

# Sonic Advance FAQ/Walkthrough

by CAHowell

Updated to v1.0 on Aug 3, 2004

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## A D V A N C E

Sonic Advance  
Version: 1.0

First Created on: June 13, 2004  
Last Updated on: February 33 , 2004  
Created By: Jason Howell (CAHowell)  
Email: howellgames@howell-games.com

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## 010. T A B L E O F C O N T E N T S

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020. V E R S I O N H I S T O R Y

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Version 1.0: June 13th-Added the following:

- Table of Contents
- Version History
- Characters Section
- Screen, Items and Enemies Guide
- Walkthrough: Neo Green Hill-Hidden Base I

Version 1.1: October 7, 2003:

Well, I finally got a copy of Sonic-N for N-Gage. Rest of the walkthrough should be up within the following days

Version 1.1a October 7, 2003:

Well, I updated the layout and took out some of the info that had to do with the GBA version. Much still needs to be done on the layout and rest of Casino Paradise should come tomorrow.

Version 1.2 October 18, 2003:

Well, I'm finally able to make updates on the guide. I updated the layout again, and hopefully, it won't be out of order again. I should be getting the last few stages up in the next few days.

Version 1.3 December 29, 2003: Not much to talk about. I did update the divider parts of the guide, although the numbers are a bit messed up. For the most part, I did try to continue with the main content of the guide, but without my source (Strategy guide) and the fact that I haven't played it in some time subtracts. Hopefully, I can continue within the next few days...

Version 1.5 February 22, 2004: Well, I finally added the last levels of the game to the guide. Should have a layout change soon.

GBA Version 1.0: Well, I added the chao guide today. New layout comming soon.

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030. T H E C H A R A C T E R S

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031. Sonic the Hedgehog

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Sonic is the 3rd best character to use and one of the easier ones to master. Although it is almost impossible to get to the special

stage springs, he is one of the fastest to complete the levels.

Basically put, he is a better version of Amy Rose with better speed and attack, but poor jumping.

Attacks and moves:

---

Attack	Buttons Used	Info
Duck	D-pad down	Good for avoiding some attacks and some of Robotnik's special attacks
Jump	A button	Good for avoiding grounded robots and small hazards
Running Jump	(while walking/running) Left or right on the D-pad + A-button:	Same as the Running Jump, only longer
Ball	Right and Down on the D-pad at the same time, or after a spin dash, or B	A basic move that allows sonic to move in certain areas and damages most of the enemies
Spin Dash	Down on the D-pad and A	A very good move for going faster and damaging large amounts of enemies
Jump Dash	(While in the air) Right 3 Times	A rather useless move, used to gain more ground while in the air. Hard to pull off and never really needed.
Somersault	B-Button 2 times	A basic attack. Rather pointless
Slide	B-Button 3 times	Good followthrough for the somersault. Can wipe out a large amount of enemies
Jump Attack	(While in air) A-Button 2 times	First introduced in Sonic 3, this attack is one of the most used of sonic's attacks. It is used to damage the enemy while in the air

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032. Miles "Tails" Prower

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Hand's down, the best character in the game. Tails is the most balanced of the 3 and has the easiest time completing the levels.

Not only is tails is about as fast as sonic, he can also swim under water and fly. Tails is also the most recommended for the Chaos Emeralds. It's a good idea to use Tails first, so you can learn the layout of the levels.

Attacks and moves:

---

Attack	Buttons Used	Info
--------	--------------	------

Duck	D-pad down	Good for avoiding some attacks and some of Robotnik's special attacks
Jump	A button	Good for avoiding grounded robots and small hazards
Running Jump	(while walking/running) Left or right on the D-pad + A-button:	Same as the Running Jump, only longer
Ball	Right and Down on the D-pad at the same time, or after a spin dash	A basic move that allows sonic to move in certain areas and damages most of the enemies
Spin Dash	Down on the D-pad and A	A very good move for going faster and damaging large amounts of enemies
Fly	A-Button Repeatedly	Tail's Best move. Use to reach hard to reach areas
Swim	While Under Water, A-Button Repeatedly	Another useful move of tails. Use it to reach the top of the water
Tail Swing	B-button	Tails basic attack. Used for ground enemies and some bosses

### 033. Knuckles the Echidna

Knuckles is the second best character with the game, with abilities similar to tails in many ways. He can glide and descend for a period of time, and can attack himself and climb up on walls, also making him useful to get to the springs.

