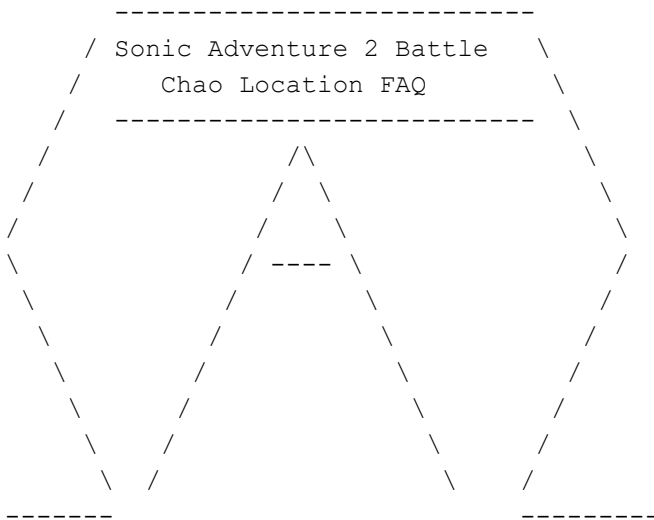


# Sonic Adventure 2: Battle Lost Chao/Mystic Melody Location Guide

by Timber Wolf

Updated to v3.1 on Jun 14, 2002

This walkthrough was originally written for Sonic Adventure 2: Battle on the GC, but the walkthrough is still applicable to the DC version of the game.



A Complete FAQ of Lost Chao and Mystic Melody Locations

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----- Introduction -----

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\*\*\*\*\* Disclaimer \*\*\*\*\*

I (T.S.) created this FAQ, and i have only given permission for it to be posted at these sites:

[www.neoseeker.com](http://www.neoseeker.com)

\*\*\*\*\* Disclaimer \*\*\*\*\*

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## 1. Updates

1. Re-arranged the text for easier viewing
2. Added a lot of spacing for easier viewing and fixed some misspellings.
3. Fixed Knuckles' Mystic Melody location.
4. Added Cannon's Core and did more grammar checking.
5. Added ACII characters under each of their sections.

Current Version: 3.1

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## 2. Basic Info

Each level in SA2B has 5 different play modes: normal, 100 rings, lost chao, time attack, and hard mode. This FAQ is focused on the third play mode; lost chao.

In each level on lost chao mode, there is a hidden chao located in the level. The hard part is finding it. Most of time, the only way to reach the chao is to play the mystic melody next to

the mystic ruins in each level. Well, let's explain these two things.

The Mystic Melody is a power up that each of the characters must find. They are found the same way all the other upgrades are found. Each character has its own mystic melody that's found in only one of its levels. Once you get the mystic melody for the character, you can begin chao hunting on each level. Just as i said, you must play the mystic melody next to a mystic ruin MOST of the time to reach a chao. Sometimes the mystic melody is unnecessary.

Lets take sonic's first level for an example, half way through the level you will run into a loop and straight down a wall, once you hit the bottom, you turn to the left to reach the mystic ruins. Stand next to it and play the mystic melody once you are given the choice, a mysterious event happens where something will appear. In this case, a spring will appear on top of the ruin. Jumping on the spring will take you to a little rope puzzle with beetles. reach the top and the chao will be waiting for you in the room.

In order to get an A rating on the level, you must reach the chao in a certain amount of time.

#### A NOTICE

In order to reach some of the chao, you need certain upgrades. I suggest that you find all the upgrades before attempting lost chao mode. Therefore i won't be uncluding what upgrades are required for each lost chao level.

#### A COMMON MISTAKE

Some gamers think that lost chao you find will be transported to the chao garden. Well, sorry to disapoint you, but the little chao has to go home when you find it. You'll have to get more chao the natural way.

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### 3. Mystic Melody Locations

----- SONIC -----

|Level: Final Rush.|

Right after the fifth checkpoint, grind up the large vertical rail and hit

the spring at the top. Then take the orange rail on the right and hold the grind button all the way to go as fast as possible. Hopefully you'll land on a small platform to the left of another rail. Take the rocket on the platform to an extra life, then jump forward a little onto a platform with an animal and a spring. Use the spring, then the rest is quite straightforward, you should be able to see the mystic melody.... if not, then get your eyes checked.

----- SHADOW-----

|Level: Final Chase. |

After the third checkpoint, go down the blue square hole. Run up all the Gravity tubes until you reach the 6th one, this one is really long. Run all the way to the top. Off in the distance (the camera automatically pans for you to see) you will see a gravity tube with a spring at the bottom and an electricity ring around its center, jump and do a homing attack to reach the top of the tube. to the left, you will find the mystic melody.

----- TAILS -----

|Level: Hidden Base. |

Play through the level until you get to the first checkpoint, you will go up a pulley, and you will be surrounded by a bunch of robot monkeys (crap, forgot their name) jump off and shoot all the dynamite to make the platform drop. jump up on the platform, and you will see a lower level, and a higher level. Jump down to the lower level (its safer to hover) and you will see some steel boxes. Shoot out the steel boxes and a door way will appear (Note- you need the bazooka powerup to break steel boxes). The platforms in this room are small, so exercise extreme caution when crossing them. As soon as you enter the room you should see the mystic melody in the back.

----- EGGMAN -----

|Level: Sand Ocean. |

This one is really easy, trust me. At the start, there is a spinning platform, there is an area to the right, left, and straight ahead. Get on the rotating platform right at

the start and wait for your opportunity to jump to the area on the left. You must have the hover upgrade to get this. Simply hover over to the small platform (be wary of the bomber beetle) and shoot out the big canister to reach the mystic melody that sits atop the platform (easy huh?).

----- KNUCKLES -----

|Level: Wild Canyon. |

This is one of the easiest ones. Ride up the air stream in the middle. Get to the area with a big sphinx on the ground. Climb the wall behind it until you find a picture to dig in, the mystic melody awaits inside.

----- ROUGE -----

|Level: Dry Lagoon. |

Talk about easy! From the start of the level, glide over to the two robots and turn right. Glide over to the wall and there will be a big painting, you cant miss it. Dig into the painting and take one step forward; the mystic melody should be in sight!

