

# Sonic Advance 3 Partnership Guide

by EntropicLobo

Updated to v1.62 on Mar 29, 2006

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Version 1.62      8/27/04  
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Version History:

-3/27/2006, added lup as a host. I'll most likely be cleaning this thing up soon...

1.62 (8/28/04) Data for Upper Spin collected.  
1.6 (8/27/04) Some mistakes were noticed after 1.5 completion, they have been rectified. One Q/A added.  
1.5 (8/26/04) Ability Data Index added, some clerical changes.  
1.0 (8/24/04) The basic guide is completed

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Section 1: Opening  
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Section 1.1: Introduction

Sonic Advance 3 has a cast of five characters, though it is more akin to having twenty. The game sports a team system which influences how a character plays based on who their partner is.

One of the most typical questions that is asked about this game would have to be "what is the best team?" The truthful answer to this is that the best team is whichever one you find the most enjoyable to use. However, I have decided to write this guide to help give people an of what team they might enjoy using or would find useful in a given situation. Overall, I've given the facts on the teams and a few personal suggestions.

This guide is explicitly geared towards the team mechanics of the game. I will not go through every boss and act to give suggestions about what team to use to complete it. While I do talk about Special and Bonus stages in the game, what I talk about relates to any changes in how a team may operate.

Finally, this guide is for the Final version of the game. I will not be covering any other version.

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Section 1.2: Character Introductions

\*Character descriptions are taken from the Sonic Advance 3 Instruction Booklet.

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Sonic The Hedgehog:

"A free spirited Hedgehog that hates evil. He can be shirt tempered at times, but never turns his back on those in need of help."

The primary star of our game, Sonic is an overall useful character. His shining attribute is his speed - in fact he is needed in your team if you want to attain Boost Mode.

=====  
Miles "Tails" Prower

"A friendly kid fox with two tails, who thinks of Sonic as a favorite big brother. He loves tinkering with machinery."

Sonic's classic partner, Tails is a character useful for reaching heights. His propeller flight is strong and his Tag Actions come in handy when you want to reach heights quickly.

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Knuckles the Echidna

"A powerful Echidna with spiky fists, and Sonic's best friend and rival. He's sincere in nature but a little gullible and easily misled."

Sonic's classic rival, Knuckles is all about power and attacks. Having Knuckles in your team is useful for taking paths that need his might to enter. He also has the always useful mid-air glide and wall climb, great for getting around and exploring.

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Cream the Rabbit

"Cream is a polite little rabbit that takes her tiny Chao "Cheese" wherever she goes. She means well, but can act a little childish at times"

Cream returns from Sonic Advance 2, and she retains her voracious Chao, Cheese. Cream makes most of the bosses a breeze, in most teams with her, Cheese can be used as a long-range homing attack. Cream also has the ability to fly, and while it can't reach as high as Tails' propeller flight, it is still very useful.

=====

Amy Rose

"Sonic's self professed girlfriend that he can't seem to escape from. She never leaves home without her trademark Pikopiko Hammer."

Amy's been chasing Sonic since Sonic CD, and she's still at it. Amy does not influence team types in any way, but she does grant the leader a Hammer and some high-jumping abilities. Amy as a character is the most difficult to use, but don't let that discourage you.

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Section 1.3: Controlling the Game:

Control Pad Left/Right: Move character

Control Pad Up/Down Look around

A button: Jump

B button: Attack

(Spins and Combinations of A and B will be discussed in the individual teams sections)

Tag Actions: Hold R in.

- This will move your partner to your main character.
- Hold it in you will grab and hold you partner while he/she is spinning.
- Release R on the ground to perform a tag action.
- Release R in the air to perform a mid-air tag action.

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Section 1.4: Q&A

-Q: So, what's the best team?

A: Whatever you decide is.

-Q: Is there anyone I should use though?

A: Yes, you should use Sonic on your first playthrough. This will both acquaint you with the game and how it must be confronted on average. Also, he is the only character that can unlock the other characters.

-Q: So, there are a lot of attacks in the game. How useful are they?

A: Honestly, the attacks aren't very useful overall. Yeah, things like Cream's homing attacks are great against bosses, but in overall play, attacks aren't terribly useful. Consider that on Normal Mode, there are few enemies in the acts and there are less in Easy Mode. Some use was attempted to be fused into attacks by making the Power teams, but overall the attacks should be considered fun, though some are useful for getting around.

-Q: So, what is useful about teams in acts then?

A: Movement. How your character can move is the deepest influence of how you progress through an act.

-Q: So, teams aren't just a gimmick then?

A: No, they technically make 5 characters 20. Each team plays somewhat differently. This deviation may be slight or large, but it's there. Sometimes abilities are greatly enhanced, other times they're crippled.

-Q: Tag Action seems gimmicky, though. Can't I just plough through an act?

A: Yes, you can. But Tag Action comes in very handy when you want to access different paths, cut corners, rectify errors. or plough through the act at a greater speed. After some time with the game, you'll find yourself activating certain tag actions out of nature.

-Q: What does a Power team have going for it?

A: Power attacks will break barriers that regular attacks can't, allowing you to take alternate paths through acts.

-Q: So are there just regular and power attacks?

A: Well, there needs to be some discussion here:

Power attacks break normally unbreakable barriers and generally break normal barriers in two hits. Power attacks do not influence how many hits a boss can take.

Regular attacks usually break barriers in four hits, but some (like the Hammer) break them in two.

Attacks using Cheese the Chao are basically "regular" although they will not damage a barrier at all.

-Q: Why are Speed Teams speedy?

A: Well, Boost Mode helps this out. Boost Mode is generally activated after you've run at full speed for a period. You will enter boost mode and your speed will be accelerated. Boost mode is automatically activated on boosters if your team is a speed type. It is also instantaneous with Sonic's tag action.

-Q: Is it useful to keep my partner close to me?

A: Your partner will attack enemies and help damage barriers, so they're mildly useful. They don't need to be close to you for tag

actions - so don't worry - they'll automatically jump to you when you hold in R. Partners are more useful to have on hand during bosses, as they can damage them for you.

-Q: How is my partner's moveset determined?

A: Your partner has all the abilities he/she would have had if he/she were the main character and the main character was the partner. For example, in a team of Sonic and Tails, Tails would have the moveset of the team Tails and Sonic.

-Q: How are teams Influenced in the different areas of the game?

A: You have all your capabilities in the Map, Bonus stages, Acts, and Boss. You cannot use the R button in the Sonic Factory or Chaos Playground. The special stage does not operate based on teams.

-Q: Any suggestions for certain tasks?

