Sonic Advance FAQ

by Angnix

Updated to v1.06 on Dec 27, 2004

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Decided to add other sites to legal notes.
Version 1.02: 1/28/04
Updated list of sites that can post my FAQS
Added FAQS section
Version 1.03: 2/03/04
Added note about e-mail problems
Version 1.04: 2/19/04
Fixed e-mail problem!
Version 1.05: 3/4/04
Updated list of sites that can post my FAQS
Added more art
Version 1.06: 6/5/04
Updated list of sites that can post my FAQS
Fixed Tiny Chao Garden information
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Note:
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People were complaining that the Sun and Moon Chao are impossible to get, so I
decided to remove the information.
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Table of Contents:
~*~*~*~*~*~*~*~*~*~
1.Story
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2.Game Code

```
3.Character Moves
3.a. Basic Moves all Characters can do
3.b. Moves only Some Characters Can do
3.b.1. Sonic, Tails and Knuckles Spin Moves
3.b.2. Sonic and Amy's Rail Grind Moves
3.c. Unique Character Moves
4. Guide to the Zones and Bosses
4.a. Zone 1: Neo Green Hill
4.a.1. Zone 1 Boss
4.b. Zone 2: Secret Base
4.b.1. Zone 2 Boss
4.c. Zone 3: Casino Paradise
4.c.1. Zone 3 Boss
4.d. Zone 4: Ice Mountain
4.d.1. Zone 4 Boss
4.e. Zone 5: Angel Island
4.e.1. Zone 5 Boss
4.f. Zone 6: Egg Rocket/Cosmic Angel
4.f.1. Zone 6 Boss
4.g. Final Zone: X-Zone
4.g.1. Final Boss #1
4.g.2. Final Boss #2
4.g.3. Final Boss #3
4.g.4. Final Ending
4.g.5. Sonic With all Chaos Emeralds Final Ending
4.h. Extra Zone: The Moon Zone
4.h.1 Extra Ending
5. Guide to the Special Springs and the Special Stages
5.a. Locations of the Special Springs
5.a.1. Special Spring #1, Zone 1 Act 1
5.a.2. Special Spring #2, Zone 2 Act 2
5.a.3. Special Spring #3, Zone 3 Act 1
5.a.4. Special Spring #4, Zone 4 Act 1
5.a.5. Special Spring #5, Zone 4 Act 2
5.a.6. Special Spring #6, Zone 5 Act 2
5.a.7. Special Spring #7, Zone 6 Act 2
5.b. The Special Stage
5.b.1. Moves in the Special Stage
5.b.2. Objects in the Special Stage
6. Tiny Chao Garden
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6.a. Geography of the Tiny Chao Garden
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6.b. Chao Stats and What They Mean 6.c. Earning Rings and the Mini Games 6.c.1. Rock, Paper, Scissors game 6.c.2. Matching Game 6.d. The Store 6.d.1. Fruit 6.d.2. Eggs 6.d.3. Toys 6.e. Transferring Chao and Other Things to and from the Game Cube 6.e.1 How to tell Chao type, color and age in the Tiny Chao Garden 6.e.2 Jewel and Clear Chao 6.e.3 Using the Tiny Chao Garden to transfer between Sonic Adventure 2: Battle and Sonic Adventure DX 7. FAQ (Frequently Asked Questions) 8. Questions? ~*~*~*~*~*~*~*~*~*~ 1. Storv: ~*~*~*~*~*~*~*~*~* Dr. Eggman is at it again, he is after the 7 Chaos Emeralds so he can gain unimaginable power and take over the world! It is up to Sonic, Tails, Knuckles and Amy to stop him! And if you have played previous Sonic games before, especially 1 and 2, then look out for several things taken directly from those games, especially from Sonic 2 mixed in with things from Sonic Adventure and Sonic Adventure 2.... ~*~*~*~*~*~*~*~*~*~*~

2. Game Code:

Get Sonic and Tails Together, on the character select screen, highlight Sonic, press up, then highlight Tails, press down, highlight Knuckles, press L button, highlight Amy, press R button, highlight Sonic again and press A. When you play the game Tails will be following Sonic.

Sonic, Tails and Knuckle's moves are similar to past Sonic 2D games, but they also have added B button attacks from the Adventure series. Amy like in Sonic Adventure cannot Spin Attack or Spin Dash so playing as her is a challenge.

Press and hold right or left: Run right or left, keep pressed and you will gain speed.

Press down: Pressing down while standing still will cause you to crouch down, useful in dodging some attacks, if you remained crouched down for long enough

the screen view will change so you can see what's below you.

Press up: Pressing up while standing still will cause the character to look up, eventually the screen view will change so you can see what's above you.

Press down while moving: pressing down while moving will start you spinning, useful in attacking enemies or to gain speed when going around loops.

A button: Jump/Spin Attack, use to jump or to attack an enemy.

Press and hold down + A button then release: Spin Dash, used for attacking enemies or to instantly increase speed for getting up slopes, if you press the A button once and then release both buttons, you will get the most powerful Spin Dash, if you keep holding down then release the A button, the character will eventually rev down a little and then releasing down will result in a less powerful Spin Dash, be careful because the only way to slow down after using a Spin Dash is to press the opposite direction and it takes a little while to slow down a stop, do not attack an enemy with this if you are dangerously near a cliff!

Jump on top of Rail while pressing down: Grind Rail, press the opposite direction you are grinding to slow down, press the direction you are grinding to speed up.

Press A at bottom of Rail: Special Rail Trick Jump, jump extra high off the end of the rail then you would otherwise.

Sonic:

A button then A again while in air: Double Spin Attack, increases the range of your attack enabling you to attack things a little higher than you can normally reach and it increases the speed of your attack.

A button, then press left or right twice in rapid succession: Jump Dash, he does a sudden jumping dash, I find this move annoying, can be hard to do if you ever wanted to, usually end up doing it when I don't want to.

B button: Somersault, attacks to the side with a somersault.

B button taped three times rapidly: Skid Attack, he does a couple of somersaults does a flip then slides along the ground then stops, great attack for enemies beside you.

B button taped three times rapidly, then push A during flip before he skids: Backward Jump, I see no purpose for this move at all.

Super Sonic: (Extra Zone only)

A button: Jump

B button: Rushing Attack, in a blaze of light Super Sonic will speed up and attack, use to attack the robot after a jump...

Tails:

A button then tap A button repeatedly: Flying, gain height by tapping the A button, use D-pad to control what direction he is going, you cannot stop him from flying until he lands on something. You can attack enemies while in the air if you hit them with his tails. Tails can stay in the air 8 seconds.

B button: Tail Swipe, attacks enemies to the side of Tails without moving forward.

Tails Underwater Moves:

A button then tap A button repeatedly: Swimming, exactly like Tails flying but underwater, you cannot attack enemies while swimming. Tails can swim for 8 seconds.

Knuckles:

A button then A again while in air: Gliding, glide sideways while losing little height, press right or left to change what direction you are gliding. You can attack enemies fist first. If you let go of the A button, Knuckles will fall. If you touch a wall while gliding, Knuckles will cling to it. Push up or down to climb on it or just press A again to jump off it, when he gets to the edge of a ledge, Knuckles will pull himself up on it.