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#### 4. Chao Locations

----- |4.1| SONIC -----

.:  
;MMMMMMMMMMMMMMMM@MMMMM.  
rMMMMMMMMMMMMMMMMMMMMMMMMMMMMMS 0;  
ZMMMMMM@W@WWWB@BBBB@MMMS W2 8M  
X0 ZMMMM@W@WWWB000WMMMMMMZ W;. M  
MMM. MMM@WWWB@BBBB@MMMM@0ZZZSrrS8@MMM i @W  
MMMMMZMMBBBBBBBBWWW@MBW@MMMMMMMMMMMM:M iM  
MM :MMMMMWBWWWBBBBBBBBBWBWWWWWWW@MMMM rMMS  
aM .MMB@BBBBB@BBBBBBBBBWBWWWWWWWMMMMMMMM MMM

MM 8MBBBBBBBBBBBBBBWBBSBBBBBWMMMMi Z.M :MMMMM;  
7MMMMWBBSBBBBBWBBSBBBBBWMMMMM@M. Z M BMS  
SM2r0MMMBBWBMMMMMM0MW0@MM2 M M Mi 2MS  
MMMMBMMMMMM7 rMMMM MZZ M , i7;WMZ M8  
MMM MMM 7S :MM MZ iMMMMMM Z.M MMW ZMM , M  
2 MM M7 M M MM MMMMM00MM M7M 7M2 Z MS i M7  
MMMMa IMM MMW Z a M 2M MMM@0000M@S2MM7 MMMZM0 M 2@MM  
ZM2WBMM MMM .MMMW 8, MMMMM@B@M0@M0WMM;SMMM 77S; MMMMM  
aM;M0aXM MMM@MM@ M. M M MMBBB@M2MMBB@MM8 8 ,raMMMM7M  
SM0iMaXSMMMMMMWZMMMM. S . 2 M@BBBBMM MMMMM MM7Zr ;MMMM  
MMrBwAMMZMMMMMMMMMMMa: .:., M MM@BBBBMa0MMXMB0@MMWwi MMM  
BZM,M8ZSS7M aMMMr SM2 MM, 7MW0BBMM;MMZMMMMMMXM MX  
M;M,M8Za0WMM 2@0MM ,SMMi.MM0 rMWBB@MMMMMMMMMMMMMa  
M;M:@0WMMaXMM MMMMMZM@8MMMMMMMMMMMMMMWBBMM MM aMMMM2  
M MiMM IMM ZMMa MMMMMMMMaMaMMW800MMSMM 7M MMi7MMMM  
M M8;7X 8;M IMM8; MB M 8 MMMMMMMMM.MMMMMM0XrSWMM  
M M 0 0, M MW2M 8 M 2 MMiMMMM8 X, MW M0W0;XMM  
X:M MBiB r , MMM : M ,MMa aiMZX S MM , MaZW0:SMS  
M:r. M M SMM WMM, M@ Ma aMMMBMS aMMMrM . MaZOM 0Mi  
SBM MXa MMBMi ;M BMMMMM MMMZWMWZr,.2MM MZZBM MM  
00@ Z SM2Z0MM MM8 MM XMMW MaMMMMMMMMMM M MMMMMarMM  
.M8W MMM0ZZZMM8 ZM M a 7M ,aMMMMM WMMMM X0WM  
,MXMMirMWZZZ0MMMMMM M: SM ; MMX  
,M7B@Xi@MwMM0 X8W2M7:B. ,M 0Mma@MW; .i MZ  
MMZM2i7MM MM: M :M;8; 2; MMMZaZ0BMMMB MM.  
XMMMMr ZMM M M SiM MMMW22aaaa8BMMZMMMM  
aMM r MMMM rM M MM@MBaaZ80BW@MWa;0MMWr  
M X MMM.M M2 M MMi;r72Z88ZX;X8MMW2  
MM ;MM. :MW;iWM B iM:MMMMMMMMMMMMMM  
.MMM SM8;MB7 @MZWMM .SWMM@X  
ZM@ 7

|Level: City Escape. |

|A Rating Time - 2:30|

After running down the side of the skyscraper, go back towards the springs that you are forced onto, then search around there for a ruin in a corner. Play Mystic Melody to make a spring appear, jump on the spring up to a pully. then homing attack the enemies to reach pullies above them, its tough (careful, one is supposed to be used as a spring, and the one at the top, can make itself electrified). At the top, there is a horizontal pole, get to it and swing straight up. keep holding up to land in a small alcove where the Chao awaits your arrival. This is quite easy, with a bit of practise you'll be able to get under 2:10:00, which is the time needed to get an A

|Level: Green Forest. |

|A Rating Time - 1:30|

Shortly after the second checkpoint, you'll have to hop through a series of small floating islands. After bouncing off of the final spring here, don't continue forwards to the next checkpoint. Instead, come back into the screen until you see a big green tube on the ground. once you see this, go left to the end of it and you will find another small island underneath you. Drop off of your current platform onto the one you just discovered to reveal the ruins. Play Mystic Melody, then use Sonic's bounce attack (found on the pyramid level) to gain the extra bit of height required to reach the second platform. Now go onto the last 'hidden platform' using the same method and use the homing attack on the two enemies you find to gain access to the platform with the Chao.

|Level: Metal Harbor. |

|A Rating Time - 0:50 |

After you do the light dash along a path of rings onto the carrier, go over to the middle of the three warehouses to the left and use the 'bounce attack' to reach another one containing the ruin. Play the melody, then follow the platforms to find another horrified Chao.

|Level: Pyramid Cave. |

|A Rating Time - 3:50 |

Ignore the ruin at the third checkpoint, it doesnt take you to the chao. Take the normal route instead until you find a free guy in the middle of the path (next to a robot that is stood on the top of a white wall made out of boxes), and through a difficult timed door at the top of a steep hill. You'll find the actual ruins there, when you play Mystic Melody on this, a spring will appear. Take it, go through the door and arrive at an extremely hard test. Hit the switch and bounce attack up to the first bar. Work fast, and swing from bar to bar as quickly as possible. Hurry and get to the other platform, somersalt under the door and get to the chao.