A: Sure, I suggest Knuckles for Chao collecting, his climb is invaluable. Amy and Tails make great partners for him here. Sonic paired with whomever you deem worthy is good for many of the time attacks, but don't rely purely on Sonic. And Cream seems to have the best prowess for boss destruction, it's a good thing you get her so late in the game!

-Q: I looked through your guide, why do you repeat yourself so much?

A: People might be looking for information on a certain team or ability. This is a convenience for them - they don't have scroll my guide too much.

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## Section 1.5: Getting the Characters

This is a somewhat essential section, because you can't very well have all 20 teams if you don't unlock the characters.

Sonic **MUST** be the leader in your team if you want to unlock a character.

Character: Zone : Act Unlocked in

Knuckles: Zone 2 Act 3

Amy: Zone 4 Act 3

Cream: Zone 6 Act 3

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## Section 2: Team Mechanics

### Section 2.1: Team Type

The Three Types:

Speed: Given by Sonic

Flying: Given by Tails and Cream

Power: Given by Knuckles

Note that what type a team is does not rigidly determine how it plays. Amy/Cream is a "flying" team, but there's very little flight in it. That team is more or less high jumping and floating. Just because a team has a title, don't hold it in any definite light.

The general trend is this:

- Speed is the dominant type, Sonic with any character produces a Speed team.
- Power is dominant to all other types except Speed.
- Flying is dominant only to Amy.
- Amy has no team type to give.

For your reference:

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Speed Teams (8):

- Sonic and Tails
- Sonic and Knuckles
- Sonic and Cream
- Sonic and Amy
- Tails and Sonic
- Knuckles and Sonic
- Cream and Sonic
- Amy and Sonic

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Flying Teams (6):

- Tails and Cream
- Tails and Amy
- Cream and Tails
- Cream and Amy
- Amy and Tails
- Amy and Cream

=====

Power Teams (6):

- Tails and Knuckles
- Knuckles and Tails
- Knuckles and Cream
- Knuckles and Amy
- Cream and Knuckles
- Amy and Knuckles

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As you can see, the guidelines for determining the team type are pretty arbitrary. Sure, Tails and Sonic can move fast, but they can also fly. Use some judgement.

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## Section 2.2: Tag Actions

As explained, Tag Actions can be used by holding the R Button in until the leader is holding the spinning partner, and then releasing the R Button either in the air or on land.

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Sonic's Tag Actions:

On the ground: Instant Boost Mode. Your leader will enter boost mode automatically.

In the air: Same as on the ground.

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Tails' Tag Actions:

On The Ground: Tails will propel you high into the air and on a slight horizontal trajectory. This is a very useful technique: you can both reach high areas and skip portions of an act by simply leaping over them.

In the Air: Propeller flight. Tails will carry the leader for a short distance. Be sure to tap A.

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Knuckles' Tag Actions:

On the Ground: Your primary character will throw knuckles forward in a short arc with a fairly long trajectory. This can be used to attack enemies and is considered a Power attack.

In the Air: Knuckles will do his mid-air glide and your main character will be riding on him. Knuckles' fists can be used as an attack (not power) and you may steer Knuckles just as you would if he were your main character. This sounds very useful, but there is a serious flaw in it: when Knuckles hits a wall he will stick in it but you will automatically fall. Exercise caution.

=====

Cream's Tag Actions:

On the Ground: Cheese will change to resemble your leading character. The main character will now use the chao attack (homing) for his/her on the ground and mid-air attacks. Obviously, this will make short work of bosses.

In the Air: Basically the same, however, there is a little extra. Using Cream's tag action in the air will grant you a little extra height on your jump. It's not a whole lot, but it can be a help.

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Amy's Tag Actions:

On The Ground: Amy will use her Hammer to spring your character high into the air. This is basically the same as Tails' tag, but without as much lateral movement. Of course, you can direct it to go horizontally.

In the Air: Amy uses her Hammer to send you up in the air, spinning. The height isn't as much as if you had tagged from the ground, but the spin will help protect you from any enemies that might be lurking. It can be controlled horizontally, and will move most after the ascension is complete.

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### Section 2.3: General Character Abilities:

Spinning: Press down while running to spin and damage enemies.

Spin Dash: Hold Down and A to rev up, release to send the character forward. Useful for inclines or attacking enemies.

Spin Jump: Spin into a ball as you jump and attack enemies.

Spins break barriers in four hits.

Note: Amy can only spin when paired with Sonic.

Hammer: Attack granted by having Amy in a team, the hammer will break regular barriers in two hits and it attacks in an small arc. If you hammer a spring, your spring height will be increased.

Flying: Tap A to gain height and stay in the Air longer.

Gliding: Jump and hold A to glide. Knuckles can change direction while gliding and he will also stick into walls.

Chao Attack: A homing attack using Cheese the Chao. It will seek out enemies and item boxes and attack/open them. Of course, you need Cream to use any Chao attack. Chao attacks will not break barriers.

Breast Stroke: An underwater ability, the breast stroke will carry you quickly on a horizontal plane but you can not gain height using it.

Dog Paddle: Swimming. You can move vertically and horizontally in the water, but you will tire. Tails' dog paddle and flight are linked to the same fatigue counter. For example, if you swim to the surface of the water and then fly, it's like you've already been flying for a period of time.

Floating: Character floats on the surface of water. Left/Right moves character along the surface.

Boost Mode: Increased running speed. Keep up a quick speed for a short while and you will enter Boost Mode.  
=If you spin after entering boost mode, it's like an enhanced spin dash.

Mid-Air Trick Action: Pressing the R-Button plus a direction in mid-air after being launched into the air by such means as a rail, spring, or ramp.

Up + R adds some extra height to your jump.

Left/Right plus R propels you in the chosen direction.

R: As per Left/Right except in the direction you're facing.

Down + R: Head straight down. Useful for either descending quickly or descending at a particular spot.

Note: Knuckles can not use Mid-Air Trick Action.

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## Section 2.4: Teams

All ability names come from the Sonic Advance 3 Instruction Book.

This section expands on the abilities of certain teams.

### 2.4.1: Named teams

Certain teams actually carry a title. Usually, you will see "OK" at the top of the screen, but in certain cases, the characters will do a different pose and the team will be named.

These teams are attained through a combination of:

- Sonic and Tails: "Unbreakable Duo"
- Sonic and Knuckles: "Fighting Buddies"
- Sonic and Amy: "Lovely Couple"
- Amy and Cream: "Team Jubilee"



## \*\*2.4.2: Sonic as the Leader

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### Sonic and Tails "Unbreakable Duo"

Type: Speed

-The basic team, one of two that is available to you when you start the game (the other being Tails and Sonic). This is a great team to learn the game with, Sonic is very basic here, and it is also very effective when you've had some experience with the game. It has Tails' useful tag actions and access to Mid-Air tricks, as well as Sonic's Boost Mode.

