

Sonic Adventure DX FAQ/Walkthrough

by JimboFive

Updated to v1.0 on Aug 2, 2003

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Walkthrough, Emblem, and Mission Guide

Written By: Jimmy Lynch (My First Faq, I'll be updating it to make it better.) Sonic Games can be very addicting. They have always been some of my favorite games, mainly because of the replay value and they are just plain fun. (Don't forget about the glitches. Hehe...)

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Versions

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Version 1.0- Finished Basic Moves, Upgrades and
Walkthrough Sections.
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Basic Moves

Sonic

SPIN ATTACK- Just press A to jump and land on an enemy.
The longer you hold A the higher you will jump.

HOMING ATTACK- Have Sonic jump with A and press A again
in mid-air and sonic will charge to the nearest enemy and
destroy it. This can cover long distances if there is a
long string of enemies.

SPIN DASH- Hold B to charge up and Release it to speed
forward a very high speed. This is the basis for the
light speed dash and Light Speed Attack.

LIGHT SPEED DASH- Requires Light Speed Shoes. Charge a
spin dash near a line of rings and release B to speed
across the rings.

LIGHT SPEED ATTACK- Requires The Ancient Light. When near
an enemy charge a spin dash and release it to defeat the
enemy with lightening speed.

Tails

PROPELLER FLIGHT- Press A to jump and press it again to
start flying. Steer with the control stick. Press B or
release A to drop. Note that tails will tire in about 5
seconds and will fall.

TAILS ATTACK- Press the B button to swing your tails
around and attack enemies.

RAPID TAILS ATTACK- Requires Rhythm Badge. Just hold B
and you will continually swing your tails around until
you release B.

Knuckles

GLIDING JUMP- Press A to jump and hold it to glide until
you release A.

CLIMBING- Just jump at a wall and knuckles will grab on.
Move the control stick to climb around.

PUNCH- Simply press B. Press B with the right timing 3
times to execute a combo.

DIGGING- Requires Shovel Claw. Press B and A
simultaneously to dig. This is useful for finding rings
and sometimes emeralds.

MAXIMUM HEAT KNUCKLES ATTACK- Requires Fighting Gloves.
Press and hold B near an enemy to unleash this move.

Amy

HAMMER- Simply press B to attack with the hammer.

HAMMER JUMP- When running at maximum speed press B to unleash the highest normal jump in the game.

JUMP ATTACK- Press B in the air to attack with the hammer in the air.

SPIN HAMMER ATTACK- Requires Warrior Feather. Hold B and rotate the control stick to spin the hammer around attacking nearby enemies.

Big

LIFTING- Big can lift heavier objects than the other characters. Just press B near the object.

CASTING- Press B and hold it while moving the control stick around to select a place to cast then release B to cast.

LURE ATTACK- Use the same mechanics described above to attack enemies from a distance. To attack at close range just press B.

FISHING- (After Casting) Move the control stick to move the lure around and attract a fish. (You can also reel in to do that.) When a fish bites press down on the control stick to hook it. From then on press A to reel in fast and B to reel in slowly. Make sure the meter on the bottom right does not hit the top or it's game over. (We don't know why Big decides to kill himself when his line breaks). An effective way to reel in is to rapidly press A when the color is not dark red near the top of the meter. This helped me a lot on many of Big's A and B missions.

FLOATING- Requires Life Belt. Just jump in water to float and press and hold A to dive. To jump out use a spring or press A when Big bounces out of the water after coming up from a Dive.

Gamma

LOCK-ON BEAM- press and hold B to lock onto an enemy when facing an enemy.

HOMING MISSILE- Release B when locked on to an enemy to let loose homing missiles. Lock on more enemies at once to get more time in Gamma's missions.

ROLLING MODE- Gamma will automatically change into this mode when you reach maximum speed.

HOVERING- Requires Jet Booster. Press A to jump and hold it to hover for as long as you hold A.

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Upgrade Items

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Sonic

LIGHT SPEED SHOES- You get these automatically in the course of your adventure but I'll tell you how to get

them anyway. They are located in the sewer. Just jump onto a ledge and you will see them.

THE ANCIENT LIGHT- This is located on Angel Island. After you beat Speed Highway You should go back to mystic ruins and go the way you went to Icecap but keep going. The upgrade is on a rock past the bridge to the Master Emerald.

CRYSTAL RING- Climb the stairs in the hotel and charge a light speed dash at the top of the stairs to speed into a room with the upgrade

Tails

RHYTHM BADGE- When you get transported to the past go up a set of stairs to the left.

JET ANKLET- Go into the sewers behind the entrance to Twinkle Park and jump up and fly into a hole in the ceiling.

Knuckles

SHOVEL CLAW- In the mystic Ruins go into the cave that leads to the Chao Garden and turn left into another tunnel.

FIGHTING GLOVES- On a ledge above and near Big's house in the Mystic Ruins Jungle. Climb up the hollow tree behind his house and glide to the ledge.