B button: Punch, punch an enemy while going forward slightly.

B button taped three times rapidly: Uppercut, do a punch, then a double punch followed by a fiery uppercut.

Knuckles Underwater Moves:

Jump in water: Float, if you jump into a body of water, Knuckles will rise to the surface and float, push right or left to move right or left, push up and you can look up while floating, push down to sink into the water, push A to jump out.

A button then A again while in water: Swimming, exactly like Knuckles' gliding but underwater, but you cannot attack enemies and you cannot gain height. You can even cling to and climb walls underwater.

Amy:

A button: Jump, you cannot attack enemies when you jump.

A button then B button while in air: Super Hammer Attack, very similar to Sonic's Double Spin

B button: Hammer Attack, use the Piko Piko Hammer to attack enemies right beside

her.

B button tapped twice in rapid succession: Stronger Hammer Attack, on the second swing she reaches out farther.

B button next to spring: Higher Jump off Spring, swing the hammer into a spring to send her way up high in the air.

A button then B button and down while in the air: Mid-Air Hammer Swirl, swirl down toward the ground, if you hit an enemy you will bounce up again.

Press down and A button: Giant Steps, she takes giant steps forward, good for getting up steep slopes, she can even get up slopes the others can't Spin-Dash up!

Press down and A button, then B button during Giant Steep: Head Slide, good when you encounter an enemy during a Giant Step, she doesn't seem to like this attack much...

Press down and B button: Hammer Jump, use the hammer to jump extra high.

There are many ways to get through each Act, I will leave it up to you to find the best ways, but if you want the 7 Chaos Emeralds you have to find the 7 Special Springs located throughout the game, read the Special Spring and Special Stage section below for more details on this. I will give a general description of each Zone, then describe each Zone's Boss which is found at the end of Act 2. Different characters can do different things, so I will describe general tips on beating the Boss, and after that I will describe individual character tips. Then I will describe the Final Zone and the Extra Zone.

This Zone actually does resemble the Green Hill Zone of Sonic 1 except for a few added things and the beach in the beginning of Act 1. Being the first Zone in the game it is the easiest with the easiest Boss.

~*~*~*~*~*~*~*~*~*~*~*~*~ 4.a.1. Zone 1 Boss: ~*~*~*~*~*~*~*~*~*~*~*~*~*~

When you reach the bridge at the end of Act 2, you will encounter Eggman, but then he speeds away. Then the Hammertank appears! This tank moves from one end of the screen to the other, there is a hammer on it that hits on one side of the tank, then swings over the tank then hits the other side. After hitting it 6 times, it starts using the hammer to jump up in the air making it a little harder to hit. In general, avoid the hammer and hit the tank, when the tank jumps up using the hammer, jump up before it land to attack it before it hits you. It takes 8 hits to defeat the boss.

Sonic: Use Double Spin Attack to attack the tank.

Tails: Just use Spin Attack, flying doesn't help.

Knuckles: Gliding into the tank is the best way to hit it, it is actually easy

to glide in a way to avoid the hammer, in fact push left and right when you hit the tank to immediately hit it again.

Amy: Try to hit the tank with Mid-air Hammer Swirl so that you can hit it, bounce up a little, then hit it again. The only other way to attack it is with a well-timed Super Hammer Attack.

~*~*~*~*~*~*~*~*~*~*~*~ 4.b. Zone 2: Secret Base ~*~*~*~*~*~*~*~*~*~*~*~*

Creepy, in the beginning of Act 1 you will find yourself pretty much in the dark, but things light up after awhile. This industrial place has hot steam blowing caps out of pipes, hooks swinging from the ceiling, and even pools of boiling hot lava!

~*~*~*~*~*~*~*~*~*~*~*~ 4.b.1. Zone 2 Boss: ~*~*~*~*~*~*~*~*~*~*~*~*

Basically this Boss is bouncing on a giant spring! At first he just bounces up and down trying to land right on top of you, but sometimes he bounces so high that you can't see him, be careful! He will land with so much force that you will loose your Rings no matter where you stand on the floor, plus he tries to land right on top of you! It's very hard to avoid this, try jumping right before he lands. In general try to avoid him landing on you and then jump to attack. It takes 9 hits to defeat this Boss.

Sonic: Spin-Dash if necessary to get out of the way if it is about to land on him. Attack after it lands with a Double Spin Attack.

Tails: Flying helps a lot, if you stay in the air it cannot land on you, it even helps a lot when it jumps way up, hit it with his tails when flying.

Knuckles: When it jumps toward you start gliding and glide right through him, this works really well. When it jumps way up in the air, wait a second then start gliding, if you are still gliding when it lands you will avoid losing all of your Rings.

Amy: The only attack that works well on this boss is Super Hammer Attack, but your attack must be timed just right in order to hit.

Fireworks, flashing lights, balloons, all sorts of fun stuff! This Zone is based upon Sonic 2's Casino Night, but I think the original Casino Night is better... Jump on the pinball paddles and be propelled in the air, hit bumpers to earn more points!

There are 8 tubes, 2 on each wall and the floor and ceiling. Coming out of them are two things, the Boss itself, and another thing covered in spikes, there is also a platform floating in the middle of this. What happens is that Eggman and

the spike covered machine come out of the tubes at the same time, which tube they come out of is random, then they move across the screen and leave in the tube that is across form the one they came out of. After a few hits both machines speed up. You cannot hit the spike-covered machine at all, the best strategy is to stand on the platform in the middle so you can jump and hit Eggman no matter where he comes from. Another tip is that for a split second you can still hit him even after he already went into a tube. The characters unique actions do not help much with this Boss, maybe Sonic's Double Spin and with Amy you have to use Super Hammer Attack and if you are on the platform and Eggman is going up or down maybe a sideways attack. It takes 8 hits to defeat this Boss.

Brrrr! Not only is this Zone full of ice and snow, but there are also large underwater areas in this Zone too, I wouldn't want to swim in there, it must be cold! Think warm thoughts, watch out for the Badniks, try to stay out of the water as much as possible, and get bubbles so you don't drown and you will be fine.

~*~*~*~*~*~*~*~*~*~*~*~ 4.d.1. Zone 4 Boss: ~*~*~*~*~*~*~*~*~*~*~*~*~

This one is a toughie! You are underwater, at the top of the screen is a small gap of air, then the ceiling. On the ceiling is the Boss, it is a burrowing machine! It moves back and forth on the ceiling, sometimes it stops and drills into the ceiling and sharp chunks of ice come falling down! In general, you have to avoid the bottoms of the chunks of ice since they will hurt you and land on top of them so you can jump up to either hit the Boss or to get air when you start to drown! This one is hard, but what character you use really makes quite a difference, Sonic has a much harder time than the other characters. It takes 8 hits to defeat this Boss.

Sonic: Attack as described above, use Double Spin Attack to gain more attack distance.

Tails: Swim up to the top, then start flying in the gap of air and hit the Boss with his tails, you can hit the Boss several times in a row, but you have to be extra careful of the falling chunks of ice.

Knuckles: Use Knuckles' floating ability to your advantage, use the ice chunks so you can reach the waters surface, then he will float, keep to the side of the Boss, and jump to attack. Stay as close to the Boss as possible. You have to be extra careful of the falling ice chunks.

