## **Sonic Advance 3 Boss Guide**

by mattd89

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This is a boss guide for Sonic Advance 3. All the bosses are covered here with a detailed explanation of how to defeat each.

If I have missed anything or you wish to have something added, please contact me.

Each section of this guide has 'Best team' and 'Hits to defeat' sections also. 'Best team' means the best team of characters to use 'Hits to defeat' means how many hits you need to make to defeat the boss. A hit is when you make the boss flash between black and white and hear a crackling noise.

There are also mini-bosses in some acts. This is a small robot called 'G-Mel' and takes about 2-4 hits to defeat. These usually need no explanation

You can easily navigate to a section by using the search feature of the program you're using. In the search dialog, enter the section number, title or reference found in the contents

> If you are using Internet Explorer

guide

Press CTRL + F to bring up the find box. Then enter the section number and click 'Find Next' (You may have to click this twice). Remember, enter section number 1 for the contents

> If you are using a text editor or another browser

Open the find or search dialog and enter the section number to easily navigate to it

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>> 2 >> Zone 1 (Route 99) Boss >>	>>	s_	a_b_g	_02	>>
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Best team: Any team. When you first play this boss you can only use

Sonic/Tails, but any team will do

This boss comes in 2 parts. First there is G-Mel, the small robot. It will go to one side of the screen, look around and then go back. All you do is hit it 4 times to defeat. It is best to hit it when it is not moving

The second part is a large hammer with Eggman in it. It will try to come down and crush you. To hit it, you have to hit the dome with Eggman at the top. It isn't a very good idea to try and jump up when the hammer is upright, it is a bit too large to do that and you will cause yourself damage. Instead, wait on one side of the screen. When the hammer comes down to smash you, move out of the way. The hammer will stay down for a while, hit it then. When the hammer is on the opposite side of the screen to you, it is best to wait where you are for the hammer to change sides, rather than jump over it. Most attacks work with this boss

Best team: Tails/Sonic is best, hitting the boss when Tails is flying

is helpful

Hits to defeat: 8

This boss is in a large circular room with a blue switch in the middle. The machine itself is a large ball. Again, you must hit the dome with Eggman in to cause damage. If you are using a team without flight, wait until the boss is at the bottom of the screen or has slowed down. Then hit the dome. It is a good idea to keep pressing the blue switch during this boss, so you can use it to get up higher or keep out of the way. Be careful when the boss comes near you as it might roll into you and cause damage to you. When it is near you can just about jump, but using the platform activated by the blue switch or flight is best. Also, near the end, the robot will spin around a lot and probably do a full circle around the room. Be extra careful, and keep using the platform. Tails at the front is best because if the boss has slowed down whilst it is up a wall, you can use Tails to fly and hit it. Be careful you don't hit other parts of the ball, because you will just hurt yourself

Best team: Any team. Most teams work well with this boss. Flight and gliding do not help

Hits to defeat: 8

This time Eggman is in a large machine with long springy legs. He will jump up and down a lot and try to crush. You have to try and hit the machine from underneath at the center. The best way to do this is watch when the machine jumps in the air and try to go the same place it goes (for example, if it goes to the left, follow it to the left). Then make sure you are inbetween the legs when it falls to the ground. If you touch or get crushed by the legs, you will be hurt. When you are inbetween the legs, jump up and hit it. Flying or gliding do not help at all. Also, if the feet curve in when the machine is in mid-air you will be crushed if you are under them and the feet will also give out a shockwave. At this point make sure you move to the edge of the screen and jump the shockwave as it approaches

Best team: Cream/Sonic. Chao attack works best and is safer, and you can also use flight to dodge a lot of attacks well

Hits to defeat: N/A - You need to push it off the edge

Here you will find a large platform with a hole at the right end and Eggman in a box. There is also a hole at the left hand side which Eggman will try and push you down. To get rid of this boss, you must hit him so he falls down the hole, which you can only do whilst he is out of the box. Each hit will push him further away. Eggman will also use several attacks against you.

One attack is when G-Mel comes out of the box in a ball and comes towards you. Then G-Mel will go back in. You have to dodge this overwise you may be pushed down the left hand hole causing you to die. To dodge, jump away from it, perhaps towards the box and jump back as soon as possible. Also be careful of the little soldiers that come out, just attack them to get rid of them. Flying might help a bit here.

Another thing that might happen is when G-Mel appears out of the box and throws some confetti out, which will probably happen right at the start. Nothing else happens, and you aren't attacked here, just ignore it and hit Eggman whilst you can.

The last attack that might be used is where G-Mel goes into the air. Then an arrow will appear above you, follwing you around. Just wait, do not try to run away because it makes no difference. When the arrow dissappears G-Mel will try to get rid of you. To dodge this, run away as soon as the arrow disappears towards the box, not the hole. A good way to get away is by spin-dash, but if you're quick enough, any way works fine

Best team: Tails/Sonic. In case you miss a platform, you can fly with Tails and Sonic will help you by hitting the machine

Hits to defeat: 8

This is a very hard boss, almost the hardest in the game (apart from the final boss). You are in a large vertical room with a series of never-ending platforms. What you must do is jump up the platforms and hopefully make them drop on the machine when the dome is below you. You have to be very careful, the screen moves quite fast and you must use the platforms. You can't fly, and you can't use a tag action. Also the boss can't be directly hit. The only way to hit the boss is to keep on going up the platforms and get them to drop on Eggman. Don't wait until Eggman is below you, just keep going up until Eggman is destroyed. Tails at the front is best because in case you miss a platform, you can try to fly to the next one.