-Flight is available

-This team may enter Boost Mode

-Press down while running to spin into a ball

-Hold down and A, and the release to spin dash

-Press A to spin jump

-Press B to do the Skid Attack: Sonic attack forward by skidding a small distance on the ground. His foot deals damage.

-There's no action when you press A while jumping

-There's no action when you press B while jumping

Mid-Air trick action:

Up+R: Sonic gains some height

Left/Right+R: Sonic Spins in the direction you choose, this will damage enemies.

Down+R: Sonic "bounds." He rolls into a ball and falls at a fast rate. When he hits the ground he will bounce up slightly before coming out of spin. This damages enemies.

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### Sonic and Knuckles "Fighting Buddies"

Type: Speed

-This team is somewhat limited when it comes to height - the most you can get is a double jump. There are a lot of attacks to work with here, some of them are useful for getting around.

-Knuckles may be used as a Power attack

-This team may enter Boost Mode

-Press down while running to spin into a ball

-Hold down and A, and the release to spin dash

-Press A to spin jump

-Press B to do Fire Sliding: Sonic flips over (this can damage) and slides forward a good distance with a more powerful (but not Power) skid attack.

-There are no actions when A is pressed in the air.

-Pressing B while jumping: Wind Attack. A "field" (wind I guess) quickly rotates around Sonic giving him a larger radius of attack.

-Pressing Up+B while jumping: Upper Spin: Sonic is surrounded by what appears to be fire and he dashes vertically. This technically sounds as a double jump. The height is comparable to a jump.

-Pressing Down+B while in the air: Bound attack: Just like Sonic's Trick Action with Tails, this will send Sonic plummeting and with a slight bounce when he reaches the ground.

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### Sonic and Cream

Type: Speed

Sonic and Cream have one very special technique: the team can breathe underwater. This team combines speed with attacking prowess to make for an effective combo.

-Cheese can be used as alternate B button attacks. Gives Sonic a jumping B-Button attack.

-This team may enter Boost Mode

-Press down while running to spin into a ball

-Hold down and A, and the release to spin dash

-Press A to spin jump

-Press B to do the Skid Attack: Sonic attack forward by skidding a small distance on the ground. His foot deals damage.

-Pressing A while jumping activates a Jump Dash. This covers Sonic like his Upper Spin does, and carries him quickly horizontal. This damages enemies. Great for adding some jumping distance.

-Pressing A while jumping near an enemy activates a Homing attack. Sonic goes into a spin and rockets toward an enemy.

-This team can breathe underwater. While Sonic's underwater, there will be a bubble around him preventing drowning.

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Sonic and Amy "Lovely Couple"

Type: Speed

Sonic's slightly crippled by Amy. He has her useful tag actions and hammer, but overall his abilities are rather slim. He does get a surfboard though.

This team may enter Boost Mode

-Press down while running to spin into a ball

-Hold down and A, and the release to spin dash

-Press A to jump

-Press B to use a Hammer attack - hitting a spring with this propels you extra high.

-Pressing A while jumping yields no action.

-Pressing B while jumping is a Spin Attack (basically a spin jump).

While grinding, Sonic will be riding a surfboard. Sonic may do a trick when he leaves a rail mid-air. I haven't tested this for damage.

Note: Amy has a different idle animation here, she sways back and forth with her arms behind her back and hearts float out of the top of her head.

\*\*2.4.3: Tails as the Leader

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Tails and Sonic "Unbreakable Duo"

Type: Speed

A solid team, Tails has the ability to reach high areas with his flight, he has solid basic abilities, and he can enter boost mode. He also has Mid-Air Trick Action.

This team may enter Boost Mode

-Press down while running to spin into a ball

-Hold down and A, and the release to spin dash

-Press A to spin jump

-Press B to Tail Swipe: Tails attacks straight ahead with his tails.

=If this is done during boost mode, Tails will continue to run

-Pressing A repeatedly while jumping is the propeller flying. This can reach high vertical heights, but the lateral velocity is mediocre. Tails will eventually get fatigued. His Tails will damage enemies.

-Pressing A while underwater allows Tails to Dog Paddle (Swim). Remember that Tails will get fatigued and that his flight and swimming depend on the same counter.

Mid-Air Trick Action:

Up+R: Tails will gain some extra height.

Left/Right+R: Tails quickly heads in the chosen direction, but also quickly falls. This cannot attack enemies.

Down+R: Tails spreads out and drops, this will not damage enemies (Tails will sustain damage himself in trick action).

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Tails and Knuckles

Type: Power

This is kind of interesting: Tails can't fly but instead dons a pair of boxing gloves and he glides like knuckles. Overall the team's not bad, but Tails has had abilities replaced with Knuckles counterparts, of which he isn't so skilled at using.

-Flight is available

-Knuckles may be used as a Power Attack

-Press down while running to spin into a ball

-Hold down and A, and the release to spin dash

-Press A to spin jump

-Rapidly press B to do a Tornado attack. This covers Tails completely, and he can keep it up for a few seconds before becoming dizzy. Enemies or barriers that touch it will be damaged.

-Pressing A in the Air is Tails' mid-air glide. This is kind of like Knuckles' glide, but because Tails wears those heavy boxing gloves, he falls quickly. The gloves can damage enemies.

-Pressing B while jumping is the Tail Spin Attack- which is kind of like Sonic's wind attack. The "field" travels around his body offering an increased radius of attack.

-In the water, Tails combines his Dog Paddle with Knuckles' breast stroke. This mode of swimming takes you quickly forward (but it can be turned). This isn't as fast as Knuckles' breast stroke, but you can swim up a little bit and you stay relatively on a level path until you're fatigued, unlike Knuckles whom drops.

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Tails and Cream

Type: Flying

Your two flying characters paired up. Tails gains an unorthodox style of flight, but it's not overly useful. Tails does gain a Sonic-Style homing attack though - that's kind of neat to note. Of course, there's the advantage of using Cheese.

-Flight is available

-Cheese may be used for alternate B button attacks. Gives Tails a jumping B-button attack.

-Press down while running to spin into a ball

-Hold down and A, and the release to spin dash

-Press A to spin jump

-Press B to Tail Swipe: Tails attacks straight ahead with his tails.

-Rapidly pressing A while in a jump is High Propeller Flying. This is a different style of flight for Tails: his tails are spun below his body. They can be used to attack enemies. Note that Tails cannot go as high

as his standard flight with this. Tails gets fatigued faster using this than he does with the normal flight.