Amy: Super Hammer Attack has far enough reach where you can just jump form the bottom and attack the Boss, you only have to jump up to the top on the ice chunks if she starts to drown and needs air.

Angel Island aka The Floating Island, in Knuckles' home high in the sky you travel through ancient ruins of a long gone civilization.

Ahh! It's Knuckles, well the characters react as if it is so, Amy has the funniest reaction out of all of them, and Knuckles himself doesn't like his "twin"... Anyway, it has all of the moves of Knuckles, except it can duck to dodge

attacks. But after you hit it 4 times, it's true form is revealed, Silver Knuckles, and now it sometimes fires rockets at you too!!! The best times to hit Silver Knuckles are after it just landed after gliding or if it just came out of a Spin-Dash. Especially avoid getting too close to Silver Knuckles when it is facing you or it will Punch you, when it is trying to Spin-Dash you, or when it is Gliding. Jump when it fires missiles at you. Use any of the characters attacks you can against him, you know Knuckles' moves, you figure out how to defeat it! It takes 8 hits to defeat this Boss.

The two Acts of this Zone have different names and surroundings and even a different format, but they have the same Badniks and one Boss at the end of Act2, it's the same Zone. This is a very hard Zone!!! The Egg Rocket Act has a different format than any other Act in the entire game. You are on a giant rocket that flies higher in stages, the clock starts out like normal, but when you go through the Act a little ways and actually are in the rocket, it takes off, and the clock resets to 4 minutes 59 seconds and counts down, you have to make it to the next goal where part of the rocket comes off and the rocket moves even higher up before the clock counts all the way down, then the clock is set back to 4 minutes 59 seconds. There are a total of 4 goals. Not only is this the longest Act in the entire game, but since you are going up if you fall down you end up in a lower place in the Act and have to climb back up again! The Cosmic Angel Act located on a space station is a typical Act 2 with a Boss at the end of the Act, but this Act is no picnic either because of all the Badniks everywhere!

In my opinion this is one of the hardest Bosses I have ever encountered! There is sort of a bridge thing over a gap, and Eggman is in a machine that slides back and forth on it. The machine is normally turned so that spikes point up and the compartment where Eggman is is below the bridge, but the bridge is flexible, and if you jump right next to the machine the force on the bridge will cause the machine to flip over and you will be able to attack but then after you attack the machine flips back over, but there are things that complicate this. First, sometimes three slow-moving energy balls are fired from it at you, the balls take a very long time to go off the screen and can be hard to avoid. Second, sometimes if you flip the machine over it will flip back when it gets to the end of the bridge. Third, when you loose your Rings they fall right through the bridge and it can be hard to get them back. Fourth, right after you hit him the last couple of times he suddenly turns over than moves very quickly back and fourth a couple of times and it is hard to avoid him. The character's special moves do not help much, and it is a challenge to time Amy's Super Hammer Attack. It takes 8 hits to defeat this Boss. After you defeat this Boss you end up falling through the bridge, then chasing Eggman. Now off to the Final Zone !!!

4.g. Final Zone: X-Zone ~*~*~*~*~*~*~*~*~*~*~*~*~*

All you have to face in this space Zone is three Bosses, the first two are a piece of cake and should look extremely familiar if you've played Sonic 1 and 2, but the last Boss as you can imagine is really, really hard, but there is a way you can pretty easily defeat it.

First you hear the music, the Boss music form Sonic 1... Yep, it's the first Boss form the very first Sonic game!!! The two platforms, the pendulum swinging form the bottom of the machine, even the machine is the same style from the original Sonic game!! The only differences are the space background, the fact that there is a different easy way to beat it with each of the characters, and after only 4 hits it's toast!

Sonic: Come on, you should already know to jump from the platform when the pendulum is swinging away from you, but if you do it just right you can also jump from the ground and hit it with a well timed Double Spin Attack.

Tails: Just fly up and hit the thing with his tails while avoiding the pendulum.

Knuckles: Get on the platform, when the pendulum starts coming toward you jump and then glide right through the machine then land on the other platform, wait until the pendulum comes at you again, repeat.

Amy: Do not use the platforms, stay in the middle of the screen, when the pendulum comes at you jump and do a Super Hammer Attack and hit the machine.

Now you hear different music, the Boss music form Sonic 2... Yes, it's the first Boss form Sonic 2, the machine with the drill bit at the end of it, But for some reason lacking the helicopter entrance and exit...and just like the last Boss this one also takes only 4 hits to defeat it, the drill bit flies off at the end of

hit #3, just avoid the drill bit and hit the Boss.

Sonic and Tails: Hit is like described above.

Knuckles: If you are careful and don't hit the drill you can glide through it when it comes at you.

Amy: You can use Super Hammer Attack, but if you use Mid-Air Hammer Swirl you bounce back up after hitting it and you can hit it 2-3 times in a row.

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4.g.3. Final Boss #3:
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This is it!!! This crazy Final Boss is this spinning machine, it spins around at one end of the screen, you can't hit it then, you will see three different things sticking out of the machine, and when it stops it can do one of four things and what it does is totally random!!! You can only hit it at certain times when you can see Eggman, most of the time he is hiding in the machine when it is spinning around. The good thing is there is a way to tell exactly what it is going to do just before it does one of the 4 things, when it does 2 of the things you can pretty easily get a hit in. I will describe each of these four things, tell you how to tell it is going to happen, and how to react correctly in that split second you have in order to avoid being hit or even to get a hit in yourself. You do not want to stand in the middle of the screen, stand at the other end of the screen form the machine so you will have time to react. This is pretty much the same with all characters, but have fun trying to do this with Amy's Super Hammer Attack. It takes 8 hits to defeat this Boss.

1. The machine does not stop spinning but Eggman appears, the machine will now come at you and switch sides of the screen, this is the best time to hit him, just jump and hit before it gets to the other side of the screen.

2. The machine stops spinning, and you see a metal hand appear, this hand will come at you in a second and try to grab you and when it does it will first shack all the Rings out of you and then let you go, it is hard to get your Rings back after this. Watch the hand closely, as soon as it comes at you jump to avoid it, the hand will then retract slowly back to the machine, at this time Eggman is exposed and if you are quick you can then go toward the machine being careful of the hand and get a hit in before the machine starts spinning again.

3. The machine stops spinning and a cannon with black slots on the side appears, this is a white-beamed laser, it sometimes fires high, it sometimes fires low. Duck when you see this cannon or the laser might hit you.

4. The machine stops spinning and you see a cannon that slants upwards, it is about to fire a little red ball with green dots that bounces along the ground, just jump up to avoid it when it comes at you.

Have you ever played Sonic 2? Well, deja-vu! The satellite blows off and the character runs off. The character falls from the sky, lands on the Tornado plane piloted by either Sonic or Tails, and then watches the little birds fly behind the plane. The End...

~*~*~*~*~*~*~*~*~*~*~*~*~ 4.g.5. Sonic With all Chaos Emeralds Final Ending: ~*~*~*~*~*~*~*~*~*~*~*~*

If you have already beaten the game with all four characters and you got all 7 Chaos Emeralds and you go back and beat the Final Zone with Sonic again, it ends quite differently. Sonic does not run off the satellite, instead Eggman gets away and he heads for the moon and Sonic watches him. Then Sonic transforms into Super Sonic and follows him... Off to the Extra Zone...