The only attack Eggman tries to use here is when the machine turns over and he launches a spiked ball at you. If this happens, the only way to avoid it is to jump away if you can.

Best team: Sonic/Tails. It is easier to hit the balls with Sonic, but

most teams are OK with this boss

Hits to defeat: 8

Here Eggman is in a cannon and you are in a large room. You can't attack Eggman directly. He will shoot a load of coloured balls at you, be careful of these because it you run into them you will be hurt. You must attack them to make them turn orange and hit into Eggman. Sonic's spin jump is best for this. It isn't really possible to aim the balls, but they will bounce off the walls, so just attack them and turn them orange. Towards the end of the battle, Eggman will go faster. He doesn't use any other attacks in this battle

Best team: Cream/Sonic. Cream's chao attack works best and Sonic

sometimes helps to get back rings

Hits to defeat: 8

This boss looks a little like a Sonic Advance 1 boss, where you must hit the large string of balls to flip Eggman over and hit him, but it isn't. You are in a large room with a string of balls and Eggman at the bottom. There is also a spike pit underneath. What you have to do is hit G-Mel on the other side, not the side with the electricity because you will be hurt. Eggman will start moving backwrads and forwards across the line, you must get to the correct side and hit G-Mel. To change sides, walk into the wall at the right or left. Be careful when you hit Eggman, as he will bounce up and down and shake the string of balls, sometimes making you crash into the spikes and lose rings.

Make sure you keep away from Eggman when you hit him because of this. Cream's chao attack works well because you can use it from a long distance.

Also, Eggman might go really fast across the string of balls. Just jump over him if he does this.

Try not to lose rings in this battle, as it is very hard to get them back. They will immediately fall through the floor, but your partner should get at least one back

Best team: Tails/Sonic. Tails is very good for flying and attacking in

the second part. You can hit Eggman really easily with your

tails (if you are playing as tails)

Hits to defeat: First part: 4

Second part: 8

This boss comes in two parts and is ver difficult if you don't use Tails at the front.

The first part is G-Mel. He will move across the screen twice, then use a series of rocket attacks on you and also disappear and crash into you. Make sure you attack G-Mel when he is moving across the screen, otherwise it is very hard to. Just hit him twice and he will be gone.

The second part is Eggman in a giant robot with hands, in front of the Emerald Altar. You will be on four platforms which make up a floor. To hit the robot you must get near to the blue circle at the front or the dome. It is best to fly up here, although you can use the hands or red balls to get up. Eggman may use the following attacks...

The first attack, almost always used at the start is where the hands move across the screen and stop above two platforms. Watch very carefully because the platforms which the hands stop above will bw pushed through the floor by the hands. If you are on them or fall into the holes which are created, you will die. The best way to avoid this is stand in between any two platforms, such as right in the middle of the screen. Then when the hands stop, you can just move a little to the left or right annd avoid them. You can get on top of the hands when they come up to hit Eggman, but be careful when they turn over at the top.

The second attack is when the hands move to the side of the screen and a series of red balls appear. The hands will bounce them around the screen. If you run into them the will hurt you, but you can jump on top of them and hit Eggman. They may also explode after a while.

Another attack is when the two hands move up and down at the side of the screen. When they stop, they will come in and try to grab you, and throw you up and down causing you to lose rings or die. If you do get grabbed by the hands and you are playing as Sonic, you can press A and B to spin and hit the robot when you are at the top. To avoid this attack, jump just as the hands come near you.

The final attack is when the hands punch towards you 3 times. It is hard, almost impossible to get away from and causes a lot of damage to you, but if

you finish the battle quickly, this attack is never used.

Try to finish this battle quickly, otherwise it gets very difficult. It is best if you can jump/fly up to Eggman without having to jump on the hands or balls. This way you can get a lot of hits in.

Good luck with the final battle!

Best team: ---

Hits to defeat: ---

This is the boss you play when you have collected all 7 chaos emeralds. Eggmans robot goes crazy, and steals all the chaos emeralds from Sonic, then G-Mel transforms into a big object. He picks up SOnic and Eggman, smashes them together, and then flys off, leaving the Chaos emeralds. Sonic then turns into super Sonic and flys after them. Eggman is now your tag action partner

Sorry if this is not too detailed, I have not played this boss and I am only putting in what poeple have told me

Thanks to all these people for helping with this guide... If you believe you have been missed off or need a credit mention, or would like your name changed, please feel free to contact me

> Thanks to 'Scottie\_Too\_Hottie7' for telling me about a stupid mistake with the contents and teling me about the extra boss

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