-Pressing A while in a jump near an enemy activates Tails' homing attack. This is like Sonic's. Tails goes into a spin and homes in on the enemy.

-Pressing A while underwater allows Tails to Dog Paddle (Swim).

Remember that Tails will get fatigued and that his flight and swimming depend on the same counter.

=====

Tails and Amy

Type: Flying

This combines the two high-jumping characters. This is a pretty basic Tails, he gets the Hammer to hit springs and wield while he flies, and Amy to help him reach heights.

-Flight is available

-Press down while running to spin into a ball

-Hold down and A, and the release to spin dash

-Press A jump

-Press B to use a Hammer attack - hitting a spring with this propels you extra high.

-Pressing A repeatedly while jumping is the Hammer Propeller Flying.

This can reach high vertical heights, but the lateral velocity is mediocre. Tails will eventually get fatigued. His Tails will damage enemies.

Pressing B while flying makes Tails swing a hammer.

-Pressing B after a jump is a Spin Attack (this is basically a spin jump)

-Pressing A while underwater allows Tails to Dog Paddle (Swim).

Remember that Tails will get fatigued and that his flight and swimming depend on the same counter.

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**\*\*2.4.4: Knuckles as the Leader**

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Knuckles and Sonic "Fighting Buddies"

Type: Speed

Well, Knuckles is pretty standard here - however he has had one of his abilities shot: the mid-air glide. Instead, he kind of head-butts. This, of course, disallows Knuckles from wall-climbing under normal circumstances.

-This team may enter Boost Mode

-Press down while running to spin into a ball

-Hold down and A, and the release to spin dash

-Press A to spin jump

-Pressing the B Button will execute Knuckles' Double Punch. This is a Power Attack. It attacks straight in front of Knuckles with a one-two punch.

-Pressing the A button while jumping executes the Mid-Air Dash Glide. Knuckles will go into a head-butt and dash forward. It loses height quickly, so be careful. The attack will damage enemies. Knuckles will roll (spin) across the ground when he lands.

-There is no action when B is pressed while jumping.

-Underwater, Knuckles will do a breast stroke. This mode of swimming takes you quickly forward (but can be turned) but you can't actually swim up. While swimming, Knuckles will descend. When Knuckles connects with a wall, he will stick in it. You can now press up or down to Wall Climb.

\*This is the only way Knuckles can Wall Climb with Sonic as a partner.

-Floating: Knuckles floats on top of the water, hold left or right to move along the surface.

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#### Knuckles and Tails

Type: Power

This is a very well rounded team. You've got a power attack that's easy to connect with and you have Knuckles' glide and climb and Tail's flight. Knuckles has an upgraded glide in this combo.

-Flight is available

-Press down while running to spin into a ball

-Hold down and A, and the release to spin dash

-Press A to spin jump

-Pressing the B Button will execute Knuckles' Spiral Upper. This is a Power Attack. It attacks straight in front and above Knuckles with a spinning uppercut.

-Pressing the A button while jumping executes the Double Mid-Air Glide. Knuckles hops up a bit before gliding with one arm out. The extra height can help out, as Knuckles does descend while gliding. If you steer the glide, Knuckles will go back to his regular glide, two arms out. The fists will damage enemies. Hitting a wall causes Knuckles to stick into it.

-While attached to a wall press up or down to Wall Climb.

-There is no action when B is pressed while jumping.

-Underwater, Knuckles will do a breast stroke. This mode of swimming takes you quickly forward (but can be turned) but you can't actually swim up. While swimming, Knuckles will descend. When Knuckles connects with a wall, he will stick in it. You can now press up or down to Wall Climb.

-Floating: Knuckles floats on top of the water, hold left or right to move along the surface.

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#### Knuckles and Cream

Type: Power

This is the closest you'll get to a classic Knuckles - Double Punch and the standard glide. Overall, the team's pretty standard. The homing attack may prove useful. Since it's used with the glide, it could be lined up for bosses nicely.

-Cheese may be used as an alternative to B-button attacks. Gives Knuckles a jumping B-button attack.

-Press down while running to spin into a ball

-Hold down and A, and the release to spin dash

-Press A to spin jump

-Pressing the B Button will execute Knuckles' Double Punch. This is a Power Attack. It attacks straight in front of Knuckles with a one-two punch.

-Pressing A while in a jump activates the mid-air glide. Knuckles will glide with both arms stretched out. You can steer this and the fists can be used to attack enemies. When Knuckles connects with a wall, he will stick into it.

-While attached to a wall press up or down to Wall Climb.

-If you press the B button in a glide, Knuckles will do a homing attack. Knuckles will go into a spin and home in on an enemy, damaging it.

-Underwater, Knuckles will do a breast stroke. This mode of swimming takes you quickly forward (but can be turned) but you can't actually swim up. While swimming, Knuckles will descend. When Knuckles connects with a wall, he will stick in it. You can now press up or down to

Wall Climb.

-Floating: Knuckles floats on top of the water, hold left or right to move along the surface.

=====

Knuckles and Amy

Type: Power

This is a solid team - Gliding, height, hammer, power attack, and the dash climb. This team is absolutely ideal for exploration.

-Press down while running to spin into a ball

-Hold down and A, and the release to spin dash

-Press A to jump

-Press B to use a Hammer attack - hitting a spring with this propels you extra high.

-Pressing A while in a jump activates the mid-air glide. Knuckles will glide with both arms stretched out. You can steer this and the fists can be used to attack enemies. When Knuckles connects with a wall, he will stick into it.

-While attached to a wall press up or down to Wall Climb.

-While attached to a wall, hold the control pad towards the wall and hold A. Release to do a Dash Climb. This is a great technique - if you're climbing a wall that peaks in a slope, you can dash climb to get up over the slope. You can jump out of a dash climb, but not after you begin to fall.

-Pressing Down+B while jumping executes a Drill Claw. Knuckles will travel straight down spinning. This is a Power attack. If you go right up next to a vertical barrier and drill claw, you'll still hit it.

-Pressing B after a jump is a Spin Attack (this is basically a spin jump)

-Underwater, Knuckles will do a breast stroke. This mode of swimming takes you quickly forward (but can be turned) but you can't actually swim up. While swimming, Knuckles will descend. When Knuckles connects with a wall, he will stick in it. You can now press up or down to Wall Climb.

-Floating: Knuckles floats on top of the water, hold left or right to move along the surface.

=====

\*\*2.4.5: Cream as the Leader

=====

Cream and Sonic

Type: "Speed"

A decent team, Cream gains the boost mode but Cheese is not a homing attack. Instead, he's a quick "ball" attack. Cream's flight and Sonic's speed makes for a solid paring.