Super Sonic is on the moon, and Warning! keeps flashing on the screen! What is about to happen? Well, Eggman has another giant robot , yawn. Anyway, the robot keeps firing a laser at you and the robot is kicking up moon rocks but that is just to slow you down, the real danger comes from two things: running out of Rings, Super Sonic as you may already know burns up one Ring a second and if his Rings go all the way down to zero he becomes regular Sonic again, but in this Zone if you run out of Rings you instantly die, and the capture devices that are coming at you. Now is it just me or has Eggman been watching way too much Pokemon? These poke-ball looking things come at Super Sonic, if they hit him he is trapped inside for a short period of time, this is bad because you end of losing Rings while in it. On the other hand, if you attack them by pressing the B button then 10 Rings will come out of it which is for sure a good thing. In order to defeat the robot you have to get close enough to jump up then press the B button to attack it's head, it does no good to hit other parts of the robot. Watch out for the laser being fired at you and the moon rocks that slow you down and for the robot's arms which sometimes protect the head and are trying to flick you back. It takes 8 hits to defeat this Boss.

Sonic's friends look up at the moon, what happened to Sonic? A few days later... Tails is flying around in the Tornado plane looking for Sonic. He spots a shooting star in the sky, could it be? Yep, it's Super Sonic! Tails then flies after him, deja-vu for people who have played Sonic 2 again!

In order to enter the Special Stage so you can earn the Chaos Emeralds so you can unlock the Extra Zone, you have to find the 7 Special Springs that are scattered throughout the game. This Special Spring is a large, strange-looking blue spring. This game is a collaborative effort among the 4 characters, when a character other than Sonic gets a Chaos Emerald they give it to Sonic, so you only have to find each Special Spring once with only one of the characters. On the other hand, some Special Springs are easier to reach with some characters, so I will mention what character or characters to try to get the Special Spring with, Tails is the best character overall, followed by Knuckles then Sonic, Amy is the worst character overall, but it is possible to reach all Special Springs with all characters.

This Special Spring is pretty hard to reach with anyone but Tails, but if you absolutely want to reach it with another character, I will tell you how, but I will warn you it is hard, well, not as bad with Knuckles as Sonic and Amy but still pretty bad. I very highly recommend Tails.

Tails: There is a giant half-pike near the end of the Act, you can't miss it and it's the only half-pike in the entire Act. At the right end of it, start flying up, you will see an arrow pointing up made of Rings, then a floating platform moving up and down. To the right of this you will find a floating platform with the Special Spring on it.

Others: Jump on the first wooden platform to get your Green Shield at the right end, jump on the higher one if you want to kill the Badnik. Keep going, the next

wooden platform has a 5 Ring item box on the right end (If you are interested in a Ring Magnet Shield, just after that item box you will see a spring, jump on it and head to the right to land on the loop-de-loop, then land on the floating platform to the right of that, jump to the right again before it falls and land on the second loop-de-loop where the Ring Magnet Shield is, if you want then jump on the spring at the end to be sent up in the air where there are a bunch of Rings.) Go through the loop-de-loops, then you will hit a checkpoint (Sonic and Amy can grind the rail if you want to) keep going down the slope. You will hit a couple of speed boosters, then you will be sent up into the air, land on the checkpoint. Now jump over the gap to your right, then jump over the second gap you see, you should see a monkey climbing a tree and a spring up against the wall to your left, destroy the monkey, then jump on the spring. You will land on a small platform that curves sharply to the right up to another platform, Spin-Dash or Hammer Jump up to the right. Just to the left of the loop-de-loop you will see a floating platform moving up and down, jump on it and land on top of the loop-de-loop and get the Maximum Speed item box. Jump off and then go to the right, you will be sent up a wall and in the air, then land on the slope to your right, you want to then just run off it, it is a ramp. Hopefully you will land either on top of a loop-de-loop with spikes on the left end or on a bumper to the right of the loop-de-loop, jump on the bumper and head right, you will land on top of another loop-de-loop with a Maximum Speed item box and a spring pointing left at an angle, watch out for the hornet firing at you. Get the item box and do not hit the spring, jump over it and land to the right of it, then jump on the platform to the right of that, land on the little pole sticking out the side if you have to. Now jump on the bumper you see to the right of that and bounce up to the other platform, watch out, you will land on a breakaway ledge so jump to your right quickly, get the Green Shield if you lost your other one. Then kill the blue Badnik and keep going, You will see a checkpoint on the side of a ledge with a rail coming off it, this is where it gets different for different characters.

Knuckles: jump off this ledge and start gliding to the right, you will eventually see the floating platform moving up and down, try to land on it, then jump to the ledge to the right of that with the Special Spring on it.

Sonic and Amy: DO NOT grind the rail, instead jump as far right as possible off the ledge. You will land on top of the half-pike, watch out, there is a hornet firing at you, and Sonic can't kill it, so you just have to be careful, jump on the spring (or hit it with Amy's hammer) and head as far right as possible, you might land on the floating platform, you might not, it's about 50/50 or worse, and if you do miss it, you have to start over again, that is why I recommend Tails for this so much.

This special spring is not that bad to get with any character and it's pretty much the same for all characters, but Amy has a little difficulty in one spot but its still not that bad. Distance wise, there is a shorter way than the one I will describe to get to the Special Spring, but then you will totally miss an Invincibility and Maximum Speed item box which actually makes that way safer and shorter, there is another way after that to then get a 1-up and a ? Ring item box, but that way is much riskier.

You will first come to the two silver caps being blown up by steam from a pipe, beware the steam and jump on the right-most one. Jump on the floating platform you see, then on the ledge to your right. Keep going to the right, you will come to a silver bar, jump on the bar and you will start heading to the right (You can try to get the Green Shield surrounded by large spike traps below you

then jump back on the bar, but that's very risky). When you get to the end of the bar, push up and the A button at the same time in order to jump up and go through the floor. Go right, you will see a yellow bumper and a spring to the right of that, instead of jumping on the bumper jump into the gap instead, head right watching out for the two burrowing Badniks, then hit the spring pointing right, this will send up running to the right then up in the air, instead of landing on the platforms in the air, land to the right where there is an Invincibility item box between the wall and a spike trap, (if you are any character but Amy, you can land on the item box from when you are still in the air, roll up by pushing ? before you are launched in the air, head right and hit the wall then drop down, then you will break the item box and you will bounce high, land on the highest platform you can, it's faster this way.) get it, then use the three floating platforms to get to the high ledge to the left, you will hit a speed booster that sends you to the left up a wall then on the ceiling, then you will hit a spring and go the right after you fall form the ceiling, a door closes behind you, then go right, jump on the spring and land to the right, you will see a Maximum Speed item box, after you get that, grab the swinging hook to your left, then grab the other one and land to your left, you will land near the checkpoint, hit it and then jump on the spring to the left of the checkpoint, go left around the loop-de-loop, you will then end up sent into the air, then land on the red floating platform and bounce up to the right on the two yellow and black bumpers you see above it. Go right, watch out for a spike trap, then jump on the trampoline and then head to the right. You will see another silver cap being blow up by steam, jump right over it and land to the right, you will go around a couple of loop-de-loops, then you will get to a couple of treadmills, jump on the top one and head right. You will hit a silver bar, when you get to the end push up and the A button at the same time in order to jump up and go through the floor. To the left you will see a sharp curve leading up the wall, and a yellow and black bumper floating there, Spin-Dash up the curve and jump off the wall onto the bumper (Amy has to go to the right a little, but not so far right that you hit the rip cord, then run up the wall and then if you get high enough either push right or jump off the wall and hit the bumper, this is a little difficult but you will eventually make it.). Bounce off the bumper and land on the platform to your right with the spring, jump on that then jump on the other spring to the right, use that spring to jump up and then land on the two yellow and black bumpers above, the Special Spring is on top of the loop-de-loop to your left.

