

Sonic Advance FAQ

by Angnix

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Sonic Advance FAQs  
Version 1.06 6/5/04  
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Version History:  
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Version 1.0: 1/23/04

Version 1.01: 1/24/04

I was way too tired last night. . . fixed formatting problems.

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1. Story:

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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....

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2. Game Code:

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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.

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3: Character Moves

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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.

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3.a. Basic Moves all Characters can do:

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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

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.

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4. Guide to the Zones and Bosses:

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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.

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4.a. Zone 1: Neo Green Hill

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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.

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4.a.1. Zone 1 Boss:

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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.

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4.b. Zone 2: Secret Base

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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!

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4.b.1. Zone 2 Boss:

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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.

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4.c. Zone 3: Casino Paradise

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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!

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4.c.1. Zone 3 Boss:

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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 from 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.

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4.d. Zone 4: Ice Mountain

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Brrrrr! 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.

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4.d.1. Zone 4 Boss:

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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 from 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.

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4.e. Zone 5: Angel Island

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

4.g. Final Zone: X-Zone

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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.

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4.g.1. Final Boss #1:

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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.

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4.g.2. Final Boss #2:

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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 from 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.

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4.g.4. Final Ending:

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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...

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

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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...

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4.h. Extra Zone: The Moon Zone

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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

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 from 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.

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5.a.3. Special Spring #3: Zone 3 Act 1:

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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 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 on the ledge to your right. Look up, you will see four platforms turning around, (with Amy you can Hammer Jump from 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.

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5.a.5. Special Spring #5, Zone 4 Act 2:

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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 off it onto the other one to the right of that before it falls, then jump from 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

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 loop-de-loop. After the hook takes you higher, then jump to the left onto the loop-de-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-de-loop, 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.

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5.a.7. Special Spring #7: Zone 6 Act 2:

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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

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 to your Chao. A Chao doesn't like it if you don't feed it and it 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.

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6.c. Earning Rings and the Mini Games:

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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:

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

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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.

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6.c.2 Matching Game:

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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.

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6.d. The Store:

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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.

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6.d.1. Fruit:

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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	Power	Stamina
Orange	30	+1	+2	+3	-2	0	+3	+1
Blue	60	0	+1	+2	+5	0	-1	+2

Pink	55	+2	+2	+4	-3	+4	-3	+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

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6.d.2. Eggs:

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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

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6.d.3. Toys:

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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.

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

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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.

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6.e.1. How to tell Chao type, color and age in the Tiny Chao Garden:

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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.

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6.e.2 Jewel and Clear Chao:

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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!

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6.e.3. Using the Tiny Chao Garden to transfer between Sonic Adventure 2: Battle and Sonic Adventure DX:

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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

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