-This team may enter boost mode

-Flight is available

-Press down while running to spin into a ball

-Hold down and A, and the release to spin dash

-Press A to spin jump

-Press B to use the Chao Ball Attack. Cheese is thrown forward in a blue "ball" and quickly comes back to Cream. This is faster than the usual homing attack.

=If this attack is done during boost mode, Cream will continue to run

-Pressing A repeatedly after a jump will activate Cream's Flying. Cream can cover more horizontal ground this way than she can vertical.

-Pressing B in the air will launch the Mid-Air Chao Ball Attack, which

is the same as the one launched from the ground.

-When Cream hits water's surface with her partner set to sonic, she activates her "Life Ring," an inner tube that allows her to float along the surface of the water. Hold left or right to move along the surface.

=====

Cream and Tails

Type: Flying

Although you've got the two flyers here, Cream will only be able to fly with Tails' tag action. Cream has her homing Chao this time around, and an umbrella to float, but not much else.

-Flight is available

-Press down while running to spin into a ball

-Hold down and A, and the release to spin dash

-Press A to spin jump

-Press B to use the Chao Attack. Cheese homes in on an enemy and attacks them at a fair range.

-Holding A after a Jump will cause cream to pull out her umbrella. She uses this to

gently float down from heights - the rate of descent is cut.

-Pressing B in the air will launch a Mid-Air Chao Attack. This is the same as the Chao Attack.

=====

Cream and Knuckles

Type: Power

Cheese is at his best here, circling around Cream to automatically defeat enemies. Remember that Cheese will not break barriers for you so you'll have to spin dash or jump, or toss Knuckles. Overall, a decent team and great for bosses.

-Flight is available

-Knuckles may be used as a Power attack

-Press down while running to spin into a ball

-Hold down and A, and the release to spin dash

-Press A to spin jump

-Press B to use the Chao Spinning Attack. This is no different than the Chao attack. Cheese homes in on an enemy at a fair range and attacks it.

-Pressing A repeatedly while jumping does the Flying (Chao Spin [explained below] ). Cream can cover more horizontal ground this way than she can vertical. She fatigues quicker than Tails' propeller flight.

-Pressing B while jumping launches the Mid-Air Spinning Chao attack.

This is the same as if it were used from the ground.

-Chao Spin: Cheese constantly circles Cream when she is partnered with Knuckles. Cheese will damage any enemies he comes in contact with. He will also circle her in flight.

=====

Cream and Amy "Team Jubilee"

Type: Flying

-Flight is available

-Press down while running to spin into a ball

-Hold down and A, and the release to spin dash

-Press A to jump

-Press B to use a Hammer attack - hitting a spring with this propels you

extra high.

Note: Trick action can be used after hammering a spring.

-Pressing A repeatedly after a jump will activate Cream's Flying. Cream can cover more horizontal ground this way than she can vertical. She fatigues quicker than Tails' propeller flight.

-Press B after a jump to use the Mid-Air Chao Attack. Cheese homes in on an enemy and attacks them at a fair range.

-Press Down+B after a jump to use the Hip Drop. This causes Cream to descend quickly and damage enemies under her.

Mid-Air Trick Action:

Up+R: Cream gains extra height

Left/Right+R: Cream is sent twirling in the direction chosen. Cannot damage enemies as far as I know.

Down+R: Cream goes into a hip drop. This causes Cream to descend quickly and damage enemies under her.

=====

\*\*2.4.6: Amy as the Leader

=====

Amy and Sonic "Lovely Couple"

Type: Speed

An overall fun team to use and decent for speed. This is closest to Amy from Sonic Advance 2 barring Trick Action and head slide. This is the only way to get Amy to spin.

-This team may enter boost mode

-Press down while running to spin into a ball

-Hold down and A, and the release to spin dash

-Press A to spin jump

-Press B to use a Hammer attack - hitting a spring with this propels you extra high.

-Pressing the A button while jumping does Amy's Jump Dash. She moves horizontally. This cannot be used to attack enemies, but is useful for reaching far ledges.

-Pressing the B button in a jump does Amy's Mid-Air Hammer attack.

This basically has Amy swinging the hammer around herself in mid-air.

This will behave the same as the hammer attack if it hits a spring.

-Pressing Down+B after jumping does the Spinning Hammer Attack.

This Sends Amy straight down and acts like Sonic's Bound. She gets some side coverage with her hammer.

=====

Amy and Tails

Type: Flying

Kind of grounded for a flying team, but Tails tag action helps her reach heights. The mid-air hammer jump is the shining ability Amy has in this particular team. It's a slight boost, but it's useful.

-Flight is available

-Press A to Jump

-Press Down+A to Button Leap. Although I suppose it is meant to leap on buttons, it does set Amy running without having to accelerate first, but not at full speed.

-Pressing B during the button leap does Amy's Head Slide. This is similar to Sonic's skid attack - Amy slides across the ground attacking enemies in front of her.



- Press B to use a Hammer attack - hitting a spring with this propels you extra high.
- Holding A after a jump has Amy take out some balloons. This allows her to slowly float down.
- Pressing B after a jump activates the Mid-Air Hammer Jump, in which Amy uses what is basically a mid-air hammer attack to give herself a little extra jump height.

=====

#### Amy and Knuckles

Type: Power

This is a fun team, Amy has a fair degree of movement and gets a rather large hammer to bludgeon her enemies with. It's certainly power based, and the Amy Dash is the next best thing for her next to the Spin Dash.

- Knuckles may be used as a Power attack
- Press A to jump
- Hold Down+A and release to do an Amy Dash. Amy will start running. This is sort of like a spin dash, but you're more vulnerable.
- Press Down+B for a Hammer jump, a fairly high vault with a long trajectory.
- Press B to use a Big Hammer Attack. Amy swings a large hammer that covers a large radius of attack in its swing. This is a Power attack.
- There is no action when A is pressed after jumping.
- Pressing the B button in a jump does Amy's Mid-Air Hammer attack. This basically has Amy swinging the hammer around herself in mid-air. This will behave the same as the hammer attack if it hits a spring.
- Pressing Down+B after jumping does the Spinning Hammer Attack. This Sends Amy straight down and acts like Sonic's Bound. She gets some side coverage with her hammer.

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#### Amy and Cream "Team Jubilee"

This team includes the Mid-Air Trick Actions, which are always useful. Be careful using this team, because you could get trapped between slopes and cliffs fairly easily.

