

Sonic Adventure 2: Battle Boss FAQ

by Snoopdigger

Updated to v1.1 on Jan 13, 2003

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.

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ADVENTURE 2 BATTLE
BOSS FAQ

By Snoopdigger

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1. Version History

- 0.1 (9/14/02) I am starting the format and am going to start boss battles tomorrow.
- 0.2 (9/15/02) Did a super upgrade to episode graph, but nowhere near ready to submit it to GameFAQs.com. Maybe I will do my boss section tomorrow, maybe.
- 0.3 (9/18/02) Still have not gotten around to boss battles. I know that this is a Boss FAQ, but since you won't see this version, I don't have anything to worry about.
- 0.4 (9/19/02) Didn't do much, but I am just not getting around to Boss battles, but will over the weekend.
- 0.5 (9/20/02) FINALLY started boss battles on hero side. It's not much, but it's a start. On a side note, I worked on Episodes.
- 0.55 (9/22/02) Really got some work done. Still incomplete, but it's getting there.
- 0.58 (11/22/02) Gave the guide a tune-up.
- 0.6 (11/27/02) Finished formatting the guide. Tomorrow is Turkey Day!!!
- 0.7 (11/28/02) Worked on everything.
- 0.8 (11/29/02) No comment.
- 0.85 (11/30/02) Finished Characters and Dark Episodes.
- 0.87 (12/1/02) Worked on Hero Episodes, Last Episodes, and the Biolizard in Last Boss Battles. Finished sections 8-10.

- 0.89 (12/2/02) Worked on everything.
- 0.9 (12/4/02) Finished episodes! BIG UPDATE! I'm HAPPY!
- 0.91 (12/5/02) Worked on Hero Boss Battles.
- 0.95 (12/7/02) Finished Hero Boss Battles and the Dark ones too. That just leaves Last.....
- 0.99 (12/8/02) Finished the guide! All I need now is to proofread it.
- 1.0 (12/18/02) 10 days since last update and I am ready to send this FAQ/Walkthrough to GameFAQs.com!
- 1.1 (1/13/03) Re-formatted and re-submitted!

2. Introduction

Welcome to another fantastic guide made by Snoopdigger, my newest in-depth FAQ, and not my last. I have already created a FAQ/Walkthrough for Medabots AX and Animal Crossing, and now I turn my attention to Sonic. This guide is made for boss battles on Sonic Adventure 2 Battle for Gamecube. SA2B is without a doubt one of the greatest game on the planet! Three different modes, six different characters, and the cute little AI life forms known as Chao, what is there not to like. Maybe I should get you up to speed on Sonic. Sonic is a supersonic hedgehog that, at top speed, can travel at the speed of sound. On his debut game for the Sega Genesis (Sonic the Hedgehog) Sonic and Dr. Robotnik (a.k.a. Dr. Eggman) face off for the first time. Sonic came back onto Genesis with Sonic the Hedgehog 2 (with a new character, the fox Tails), and later for Sonic the hedgehog 3. Sonic and Knuckles featured two characters that you could play as, a whole new aspect of the game. Sonic appeared on Game Gear and the Genesis several more times, but Sonic 3D Blast was a landmark game that lead into the next generation of Sonic games. It was a seriously horrible game, but added the feature of 3D, which led to the two Sonic games on Dreamcast. The first Sonic game to hit Dreamcast was Sonic Adventure. It had different characters that you could play as, each with different stories. It adopted AI creatures called Chao. Sonic Adventure 2 followed and upgraded everything, including the all-new character known as Shadow. Sonic Adventure was such a hit; it was put onto Gamecube as Sonic Adventure 2 Battle. You can now enjoy the fun of almost all the Sonic games on the Sonic Mega Collection for Gamecube. I am writing about the boss battles in Sonic Adventure 2 Battle. Boss battles are different from the regular stages. They are one-on-one battles with an enemy, usually in an enclosed area. The enemy has a health meter on the screen that starts as blue, but when they are in the critical zone it turns red. If you have any questions or comments, e-mail me at patrickhandley@yahoo.com. I really hope you enjoy this.