|Level: Crazy Gadget. |

|A Rating Time - 5:00 |

Near the very end of level, where your in the giant rotating puzzle room, you will have to go to the part where you have to hit the switch to make the rocket pop

up,  
after hitting the gravity switch right next to the rocket switch, you will end up on a platform  
where to left you will find another switch, on the right, you see a demi chao spinning in a circle firing blindly. Hit the switch on the left to land on another platform where you find  
yet another gravity switch, and a caged kitty. Instead of hitting the switch, continue back  
down the platform to find the ruins. Wait about 5 seconds after playing the melody, the rings  
take a long time to appear and you can't be too careful. You found the chao!

|Level: Final Rush. |

|A Rating Time - 4:15|

After the fifth checkpoint, grind up the large vertical rail and hit the spring at the top. Then take the purple rail on the left and you'll get to the ruins. Play the usual Mystic Melody, and follow the platforms, the purple rail, and finally the last platform in the sequence, the end of which you should just walk straight off of. Now play Mystic Melody again at the ruin, wait a few seconds for all the rings to appear, and use the light dash along the ring trail and follow the rest of the platforms and rails forwards to get the chao. This one is really hard to get, and you'll fall a lot if you're not experienced.

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----- |4.2| SHADOW -----

ZX7  
MMMMMM:  
MM iMMMM iMMMMMM S8MM  
MM8 :WMMMMMMW0@MM2 8MMMMMMMMW  
7MM :7;;aMMMBZZ2ZMMMMMM7 MM  
MMW.X0MMMMMM2aSMWMMW: MM,  
MMXMMMMMMMMZxWMMMMMMZ; ,MMM  
.MMWMM@M@@MBSMMMMMMMMMZ MMM  
MMMMMZ7MM@M@M@W@M@M@MMMMMMW2  
MMMMMM8MMMMMM WMMMMW@MMWMMMMMM02MMMS  
@MMMMMMMMMMWMM BMWMMWMM@MMMMMS;MMMMM0  
MMMMMM@MM0MM 002@0B8MB0M0 MM@MMS  
MMMMMMMMM0M@M ir MBBM@WBXW. MMMWMMMMMMMMMMW  
MMMMMMBWWMM 0MM .i iMMi SMM@WMM@MMMMMM



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MMMMBMMMaWMi MM7MM MM BMWW@MMMMMMMMMM
MMMMMM aM@r a;ZMB rMMMMMMW@MMMMMMMa
,MMMMMM Xr ,MMMMMMMMMX
MMMMMMMMMMMMMMaMM ::;XSZ80WMr
MMMMWB88BBMM;MM;aMMMMMMB, XMZ
MMMM@BMMMMMMMM MM SM S , MM
MMMMMM0aZZ0@MMM MM 7M ;MMWMM M
7BWS:8MMM00MM MM MZaMMM07BMMa M
WMM@M ;B BM .i 2M@i MMBMMM
MMMMMM i M MZ MMZ MMX;,8
7MMi M MX rMMMa BM7r
. MMMMMMMMM S77BSM7
@MMM@MMMMBBM
BX M@MM MMBMM
MM@MM MMMM
MMMM: BMWMM
.M@MM MMMM
MMMM0 MM@MM
,M@MM: M@MM,
MM@MM MM@MM
.MM@MM MM@MM
: MMMM. ;M@Mi
MMMMW;.XM @MMMMMMMMMMMM
MMMMMMMMW00Mr 7M7S0Mwa7. MM
@ ..i;aMMMMM MMaMZMMMMMMMM
MM082Xr, ,SZ 0 BaWi 0M
MMMMMMMM@BWMM M; ;0@MM
SMM8r720MMMM MM8WWWMMMBZM7;
.Me S@ MMMMMMr, :XMMMX
@M2. ,is8Bwa78@ MBM028Z;SXX7r;:, :78MM7
MMZ:SWMMMMMMMMMM, MiMMMMZiZa2SS77rii. ZMB
MZrZM@MMMMMMMM@MM8 M0 S@MM Saa2SXX7ri,SWMMMMM
MMiB@MMWX:.7@MWWW MM80Za@8 SZZa22X72aaM@MMMMB
iM@0M@M@M MMMM M@MM MM0BMMMMM2XX2aaa8i0M@WZWMM
MMMMMMMMMMWMBr:WMMM 2MMM8 0r;ii.;M0ZMWWWMM.
:0@MM 0aaMMMMM MMMMMMMMMMMMM8
MMMMM @MMMMMMMMM

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|Level: Radical Highway.|

|A Rating Time - 2:30 |

After the second check point, you will reach a part with 2 levels. The bottom level has no floor, but a mysterious wind keeps you from falling. The top level is where you want to go. There are 2 ways to get accross the gap, my way is easier/harder at the same time. On each side, you will find flat rails leading all the way up to the next platform, walk onto one of these and CAREFULLY run up it to the next platform. Kill the robot and spring up to the top of the bridge support. there will be a golden beetle up here, and 2 rails going forward. what you wouldnt expect, is that you have to take these rails BACKWARD to go back to the place you just came from! Going back on these rails will take you up to the top of the last

support.

You will find the ruin up here, play the melody to reach the chao.

|Level: White Jungle. |

|A Rating Time - 3:20 |

A short while after the third checkpoint, look for a spike truck enemy, behind it is a big weight. Go past this trap to a Chao box, then take the nearby spring up to the platform. Instead of grabbing the handle, go backwards towards the camera. Continue to head back and you will reach the ruin. Play the melody and some platforms will appear. Get over the platforms and you have to do a homing attack test. homing attack the first beetle and a second will appear, attack that and a third will...well, you get the idea. Do this to reach the platform with the Chao.

|Level: Sky Rail. |

|A Rating Time - 1:10|

At the second checkpoint, don't grind down the rail. Instead, break open the crate to discover the ruin, play Mystic Melody and go up the rings that appear. Then use the lifts to reach the top where the chao is waiting.

|Level: Final Chase. |

|A Rating Time - 4:30|

Once you've come out from the blue square (the same route you took to get the mystic melody), carry on across the gravity cylinders and the rest of the level until you're at the end, where you have to use a pulley and ride to the top of a gravity cylinder. Dont hit the spring at the top! (if you do, perform a homing attack into the screen to return to the cylinder). Instead, get at the top and rotate the camera until you can see another pulley. Take this pulley to find the ruin, Wait a couple of seconds for all the rings to appear before light dashing. You should be able to get the chao now.