He is better at attacking than tails, but his flying and swimming are not up to par with tails.

#### Attacks and Moves:

Attack	Buttons Used	Info
Duck	D-pad down	Good for avoiding some attacks and some of Robotnik's special attacks
Jump	A button	Good for avoiding grounded robots and small hazards
Running Jump	(while walking/running) Left or right on the D-pad + A-button:	Same as the Running Jump, only longer
Ball	Right and Down on the D-pad at the same time, or	A basic move that allows sonic to move in certain areas and damages most of the enemies

	after a spin dash	
Spin Dash	Down on the D-pad and A	A very good move for going faster and damaging large amounts of enemies
Glide	While in the air, A-button	You can get past some area's quickly and avoid hazards and enemies
Climb	After Gliding onto a wall, Up	A very useful move for getting to the higher part of the levels
Right Punch	A-Button	Knuckle's basic attack
Left Punch	A-Button 2 times	A follow-up on the right punch. Combo move
Upercut	A-Button 3 times	A combo move after you use the L. Punch

### 034. Amy Rose

The worst of the 4 characters. Not only does she have almost none of the four characters moves, her attack is horrible. She is on par with sonic with jumping, but is terribly slow.

She is only recommended to people who have completed the other 3 and need a challenge.

#### Attacks and Moves:

Attack	Buttons Used	Info
Duck	D-pad down	Good for avoiding some attacks and some of Robotnik's special attacks
Jump	A button	Good for avoiding grounded robots and small hazards
Running Jump	(while walking/running) Left or right on the D-pad + A-button:	Same as the Running Jump, only longer
Hammer Smash	B Button	Amy's basic attack. Very slow
Double Hammer Smash	B-Button Twice	A combo of the H. Smash Move
Long Jump	Down and A-Button	A rather useful move when you want to go faster
Slide	While in Mid Long jump, B Button	Rather pointless, but good for damaging A enemy. Delay of 2 seconds after use
Hammer	Down and B button	Useful for getting on high ledges

```
|Jump      |           |           |
|-----|-----|-----|
|Hammer    |While in the Air, |Useful for getting more ground and |
|Spin      |Down and B-Button |attacking |
|-----|-----|-----|
```

---

## 040. THE SCREEN AND ITEMS

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Screen:

```
-----
Ring Count  Score
|           |           | | | |
|---|---|---|---|---|
| (49)      | 200      |           |
|3:18:90-Time Left |           |           |
|           |           |           |
|           |           |           |
|           |           |           |
|           |           |           |
|           |           |           |
|           |           |           |
|           |           |           |
| Enemy     | ( )      | Hazard   |
| |         | -[]     | |        |
| <>       | ''-Character ^^^ |           |
|-----|-----|
| ( )2-lives Left |           |
|_____|
```

Rings: The most important part of the game. Ring's are the sorce of keeping yourself alive and are important for other reasons. You must have one ring when you get hit by a enemy to stay alive. Get 100 rings to get a extra life.

Score: Completely pointless and never realy used for anything.

Ring Count: Shows how many rings you have.

Time Left: Not important if you have the Time Up option off on the main menu. If on, you will lose a life when the counter reaches 9:59:99.

Enemy: A hazard that you can kill. You will lose all your rings if you hit it.

Hazards: A hazard that you CANNOT kill. You will lose all your rings if you hit it. Hazards are usually Spikes, fireballs, Holes in the level (You lose a life if you fall into one), Lava, etc.

Character: Character you are playing. Stays in the center of the screen at all times (Unless in boss battle mode).

Lives Left: Shows how many lives you have before you have to restart the level at the beginning. Game Over if the counter reaches to 0.

Springs (Not Shown): Used to make character reach a higher level

Special Springs (Not Shown) Used to reach the Chaos Emerald Special Level. One in each Stage, two in Ice Mountain Act I and II. Bigger than normal springs.