This one is pretty easy to get to with any character too, and it is pretty close to the beginning of the Act, not bad at all.

Pop the balloons if you want, right after them is a little hill with a steep drop-off, try to reach the higher platform to your right, there is a 10 Ring item box on it, get it, then jump on the three bumpers to the right of it, then land on the floating platform, careful, it falls, then jump off it as far to the right as possible, you will probably fall short of the ledge to the right, but if you keep falling against the wall you will catch hold of a flagpole that will bounce you back up there. (Sonic has a hard time getting to the platform since he has not abilities that can get him higher, or you might fall off the platform, if you do, then go down the slope and try to land on the swinging boat, to the right of the boat you will see a spring, hit it and then go as far right as possible, you will land on the same small flagpole that bounces you up. This is slightly riskier because if you land in the hole under the boat it is hard to get back up there again.) Now go right, you will see a slope to your right, and above that a large sloping platform, there is a bumper right on the end of it, jump and land on top of the bumper and then on the platform. Go

right, at the end of the platform you will see the letters SONIC spanning a gap. You can only stand on them when the letters are lit up orange or blinking, so wait till they light up, then jump across them one after another to span the gap, watch out for the bat Badnik and the spikes. Jump over the spikes then go across the treadmills, watch out for the spikes on the other side of the treadmills too. Now hit the spring you see right after you cross the treadmills, it will send you up and to the right, try to land as far right as possible, watch out for the spikes and Badnik, you will land in a bowl-shaped area full of bumpers and a hole in the bottom, fall through the hole in the bottom. On the platform you land on, you will see a spring against the right wall of it, jump on it, if you hit the bumpers at all that are floating up and down in the path of your trajectory, then you will land below, watch out for the clown, and then just jump on it again when the patch looks clear. When you land, and if you look up, you should see a yellow balloon, jump on it, then the blue one to make it to the little platform to your left with the Invincibility item box on it. Get the item box then jump on the spring to the left of it and head right, you will land on the platform or a flagpole that will bounce you up to the platform. Go right, you will hit the checkpoint, then when you run right you will start hitting flagpoles that propel you right, keep going, you will go upside-down and everything, just keep running right and let the flagpoles propel you until you hit flagpole #7 after the checkpoint, then you will want to press ? to slow yourself to a stop before you hit the tunnel ahead of you. Go back to the left, there is a platform with a pinball paddle on the end of it, jump on it and you will see the Special Spring on the platform just to the left of that, when you are bounced in the air head left to land on it.

Zone 4 has Special Springs in both Acts and is the only Zone like that. Anyway, The Special Spring is near the beginning of the Act but it is up high, Tails can fly up to it (a ledge prevents Knuckles from climbing up there) but the other characters have to first pass it and go through more of the Act before they can finally get higher and end up going to the left, so I will describe the first part, then indicate where Tails and the other characters diverge. So Tails can reach the Special Spring much sooner and easier than the other characters, so I highly recommend him.

When you go to the right, jump over the first large hole you see to land on the platform with the spring on it. Jump on the spring (if you are Amy and you are tempted to hit it with the hammer, DON'T) then you will land on a platform with a rail coming of the right side of it. (If you are Sonic or Amy, grind the rail, but jump off it and onto the platform that it goes into before you reach the bottom or you will jump off the rail and right over the platform and miss the Ring Magnet Shield item box !!!) Jump of the platform and head as far right as possible, you might land on a platform where the rail ends with a chunk of ice on it, if you don't that is fine too. If you land on it, then break open the ice and you will find the Ring Magnet Shield inside. Then jump off the platform to your left to get on the ground, if you missed the platform you will be there anyway. You will see another chunk of ice, break that one to get a 10 Ring item box. Head right, you will eventually go around a couple of loop-de-loops, then you will hit a speed booster that sends you up the wall, land to the right and you will see the checkpoint. (If you are interested in an Invincibility item box, then jump on the floating platform you then see to your left and before it falls jump on the loop-de-loop you just went through, then jump on the moving platform to the left of that, the item box is on top of the other loop-de-loop, then just head right again.) After you hit the checkpoint, you will come to a place with a small drop-off to the right with a spring that points right, and there is a higher platform to the right, jump on the higher platform. To your

right a little is a slightly higher ledge, jump on it, this is where it diverges for the characters.

Tails: Start flying up, you will eventually see a ledge to the left with a spring on the end, briefly land on the ledge, not the spring, then fly to the right. After flying a little to the right you will find a ledge with the Special Spring on it against the left wall.

Others: Go right, a curve slopes into a higher ledge, Spin-Dash up the curve or Hammer Jump to get to the ledge. At the right edge you will see a floating platform, there are two things you can do, either jump on the platform then jump off it to the right, or fall down close to the wall of the ledge and you will hit a spring that sends you to the right, either way is good. Go right, you will land on a platform floating across a hole, you will see a penguin Badnik on the ledge to your right, jump before the platform falls on the ledge with the penguin. Go right and jump across the next hole you see, on the right edge of that platform you will see a floating platform moving up and down, jump on that. Then jump on the other platform, then land of the ledge to your right. Look up, you will see four platforms turning around, (with Amy you can Hammer Jump form here to reach them) get up the curve to your right to get on the slightly higher ledge so you will be able to jump to the left on one of the four turning platforms. Stay on the platform until you get as far left as possible, you will see a platform to the left, jump on it. Now run into the spring on the left side of this platform, you will land on a downward slope, go left, you will end up hitting another spring that sends you left, you will land on another platform, watch out for the snowman Badnik. Reach the top of the curve to your left, jump on the spring you see and land on the higher platform to the left. Now jump off this platform and head as far left as possible, you should either land to the left of or right on top of the Special Spring.

This one is not that bad to get to with any character and is not that far, it's decent. There is more than one way to get to it, I described the fastest way I know of.

Jump over the first large gap you see, careful of the penguin Badnik on the other side. Go right, you will eventually go around a loop-de-loop, after that you will come to a place with a drop off and a gap in the ceiling, you will see a spring floating up and down, jump on it, then on the second floating spring to the left (If you are interested in a Green Shield item box, land to the left and you will find the Green Shield on that ledge, then jump over the hole to the right.) land on the right edge, and go right, you will hit a speed booster that sends you on a rip cord, when you reach the bottom of the rip cord there is a spring that bounces you to the left (If at all possible, you can try not to hit the spring, then you can go a way where you can then get a 5 Ring item box and an Invincibility item box on top of a loop-de-loop you will come to later anyway, plus it is faster this way, but it is hard.) You will fall into an area where there is a checkpoint with two chunks of ice to the left of it, break open the left-most one, you will find a spring in it, use it to jump up to the floating platform way up above you. You will see a floating spring to the right, jump on it and jump in the gap in the wall to the right. Go right and jump over the moving chunk of ice on the ground, keep going, you will see a floating platform to the right of the ledge, jump on it but then jump of it onto the other one to the right of that before it falls, then jump form that to the floating spring, that will take you up through a floor. Jump up and land on the speed booster to your right, it will take you around a loop-de-loop (the same

one with the Invincibility item box on top I mentioned earlier) you will be stopped by a spring, jump on it to the right, get the Green Shield if you lost your first one. Now jump on the moving platform to your right, jump form that to the other one, off that one jump again to the platform on the right with the spring on it, run into the spring and go as far right as you can. Go to the left edge of the platform you landed on and jump down off it close to the wall, you should land directly on top of the Special Spring.