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```

                                :X2X
                                X8MMM0MM
MM0;                                Z@WMM    M8
    XMMW8;                            ZBrM0    M2
ZXS:    B8B8X                            @:0WXiXX0Z Mr
MM0MMWSX8M;r7MM ,a8X0S@MM    Mi,M
M; ;Wa;;8MM::MMMM0ZZ@S,    7MM@    MSM
:SiWMMM02, ,Bi.i:i;i;;i;r;;ii7aaZMZ
:MMMMM    7S;MMZ,i;;;;r7rXrr777rX7riMM.
7MM    M8S: ,X.;ri:72i:i;rr;;r;r;i;ZS
.M    WZZMMMSr.i. MaX8MM::rrrrrr;iSrM    0.
    MSMX M .rMB M    M .;rrrrii@WMS07
W2MX    M;M @ M . WMM,r77r;SMW S    2
MW.    M8 M:M:    7Z M i;i@@ ,MSSMMM@    MM
MM    Si0M M    MMM;.;0M    MZ    W 8
M    X M MWMM    MSMMM;    X iMMM:    M ,
7MW:    r    MZ; X7rXi,2    Mr.,r@ ;a:7i,
ai7W7    :MM i    Mi ,MWi Zi    M 7,,:
S2i M    M7@    .7X Xa; ,XBM    M .X. r
ai2X W    rMMMMM8.    7MSS@8M    M 0 .7; ::
M 0 ;aX @    XiMBSW MMMMMiiMXMBaWr    ZM Z ;X ri
M.2 .;8 7    iMM@MZiMZ    7. ;8M8;W@8:    0 MM ,Xr 2;
80@ ;8. B 2ZWix    8M7M 822MXX...a. W ,a:    :X 2
S M iz. 7 ;r00M.Mrr    MSX XiMMMS2iMM , i iMZ    7BM0M2B
@MX .;0 7a MM 7S    M8;Z MS ;M7 8    7@i a M M
.ZM .rZ :@ ir MM .    @S:MS    7MMMMMW8Z0MM@aXM, i;88 M
M .,7r i@ M WM M    2M MB; r M MMMX    aMi .a7M;. @
Z, .,:a. rS X7M. M0,    M,WMM r0M XMM    XMM X. .a a
.Z ::8 S; 8:M MM:    M;X.M a MM    iaiMaM ,2. 8
M .::Z r;70 rr    MMMMMMMMS,7MW.    8 ;    r27M ;B ..X: a
i7 . , , 7, B W; MaX ;WBXM XaZ;@rM2 . 0 ;M; 8 2MS ..X: i
a M: M Z:    rM X0M X;a70 2MMS 7 X    0S .,8:BM .,2. ;
@ r MW MS : :aXMM WXi M B 0.M.:iBB@WS8M .. MXZBaBWwr .:,iZ r
W MSSBW M8SSZ7WMMS :80M:MMM ZMS 2 MM 8W WMM7M . M 2, W ,,.7r :
Z im8MXMWW is7 M X7 Z rMMMM 80B . .M i Z80MZiSMMX :Z .,
;7 0;WrX2MM@828@MMBBM7 M8,r :M,r;ir.M : MXr.i@; :M a: M
M Ma BX,irr7SaS7;;rarMMMMMMMMM 7ZMMM8rri@: aS ;a; 0MM X; 0
W. iMMB ; ,:.,:MM@XiWM08@@Z772MMMMMMMMMB08MMZ08 .OM@MMrW@M8 X Zi
W2 XM.@WMM0:rMMZ MMZS2aaXB22Z8M2 WMM@MMX:.;W0. 2:
r8. M: :0M MMSS2Z2M8aSM MMMMMMMMM:XMMMMS :B
i0aiMM.iM M8B@MMMM@MM : .a@a; .Z:
28MM : MMMMZ:S:8M . MMMM2r i7rX
r ZWW080W@MMMM02 rX:X@MMM M:8. : i
M .SMMMMMB ZMM iMZ. ... M
MMMMMMBaSS0MMMMM@Z. MW ;M8 S
:ii,: @MX iM0: W
MM8 @MB7:., M
@MM; rZZr 2M
XMM8Z :MM
:7MMMMM.

```

|Level: Prison Lane. |

|A Rating Time - 2:00|

As your progressing through the level, you'll come to a big lift, continue through the level and you'll pop out at a walkway that that leads to a shelterd walkway. To the right there will be some boxes, jump on them and get on top of the sheltered walkway, where there will be some capsules. Rotate youy camera and you'll see a platform with the ruins. A spring will appear after the melody, allosing you to get up to another platform with many many beetles. Kill them all and open the gates, inside the prison, the chao awaits (hey, it rhymes!).

|Level: Mission Street.|

|A Rating Time - 3:20 |

At the the first checkpoint, to the left will be a "garage" sealed with steel crates. No, the ruins arent in here! Instead of proceeding forward, jump off the back of that platform and hover down the back side of it. There will be a balloon on your way down, with the ruins as the goal. Play the melody and a portal will appear, hop into the portal and it will place you on top of the "garage". Hover forward to the large cylinder floating up and down, hover to the next group of cylinders while targeting because theres a GUN robot up there that will be a big menace if you dont kill it. Hey...its the chao! how easy! dont fall!

|Level: Hidden Base. |

|A Rating Time - 2:50|

After the second or third checkpoint, you will go into a vertical room where you jump up onto a pully, once at the top of that pully you will need to jump to another pully. At the top of this room you have to shoot down a wall, on the other side you will clearly see the ruins. A door next to the ruins opens and you will have to drop down into the room while shooting out the flying enemies. You will see the little door guarded by another flying enemy. Go through the door and find some rolling blocks in the sand, in the center there is a pully. The pully will pull you straight up to the chao but you have to jump to the side and use the spring to reach the chao platform.

|Level: Eternal Engine. |

|A Rating Time - 2:45 |

After the first checkpoint, you will need to flip a switch to open a door that will take you outside. At the end of the walkway, a hornet enemy is floating there waiting to shoot its missiles at you. DON'T GO FORWARD, turn to the left and pan your camera so you can see the little platform with the ruins. Jump on top of the ruins and play the melody, some platforms will appear. Jumping to the top, you will see a moving platform, jump on it, and then hover over to the door. Ignore the demi chao with dynamite, just run right past it and get up next to the next demi chao, target it and wait for it to come out, release targeting to fire the missile just as it emerges. Now, go through the door and hover on over to the moving platform in the distance, be careful. Now, you must jump high and hover over the top of the laser beams to make it to the door. The chao is waiting behind the door!

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----- |4.4| EGGMAN -----