- Flight is available
- Press A to Jump
- Press Down+A to Button Leap. Although I suppose it is meant to leap on buttons, it does set Amy running without having to accelerate first, but not at full speed.
- Pressing B during the button leap does Amy's Head Slide. This is similar to Sonic's skid attack - Amy slides across the ground attacking enemies in front of her.
- Press B to use a Hammer attack - hitting a spring with this propels you extra high.
- Note: After a hitting a spring with a hammer, you can do the mid-air trick action.
- Holding A after a jump has Amy take out some balloons. This allows her to slowly float down.
- Pressing the B button in a jump does Amy's Mid-Air Hammer attack. This basically has Amy swinging the hammer around herself in mid-air. This will behave the same as the hammer attack if it hits a spring.

#### Mid Air Trick Action

Up+R: Amy gains some extra height

Left/Right+R: Amy travels in the direction chosen swinging her Hammer, this will damage enemies.

Down+R: Basically a Spinning Hammer Attack. Similar to Sonic's Bound, Amy travels straight down and bounces at the bottom. Extra coverage is granted on her sides by her swinging hammer.

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## Section 2.5: Ability Data Index

Key: The following are used to denote a certain character:

S= Sonic

T= Tails

K= Knuckles

C= Cream

A= Amy

Teams are given in the following notation:

(leader)/(partner)

So S/T would be Sonic and Tails

If two abilities have the same name but are different (like Tails and Knuckles' breast strokes) then they will be in the following notation: Breast stroke (T) and Breast Stroke (K).

### \*\*\*Section 2.5.1: Attacks

There are many abilities in this game that can be used as attacks, they are covered here. The "Damage Rating" comes from how many hits an attack takes to destroy an average barrier. These are all in relation to the first barrier in the floor you come to in Zone 1. Please note that some barriers take a different amount of hits, so a Damage Rating "4" attack would some barriers in two hits.

Attack types:

Power: This will break otherwise unbreakable barriers.

Chao: These cannot damage barriers.

Regular: For lack of a better term. They're everything else.

Attacks:

\*Big Hammer Attack

Teams: A/K

Damage Rating: 2

-Power Attack

-Swing a large hammer to attack enemies in a considerable curve.

\*Boost Chao Ball Attack

Teams: C/S

Damage Rating: -

-Chao type attack

-A Chao Ball Attack used in Boost Mode

Surround Cheese with a blue aura and send him forward in a quick ranged attack. You will continue to run after attacking.

\*Boost Spin

Teams: S/T, S/K, S/C, T/S, K/S, C/S, A/S

Damage Rating: 4

-Spin while in Boost Mode for an extended spin.

\*Boost Tail Swipe

Teams: T/S

Damage Rating: 4

-Tail swipe while in Boost Mode. You will continue to run after attacking.

\*Bound Attack

Teams: S/K

Damage Rating: 4

-Head straight down in a spin and bounce slightly on impact with the ground.

\*Chao Attack

Teams: C/T

Damage Rating: -

-Chao Type Attack

-Send Cheese after an enemy in this long-ranged homing attack.

\*Chao Ball Attack

Teams: C/S

Damage Rating: -

-Chao type attack

-Surround Cheese with a blue aura and send him forward in a quick ranged attack.

\*Chao Spin

Teams: C/K

Damage Rating: -

-Chao Type Attack

-Cheese rotates around you and automatically damages any enemies he comes in contact with.

\*Chao Spinning Attack

Teams: C/K

Damage Rating: -

-Chao Type Attack

-Send Cheese after an enemy in this long-ranged homing attack.

\*Dash Climb

Teams: K/A

Damage Rating: 4

-A spin dash performed on a wall.

\*Double Mid-Air Glide

Teams: K/T

Damage Rating: 4

-Gain a little extra height before gliding through the air. Your fist can damage enemies. Steering this causes the pose to change to that of the Mid-Air Glide.

\*Double Punch

Teams: K/S, K/C

Damage Rating: 2

-Power Attack

-Launch two punches straight ahead to damage enemies.

\*Drill Claw

Teams: K/A

Damage Rating: 2

-Power Attack

-Travel straight down while spinning. If used directly next to a vertical wall/barrier you may still damage it (it doesn't have to be in the floor).

\*Fire Sliding

Teams: S/K

Damage Rating: 2

-Flip over and slide forward to damage enemies over an extended path. Sonic's flip damages as well as the "fire."

\*Hammer Attack

Teams: S/A, T/A, K/A, C/A, A/S, A/T, A/C

Damage Rating: 2

-Swing the Hammer forward to damage enemies. Special effects when springs are hit.

\*Hammer Jump

Teams: A/K

Damage Rating: 4

-Use the hammer to catapult yourself into the air. Special effects when the hammer hits a spring.

\*Hammer Propeller Flying

Teams: T/A

Damage Rating: (from tails): 4 (from hammer): 2

-Fly with a hammer in your hands. The tails and hammer may be used to attack enemies. Special effects when hammer hits a spring.

\*Head Slide

Teams: A/T, A/C

Damage Rating: 4

-Go into a slide after a Button Jump. This attacks enemies in front of you.

\*High Propeller Flying

Teams: T/C

Damage Rating: 4

-Lift off with your tails spinning beneath you. These can be used to damage enemies.

\*Hip Drop

Teams: C/A

Damage Rating: 4

-Travel straight down and attack enemies below you.

\*Homing Attack (K)

Teams: K/C

Damage Rating: Have not determined.

-Go into a spin from your glide and home in on an enemy to damage it.

\*Homing Attack (S)

Teams: S/C

Damage Rating: Have not determined.

-Go into a spin and home in on an enemy to damage it.

\*Homing Attack (T)

Teams: T/C

Damage Rating: Have not determined.

-Go into a spin and home in on an enemy to damage it. This will prevent you from initiating flight while an enemy is in homing range.

\*Jump Dash

Teams: S/C

Damage Rating: 4

-Dash forward surrounded by a field. This field will soon disappear.

\*Mid-Air Chao Attack

Teams: C/T, C/A

Damage Rating: -

-Chao Type Attack

-Send Cheese after an enemy in this long-ranged homing attack.

\*Mid-Air Chao Ball Attack

Teams: C/S

Damage Rating: -

-Chao type attack

-Surround Cheese with a blue aura and send him forward in a quick ranged attack.

\*Mid-Air Chao Spinning Attack

Teams: C/K

Damage Rating: -

-Chao Type Attack

-Send Cheese after an enemy in this long-ranged homing attack.

\*Mid-Air Dash Glide

Teams: K/S

Damage Rating: (from dash): 4 (from spin): 4

-Go into a quick headbutt that will damage enemies it comes in contact with. When it lands on the ground, it goes into a spin.

\*Mid-Air Glide (K):

Teams: K/C, K/A

Damage Rating: 4

-Glide forward with arms outstretched. Your knuckles can damage enemies. Connecting with a wall will allow you to stick to it, and the ability can be steered.