Water:

```

      Ring Count  Score
      |          |
-----
| (49)          200          |
|3:18:90-Time Left          Water |
|              |          |
|^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^ |
|              ooo-Ring(s) |
|  Air Bubbles          |
| Enemy |o          ( )          Hazard |
|   |   o          -[]          |
|   <>  OO          ''-Character  ^^^ |
-----
| ( )2-lives Left          |
|_____|

```

Water: While in the water, you have 18 seconds to get to the surface, or you will drowned and lose a life.

Air bubbles: Use to make the 18 second counter go back to 0.

-----

Item Boxes

```

---
< > (Look like this): Item boxes are used to store several
--- different Items,such as invincibility, Extra lives, Magnet
Shields, Shields, Extra Speed and rings.

```

5 Ring Box: Gives you 5 rings

10 Ring Box: Gives you 10 rings

? Ring Box: Gives you any number of rings between 1, 5, 10, 20, and 40 rings.

Speed Shoes: Speeds up your characer two times there normal speed for 20 seconds.

Green Shield: Let's you keep your rings if you get hit. Wears off if you get hit or get a Magnet Shield

Magnet Shield: Does everything the Green Shield does and attracts free rings to you. Wears off if you get hit or get a Green Shield.

Invincibility: Allows you not to lose your rings or die if you get hit by a enemy or hazard, does not prevent death if you drop into a bottomless pit.

Extra Life: Gives you a extra life.

Enemies:

-----

Name	Zone's Located in	Description
Kero Kero	Neo Green Hill I and II	Crab like Monster. Uses energy balls from it's claws to attack
Stinger	Neo Green Hill I and II, Angel Island I and II	Bee Like Monster. Uses energy balls to attack long distance
Kiki	Neo green Hill I and II	Monkey like Monster. Uses coconuts to attack. In trees
Rhino Tank	Neo Green Hill I and II, Angel Island I and II	Tank like monster. Charges to attack
Robot Frog	Neo Green Hill I and II	Frog like monster. Jumps in air
Mog	Hidden Base I and II, Egg Rocket and Cosmic Angel Zone(s)	Mole Like monster. Comes out of a hole in the ground
Tento	Hidden Base I and II	Pufferfish like monster. Can make spikes appear on body
Senbon	Hidden Base I and II	Moth like monster. Uses energy balls to attack
Slot	Casino Paradise I and II	Frog like monster. Uses energy balls to attack
Hanabee	Casino Paradise I and II	Clown Like monster. Attack the Clown part to kill it
Pierrot	Casino Paradise I and II	Bat like monster. Uses energy balls to attack
Yukimal	Ice Mountain I and II	Panda Like monster. Uses snow balls to attack
Penguin Robot	Ice Mountain I and II	Penguin like monster. Uses snow balls to attack
Medusa	Ice Mountain I and II	Jellyfish like monster. Uses electric energy on it's body to attack
Drillshark	Ice Mountain I and II	Shark like monster. Comes out of walls underwater
Chameleon	Angel Island I and II	Chameleon like monster. Uses tongue to attack
Wan	Angel Island I and II	Snake Like monster. Nothing special
Oct	Egg Rocket and Cosmic angel	Robot Like monster. Uses energy balls to attack
Mirror	Egg Rocket and Cosmic angel	Laser like monster. Uses energy balls to attack



-----  
050. W A L K T H R O U G H  
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051. Neo Green Hill: Act I  
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^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

Special Spring: At the end of the level. You either need for sonic to use the speed boost at the end to reach a platform going up and down, or for tails to fly up there.

You can also reach it with Knuckles by glideing a little before the ledge where the spring is at

^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

Level Description: There is absolutely no bottomless pit's in this act, meaning that you can go forward without fear. There is a Green Shield and a 5 ring box at the beginning that anyone can get. A magnet shield can be gotten by using the spring at the end of the beach part to reaching the top of a loop 'de loop, then using a flying platform to reach a second loop 'de loop for the shield.

There is a ? ring box near the beginning of the second area after the major hill that Tails can fly up to. There is a extra life at the bottom on a floating ledge, a 5 Ring box right after that life, a invincibility box at the very bottom after the 5 ring box, a green shield right above the invincibility shield.