```
MMWMMM ;
M7 :M8 @M;2M
7 r S; ZX:2MMBZZBMMM@
.2MMMMM0MMWSM7M0@7rXaZ0Z0Z
MMMX288WMMM8Z 8@MMMMMMMMMM0i.
MM0WM@M0:ZMMM8 M0ZZZ88M,r
MM Z@M: 2W8Z8@ MMMMWZMMM ,
ZMMMMMM MMB0BMMMMM BMa00M8;
a 0WM, MM000@M .MMM 80BZWMMW
X:2WB0; 2M8808M aa@MMMZ SWBBW2
:MMWMMMZ WM0880M2Ba8 MMMX;WWWMM2
MMBMMM@MMMMMMMrBBWMMMMM, iMMMSW8M2i
@m8MWWWWWWWWW;B00000BMMMZ 7MXMBWMr
2M8MMBWWWWWWWWWMXB00000000BMM8 . @B0MM2
MWMWBWWWWWWWWWMZ2B00000008ZMMM B0BBWMr
```

```

;M@MWWWWWWWWWWWW@M;W00000000ZWW@M WWB0BMZ,
aBMa@WWWWWWWWWWWWWWMiW0000000088@WM0 0W00M@
M8M7MWWWWWWWWWWWWMX08WBMM@000ZWWWMS2W00BMr
M 8MiMWWWWWWWWWWWW8X0MMX MM00aZ0B@@;@000M0:
M MM;MMWWWWWWWWWW@M:0Ma M8ZZMMMMMiMM@0MMX
WM 8MXaMWWWWWWWWWWWWMaMX M8aMMMMMX7 MWM ir
MMM 8a7@MWWWWWWWWWW@M:@M M2@M8MMr , 8M@ X2aa
0SW@MMM@X7WM@WWWWWWWWWWMM7M0 8MZMB0MM .;i: M7:rrSZ
r.: ;MMZM0SWMMMWWWWWWWWBMMMZMB@MMM.M2: .,ia
riXi M rMMrMW8@MM@WWWWBWWMM7Z8ZMWWMM 7M8@MM@aaX
2XS; X0MM @0BZS8MMMMMM@W@M0iMMWMM 2M2 aS
r@2MMX: M8MMMwiMMMMWWMMMXZWM ,W877.. Z
:r7.X:i 8BM@M MMM8MMBWMXMMM .X; W8ZaS8M
r ;.X MMWM MM M@BMZM ..
: 0BXZ BMMM B MMBMM X0aMMMMM; :.
SB;a MMMM M@M2 . ,MM 0 B i ,
r, WMM8X,:80a8MMM MMMM MMWMM XM M .,Za :
,,;:Z BBXM2B .: MWMM M@MM7 MB :W @ MMr :
Xr Oi;,MBX SMMMmi MM@M@ M W M X@Mi
WS Ma iMMi .MMMM MWMM aM 22S
ai7 MM MMMM MMMMa :Ma @
B8 X. @BMM, BMWMM i
MMM M@M27
Z.M@M MMMi,i
irrMBMi ;MMM i
r rMMMM MMM2;7
:,:MMB M MMMB S;
a; @MM:WM: @MMM 7
iZ 7MM@M@MMS XMMMM 7
r ZMMMWBWMMM. aSaMMB;r0
r0MMMMMMMM@BBBMMMM MMBM@M@ i;
rMMMMMMMM@WWWWMMMMMMMMW 2MWM0@MMX i8i
MMMMMMMMMMMMMMMMMMMMMMMM@i MMM0BWMMM7 ;:
2MMMWOB@MMMS ri
0MMMMMBBWWMMMMMM2
ZMMMMMMBBBWWMMMMMM,
MMMMMMWWW@MMMMB
;MMMMMMMMMMMMMM
i;

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|Level: Iron Gate. |

|A Rating Time - 2:00|

Once you bust down a door and the voice says "level 3 door breach", you will turn a corner platform and the camera will turn with you. Dont go forward! Stop, and turn the camera so your facing away from door 3, there will be a pipe and a spring. Hit the spring, break open the steel box, hit the spring, land on the pipe. Follow the trail of rings by hovering to the next pipe. you will see a pully, below it are the ruins. Play the melody and some platforms will appear. Turn around and jump up the platforms, hover accross to the platform below the pully. Once up, there is a left and a right. The left will take you to 2 free

guys,  
the right will take you to more ruins. More platforms will appear, along with a spring.  
Its pretty straight forward from here, but watch out for the sneaky robots that fall down  
on  
top of you when you reach the top level. The little platform has the chao.

|Level: Weapons Bed. |

|A Rating Time - 2:15|

At the third checkpoint, you will go up a pully with an enemy at the top.  
There will be warehouses on this ship, the last one has the ruins so shoot it open and  
play a  
little jingle that you should know fairly well by now. (get ready to solve a huge puzzle)  
A  
portal will appear, hop on into it and it will take you to a platform.....the chao is  
right  
there.

|Level: Sand Ocean. |

|A Rating Time - 3:00|

At the third rotating platform, there will be a checkpoint right after it  
(i suggest you hit it). Now, jump back onto the rotating platform, get to one of the tips  
and  
wait untill you are to the left of the checkpoint you just hit. Off int he distance you  
can see  
a platform. Land on this and make your timing perfect to jump on the next one moving back  
and  
forth. once on the moving platform, you will see a platfrom on the left, and a platform  
off in  
the distance. Shoot out the steel boxes on the small platform to the left and hover over  
to it.  
Now shoot out the steelies on the next platform and jump over to it. At the end of this  
platform  
your little chao will be waiting for you.

|Level: Cosmic Wall. |

|A Rating Time - 1:30|

On a platform just above the second checkpoint, hover to the right to find a  
platform with a pyramid. Destroy the pyramid to find a Chao box and the ruins. Play your  
new  
favorite melody and a spring will appear. Keep hovering straight up until you find a  
meteor on  
a platform, then destroy it and use the springs behind it. Use one of these springs to find

another pyramid with the chao inside. Its pretty straight foward, so i really dont have to elaborate.

|Level: Lost Colony. |

|A Rating Time - 2:30|

After the third checkpoint, you'll hit a switch to open a door, another door will lead outside the colony. These paths are skinny so be careful. Head over to omochao and head up the the ledge where you must jump to the other side. This is tricky, turn yourself so that the ledge is to your left, you should be able to see somehting gray floating next the platform. Take a leap of faith (an extremely tiny one or you'll overjump the platform!) and land on a hidden platform that will elevate you up to the ruins. upon playing them, more platforms will appear. At the end of the platforms theres a door that will take you inside of the colony, another door will take you back outside, standing in front of a gigantic gap with the door really far away! Jump and hover over to the door, a beetle will appear that you have to destroy in order to open the door. After a couple more doors, you'll find the chao.