3. Characters

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Sonic the Hedgehog
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A carefree hedgehog that is really the star of the game. He is a deep blue, but when he transforms into Super Sonic, he is a bright gold. His hair looks like he uses a gallon of gel every day; his hair is like a bunch of spikes. Here are the controls:

- Analog Stick-Move Sonic
- A-Jump
- A+A-Homing Attack

Y-Scroll through Action Choices
L/R-Rotate Camera Angle (Hold)

\\\\\\\\\\\\\\\\\\\\\\
Dr. Eggman
//////////

Every game needs a villain, and this game is no exception. Dr. Eggman, or Dr. Robotnik, is always trying to take over the world with some crazy scheme.

Analog Stick-Move Tails

A-Jump
A+A-Hover
B-Machine Gun
B-Lock-on (hold)
B-Homing Missiles (Release)
X-Action
Y-Scroll through Action Choices
L/R-Rotate Camera Angle (Hold)

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Rouge the Bat
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A secret government agent with an uncanny obsession for gems.

Analog Stick-Move Knuckles

A-Jump
A+A-Glide
B-Kick
B-High Kick (Press 3 times)
B-Drill Drive (Press while gliding)
X-Action
Y-Scroll through Action Choices
L/R-Rotate Camera Angle (Hold)

4. Story

Some people want to view this guide solely to find help on a boss, but I think that for all the other viewers, I should put the story to make it fun to read. First, read the chart of the episodes and then read about them at the bottom. The letters SL stands for Same Location, meaning that they happen at the same location, at exactly the same time.

4.2 Episode Graph

Dark Side	Hero Side
IRON GATE	
IRON GATE 2	

ENTER ROUGE	SL	ENTER KNUCKLES
SAND OCEAN		
SAND OCEAN 2		CITY ESCAPE
RADICAL HIGHWAY		BIG FOOT
RADICAL HIGHWAY 2	SL	BIG FOOT 2
EGG QUARTERS		
LOST COLONY		
LOST COLONY 2		
WEAPONS BED		
WEAPONS BED 2	SL	PRISON LANE
SECURITY HALL		
SECURITY HALL 2		PRISON LANE 2
SECURITY HALL 3		
WHITE JUNGLE	SL	GREEN FOREST
WHITE JUNGLE 2	SL	GREEN FOREST 2
WHITE JUNGLE 3		GREEN FOREST 3
ROUGEMOBILE		MISSION STREET
		AQUATIC MINE
		TAILSMOBILE

		TAILSMOBILE 2
SKY RAIL		
		HIDDEN BASE
		DEATH CHAMBER
		KING BOOM BOO
EGG GOLEM	SL	EGG GOLEM
SPACE RIDE	SL	SPACE RIDE
MAD SPACE		ETERNAL ENGINE
		ETERNAL ENGINE 2
ROUGE VS KNUCKLES	SL	ROUGE VS KNUCKLES
ROUGE VS KNUCKLES 2	SL	ROUGE VS KNUCKLES 2
TAILS VS EGGMAN	SL	TAILS VS EGGMAN
SHADOW AND ROUGE		SONIC AND KNUCKLES
SONIC VS SHADOW	SL	SONIC VS SHADOW
FINAL DARK EPISODE	SL	FINAL HERO EPISODE

LAST SIDE

CANNON'S CORE

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THE BIOLIZARD

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THE FINAL HAZARD

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FINAL FRONTIER

4.5 Episodes

IRON GATE

You see Eggman breaking into the military base, saying, "that was all to easy." He is trying to get to the military's top secrete weapon codenamed SHADOW.

IRON GATE 2

He discovers that the top-secret weapon is a black hedgehog named Shadow. He destroys a guard robot, and tells Eggman to meet him in the control room on the space colony ARK. He also tells him to bring more Chaos Emeralds.

ENTER ROUGE

Rough and Knuckles are arguing over the possession of the Master Emerald, and Knuckles is trying to explain to Rouge why it is so important. He says that it as the power to neutralize the power of the Chaos Emeralds. While he is explaining all this, Eggman comes along and steals it! Knuckles jumps up before it is out of reach and shatters the emerald, and Eggman heads back to his base.