Well, it is near the end of the Act, but it is relatively not that hard to get to with any character even though having Tails really helps. The problem with it being near the end of the Act is that this Special Stage is pretty hard, you will end up going thorough most of this Act over and over again probably. We are getting toward the end of the game, so going through the Act itself is no picnic either.

You will first come to a gap spanned by cloud-bumpers, make sure you get to the other side, you do not want to fall here! Go right watching out for the caterpillar Badniks, you will find yourself sliding down a slope with sand pouring down it, ouch! Get the Green Shield at the bottom, jump on the spring and keep going right, watch out for the spike trap, just to the right of the spike trap you will see a large platform going up and down between the ceiling and the floor, it will crush you !!! (If you run under this platform when it is on the ceiling and then go right and fall in the gap, this is a way just to get a very hard to get Ring Magnet Shield item box, it is not really worth going down there, not worth going down there at all, trust me.) Jump on the platform when it on the ground, then jump up to the right on the ledge before the platform crushes you. Hit the spring that sends you to the left, then you will hit another one that sends you to the right, then keep going. You will eventually hit a speed booster that sends you up the wall then on the ceiling, you will drop down, there is a platform with spikes on the bottom, it will try to crush you, go left under it when it is safe, jump up a little higher, watch out for the chameleon Badnik, you will see a gap in the floor and a platform with spikes on the top going up and down right over it, jump over the gap when the platform is at its highest, watch out for the chameleon on the other side too. Then you will see a long, thin platform moving up and down, jump on the top of that. Jump off to the right where the next chameleon is. (If you are interested in a 5 Ring item box and a Maximum Speed item box, jump on the large moving platform to your left, then jump on the ledge next to that with the item boxes on it). Now go to the right watching out for spikes and another chameleon, keep going right, run past the checkpoint, keep going right, you will eventually hit a spring that sends you running left, keep running, you will go up a wall, land to the left, be careful of the spike trap. Slide down the slope you see with the sand pouring down it. After you fall off this slope, you will land on a spring that sends you up and right, make sure to then land on the large moving platform you see or you will fall and die !!! When the platform is as far right as it gets, jump up and to the right, hopefully you will grab a rail, go on it to the right and do not jump form it until you reach the ledge, watch out for the spike trap and the spikes. Jump over those, you will see a hook in the air, grab it and it will take you up higher. Jump off to the right, watch out for the chameleon, then go into the tunnel to the right of that. If you have enough speed, you will go up in the air and land on a checkpoint, if you don't quite make it to the checkpoint, go right, get up the curve to the right with Spin-Dash or Hammer Jump up to where the blue Badnik is, then jump on the moving platform to the left so you can jump on the platform where the checkpoint is. Jump off the checkpoint platform far right, watch out for the Badnik if you didn't already kill it. Go right, you will go around a loop-de-loop, go as fast

as you can around it so that when you are sent up into the air after you go around it you will be able to reach the hook hanging to the right of the loopde-loop. After the hook takes you higher, then jump to the left onto the loopde-loop, be careful, up above is a hornet Badnik shooting at you, the shot will come at you before you even see the Badnik. Get the Invincibility item box that is up there, then run into the spring that is on the left side of the loop-deloop, you will land on a moving platform, jump off to the left and land on that higher ledge. Jump on the spring, try to land on the wooden wheel, jump up to the left and get the ? Ring item box you see if you want it. Push ? while on the wheel and it will go up, when it is to the top, jump on the other wooden wheel and turn it the same way. You want to jump off to the right where you see the spike trap, time it so you don't land on the spikes if you lost your Invincibility by now. Go right and you will see a spring pointing left, jump over it and make sure not to hit it at all, you will be on a ledge. To the right you will see a moving floating platform, jump on it, then on the one a little higher, then land to the right. Jump on the spring, and land on the wooden wheel, turn it, then land on the platform you see to the right, this one falls slowly down when you land on it, when you see another wooden wheel to the right, land on it and turn that one too. You will land on a second slowly sinking platform, there are two ways you can go, you can immediately jump to the ledge you see to your right, head right and get the 5 Ring item box, then head right and jump on the next wooden wheel you see, ignore the hornet Badnik and turn that, jump off it to your right and to the Special Spring, or you can stay on the platform until it sinks down to another gap in the wall, go right though there and get a 10 Ring item box, jump on the wooden wheel you see below you, turn that until you get to the top and see the other wooden wheel, it's the same one with the hornet Badnik above it I described, then turn that, jump and get the Special Spring. Slightly faster or more Rings, it's your choice.

This is the last Act before the Final Zone, so it is really hard and full of Badniks!!! The good thing is that the Special Spring is not as far into the Act as #6 is, but the Pink Chaos Emerald is the hardest one to get!!! All characters can get to it but it really helps to have Tails, and Amy has problems in a couple of spots, it's best not to get it with her.

Go right until you get to the 5 Ring item box, get that, to the right you see three platforms spinning around, watch out for the burrowing Badnik at the end of the ledge and jump on one of them. You want to jump off when the platform has spun around to the right and still high, you want to jump on that ledge. You will see a bowl-shaped depression and above that a platform moving up and down, jump on that. When the platform takes you up, you will see a spring moving up and down to the right of that, jump on it and land to the right where the 10 Ring item box is. Then go to the right where the burrowing Badnik is, kill that and jump on the spring up and to the right, watch out for the diamond-shaped Badnik. Go right, you will come to a ledge with a spike trap right on the end of it, jump over that and the gap and land on the ? Ring item box. Careful, there are red and blue Badniks hovering above you shooting at you, jump up and kill them. To the right of that platform is a bumper, jump on it and then land on the next platform to your right, watch out for the burrowing Badnik on this platform. Now jump over the next gap, watch out for yet another burrowing Badnik. Go right, you will see a yellow spring on the ground, and a red spring above and to the left of it floating back and forth, jump on the yellow spring and land on the red one, from that spring jump to the right and land on the speed booster, this will take you up a slope, keep going right, after the treadmills is spikes and a burrowing Badnik, jump over these. Go right, you will see a spring against the wall, when you jump on it, you will see the wall is

part of a narrow divider topped with spikes, and a diamond Badnik floating there just to the right of the spikes, you have to try to come down and land being very graceful and falling in the small gap between the Badnik that happens to be moving to the left and the spikes, go right, you will find another spring and the same exact situation, go right and you will have to jump over a third divider like that! Now you will land next to a spring pointing right that is by a curve sloping to the right and up. Either Spin-Dash into the spring or run into it as fast as possible, when you are up in the air heading right, try to land on the floating platform, if you don't you will miss the Special Spring. Watch out for Badniks firing at you during this too. To the right of that platform kind of high is a checkpoint, you have to jump to this too. (If you jump and hit the checkpoint, but then the Badnik up there fires at you and you end up being knocked to the left of the checkpoint and fall down, loose a life on purpose if you have one to spare to get back up there again, it's the only way to get back up there if you fall.) Kill the Badnik up there and then head right, you will hit a spring that sends you left down a slope, then another one sends you right down a slope, try to build up as much speed as you can. You will be launched in the air, head left and hit the spring that is on the left wall, if you do not have enough speed to make it to that spring, you will have to go back to the last spring you hit and hit it again to try again (or climb or fly to it). After you hit that spring go as far right as possible, you will land on one of two treadmills and you will see the Special Spring to the right of them.