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----- |4.5| KNUCKLES -----

.,27rX2  
SMMMMMW8XXS2i:rMMM  
8MMM@B80WMMMMMMMMMMMMM22MMM  
MMaaZ@MMW0ZZa22222aaaa8WMM82MMW  
aM;WWWZa0ZaaaaaZZZZZZaaaaaa8BMW,0M8  
MMZM0aBMWX;SZZZZZZZZZZZZZZaaZOMB MM  
MB@Ba0Mi.8MMMSaZZZ8SaaZZZZZZaZZaaZMM M:  
M0MZ2MZ MMX MMSaZZ828WSZaZSZaZZZaaZMZ,M  
MMMMWZZ2a80M M MMa2ZZZ0 MXZaB;MZaZZZaZMZ M  
MMMMaWaB8BM MMSM8M2ZaZM MXZaWiM02Z0ZaZ2M M@  
@BM;M2M MS M0aaZM Ma2Z@iW@Sa0a7@X@2XM  
MMM MM@:r8S0Z,, iM@:M2ZZM M82ZMiBMXaWa M70M M  
2MMMMMM; M,MMMM iS M7ZZM M02aM;BM7a@S.MXaM M  
iMMM8 .r M8i72 :XSMMZM7Z8M M82aM 8M7aM7:MXaM M  
SMW OM M ;MiMWS27r0BWMWMMW82M;ZBM M8SaM BM7aM 7MXaM M  
MZ . aMMM M MM@X2ZW@828@MMrMrZMa MaSZM WMXaM SMXBM M  
OMMMMMS . M M0MMB@MMM@MSXXMX0M WMX20M MMX2M MMXMiMM  
MMi rM . . M M88MMZ, 7Z222MXWM MM7Z@M M@XZM MMMM M  
MM8 MZ .. M80MMMa 8M0Z20@MZM BM@X8Mi MWXBM M M MW  
iMOMM; MMr BMMMZ0M0MMMMMBZ2aB@raMW MMZ2WM MMSSMa M MSM



M MW MMXMMMMMMZ2;MXa2aZaaaa8MW MiM WWMS0M: M@7ZM MM XMa  
2M ir; iMM;2aMMXM2 M@M:WaaZZZaZ@M iMM M MWaMW MM8XWM M :  
MMMZS;BMM, 0M: MM M MaZZZZaMa MM M MZ MS@M M MSZMi2M  
MMMMMMMMMM@. MM M MM MXS2aZaM M@M MM MM@M M. MX@M M  
BM2 8MM ; M XM8 M MWMBa2aM MM2 @ MWM Mi MM0M 8M  
MM . MM MM M MXWMMMS@Z MZM07MMrM MirWMaM; M  
XM MM M0aMSM aM2Wa:MaBMSM MMSWWMB MWM  
M . WM M MXM MMSW0 MSSM;SMMZ87M 0 MM0rM  
:M ,. ZM MXaWaM MMSBM MBaMSB28MMM :M.MMZ@M  
MM ,.i MM; M MXMM MMX0@ MMMMMMM MrM @M M  
M .2 M MM M.0BXM MMSBM Mr MMM :MXM  
;M .X M MS rM MSWM MWXBM MM . WM  
.Mr@ . ,. M M; M 80;MMM MZX@M @M  
M M : MMMM@ MZM M ,MMMMZMMMMM@M M8XWM XM  
M Mr.2Z , aM; M M: @ aM MW702ZSr;;r M M7XBM MMMMM.  
M ZMMMMMMMM . M ; :Z ZM 2M WS2SXXXX.W02MM77ZMiMMBiMM  
MM; MM M X M8 aM0 ;SM:ar7:i;77ZM WMMMMMBX7.r; M  
XM r 8MMMMM: M@M8ZMSW:8MMMM:aM;rr7;SZ80a2ZM Mr  
M2 @M; :XMM,SaSMr ZMMMM MMS 7rrr;;r7S2M WM  
MM; MMMMMW0B@MZ: 8MBM2 SM0M,iXS222az8Z7 MMM  
,MMaaZ888880W@MMMM i;;,MrrMB8S7XXrXaWZMBZWM2  
iM8Z88888888888Z2M 72aX M;MM MM82MM 8MiMM2M  
MM8MWB888888888808MM:7 MMMMW BM Ma M8r MWM8  
MMXS78MMMMMMMMMMMMMM; i8MMMM8@2.WM Mi MiM . MMa  
iM2iS7. ,,,,, :B8BMMB M .rXi . M@MM8Sa i;7 MX  
;MMM8aXZ88Z8BWBaXZMM 2MMWMM@MMMMZ :M ;7a M7  
ZMMMMMa7ii7BMM0 aM@08888888880WMM@MM r2 MS  
7SMMMM7 MM0888888888088888ZBBM.X; MM  
Ma0888888888888888000MM BMM  
MMXBM@WB000000000WMMMBM ZBM8  
iMS8ZXBMMMMMMMMMMMM@i M2ZMM  
;M@Sa8ZX ZM@:MM  
M@ZX:SMMMMWVBWMMMMM, MMX  
iMM@; ZMM,  
.MMMMMMWMMMMM

|Level: Wild Canyon. |

|A Rating Time - 0:40|

Fly right into the wind gust, it will take you up. Get down and turn around, run around the circle untill you find a spring, climb up the wall untill you find a painting you can dig through. Inside, there will be many paintings, only one will take you to the chao. Slap on those nifty sunglasses you've been dieing to use and you'll see some rings leading to the middle painting on the right side (oops! i just told you what painting it is! i guess you wont be able to use those trendy sunglasses now...) the chao will be very happy to see you! (as always)

|Level: Aquatic Mine. |

|A Rating Time - 1:00 |

From the start, glide to the center and go up the pulley to level 3, the ruins will be up here. Playing your mystical instrument that you cant sell (rats) will open a door, go in and punch out the mine carts, then follow the tunnel to the end and dive down into the water. Swim forward to get to a trail of rings leading upward, follow 'em up into another passage. Swim towards the camera, you will either pass the pulley and hit a spike ball, or you will be lucky and hit the pulley. Wellm that was easy.....