In the next area, there is a speed up on the 3rd loop 'de loop, and green shield on a ledge after the 3rd loop 'de loop, and a ? box on a bridge at the bottom near the special spring.

-----  
Sonic's Strategy: Sonic in this act is pretty straightforward. You can get most of the items in this level, and stay on the top part of this level for a good most of the way.

Sonic has access to the special spring, although it is quite hard, and you can get a fair ammount of rings with sonic on this stage.

-----  
Tail's Strategy: Tail's has the easiest time on this stage. He has access to all of the items in this level and easy access to the special spring at theend.

-----  
Knuckles Strategy: Knuckle's is like tails, you can get all the item boxes in the level but you either have to go from a high part and fly back a little bit and climb or climb up to reach the item boxes.

Knuckles can reach the S. Spring by either using sonic's method or climb to a high point and fly to the ledge with the spring on it.

-----  
Amy's Strategy: Amy is the worst of the 3. Many of her items requires you to do work, and some are just plain hard to get. You can reach the special spring with amy, but you can only do it the same way sonic does.  
-----

Level Description: Like Act I, there is no bottomless pits, but there is no special spring. There is a ? box right at the beginning, a magnet shield at the first loop 'de loop, a life at the bottom of the sideways waterfall, a 5 ring box on the area after the waterfall, a life on a ledge above the area with the 5 ring box.

A invincibility box on a ledge after the life, a 5 ring box at the bottom, a invincibility box further down at the bottom, a 10 ring box on a ledge above the invincibility box. There is a Magnetic shield at the top of a loop 'de loop at the bottom, a magnetic shield on the island where the second waterfall is coming from, a ? box on a ledge way above the bottom loop 'de loop.

Another ? box on the second loop de loop leading to the forest, and a life on a ledge right before the end of the forrest. Act II also introduces you to the boss after every two stages

-----  
Sonic's Strategy: There is a few items that sonic cannot get, but he does have access to most of the items. Try to stay at the top part of the level to get the good items.

The boss actually is the easiest with sonic, you shouldn't have a hard time with Robotnik.

-----  
Tail's Strategy: Once again, tails has the easiest time of any of the characters. He has access to all the items. His method of beating Robotnik is the same as Sonic's is.

-----  
Knuckles Strategy: Knuckle's is the exact same as tails in this stage. He has access to all the items in this stage and beats robotnik the same way tails does.

-----  
Amy's strategy: Amy has the worst time with this stage. Not only can she not spin dash and get up hill's, but the many enemies in this stage is a big problem.

Stay alert when playing as amy. The boss is also the most difficult for her. Try to use the mid air hammer strike or hammer spin to attack eggman.