SAND OCEAN

Eggman boasts that Sonic will never find his base. He goes about clearing out the robots before he proceeds.

SAND OCEAN 2

Eggman settles into his command seat in his hidden base when a news flash appears on the screen. It appears that the Chaos Emerald was stolen from the local bank. The monitor shows a hedgehog in motion. The police have mistaken Shadow for Sonic.

RADICAL HIGHWAY

Shadow is about to make is escape across a Golden Gate-style bridge with the Chaos Emerald, when he suffers a flashback of his past life on the still-operational ARK, fifty years ago. He remembers his friend Maria, asking one last favor before she dies. Shadow thinks that what Maria wants is revenge!

RADICAL HIGHWAY 2

Shadow suddenly finds himself face to face with Sonic. They face of, but Shadow uses the Chaos Control technique to escape. But while Shadow leaves, GUN, a military robot battalio, appears to capture Sonic!

EGG QUARTERS

Rouge reports to an unseen individual that she is in Eggman's Base. Then she proceeds to find the three keys to unlock the inner chamber.

LOST COLONY

Eggman decides to pay a little visit to the ARK. He first has to locate the central control room.

LOST COLONY 2

As Eggman enters the control room, Shadow explains that the machine in front of them was the Eclipse Cannon. Built by Eggie's own grandfather, Gerald Robotnik, it has the power to destroy an entire planet. Rouge is seen hanging from the roof, making a truce with them, giving them a Chaos Emerald and intelligence locations of three more.

WEAPONS BED

Rouge insists that the Chaos Emeralds are on a military base. Eggman comes up with a plan. He will distract the guards, Shadow will place a detonator set for 30 minutes. Meanwhile, rouge has 20 minutes to steal all 3 of the Chaos Emeralds.

WEAPONS BED 2

As Team Egg is heading down the runway, Amy appears out of nowhere. Eggie tells Shadow and Rouge to go. He chases Amy to the edge of the runway. Tails appears out of nowhere to save Amy before Eggman can get to her.

SECURITY HALL

Eggman calls in that there has been an "unexpected delay" and that Shadow should set the timer for 20 minutes. Rouge has only five minutes, but that is plenty, according to her.

SECURITY HALL 2

Rouge is running with the three Chaos Emeralds, when a flying robot comes out to stop-p her in her tracks.

SECURITY HALL 3

Rouge is trapped in a security vault. She radios to Shadow to tell him to rescue her. Shadow battles himself, and in the end goes for Rouge.

WHITE JUNGLE

Shadow and Sonic meet up in the jungle. It appears that Sonic is edging for a fight. The two hedgehogs do a forest-face-off.

WHITE JUNGLE 2

Sonic and Shadow are out of breath from fighting each other. Eggman reveals that in ten minutes the island will go boom. They head in opposite directions.

WHITE JUNGLE 3

Shadow bursts into the vault and Chaos Controls them out of there. Seconds later, the military island is blown to smithereens. Shadow claims that he did it for the Chaos Emeralds, not for Rouge. Now that they have six out of seven Chaos Emeralds, they decide to do a little demonstration. On the worldwide television, Eggie claims that he will have his desired ransom or will destroy the planet in 24 hours. The clock is ticking.....

ROUGEMOBILE

Rouge shows Eggman a newspaper that says that Tails has the last Chaos Emerald. Eggman resolves to chase the fox until he gets it. Rouge goes into her speedy car to chase him.

SKY RAIL

Tails is now flying away from the roads. Rouge reports to Shadow of his position. Shadow then pursues him via rusted rails.

EGG GOLEM

Shadow figures that Tails and the others are headed for the base. Eggman greets them as they burst through the door. He calls his servant up from the sand. It's a huge golem! Sonic jumps up and destroys its restraining device. Now the Dr will have to clean up his own mess.

SPACE RIDE

Sonic leaps into the space shuttle seconds before it blasts off. They are seen heading toward ARK.

MAD SPACE

The space shuttle bangs a meteor and spills some Master Emerald pieces. Rouge sees this and runs out to add them to her collection.