|Level: Pumpkin Hill. |

|A Rating Time - 1:00 |

This one is even easier. Run straight forward and hang a left to get a rocket, it will take you to the top of church hill. On the other side of church mountain there will be a rocket that will take you to pumpkin hill, you'll prbably land right on top of the ruins. Play your loony tune and some platforms will appear. The platforms take you to a floating island. The last part has a chao that doesnt like halloween (you'd cry too is you were 10,000 feet in the air, on a floating island, surrounded by big, smiling, moving jackolanterns!)

|Level: Death Chamber |

|A Rating Time - 2:00 |

This is one of the hardest chao to get. NOTE: you need the air necklace upgrade to find this chao. Go to the ruins in the large clock works room (its the giant circular room in the center of the chamber), and dive down. Swim forward for a while until you see an hourglass guarded by a ghost. Hit the switch and ignore the ghost. Get to the door!!! swim as fast as you can (you'll most likely faill dozens of times before you get the best method of getting to the door in time, which is swimming on the ceiling without hitting any buttons). Duck under it just as it closes and you'll come into another room, with another hourglass, another closed door, and an E-1000 robot that likes to kill you...alot. Jump on the hourglass and swim for the door by staying along the ceiling because its faster than bobbing up and down. Duck right under it again and swim up into a hole in the ceiling (good

thing you have that air necklace huh?). There's a few Chao murals on the walls. Climb up onto the wall and into an overhang where you'll find yet another hourglass. Hit it then glide out. Then go up one overhang and into a closing door, where the Chao sits in agony.

|Level: Meteor Heard.|

|A Rating Time - 1:30|

This one is easy. Glide to the tower from the start and climb up one of the supports untill you see a platform, glide over to it and take its rocket up. Glide over to and area with a cluster of containers, next to the containers will be a giant platform with yet another rocket on it. Fly up and immediatly hit the wall. Climb all the way to the top and circle around to the other side where a platform will have the ruins. Play the space-age flute of the future and a portal will appear, the portal will take you inside a container where there will be another ruin??? This ruin will will plopp you right on top of the chao. Surprise! (a few more levels to go!)

----- |4.6| ROUGE -----

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.r
88:aMOM
Oi 78SS2ZM.
,M, 2MW2r;XaZM,
rZ rMM@8Z87:SZZMZ
M MMMWB0Z88XrZ80MM
;MZ,ii.; Sa IMM7Xaz8ZZ807S888M
MMMwZr,:S; 0Z 0MMZ;;2a2aaaZS72ZaWM
MW@BMMMZ7i :r0r BB8i ZMMMMB72a2SSaZSrSza2M
2M0Z8B@MMWWB; :aaB .aBWaSSSaSrXZa2M;
MWZa000@MM2r7ri.... 2@ZS2ZSir22S8@
MM8aZBWMB ... WaSa;irXXXaM
MBZaW@i ;BMMB8Zr,.r ,Ba2;;rXr7W7
MM8ZB;XSii,,, OMWaXXXSZZ,0;. SZXi;7X72M
MW8Si0MWBSri:, MWXr;rrrr;ims X07i;7XXM
iMB2BW2X0WS;i,ZB7;.. M2 ,MM2S;,2a0MS
M 8Ma@ZSXX8BX;im7..iaMMMMMMZWMX,7;7a0MS
MM ;BZ7;:i;0Zii0SMMMMM :MM irX2ra@0
Za 0BMMMMMM8rBXimm M M @:772@@M
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MMMMMaM 0XM2a;a ZMMZ ,,XZ7XriB7 MMMMMMM07  
M7 0MMZMS, . XB..r:.2X77i;a.MMWMMMMMMMMM  
M;.M82Xir2aar::rSZ8BMMBai. MMM8MWaMMMMMM.  
MW@BZZZaS2 0Z888BMMMMMBMMMS. r80MWBa0@BMMM@  
ZX :; MMB8WWZMMMMMMWMMMMMM. SMMMM@MZW@B@82@ZZMMMZ  
MMBZM8; MMMW2 MM0Z2X8W@WMMMMMM8 8MMMMWB08MXM88WMZM0SZMMW  
MX;@XZ8 M7 i7 MMSSS@B@02S7Xi rZiiXBMMMM;Xaa2X@XMWZZ0MOMBXaMM2  
M7iaM8az: .M8M@880B.:iX0r277;7r ;MZ7, ,.:XX7rimZMa8ZZBOMBaZMM  
MZ Xi .MMM82WW22XXri;:iir2raMB@WwB@B0MaSX:M7MS2008@8@WazMM  
MMMMMMW0i SMXBMMMMMMWBZZZZZWMMMMMMSMMM2 SSS2MrMZSXZ0BM8@W22MM  
,S8MMM2 M0XZBW@MMMMMMMMMMMM MM7 2XXXMrM0aS7ZZ8M0@BSaMM  
:MW. : MZ8WX;BX0B0WBZBM8 MMa ZX7i7WZ@Z2X7r8ZZWBWWSaM  
MW880M2027MMWi@a7S@MMM@ MM; .7@M@i;XSWBa2XXXZM@0@0M8SM2  
MZZa@BMMWMMBW8;80aZ2a0MMMM, r Mrr7iWM2aMBZS;2MMMZMSMM  
MSX8@MM8 MMMM@W8aSS2SSSaBB: @ MXriB@8M, MMM0WBM  
M2ZMMM ;M@MMMM@W88Z80a M MS7SBMM MMWBM  
MZMMM MM0WMMM@B88ZSZWai,ii;77 rM Mi2BM MMMM  
XMMM M@0MMB88BaaWMMM8;rXX7ri:,.WSZMZ rM@M  
iMMB MMMMM@8ZZBMMZ @M2S2SX7S8M0 MMM BMM  
SM ,MW8 ,72B@MMM MMB2XSMMZ.ZM8M2 MMr  
Wr MMM r7. .@ ;MM@7 ,@Mza M MM  
iM0.aaZ8ZW0 0MMMMXM7 iM  
MM;X;SSXMM X  
2M0a0MMMMMMMM  
MMBr. XM  
W87 rM.  
M207:. B,  
MXa87ii: .@,  
WM22a0Xr;i. iM  
MMW08Z8a:i:, M  
iMMM0Z2aBMrii:,,,, M  
MM0;;8BiSMMZrXX2Sr,. M  
.2MMX: ;@WSr;rri,ii;i ia  
MMMMBW .8Ma;::, M  
MMMSr,:Ma MMBr;.. :M  
MMM@MMMMM ;;,MMW27i. SM  
MWX7r: .S80aWMMW2X, MM  
MM08ZZ8800B8BMM@a ;ZM  
MMMMMMMMMMiMMXr8MMM@MM ;aMM  
MB2X;,.irr2M .;7XMM  
MMW8aa22a22aMX2aZMM  
MM08aaaZ0@WZr0MMM  
MMM@W@W8SSWMMM  
MMZZZZZ@MMM  
Xr;i:2