\*Mid-Air Glide (T):

Teams: T/K

Damage Rating: 4

-Glide forward with boxing gloves used to damage enemies. You will drop quickly.

\*Mid-Air Hammer Attack

Teams: A/S, A/K, A/C

Damage Rating: 2

-Swing your Hammer around yourself while jumping. Special effects if the hammer hits a spring.

\*Mid-Air Hammer Jump

Teams: A/T

Damage Rating: 4

-Swing your Hammer in Mid Air and gain a little extra height on your jump. Special effects if the hammer hits

a spring.

\*Propeller Flying

Teams: T/S

Damage Rating (from tails): 4

-Take off into the air by spinning your tails. You may attack enemies with your tails.

\*Skid Attack

Teams: S/T, S/C

Damage Rating: 4

-Flip over and skid forward to damage enemies with your foot.

\*Spin

Teams: All except A/T, A/K, A/C

Damage Rating: 4

-Briefly spin into a ball to attack enemies.

\*Spin Attack:

Teams: S/A, T/A, K/A

Damage Rating: 4

-Only used when Amy is your partner, it turns your regular jump into a spin jump.

\*Spin Jump

Teams: All except S/A, T/A, K/A, C/A, A/T, A/K, A/C

Damage Rating: 4

-Jump while spinning to damage enemies.

\*Spinning Hammer Attack

Teams: A/S, A/K

Damage Rating: 4

-Descend while Spinning the Hammer around yourself. You will bounce slightly upon impact with the ground. Special effects if the hammer hits a spring.

\*Spiral Upper

Teams: K/T

Damage Rating: 2

-Power attack

-A spiralling uppercut that attacks enemies in front and above you.

\*Tag Action: Amy Air

Teams: S/A, T/A, K/A, C/A

Damage Rating: 2(from hammer) 4(from spin)

-The Hammer is swung to send the leader into a spin whcih travels up. Both the spin and hammer can damage.

\*Tag Action: Amy Ground

Teams: S/A, T/A, K/A, C/A

Damage Rating: 2

-Use the Hammer to spring the leader into the air. The Hammer will damage.

\*Tag Action: Knuckles Air

Teams: S/K, T/K, C/K, A/K

Damage Rating: 4

-Ride Knuckles as he glides. His Knuckles can be

used to damage.

\*Tag Action: Knuckles Ground

Teams: S/K, T/K, C/K, A/K

Damage Rating: 2

-Power Attack

-Throw Knuckles forward in an arc to cause damage.

\*Tag Action: Tails Air

Teams: S/T, K/T, C/T, A/T

Damage Rating: 4

-The tails may be used as an attack in this flying move.

\*Tail Spin Attack

Teams: T/K

Damage Rating: 4

-Add a little extra range and penetrating power to your spin jump. By "penetrating power" I mean ability to connect with the enemy and damage it.

\*Tail Swipe

Teams: T/S, T/C

Damage Rating: 4

-Swing your tails to attack enemies in front of you.

\*Tornado Attack

Teams: T/K

Damage Rating: 4

-Spin yourself into a tornado to damage enemies to the sides or above you that enter the field of attack. You will get dizzy if you carry the attack through to the end.

\*Upper Spin

Teams: S/K

Damage Rating: 4

-Surround yourself with a field and dash upwards.

\*Wind Attack

Teams: S/K

Damage Rating: 4

-Add a little extra range and penetrating power to your spin jump. By "penetrating power" I mean ability to connect with the enemy and damage it.

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\*\*\*Section 2.5.2: Ability Duration

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For convenience, here are the durations of abilities that may be based on time:

Breast Stroke (K): Until you land/hit wall

Breast Stroke (T): 5 seconds

Breathe (Underwater): Indefinite

Dog Paddle: 5 seconds

Flying (Cream): 5 seconds

Hammer Propeller Flying: 5 seconds

High Propeller Flying: 3 seconds

Propeller Flying: 5 Seconds

Tornado Attack: 4-5 seconds with 2-3 seconds dizzy following

Tag Action: Tails Air: 5 seconds

Tag Action: Cream: After Tag: 10 seconds

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### \*\*\*Section 2.5.3: Movement

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The following moves may be used to change the way you move around the Acts (not including breaking barriers)

\*Boost Mode: Makes you move more quickly.

\*Spins (Not including Spin attack or jump):

The duration and speed of spins are influenced by the terrain.

Going up hill will slow them down and cause you to roll backwards, going down hill accelerates them. Spins could be useful to initiate when you know there's something coming up that must be damaged.

-Abilities: Spin, Spin Dash, Boost Spin, Dash Climb

-Using the Dash Climb:

When Knuckles is paired with Amy, he gets the wonderful technique called "Dash Climb." This is essentially a vertical spin dash. You will dash a short distance up the wall before dropping. You can jump out of this only before it begins to fall. If you Dash Climb up over a ledge that meets the wall at a right angle, you will be propelled up. If you Dash Climb near a sloped ledge, you will roll up the ledge. This is a rather useful technique.

\*Jump Dashes:

The trajectory of your jump is extended. If you can't quite make it to the other side of a jump, these may help you.

Abilities: Jump Dash (S), Jump Dash (A), Mid-Air Dash Glide,

-Sonic's Jump Dash gives him a field to damage enemies, but it is quickly dissipated. He will hit the ground moving at a greater speed than if he had only jumped, however

Please note that Sonic will do a homing attack if an enemy is in range instead of the Jump Dash.

-Amy's Jump dash is slower, and has less range. She can't damage enemies with it so be careful.

-Knuckles' dash is a bit different, it moves quickly horizontal but also falls quickly. He can hurt enemies straight on with the attack, or when he rolls into a ball when the move lands on the ground. It's moderately fast, but there is a delay before execution.

\*Glides:

Moving through the air horizontally while descending, glides allow you to cover some considerable distance.

Abilities: Mid-Air Glide (K), Mid-Air Glide (T),

Double Mid-Air Glide, Tag Action: Knuckles Air

-Knuckles Mid-Air Glide moves through the air at a fair rate, he descends at a slow rate and he'll stick into walls when he connects with them.

Knuckles may steer is Glide.

-Tails Mid-Air Glide is very different, however. He dons a pair of boxing gloves which weigh him down (much faster descent compared to Knuckles) and allow him to attack enemies.

Tails may not steer his glide.

-The Double-Mid Air Glide is essentially the same as the Mid-Air Glide, except it gains a little extra height before the glide is started. This is good for getting above obstacles and



cutting the time needed for the Wall Climb, but the jump before the glide causes a slight delay.

-If Knuckles' is used in a Tag in the air, you will ride him as he performs a Mid-Air Glide. While Knuckles will attach to a wall, however, you will automatically fall. Use with discretion.