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EGGMAN/ROBOTNIK BOSS

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+-----+
|Boss: Dr. Eggman's/Robotnik's Hammer Tank Machine |
|Health: 8 Hits |
|Difficulty Easy |
| |
|The first Eggman boss is similar to the beginning ones in most |
|sonic game's. It's attack is a hammer that speeds up when the |
|tank takes more damage. Finally, on the last hit, it will use the |
|hammer to jump, meaning you may lose rings if you stand around. |
|Sonic's strategy is to use the jump attack, and is the same for |
|Tails and Knuckles. Amy's strategy is to use her hammer swing or |
|hammer jump hammer attack in order to damage him without losing |
|rings. |
```

+-----+

-----  
053. Secret Base: Act I  
-----

Level Description: The only bottomless pit in this level is at the beginning with the pully's, but it's almost impossible to die at that part. The level does introduce a few new hazards, such as fireballs and lava.

There is a Green shield on the first loop de loop, a magnet shield on a ledge a little past the green shield, a 5 ring box past the magnet shield, a invincibility box past the 5 ring box, a 5 ring box on a ledge way past the invincibility box, a speed up box past the 5 ring box on a ledge, a life on a ledge before the lava.

A 10 ring box before the upper lava area, 10 ring box past the loop de loop near the bottom lava part, A ? ring box on a ledge after the 10 ring box, and a ? box before the final 2 loop de loops to the end. There is no special spring in this level

-----  
Sonic's strategy: Sonic has a hard time getting to the upper part of the level and misses alot of the boxes here. Try to stick to the lower level in order to make the stage a bit easier.  
-----

Tail's Strategy: Tails can fly to the top of the level, so take that as a advantage and get some of the extra lives. There really isn't much to say about tail's portion  
-----

Knuckle's Strategy: Same as tails. You can get all of the item boxes and access the higher parts of the level. Try to stick to the higher part and get the good items.  
-----

Amy's strategy: Amy has the worst time with this level. You need to continue to move in order to get past most of the level.

Make sure you stay to the bottom and not try to stay at the top.  
-----

-----  
054. Secret Base: Act II  
-----

^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

Special Spring: The special spring is almost impossible without tails or knuckles. After the paer where you bounce on those three red bars, bounce on the 4th one at the top to the left to reach a area with a save pole.

After that, go on the loop de loop to a area with another red bar. Bounce pn it to reach a new section. Keep on going forward, past the two loop de loops, and past two spike traps to a area where you either need to hold onto the wire and bounce up, or fly up with tails.

Keep on going up until you reach a loop de loop, where the second special spring is.

^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

Level Description: There is a bottomless pit near the robotnik boss, but it is very hard to fall into. There are many hills on this level, and at some point, you will be going to the left instead of the right.

There is a 5 ring box at the beginning, a green shield in between two spikes, a invincibility shield before the 3 red bars, a speed up box after the 3 red bars, a extra life on the first loop de loop, a ? box after the lide, a 5 ring box at the bottom of the 3rd loop de loop, and a ? box before the loop de loop to the special spring.

There is a 5 ring box after the big hill with the pully's, a magnetic shield on a ledge past the lava, a 5 ring box before the lower transport tube, and a green shield before the upper transport tube.

-----  
Sonic's Strategy: Sonic has a really easy time with this level. Although it is best that you stay at the bottom part of the level when possible, you may want to go on the upper part to get to the special spring.

The boss is very easy as long as you move around at all times.

-----  
Tail's Strategy: It's best that you stay in the upper section and get to the special spring. Tails also has access to a few hard to get shields, so grab them before the boss.

The boss is pretty much the same as sonic, either fly or keep moving.

-----  
Knuckles Strategy: Same as tails, he can access the special spring very easily. Try to stay on the upper part and climb when you need to.

-----  
Amy's Strategy: Like the first level, amy has a hard time on the boss and the stage.

Since there is so many hills, it is hard to get around. Try to keep moving and jump over mog's so that you can get past the big hills.

-----  
EGGMAN/ROBOTNIK BOSS