ROUGE VS KNUCKLES

Rouge and Knuckles find each other in space. They are both willing to fight for the Master Emerald pieces.

ROUGE VS KNUCKLES 2

Rouge lunges for Knuckles but slips and falls. Knuckles rescues her, and she gives him the Master Emerald pieces she collected. Knuckles finally resources the Master Emerald, and they go their separate ways.

TAILS VS EGGMAN

Sonic comes into the room where Eggman is holding Amy captive. He has a fake Emerald, and tries to give it to him. Eggman unexpectedly traps him in a pod. He knew it was the fake Emerald all along! He jettisons Sonic into space and watches the pod explode. END SONIC.

SHADOW AND ROUGE

Rouge tries to take all the Chaos Emeralds for herself. Shadow appears at the top of the balcony to stop her. He figures out that she is the government's spy. Rouge insults him by accusing him of not being the real Ultimate Life Form. Before the start a fistfight, Eggman tells Shadow to go to the Eclipse Cannon. Someone is going to the Cannon's tip!

SONIC VS SHADOW

They meet going to the cannon's tip. The final showdown of hedgehogs.

FINAL DARK EPISODE

Eggman throws the last Chaos Emerald into the cannon's core. Thus begins the new Empire of Eggman.

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_ Hero _

ENTER KNUCKLES

Rough and Knuckles are arguing over the possession of the Master Emerald, and Knuckles is trying to explain to Rouge why it is so important. He says that it has the power to neutralize the power of the Chaos Emeralds. While he is explaining all this, Eggman comes along and steals it! Knuckles jumps up before it is out of reach and shatters the emerald, and Eggman heads back to his base.

CITY ESCAPE

He discovers that the top-secret weapon is a black hedgehog named Shadow. He destroys a guard robot, and tells Eggman to meet him in the control room on the space colony ARK. He also tells him to bring more Chaos Emeralds.

BIGFOOT

Sonic is done being chased. He finally finds himself face-to-face with a guard robot from GUN military. He has a fierce battle with it, but in the end Sonic is triumphant.

BIGFOOT 2

Shadow suddenly finds himself face to face with Sonic. They face off, but Shadow uses the Chaos Control technique to escape. But while Shadow leaves, GUN, a military robot battalion, appears to capture Sonic!

PRISON LANE

Tails doesn't believe that his friend, Sonic, would do such evil. He is going to save his friend from the military. As he lands on the island, he sees Eggman chase Amy to the edge of the runway. Tails saves Amy before Eggman can get to her.

PRISON LANE 2

Sonic is pacing his prison cell, when who should appear but Amy. She offers to free him if he marries her. He says, "no way!" She lets him out anyway.

GREEN JUNGLE

Shadow and Sonic meet up in the jungle. It appears that Sonic is edging for a fight. The two hedgehogs do a forest-face-off.

GREEN JUNGLE 2

Sonic and Shadow are out of breath from fighting each other. Eggman reveals that in ten minutes the island will go boom. They head in opposite directions.

MISSION STREET

On the worldwide television, Eggie claims that he will have his desired ransom or will destroy the planet in 24 hours. The clock is ticking. As Sonic and the others reach the mainland, they split up. Sonic tells Tails to go on without him. He is taking an alternate route.

AQUATIC MINE

Knuckles seems to be looking for the pieces in the mines...

TAILSMOBILE

As Sonic heads for the president's limo, Knuckles bursts out of a sewer. I guess he got lost getting out of the mines. Tails zooms ahead in car mode of the Cyclone. Amy and Knuckles run after him.

TAILSMOBILE 2

Tails and Sonic finally catch up to the president's limo. They jump in and trace Eggman's call to ARK. They leave with the president bewildered.

HIDDEN BASE

Team Sonic stands at the desert, looking at the entrance to the base. Tails proceeds to uncover the entrance to the inner chamber.

DEATH CHAMBER

As they come in to the base, Sonic realizes that you need the three keys to unlock the inner chamber. He proclaims that Knuckles is the "World's Greatest Treasure Hunter."

KING BOOM BOO

Knuckles turns around to find, A GHOST!!!