In this Special Stage, the character is on a board falling down a tube. The Special Stage is pretty similar to the Special Stage of Sonic 2. There are two goals, you have to collect the indicated amount of Rings before the first goal in order to continue on with the Special Stage, and then you have to collect the next indicated amount of Rings before reaching the second goal in order to get the Chaos Emerald. To get the Rings, the most important thing is to avoid the obstacles for obvious reasons. If you see a wide group of Rings, use a Trick Move when hitting them in order to pick up more. Only use the A button to speed up if you are trying to get through a small space between obstacles. The Orange Circles are very important in the harder Special Stages where it is harder to pick up the other Rings, but to activate some you have to use A to fly between obstacles then hit the B button at the right time, this takes time to master. You should have no problem with the first couple of Special Stages, I had my first Emerald in about an hour of first trying to play the game, but it gets a lot harder, you cannot enter a Special Stage again after you just left it, so just start the act over and try, try again.

up, down, left or right: Move in any direction.

A Button: Speed up.

B Button: Trick move.

Rings: Collect these

Obstacle: If you hit one of these silver things you will lose 10 Rings.

Bumper/Booster: A small red ring, when you hit it it either bounces you back a little ways or more commonly will propel you forward.

Chao: Run into a Chao and earn a Continue.

Orange Circle: If you go through a large orange circle a message that says "Failure!" appears, so what did you fail to do? Well, if you hit the circle, then right after hearing the sound you push the B button and do a Trick Move, then "Nice Technique!" will be displayed and you will be rewarded 15 extra Rings!

Chao are mysterious creatures that have a very complex life cycle, I will not go into many details about this basically because the Tiny Chao Garden is not nearly as complex as raising Chao in the Sonic Adventure and Sonic Adventure 2 Chao Gardens, but later on when I discuss transferring Chao between the Tiny Chao Garden and Sonic Adventure 2: Battle and Sonic Adventure DX I will mention some of these details.

Note: The Tiny Chao Garden in this game has a HUGE glitch, if you erase all game data and start again, your ring count will not go back up if you collect more rings, it is said that you get your ring count back up if you earn the amount of Rings you really have left again in the mini-games, my suggestion is to not delete your game data.

When you first see the Tiny Chao Garden you will see a white egg with blue spots on it. Move the hand over it and press A in order to rub it so the Chao hatches. The Chao stats bar is on the right, that is explained later and it contains the Chaos name, if you move the hand over this and press A you will open up the screen to change the Chao's name if you don't like the one the game gives you, what type it is (will be a normal Child stage, only differs if you transfer Chao from the Game Cube, your Chao will not age and evolve in the Tiny Chao Garden) the status bars which are discussed below, and at the bottom how many Rings you have you can use to purchase things from the store. If you push the L button you can open the store where you can buy Fruit your Chao eats which change the stats bar levels, toys, and special Eggs called Jewel Eggs you really don't have to be concerned about unless you have a Game Cube. In the right hand corner are white and purple Game Boy Advance symbols, these lead to the Mini Games, the white one is the Rock, Paper, Scissors Game and the purple one is a Matching Card Game. Your Chao will say various things, some quite funny and some that should have been rephrased a little... look to other guides to find out the specifics on this. Weeds will occasionally pop up in the garden too and you can pick them if you move over them with the hand and press A.

On the right side of the screen you will see 7 status bars: Mood, Belly, Swim, Fly, Run, Power, and Stamina. Each of these are affected by what type of fruit you happen to give your Chao (Mood is affected by other things too). As you can see, there are 10 points on each bar, the mood and belly bars are always at a value from 1-10, when your Chao gets 10 points on one of the other bars your Chao gains one level in that particular stat which is displayed above the bar. In the Tiny Chao Garden the Mood and Belly stats count the most, the other stats are only really important if you are trading your Chao to Sonic Adventure 2: Battle or Sonic Adventure DX. The highest level a Chao can reach for any stat is lv. 99. Here is a list of all the stats, how the different fruit affect these stats will be discussed under the store items section when I describe the fruit.

Mood is of course how happy or sad your Chao is and unlike the other stats can be affected by many things. Things that can put your Chao in a bad mood include petting it when asleep, certain fruit, and maybe not being able to swim well, I'm not sure. Make your Chao happy by petting it when it is awake and giving it certain fruit. If you don't keep your Chao happy it might run away.

Belly is how hungry it is. All but one fruit will increase this stat by some amount when you give it too your Chao. A Chao doesn't like it if you don't feed it and if might run away. The fruit vary in how much they increase the belly bar and also in how hungry the Chao has to be before it will eat it. For example, a Chao will eat a blue fruit if it has 9 points on its belly bar but will refuse to eat a pink fruit.

The other stat bars are more important in the Game Cube games and cause no change in the Chao in this particular Tiny Chao Garden, they are Swim, Fly, Run, Power and Stamina.

There are two ways to earn Rings to spend in the Store, through the game in the regular Acts and the Special Stage (not sure about the Special Stage in this game), and earning them in the two mini games that you can play while in the Tiny Chao Garden. When you complete the regular Acts or the Special Stages in the game all of the Rings you earn are transferred to the Tiny Chao Garden. I will describe the mini games below:

~*~*~*~*~*~*~*~*~*~*~*
6.c.1. Rock, Paper, Scissors Game:
~*~*~*~*~*~*~*~*~*~*

This game is a little confusing, but I will try to explain it. Rotating around the Chao are squares with rock, paper, scissor hands on them, and at the bottom of the screen are three triangles with the same symbols. Push right and left to choose one of these, if you press A on one then it will fly up and hopefully hit a good square. There are three outcomes:

The triangle either does not hit a square or Rock hits Paper, Paper hits Scissors or Scissors hit Rock:

Lose! See the bottom most counter on the right hand side? Those are "Replacement Triangles" anyways do any of these things 5 times and the game is over

Triangle hits like symbol:

Draw! You don't loose a turn, but you don't get Rings either. Rock hits Scissors, Paper hits Rock, Scissors hits Paper: Win! You get rewarded a ring. Win one round, and then the symbols go faster.

You will see squares in a rectangle arrangement, the ones on the outside are blue and say x1, the pink ones say x3 and the two red ones in the middle say x5. There are Chao cards randomly on them and they are flipped over revealing fruit on them, each card had a matching card. But then the cards are flipped back over and your Chao comes out and randomly rearranges them. You have to remember what was on the cards and correctly pick matches, the number of rings awarded corresponds to what squares the two cards are on, for example if one of the matching cards was on a red square and the other was on a blue square you would be awarded 5 for the card on the red square and 1 for the blue square for a total of 6 Rings. You will lose the game if you incorrectly guess three times.