|Level: Dry Lagoon. |

|A Rating Time - 0:40|

Fly forward from the start and climb up the giant washington memorial-looking thing untill you hit the "bull's eye". Fly straght back in the direction you just came from and get up to the top level where a truck is shooting bombs at you. On the wall there will be

some steel crates, knock them open to reveal a painting to dig through. Inside lies the ruins,  
which will open a door. The next room has a portal, the portal will take you right to the chao  
who is very happy to see rouge (who wouldnt?)

|Level: Security Hall.|

|A Rating Time - 0:30 |

Head straight forward and go to the left past the truck. Jump on the ledge and there will be a spring between 2 iron boxes, take the spring up to a platform with a pulley,  
at the top of the pulley, jump off onto the wall and climb up. get to the very back wall and  
climb up as far as you can go. Get into the center of the wall and fly to the center of the room  
to land on a platform with some boxes. DONT BREAK THE BOXES!!! Jump on top of the boxes and do  
a little spin on the analog stick, hit the attack button and you'll do an upward kick (this is  
hard) quickly get your glide on and glide over to the side of the platform, climb up to find the  
chao.

|Level: Egg Quarters.|

|A Rating Time - 1:00|

Head tot he left from the start, past the ghost, throught the steel hallway, and on top of the snake thing surrounded by spinning spike balls. EEK! A sneaky ghost knocks  
you back when approach the ruins. Get jiggy with your melody to open a portal to another dimension...or just another room in the level. As soon as you drop into the room you can hear the  
chao, but a big nasty weight drops over the top, preventing your rescue! One of the walls has a  
scorpion picture that you can dig through. Dig through all the steel boxes using drill driver  
untill you find the switch. Once the switch is hit, head into the center and dig into the picture.  
The weight will stay up now, allowing you to get to the chao just before the ghost grabs rouge  
innapropriatly.

|Level: Mad Space. |

|A Rating Time - 1:30|

Head straight and hitch a ride with the rocket. If you're good, you can swing your view around as soon as your off the rocket and glide over to a floating platform in the distance. It's in the direction of the holy planet, actually, its directly above it. Take the rocket on the platform up and climb the wall. Climb up to the first level you get to and head the left (assuming that you're facing the wall) keep gliding and you should see the ruins off in the distance on a platform guarded by a peasky demi chao. This level is similar to meteor heard in the sense that playing the melody will open a portal into a container. Run down the container and jump into the other portal, another container, run to the end and get in another portal. Now you got it for sure, the chao is waiting in the next container.

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## 5. Cannon's Core

|A Rating Time - 7:30|

In this mission you'll have to find the ancient ruins with 3 characters, then retrieve the lost chao itself with Sonic at the end of the level.

You start the level as Tails, but don't worry about it. Tails doesn't play any role in finding the lost chao. Just complete his level normally.

The first character to encounter the ruins is:

----- EGGMAN

As you pass a checkpoint, you'll come to a small room with a floating platform in the middle and a door on the other side. If you try jumping on the platform, it will immediately fall down and carry you with it. In other words, don't jump on the platform. Jump OVER the platform and hover your way to the door on the other side. This is a really tricky jump, so i hope you brought a lot of lives with you. If you don't make it, simply fall to your death and try it again. The checkpoint is right there, so don't worry.

When you make the jump, the door will open to reveal a chao box and a bunch of metal crates. Shoot them all away to reveal the ancient ruins. When you play the mystic melody, a shield capsule appears behind you. Step one is complete, go on and finish Eggman's level.

The next character up is:

----- ROUGE

This is easy. When you start the level, turn left and you should see a blue corridor. Fly down the long yellow corridor to the mystic ruins and play the melody to make yet another shield capsule appear. Finish the level.

This paves the way for:

----- KNUCKLES

Another easy one. From the start of the level, run up to the security door that you need to unlock. There's an Omochao by it. Turn around and you should see some mystical floating platforms. Hop up them to a hole in the ceiling and jump up to find a pulley. At the top is yet another mystic ruin. Play your melody for a magnetic shield this time.

Go finish the section and let the final part play out with:

----- SONIC

You start the level by sliding down a pole by hand. Remember this type of pole for later. As you go through the level, you'll encounter yet another one of these poles. At the end of it, you'll be thrown out to a yellow waterfall. You should be able to see a line of rings at the top of it. Jump up the waterfall to the row of rings and do a lightspeed dash along it. At the end you'll reach a platform with two blue enemies on it, kill them and head through the door and you'll be assaulted by three GUN robots. Kill them and the little chao is all yours.

Congrats. You've completed Cannon's Core.

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## 6. Conclusion

Collecting all of the chao is one thing, but getting A ratings while doing so is hell. Don't kill yourself attempting for A's. It can be very un-nerving.

Good Luck! and Happy Hunting!

- Timber Wolf