EGG GOLEM

Knuckles finally comes out with the keys. Eggman greets them as they burst through the door. He calls his servant up from the sand. It's a huge golem!

SPACE RIDE

Sonic leaps into the space shuttle seconds before it blasts off. They are seen heading toward ARK. As they set out in the asteroid field, they bang against a particularly big meteor, and all of Knuckles's Master Emerald pieces spill into space! Knuckles grabs the controls and steers the ship out of control, barley landing safely on ARK.

ETERNAL ENGINE

Tails reveals his plan the second they land. It is to use a fake emerald to short-circuit the Eclipse Cannon. Tails plans to destroy the power source, and before the auxiliary power comes on, Sonic must switch the fake emerald.

ETERNAL ENGINE 2

Sonic is placing the fake emerald in the slot, when Tails radios in to explain that something has happened to Amy. Sonic grabs the fake emerald and races for the control room.

ROUGE VS KNUCKLES

Rouge and Knuckles find each other in space. They are both willing to fight for the Master Emerald pieces.

ROUGE VS KNUCKLES 2

Rouge lunges for Knuckles but slips and falls. Knuckles rescues her, and she gives him the Master Emerald pieces she collected. Knuckles finally resources the Master Emerald, and they go their separate ways.

TAILS VS EGGMAN

Sonic comes into the room where Eggman is holding Amy captive. He has a fake Emerald, and tries to give it to him. Eggman unexpectedly traps him in a pod. He knew it was the fake Emerald all along! He jettisons Sonic into space and watches the pod explode. Inside the pod, Sonic is using his fake emerald to do the chaos control to warp back to ARK.

SONIC AND KNUCKLES

Sonic Chaos Controls into Knuckles arms. He sets off for the cannon's tip with the fake emerald, leaving Knuckles to deal with Amy and Tails.

SONIC VS SHADOW

They meet going to the cannon's tip. The final showdown of hedgehogs.

FINAL HERO EPISODE

As Tails thinks about his friend, he hears him from the radio. He looks outside to see the Eclipse Cannon charge up, short-out, and go boom. Sonic waves to his friends from the safety of a nearby pole.
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_ Last _

CANNONS CORE

The Eggman senior movie is being broadcasted all around Earth. Mr. Gerald explains that as he created the ultimate life form, the ARK experienced an accident, and was later shutdown. The professor's granddaughter, Maria was killed in the accident, driving him insane, and causing him to create the ultimate life form to destroy the world.

BIOLIZARD

Sonic and Knuckles see, in the distance, the Master Emerald shrine. But, a surprise awaits Knuckles and Sonic when the prototype of the Ultimate Life Form arrives, only to have Shadow appear and deal with it.

THE FINAL HAZARD

Sonic and Knuckles are running up the steps to the Master Emerald shrine. Shadow jumps up to join them. The prototype gives a roar and disappears.

Final Frontier

The one part in the game that does not have subtitles. They will all make up and leave for Earth. Before they go, Sonic gives Shadow one last farewell. "Sayonara, Shadow the Hedgehog."
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5. Hero Boss Battles

In the game, there are boss battles, which is what the guide is constructed for. Here is how to view this:

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King Boom Boo-----	-----Name of boss
The King of Ghosts-----	-----Description of boss

This boss _____

_____-----Strategy
=====

Tips and Tricks

=====

If you _____
_____-----Hints

Big Foot Guard Robot

=====

This robot will do three things: fire machine guns at you, (in air) fire rockets at you, (on ground) and stand still. While he is flying, run away. When he lands, wait for him to fire his missiles before jumping up to his cockpit and do a homing attack. He takes four hits.
=====

Tips and Tricks

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1. Stand on a crate or use the bounce bracelet to gain enough height to hit him in mid-air
2. Hit him before he starts shooting missiles and quickly strike again for twice the damage.

Dr. Eggman Dr. Robotnik

=====

This guy is a wimp. He runs away the whole match and rarely shoots. A real pushover. Just keep shooting.
=====

Tips and Tricks

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None
=====

Shadow

The Ultimate Life Form

This is more of a boss. Three hits will finish him off. The trick is to wait for him to home attack, then sneak up behind him and use the summersault.