#### \*Heightened Jumps:

Jumps that give you extra height above a standard jump.

Abilities: Hammer Jump, Tag Action: Amy Ground,  
Tag action: Tails Ground.

-Amy's Hammer jump is a bit higher than a normal jump.

This jump will send you on a horizontal plane as well.

-Amy's Tag Action on the Ground is high jump with little lateral movement.

-Tails' Tag on the ground is virtually the same, except it has an increased rate of horizontal motion.

#### \*Mid-Air-Jump-Height Modifiers:

Some extra height is added to a jump while in the air

Abilities: Upper Spin, Mid-Air Hammer Jump,  
Tag Action: Cream Air, Tag action: Amy Air

-Sonic's Upper Spin is basically a double jump, it travels roughly the same distance as his usual jump. It's horizontal prowess is very lacking, however.

-Amy's Mid-Air Hammer Jump adds a slight boost to the height of Amy's jump, but it can count

-Using Cream's Tag Action in the air gives you a little extra boost to your jump. If directed horizontally you will be able to hit the ground with fair momentum and it can send you a fair distance laterally. Please note that it will also make your ground and mid air attack the Chao Attack, so use discretion if you're near a barrier you want to quickly destroy - the Tag lasts about 10 seconds.

-Amy's Tag in the Air allows you to travel further into the air in a spin. Useful if you can predict enemies.

#### \*Water Floating

Float along the surface of the water.

-Knuckles may float with anyone as his partner, and Cream may float with Sonic as her partner. Instead of falling into water, you will float at the surface and will be able to move left and right along the surface.

#### \*Swimming

Being able to move through the water by swimming, rather than running.

Abilities: Dog Paddle, Breast Stroke (K), Breast Stroke (T)

-The Dog Paddle allows you to swim for 5 seconds. Tails can move up and to the side. Lateral Movement is slow.

-Knuckles' Breast stroke, however, disallows him from moving vertically. He moves quickly on a horizontal plane and will not fatigue, however. When he connects with a wall, he will stick into it, allowing you to Wall Climb.

-Tails' Breast Stroke is really another Dog Paddle. It can't swim as high as his standard Dog Paddle, but it can move faster laterally.

#### \*Air Floating

-Floating Fall, available to the teams A/T, A/C, C/T. Your rate of descent is dramatically decreased. You can move left or right

while floating.

#### \*Quick Descent

Moves that head straight down at a certain point. The descent is faster than normal. May be useful if you want to stop your jump at a certain point.

Abilities: Bound Attack, Spinning Hammer Attack, Hip Drop, Drill Claw

-Sonic's Bound Attack is rather fast - however, it will bounce back up slightly when it hits the ground.

-Amy's Spinning Hammer Attack is much the same, a little slower, however.

-Cream's Hip Drop is the slowest, but she does not bounce back up when she reaches the ground.

-Knuckles' Drill Claw will not cause any bouncing either, it is also quicker than the hip drop.

#### \*Flying

Traveling through the air with increasing vertical height.

Abilities: Propeller Flying, High Propeller Flying, Hammer Propeller Flying, Flying, Tag Action: Tails Air

-Tails may fly with his Propeller Flying for 5 seconds. He can go rather high, but is horizontal movement isn't as strong as Cream's.

-High Propeller Flying is faster than Propeller Flying, but can only be used for 3 seconds.

-Hammer Propeller Flying is the same as Propeller Flying, except Tails can attack with a Hammer.

-Cream's Flying can cover horizontal distance greater than Tails, but it cannot go as high.

-Tails Air Tag allows him to carry the leader while flying for 5 seconds.

#### \*Wall Climbing

Knuckles ability to scale walls. He will move up/down the wall depending on the direction you press. The rate of climb isn't very fast.

#### \*Hammers and Springs:

Most abilities incorporating hammers will increase the properties of springs. These are the "Special Effects" I talked about. For instance, if you hit a spring that is on the ground, you will spring extra high. If you hit one on the wall, you will move faster than if you had just sprung off it. Two hammer-abilities that don't count are the two of Amy's Tag Actions.

#### \*Mid-Air Trick Action

R-Button tricks used when going off a spring, ramp, see-saw, that kind of thing.

Up and R will increase your jump height

Left/Right and R will send you quickly in the given direction

Just R is the same except it is the direction you are facing

Down/R is a fast descent

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Section 2.6: What About the Chaos Emeralds?

PLEASE DO NOT READ THIS SECTION IF YOU ARE AVOIDING SPOILERS.

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Well, this has to be in here, as it concerns the 21st team.

-After collecting all the Chaos Emeralds beat the Final Zone with Sonic as your lead.

-G-Mel (Eggman's fighting robot) will knock all of the Chaos Emeralds out of Sonic and use them to transform.

- He then attacks Eggman, setting the stage for the final team of the game.

-Sonic uses the Chaos Emeralds to transform into Super Sonic, and Eggman becomes his partner.

Yep, this is a boss but I have to talk about it a little bit to handle the team.

Super Sonic and Eggman

Type: Speed

-Super Sonic is Invincible. Attacks can slow him down, but they will not injure him.

-Super Sonic can last as long as he has rings. He starts with 50 and they continuously count down. Keep getting rings during the battle, because when he runs out of rings he changes back into Sonic and dies.

-Pressing A or B + Any Direction does Super Sonic's Dash. This surrounds him with a yellow aura and he does a dash attack in the direction of choice.

Dr. Eggman's Tag Action:

Hold Down R and Eggman will have an aura charging around him. As soon as he has an aura you may release the R button, but the tag action effect is greater the longer you hold down the button. When it turns orange he's reached the limit.

Releasing R will shoot Eggman forward. This attack directly relates to G-Mel, as it will open G-Mel's eye when the attack connects. The length of time this is opened is proportional to the length of charge.

When the eye is opened, Super Sonic's Dash will have effect on G-Mel.

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Section 3: Miscellaneous  
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Section 3.1: Credits and Thanks

Thanks me! Yeah, I basically grabbed some loose leaf and a pen and went to work on the game. It took a long time, and I may have missed some stuff, but it was fun doing this anyways.

Thanks to SEGA and Sonic Team for another great Sonic game.

Thanks to my hosts for allowing you to read this

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3.2: Want to Contribute?

Please, if I've made a mistake or am missing anything important, let me know!

What am I looking for?

-Suggestions on an area to check the Damage Rating of Mid-Air Tricks

If you want to contribute to the guide, you may reach me primarily at [entropiclobo@yahoo.ca](mailto:entropiclobo@yahoo.ca) - or any other way you please.

I'm open both to suggestions and to notice of my mistakes.

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