am NOT open to flaming or SPAM. As long as you don't flame me or spam me, you'll get a reply.

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In Conclusion, Sonic Advance is a great return to the 2-d roots Sonic originally had, and is a great debut for Sonic on Nintendo.