Tips and Tricks

None

King Boom Boo
The King of Ghosts

He starts by throwing fireballs and trying to eat you. Try to pick up as many rings as possible before going any further. When he stops and starts spiting fire, go around the opposite direction and punch the small ghost. Dig wherever he goes to reveal him and hit him. He takes four hits.

Tips and Tricks

1. Hit him once and run on the inside of the pillar. Once he stops flashing red, hit B three times in a row to hit him again.

Egg Golem
The Golem

Okay, you will have to run around on platforms while avoiding the golem. As soon as he stops moving and starts hitting you, run around to his back. You will see many platforms on him. Keep jumping up until you reach the second to last platform, jump, and home-attack that big knob on his head. After 2-3 hits, he will start rotating his arms around in a circle from THE HIGHEST POINT. So if you stay on lower ground you are safe. After 3-4 hits he will begin to fall down on you. Avoid this by running fast, or by jumping down to the sand. He takes 5 hits.

Tips and Tricks

- 1. When you hit sand, tap A very fast to save yourself.
- 2. Bouncing up the platforms is faster than jumping. Granted, it is less controllable.

Rouge
Rouge the Bat

The only way to get her is this: When the ground is closed, do the punch-two-uppercut while running. While you are running on the little platforms, fly above her and Drill Drive. It takes a while, but if you pick up your rings a few at a time, you will succeed. She takes 2 hits before she will use her black wave. When she says "Get ready," that's your cue to glide and drill drive all around. She takes 4 hits before you win.

Tips and Tricks

None, if you followed the instructions above, you will be fine.

Dr. Eggman
Dr. Robotnik

=====
The last time you saw this guy, he was (and still is) a horrible boss in the game. Now, he takes masses of damage, and doles out even more. When he finally stops, hit him as hard as you can. You'll need it. When he talks, get close to Eggman. If he shoots some missiles, walk fast. If he shoots his giant laser, hover behind him. It shouldn't be a problem, since you were close to him. Once behind him, punch Eggie and give him a dose of your missiles. Granted, it is better to use your machine gun at him, since he can dodge missiles if he recovers fast enough.
=====

Tips and Tricks

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1. When he shoots his laser, stay close to him!
- =====

Shadow

The Ultimate Life Form

=====

While you are trying to defeat him, you are trying to keep from falling your little platform. It will constantly break away as you run over it. Use a summersault to hit him for the first two times. Then, keep using light dash until he uses chaos control to catch up with you. If you time it right, you will catch him in the middle of a ring pattern. Use a light dash to quickly hit him until he has one hit left. Now, fall behind him. Wait until he stops and says "Chaos Spear." Hold B as soon as you hear something. When he finished saying it, release B and steer toward him. It may take a few tries to hit him. Be patient. O, and if you hadn't noticed, he takes five hits.
=====

Tips and Tricks

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Nothing that isn't already mentioned.
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6. Dark Boss Battles

The dark side of the force...

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Hot Shot

Guard Robot

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This robot will do three things: fire machine guns at you, (in air) fire rockets at you, (on ground) and shoot lasers. While he is flying, run away. When he lands, wait for him to fire missiles before jumping up to his cockpit and do a homing attack. He takes four hits.
=====

Tips and Tricks

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1. When he is charging his lasers, HIT HIM !
- =====

Tails

Miles "Tails" Prower

=====

This guy is a wimp. He runs away the whole match and rarely shoots. A real pushover.
=====

Tips and Tricks

None

Flying Dog
Guard Robot

This is a different kind of robot. He does everything Hot Shot does except he will never land. You will have to glide into him.

Tips and Tricks

1. Fly into him low, and keep holding A to keep gliding into Flying dog for the classic double hit.

Sonic
Sonic the Hedgehog

This is another boss. Three hits will finish him off. The trick is to wait for him to home attack, then sneak up behind him and use the summersault.