```
+-----+
|Boss: Dr. Eggman's/Robotnik's Spring Machine      |
|Health: 8 Hits                                     |
|Difficulty Easy                                    |
|                                                    |
|Very similar to a boss in Sonic in Chaos for the  |
|Eggman will hop around and try to hit you, and   |
|air for about 2-3 seconds and then try to hit    |
|unguarded. When he is in the air, make sure you |
|move around, that way, he will miss you. Sonic  |
|and tails should attack with the jump attack,   |
|while knuckles should glide into the boss. Amy  |
|should jump into the air, hit him, and back off, |
|and repeat                                        |
+-----+
```

Special Spring: The spring is at the very top, near the very end of the level. Stay at the top part of the level with tails and knuckles until you reach it.

^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

Level Description: Let me say this now, It is almost impossible to get every box in this stage. There is a hole on the bottom part, so you should stick to the upper part. There is also barely any type of set path in this level, and the lack of item boxes make it a quick level. If you are playing as knuckles or tails, try to stay at the very top of the level to access the special spring at the end of the level

-----  
Sonic's Strategy: Similar to the previous casino zones in other Sonic games, most of the level involves bumping around and going forward. For the most part, there is no set path nor is there a right one, although it would be a good idea to stick to the upper part of the level.

-----  
Tail's Strategy: Tails has a easy time in this level, since he pretty much only has to fly over it. Tails is also the easiest character to get to the special spring.

-----  
Knuckles Strategy: Like Tails, he can pretty much glide over a good portion of the level. Best to stick to the upper parts.

-----  
Amy's Strategy: Amy has a harder time then the others, due to her lack of a spin dash. It is almost impossible to get the spring in her part of the game, and should just stick to the bottom section of the level.

-----  
056. Casino Paradise Act 2  
-----

Level Description: Filled with Winding twist everywhere and many different paths, the level is filled with obstacles more then enemies Fortunatly, there is no pitfalls, so if you go down to the lower level, it will not hurt you.

-----  
Sonic's Strategy: Similar to all the other three, Sonic fares rather well, compareable to the Genesis Carnival Zones. The boss is the easiest with sonic, so he fares rather well here.

-----  
Tail's Strategy: Tales has a rather tough time here, with his tails pretty much being useless. Stay low to the bottom with him. Boss is about the same as sonic

-----  
Knuckles Strategy: Same as tails, his climbing and gliding ability are useless here. Knuckles does OK against robotnik in this level

-----  
Amy's Strategy: Poor amy...she has such crappy status...Anyways, she actually fares a bit well in this level, compared to the others. Boss is actually hard, since she can only use her hammer.

/-----\  
Boss: Real and Fake Robotnik HP: 8
Info: A rather interesting boss....The real robotnik rides in a pinball

| like hovercraft while the fake one is a bomb. The battlefield is |  
| layed out with 2 tubes in each of the compass directions, one for a |  
| entry and one for a exit. To damage him, you must simply attack the |  
| real one. Eventually, after he loses a bit of damage, he will start |  
| to speed up. Sonic, Tails, and Knuckles are pretty much the same in |  
| this fight, while amy has a tougher time. |

---

### 058. Ice Mountain Zone: Act 1 and 2

---

Level Description: Act 1 itself is actually 1/2 underwater and 1/2 above.  
You will need to enter the water at the very end to reach the exit. The special spring is on a ledge past the second loop, only accessible by Tails and Knuckles. You can only breathe underwater for 18 seconds, so be careful.

Act II is also the only other level in the game to feature a second spring in a row, and it's on the very top of the level, a little after the loop. The boss here takes place underwater, so Tails is the best character to use to get the Emerald and beat the boss.

---

Sonic's Strategy: Sonic has the 3rd smallest stick in this level, only because it is hard for him to swim. You will need to use the bubbles quite a bit, and slow down during parts of the underwater segment to avoid falling or enemy collision. The boss for sonic is rather hard, not because of attacks, but because of the enviroment itself make sure you bring tails the first time.

---

Tail's Strategy: Tails defenately has the easiest time here, and you should make good use of it. He can easily reach the spring in both acts, and not only that, can actually avoid drowning in the boss by swimming up to the survice to strike and breathe. Use him if you want to learn the layout.

---

Knuckles Strategy: Not much to say about knuckles, he is basically a modified tails in this level.

---

Amy's Strategy: Once again, amy has the hardest time of the 3. Not only is she slow as hell in the water parts, but can't attack as fast underwater. However, the boss for her is pretty easy, due to her hammer jump.

---

|Boss: Drill Machine

Health: 8

---

|Info: Robotnik doesn't bring much to the table this time, but does offer |  
| a new challenge, enviroment death. After 18 seconds underwater, |  
| your character will automatically die. In terms of attack, his only |  
| line of defence is to drop icicycles from the top of the cave and |  
| hit your character, losing rings. Fortunatly, you can use these |  
| as platforms and attack Robotnik himself. Amy and Tails have the |  
| easiest time, since Amy can use the hammer jump, and Tails can |

| float to the top. |

-----  
059. Angel Island: Act I and II  
-----

Level Description: Full of pitfalls and instant death parts, Angel island is a deathtrap. Fortunately, most of the first act is very straightforward, so you shouldn't have much of a problem. There is also a new addition, a rolling ball you can use the spindash to make it go up and down.

