

Sonic Advance 3 Game Script

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Sonic Advance 3

Game Script (US, English)

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<http://www.gamefaqs.com/features/recognition/56771.html>
<https://www.neoseeker.com/members/submissions/TheSinnerChrono/>

[01'00] --- Script --- [01'00] #####

#####

\$# Prologue #
#####

<game> : The evil scientist, Dr. Eggman! Dr. Eggman is planning to use
the Chaos Emeralds to build Eggman Land. Sonic and his friends
must put a stop to his evil scheme! What will happen next?

\$# Character selection #
#####

<game> : Please select a player character
Please select a partner character

* - When selected:

Sonic : Okay!
Tails : Okay!
Knuckles : Let's go!
Amy : Woo-hoo!
Cream : Here we go!

* - Character combinations:

S/T : Unbreakable Bond
S/K : Fighting Buddies
S/A : Lovely Couple
A/C : Team Jubilee
<other> : OK

\$# Omochoao #
#####

* - Zone Maps:

Omochoao :{01} Keep pressing the "partner button" to use your Tag Action.

{02} This is a "Factory Ring." You can change characters in there.

{03} Something will appear while this switch is pressed.
Hurry and find them.

{04} You need a special key to use this spring.

{05} This is an "Act Ring." This will take you to an Act map.
There are Acts 1-3.

{06} This Ring leads to <Act2/Act3>.

{07} This is the mini game room. Challenge number will increase
if cleared.

{08} This is the boss' room. You must clear 3 Act maps to enter here.

{09} There's an "Act Ring" <left of/right of/below/above> here.

{10} You can go to the final Zone from here!

* - Sonic Factory:

Omochoao :{1} Go right of here to view Zone Map. Go left of here to view Chao.

{2} If you go up, you can change characters.

{3} This is Chao's Playground.

{4} Use this to travel to different Zones.

* - Acts:

Omochoao :{1} Head for the goal [sic]

{2} This Chao is a "hiding Chao," find this Chao hidden on the field.

{3} Try using your Tag Action here!

{4} Try using a Flight type here!

{5} There might be something above here...

\$# Zone 2: Sunset Hill #
#####

Sonic : Hey! It's Knuckles.

Knuckles : What's going on now, Sonic? Maybe you can use my help!

Sonic : Ah, thanks, but no thanks.

Knuckles :{sweat-drop} W, What? Wait a second! Hey!

<game> : You may select Knuckles now.

\$# Zone 4: Toy Kingdom #
#####

Amy : Well, well. Hello Sonic!

Sonic : A, Amy...{sweat-drop}

Amy : You going to ask me out?

Sonic : N, No, I'm on my way to...

Amy : I knew we were meant to be...

Sonic : Together? No! No such thing!

* - Amy takes out her hammer.

Amy : Why don't you just admit it!

Sonic : L, Let's not use the hammer.

<game> : You may select Amy now.

\$# Zone 6: Cyber Track #
#####

Sonic : Hey, Cream!

Cream : Long time no see, Sonic!

Sonic : What are you doing here?

Cream : Taking a walk with Cheese. But we're lost.

Sonic : This area isn't safe. Let's go!

Cream : OK! Let's go Cheese!

<game> : You may select Cream now.

\$# Altar Emerald #
#####

* - Access is gained to this area--the Master Emerald's shrine on Angel Island--
after completing the seventh Zone, Chaos Angel. Upon the defeat of Eggman
and his Emerl look-alike robot, Gemerl:

Eggman : You're going to pay for this!

* - They attempt to flee, but the player's character damages Eggman's aircraft, causing it to crash down the side of the island. Gemerl flies after Eggman.

The five playable characters meet by the Master Emerald as light begins to shine from it, clearing the sky. Several birds descend upon the emerald's shrine, and Omochoa comes to take a picture of the scene.

<game> : Congratulations!! Thank you for playing.

\$# Nonaggression #
#####

* - If Altar Emerald is completed with Sonic after having obtained all seven Chaos Emeralds:

Before Sonic can down Eggman's aircraft, Gemerl attacks Sonic, causing him to drop the Chaos Emeralds. With their power, Gemerl transforms its body, throws Eggman to the ground, and goes to outer space.

Sonic utilizes the Chaos Emeralds to activate his Super form, and pursues Gemerl with Eggman.

Eggman : Sonic! Use your Tag Action and perform an attack with me!

* - Eggman's Tag Action reveals Gemerl's weak-point.

Some time after the enemy's defeat, Sonic awakens on Angel Island, in the presence of Tails, Amy, Cream, and Cheese. Amy latches onto Sonic, crying, and Tails points to something in the sky, which appears to be Eggman's ship.

Sonic prepares to perform a Spin Dash.

Sonic : Here we Go!! [sic]

* - As he and the others leave, Knuckles glides to the Master Emerald's shrine.

Elsewhere, after having fallen into the ocean, Gemerl drifts to a beach, where he is found by Cream and her mother. Cream takes the robot to Tails, who repairs it. Gemerl comes to live with Cream, and is seen letting a bird perch on its body.

<game> : Congratulations!! Thank you for playing.

* - The credits roll. At their end, Cream chases after Gemerl, but trips and begins to cry. The robot goes to Cream and pats her head, cheering her up, and they run off hand-in-hand.

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