Tips and Tricks

None

Egg Golem
The Golem

KEEP SHOOTING AT ALL COSTS! Sure, run around to avoid his fists of fury, but you need to keep shooting. After ten hits, a panel will open up. Hit it your missiles three times to destroy the panel. He has three panels. If you run low on health, hover down to sand level. But you will not be able to save yourself if you get caught in the quicksand.

Tips and Tricks

KEEP SHOOTING AT ALL COSTS!

Knuckles
Knuckles the Echidna

The only way to get him is this: When the ground is closed, do the kick-two-upperkick while running. While you are running on the little platforms, fly above him and Drill Drive. It takes awhile, but if you pick up your rings a few at a time, you will succeed. He takes 2 hits before he will use her power lighting. When he says "Now witness my power," that's your cue to glide and drill drive all around. She takes 4 hits before you win.

Tips and Tricks

None, if you followed the instructions above, you will be fine.

Tails
Miles "Tails" Prower

The last time you saw this guy, he was (and still is) a horrible boss

in the game. Now, he takes masses of damage, and doles out even more. When he finally stops, hit him as hard as you can. You'll need it. When he talks, get close to Tails. If he shoots some missiles, walk fast. If he shoots his giant laser, hover behind him. It shouldn't be a problem, since you were close to him. Once behind him, punch Tails and give him a dose of your missiles. Granted, it is better to use your machine gun at him, since he can dodge missiles if he recovers fast enough.

=====
Tips and Tricks
=====

1. When he shoots his laser, stay close to him!

=====
Sonic
=====

Sonic the Hedgehog
=====

While you are trying to defeat him, you are trying to keep from falling your little platform. It will constantly break away as you run over it. Use a summersault to hit him for the first two times. Then, keep using light dash until he uses chaos control to catch up with you. If you time it right, you will catch him in the middle of a ring pattern. Use a light dash to quickly hit him until he has one hit left. Now, fall behind him. Wait until he stops and says "Sonic Wind." Hold B as soon as you hear something. When he finished saying it, release B and steer toward him. It may take a few tries to hit him. Be patient. Oh, and if you hadn't noticed, he takes five hits.

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Tips and Tricks
=====

Nothing that isn't already mentioned.
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7. Last Boss Battles

You're almost there!

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The Biolizard
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The Prototype of the Ultimate Life Form
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This is, arguably, the best boss in the game. I have divided this into stages. STAGE 1: He will chase you around. If you go too far forward, he switches directions and will whack you with his tail. When he stops, grind up that rail on his head a home-attack his red device on his back. STAGE 2: Okay, after he chases you around, he starts to shoot energy balls. They go either high or low. High you should summersault under, while the low you jump over. Then grind the rail up to his red device. (do stage 2 twice) STAGE 3: Instead of letting you grind up the rail, he shoots little energy orbs. Home in on these orbs and propel yourself to climb all the way up to his red life-support system. (do stage 3 twice) FINAL STAGE: As soon as you hit him via orbs, they will automatically start flying in a circle around. Hold up on the Analog Stick to move toward his life-support. Keep tapping A and you will win. He takes six hits. Watch out for the waterway, for it will sweep you into a great pool and you will die.

=====
Tips and Tricks
=====

STAY ALIVE BY TAKING ONE RING AT A TIME
=====

The Final Hazard
The Prototype of the Ultimate Life Form

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The control for Super Sonic and Super Shadow are: Analog
stick=direction. A=attack up. B=attack down. You have a ring count that
you must maintain or you spiral down to Earth and die. While you are
racing toward the Final Hazard, you have to hit the little red spot on
him. He will continually shoot lasers and orbs. Dodge them and hit him
six times.

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Tips and Tricks

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If you run low on rings, fly over the Final Hazard to switch
characters.

8. FAQ

Send all questions to patrickhandley@yahoo.com.

EMPTY

9. Conclusion

If nothing else, I hope you had a fun time reading this guide. Look for
my Medabots AX guide as well as my Super Mario Sunshine guide. For you
tech people, I will soon have a memory card FAQ up and running. So for
now,



10. Legal

I am tired of plagiarism and stealing of other people's guides. Don't
do this! If you want to do anything with this guide, ask me. OK, we
clear on that. I'm watching you.