Push the L button and open the store. Use the Rings that you have earned (refer to Earning Rings and the Mini Games section on how to earn Rings) to buy fruit for your Chao to eat, eggs for transferring to the Game Cube, and toys for your Chao to play with.

Fruit affects your Chao's status bars, the different status bars are explained in the Chao Stats and what they mean section. For convenience I put this section in the form of a table of how much it costs, how much they either add to or subtract from each status bar. Another small note, A Chao might not accept a fruit if it is not hungry enough to eat it. The Chao will eat the Red fruit no matter how hungry it is and even if the belly bar is all the way full, this fruit also dos not affect the belly bar, it will eat Blue and Green fruit as soon as just one point is empty on the belly stat bar, and it will eat the other fruit a little later than the Blue or Green one, often a little bit before the belly bar goes down another point. As you can see a more costly fruit is usually better, but the most expensive fruit, the red one, doesn't fill up your Chao at all so I can sort of see an advantage of being able to feed a lot of them to your Chao at once, but I still think it is a pretty lousy fruit because of how much it takes away form mood, your Chao is still hungry after eating it, and it actually takes away hugely form the stamina stat.

Fruit		Cost		Mood		Belly		Swim		Fly		Run	Ι	Power	I	Stamina
Orange	_	30		+1		+2		+3		-2		0		+3		+1
Blue		60		0		+1		+2		+5		0		-1		+2

Pink	55	Ι	+2	Ι	+2	Ι	+4		-3		+4	I	-3	Ι	+3
Green	50		-1		+1		0		0		+3		+4		+2
Purple	30		+1		+2		-2		+3		+3		-1		+1
Yellow	55		+1		+2		-3		+4		-3		+4		+2
Red	70		-3		0		+3		+1		+3		+2		-5

The eggs you can buy in the store, except for the Normal egg which is free, are special eggs called Jewel eggs which hatch into Jewel Chao. In the Tiny Chao Garden the Jewel Chao just appear a different color but if you move them to Sonic Adventure 2: Battle or Sonic Adventure DX for the Game Cube using the Game Boy Advance Link Cable they will appear to be very shiny. They are only worth buying if you can trade Chao between this game and the Game Cube games because when you buy the egg it will just sit there, it will not hatch unless your first Chao leaves. Each time you enter the Tiny Chao Garden a different egg will be displayed, just keep exiting and entering the garden until the egg you want to buy come up. You can abuse your first Chao so that it runs away and then the egg you bought will hatch, but this is not really worth it just to get a Chao of another color if you don't have the Game Cube games. But if you do have the Game Cube games then you can have fun playing with pretty Chao that you can't get in the Black Market and you can have fun breeding Clear Chao, I will discuss this later in the section about trading between this game and the Game Cube games. Here are the different types of eggs listing how much they cost and what color Jewel Chao hatches out.

Normal Egg: 0 Rings, normal Chao coloration Silver Egg: 500 Rings, silver Jewel Chao Gold Egg: 1,000 Rings, gold Jewel Chao Ruby Egg: 5,000 Rings, pink Jewel Chao Sapphire Egg: 7,000 Rings, dark blue Jewel Chao Amethyst Egg: 8,000 Rings, purple Jewel Chao Emerald Egg: 10,000 Rings, dark green Jewel Chao Garnet Egg: 12,000 Rings, red Jewel Chao Aquamarine Egg: 14,000 Rings, light blue Jewel Chao Peridot Egg: 16,000 Rings, light green Jewel Chao Topaz Egg: 18,000 Rings, orange Jewel Chao Onyx Egg: 20,000 Rings, black Jewel Chao

There are three toys you can buy in the store for your Chao to play with, when you buy one toy the next toy appears in the store after a little game time has gone by.

Bugle: Costs 1,000 Rings, give it to your Chao and it will toot it.
Duck: Costs 2,000 Rings, floats around in the pond, I have read more than once the Chao will ride it but I have never seen this.
TV: Costs 8,000 Rings, your Chao will sometimes sit in front of it and watch it and it might make a comment about it.

6.e. Transferring Chao and other things to and from the Game Cube: ~*~*~*~*~*~*~*~*~*~*~*~*

If you happen to also own a Game Cube, a Game Boy Advance to Game Cube Link Cable and either one or both of the games Sonic Adventure 2: Battle and Sonic Adventure DX you can then move Chao between the various gardens. From the Tiny Chao Garden you can transfer over Chao, Eggs, Fruit and Rings. From the Game Cube you can transfer a Chao if the Tiny Chao Garden is empty. I will not explain all the complexities of Chao raising in the Game Cube in this guide because that would take too long and this guide only is supposed to be about this game, if you don't know what I am talking about refer to a guide covering the Game Cube Chao Gardens.

Below the Chao's name is the information of the Chao's type which is a Chao symbol followed by a description of the type. The Chao symbol color indicated whether it is a Neutral (blue and yellow), Hero (white and blue) or Dark (black and red) Chao. The word next to it will tell you if the Chao is just a Child (never evolved), or type Normal, Swim, Fly, Run, Power, or Chaos. Your Chao will look like a normal Chao no matter what type it is or what animal parts it may have which do not show up. The only thing that will differ between Chao is color, but this can tell a lot. If your Chao is any type of colored Chao whether Normal, Shiny or Jewel your Chao will appear that color in the Game Boy Advance, but if you have a Normal Colored Chao then your Chao will be the normal blue and yellow if it is Neutral, white and blue if it is Hero and black and red if it is Dark. Things you cannot determine in the Game Boy Advance include stat rankings, personality, race records, and several other things.

You can only get the Jewel Eggs from the Tiny Chao Garden and you get to raise very shiny-looking Chao in the Game Cube. One special thing you can do with them is mate them with one of the Shiny Chao you can get in the Game Cube games, if you do then you will get a special type of Chao called a Clear Chao you can see through! It is very freaky looking!

If you own both of these games and if you transfer your Chao from one of them to the Tiny Chao Garden then transfer that one to the other game on a save file on the same memory card interesting things happen. First of all, you will notice that your Chao will loose its animal parts, the two games have different animals and are not compatible in this way, but if you transfer it back you will see the parts again. Pretty much everything else about your Chao is retained however including things it learned in Kindergarten in SA2: Battle, things it learned from the small animals, and what characters it likes, so if your Chao liked Tails in one of the games then it will like him in the other one but of course this only works for the characters in both games. One thing I have never tried out is the fact that when Chao draw they draw the characters they like and they do this in both games, but I am not sure if they will draw characters from a different game, one Chao that is currently in DX from battle still draws Tails, I should try that out myself, I have a Chao in DX that draws Amy, I will transfer it to Battle and see if it works, I doubt it though, but since DX came out after Battle it would most likely work the other way around if it does at all.

Q. Can you give me Action Replay/Game Shark tips/codes?
A. No, this is a guide for people who don't use Action Replay/Game Shark

Got Questions? I will answer them if they are not stupid. And as I noted before, I will only answer questions relating to the FAQS, do not e-mail me and try to start a personal relationship or something, I will not respond to such e-mails.

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