Act II is a bit more forgiving, since the only main pitfalls are in the beginning section. The special spring is near the very end, near the spindash path down to the last part, near the boss. You will need tails to reach it easily.

-----  
Sonic's Strategy: Once again, sonic brings a balance of difficulty to both levels. Having no special abilities, you will have to rely on timing and good judgement to get across. Fortunately, the boss is a pushover, so you shouldn't have much of a problem.

-----  
Tail's Strategy: Tails has the easiest time in this level, since he can stay near the top and the ability to fly if you fall off. Once again, look for the special spring near the end, and like sonic, the boss is a pushover.

-----  
Knuckles Strategy: Like tails, Knuckles has a easy time, since he can climb ledges and glide across if he falls. If knuckles is high enough, he can reach the special spring near the end. Like the other three, the boss is a pushover.

-----  
Amy's Strategy: Unfortunately, Amy doesn't get a break in this level. Since she cannot spindash, and her jumping abilities are poor, it will be hard for her to navigate the level. The boss is actually somewhat harder then the other three, due to her lack of speed, meaning you will have to strike as quickly as you can.

/-----\  
|Boss: Mecha Knuckles

Hits: 8 |

|-----|  
|Info: The first fight that you don't battle against robotnik, Mecha is |  
| similar to the real knuckles, but has two stages. In it's first |  
| stage, it uses a red pallete and requires 4 hits to defeat. The |  
| second form has a blue pallete, and requires another 4 hits to |  
| finally kill. The first form will use a spindash and glide, and the |  
second form is faster and now has a missle attack.

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060. Egg Rocket/Cosmic Angel  
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Level Description: Using two different names, Egg Rocket and Cosmic angel are not similar to each other like the other

levels are, but do share a level of difficulty. Unlike the other levels, Egg rocket has 3 parts to it, and a somewhat useless time limit. The first part has bottomless pits, but also coes from the left to the right quite a bit. Zone 2 is similar, but also goes up as well. The final part requires some tricky manuvering, and unlike the other stages, doesn't have a end post.

Cosmic angel is actually quite a bit like Angel Island, only in space. The special spring is at the very top of the last section, and will need Knuckles or tails to easily access. The second half of the level is you pretty much rolling into a ball and going in several different directions to the boss.

-----  
Sonic's Strategy: Sonic is pretty much the same as the others, and actually has a easier time with the boss. The first level itself is rather difficult for him, due to the lack of climbing and flying abilities, but you are pretty much equael with Cosmic Angel.

-----  
Tail's Strategy: Tails would be pretty good for this level, if it wasn't for the boss. Fortunatly, tails can easily bypass much of the Egg Rocket zone, and easily get to the special spring near the end.

-----  
Knuckles Strategy: Knuckles may have a easier time then tails for once. Egg rocket can easily be climbed, and Cosmic Angel can be beaten quickly, Special spring and boss.

-----  
Amy's Strategy: Amy has a hell of a time in egg rocket, due to her lack of jumping skills and any other abilities. The enemies will pretty much eat her up. Cosmic angel is no different, and poses a plauseable challenge for her.

/-----\  
Boss: Spike Track Hits: 8
Info: The hardest boss of the game, the Spike Track robotnik boss has a
rather interesting approach. To damage you, he uses the spikes on
the underside of the bot, and quickly runs across. To damage him,
you will need to bounce on the suspensions and get his cockpit part
to show. Easier said then done, since each characters abilites do
come into play
\-----/

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061. X -Zone  
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Level Description: Different from the other levels, the main parts of this level are 3 bosses, 2 the exact same from the first bosses from Sonic 1 and 2, and the third being somewhat similar to the lass boss of Sonic 3. Each character fairs pretty well here, and has strategies similar, so I shouldn't have to elaborate too much.

/-----\  
|



|Boss: Eggman Mech Parade

Hits: 12

-----|  
 |Info: Although the fights themselves are different, they can be |  
 | considered different forms of each other. The first form is the |  
 | ball and chain boss from Sonic the Hedgehog 1. Jump over the ball |  
 | and strike the top of the middle part 4 times to defeat it. The |  
 | second form, the drill cart, goes left, offscreen, right, offscreen|  
 | and repeats itself. 3 hits get him to launch the drill at you, and |  
 | one more to kill it. |

| The final form, however, is a bit trickier. The form itself has 4 |  
 | attacks: A laserbeam, a high ball attack, a low ball attack, and a |  
 | mech arm that rids you of all your rings. Dodge the 2 ball attack, |  
 | duck with the laser. With the arm, wait until the second its launch|  
 | dodge it, and stike the middle part before his defences go up again|  
 | Do this 8 times to kill the final boss, and see the ending |

-----|  
 | Congradulations! You beat the game! Don't you feel special? |

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059. C H A O G U I D E

Control:

Button	Action
A Button	Near Chao: Pets chao. Near Weed: Picks weed Near item: Picks up item. When item is picked up: Drops item. Over GBA minigame: plays minigame
B Button	No Action
Select	No Action
Start	Brings up the Continue and the save and quit options
D-Pad	Controls cursor
L button	Brings up shop menu
R Button	No Action

-----|  
 Screen:

Item Shop

<L	\/	Chao Name	-Chao Name
30	_____-Special Item	Type	-Chao Type
60	[]		
55	----	Mood:	-Status
50		Belly:	
30	(0>0)-Chao	Swim: Lv 1	
55 \	> >	Fly Lv 1	
70 \	>>	Run Lv 1	

```
| 500| \ |Power Lv 1|
|2000| \-Pond |Stamina Lv 1|
| | | | (o) 99999 | -Ring Count
```

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Item Shop: A place where you can buy items. The first 7 items are all fruit that you can buy for your chao to not only bring up it's hunger meter, but either bring up or down it's status. The 8th item is always a random egg that you can buy and transfer to Sonic Adventure 2: Battle or Sonic Adventure DX: Directors Cut. The 9th item is the special item that is just for personal enjoyment

Pond: A rather pointless part of the garden unless you have a Rubber Duck for the chao to ride on.

Special Item: Used to make your chao do certain things. Dosn't really add to the status meter.

Chao: The thing you are raising.

Chao name: The name of the chao. You can change it on Sonic Adventure 2: Battle

Type: Type of chao. Either Infant, Normal, Dark, Light, ???, or special chaos chaos

Status: The status meter shows how well your chao is doing. It looks like this:

```
[][][][][][][][]
```

There are 10 in all. There are 7 different type's of statuses

Mood: Can go up or down. Shows how well your chao likes you. If it is 0 for about 30 minutes, your chao will attempt to run away

Belly: Shows how hungry it is. When it is at 0, it's mood will slowly fall.

Swim, Fly, Run, Powe Stamina: These statuses are not used on the GBA, but when you transfer the chao via gamecube link to Sonic Adventure 2: Battle or Sonic Adventure DX: Directors cut, those statuses help win races and competitions

Ring Count: Shows how many rings you have. You can buy items with these or transfer them to Sonic Adventure 2: Battle or Sonic Adventure DX: Directors Cut to add to that ring count.

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Items:

Fruits:

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Type	Price	Mood	Belly	Swim	Fly	Run	Power	Stamina
Type A	30 R	+1	+2	+3	-2	-2	+3	+1
Type B	60 R	+0	+1	+5	-1	-1	+3	+1
Type C	55 R	+2	+2	+4	-3	+4	-3	+2

Type D	50 R	-1	+1	+0	-1	+3	+4	+2	
Type E	30 R	+1	+2	-2	+3	+3	-2	+1	
Type F	55 R	+2	+2	-3	+4	-3	+4	+2	
Type G	70 R	-3	+0	+3	+1	+3	+2	-5	

Eggs

Name	Price
Normal	Free
Silver	500 R
Gold	1000 R
Ruby	5000 R
Sapphire	7000 R
Amethyst	8000 R
Emerald	10000 R
Garnet	12000 R
Aquamarine	14000 R
Peridot	16000 R
Topaz	18000 R
Onyx	20000 R

Special Items:

Name	Price
Trumpet	2000 R
Rubber Duck	4000 R
Television	8000 R

Key

+-----+  
|R=Ring Price |  
+-----+

060. C O P Y R I G H T I N F O

in-game content (as in enemy status info, etc can be re-published on any FAQ or Site, but must be written in your own words. If the content in this guide is published in full or with minor word change, action can range from contacting your Internet Provider or Website Provider, to legal action.

Allowed Sites:

[www.gamefaqs.com](http://www.gamefaqs.com)

[www.gamespot.com](http://www.gamespot.com)

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Banned Sites:

[www.cheatcc.com](http://www.cheatcc.com)

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