Amy

WARRIOR FEATHER- After Gamma frees you from prison play a whack-a-Sonic game and beat Eggman's score of 2000pts.

LONG HAMMER- After winning the Warrior feather beat Eggman's score again after the ship crashes into the water.

Big

LIFE BELT- When you enter the Ice chamber in Mystic Ruins turn to the left before entering the small pool.

POWER ROD- Go back to Big's house in the mystic ruins and move his bed to get the upgrade.

LURE 1- In the sewers behind the entrance to Twinkle Park.

LURE 2- In the Icecap stage go to the highest pool (The one with the T-Rex skull) and dive to the bottom.

LURE 3- In the cave closest to Big's house in the Mystic Ruins. (Check your map).

LURE 4- In a jail cell on the Egg carrier.

Gamma

JET BOOSTER- Eggman will tell you to get this in Gamma's adventure.

LASER BLASTER- Go into the room opposite the room you found the Jet Booster after the ship crashes into the water.

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Walkthrough
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SONIC

Station Square

BOSS BATTLE: CHAOS 0

This battle is pretty straightforward. When the battle begins grab some rings in case you get hit, and try to have at least one throughout the battle. First, Chaos will try to hit you with a long range punch attack. Just dodge it and homing attack into his head. He will then transform into a little puddle of water. You can't damage him in this form. In the next stage of the battle Chaos will spin both his arms around and move around. This can be a little difficult to dodge. Just let him get close to you and jump to the other side. When he's done, attack him. In the final stage Chaos will jump onto lampposts and try to hit you from above. Just run around and you probably won't get hit. When he jumps down make sure he doesn't land on you and attack him.

After the battle, you will be at the pool of the hotel. You can explore if you want but you can't really do anything since both doors in the hotel are locked. What you really want to do is just walk onto the beach from the pool to enter the first stage.

Stage 1: Emerald coast

Your goal is to rescue Tails, who is sitting at the end of the stage. When you get the part where the Orca Whale is jumping out of the water after you, pass the checkpoint and hit the dash panels let go of the control stick, or Sonic may go plunging to his doom. You will enter part two after passing the lighthouse. In this part if you run up the wall, (you have to be going fast) you will see another cave high on the wall. This is a shortcut past the next part, which I recommend you take. When you get to the number pads, jump off and hit the spring if you are having trouble with them. This will take you past that part.

Station Square

Leave the pool and head for the train station. Once there take a train to the Mystic Ruins.

Mystic Ruins

Once you arrive jump down and head left up a set of stairs.

BOSS BATTLE: EGG HORNET

This boss does not pose much of a problem. It only has 2 attacks and they aren't very dangerous. First He will shoot missiles at you. Just run in a circle to avoid these. Next he will extend

two drills and try to crush you. Run slightly away from where you were standing and prepare to strike. When Eggman is stuck in the ground run up and homing attack him from the front. As the battle goes on Eggman will shoot more and more missiles. It's not that much harder to dodge them, just run around in a circle until he's done. It takes 3 hits to defeat him.

After the battle run up the short set of stairs to Tail's workshop and pick up the green stone there. Now fall off to the ground below and run towards the waterfall in the main part of the ruins. Before you fall into the pit turn right into a cave and place the stone into its slot, then ride the wind.

Stage 2: Windy Valley

After you run down the path after the first checkpoint you will think you are about to fall off the edge. Actually if you keep running the wind will pick you up and you will reach the other side. Remember this because you will do it again on this level later. On the trampoline you only need two bounces to continue but 3 will get you 5 rings. In the tornado just keep hitting bumpers and number pads to get up and out of it. 3 bounces will get you onto the bridge from the trampoline. In the final part jump to break the stone wall. When you see a rocket, run up to it to grab on and blast off! When you reach the hole wind gusts will blow you up to the bumper.

Mystic Ruins

Take the train to Station Square

Station Square

Leave the train station and go to the business district (The other big part of the city). There you will find an open sewer. Fall in and go forward. Jump onto the ledge to find the Light Speed Shoes. To escape press the button, charge up a light speed dash, and let er' rip! You will emerge in the antique shop. Now go into the hotel and climb the stairs. Charge a light speed dash at the top of the stairs and when you are charged let go to speed into a room with the Crystal Ring (The beams of light that go into you will push the switch). Now go through the other double doors to find the casino area. Press the switch in front of the casino and light speed dash across the rings to open the doors.

Stage 3: Casnopolis

To get the chaos emerald you need to save up 400 rings in the bank. The bank is the room with the two gold coins spinning at its entrance. It's not that hard to get rings. You can search the level (In the bathroom, attack slot machines, etc). There are two pinball games you can play to get tons of rings but this usually takes a long time. The fastest way to get rings is to lose the pinball game before getting 100 rings and go into the garbage. In the garbage light speed dash up the rings and in the fan rooms go forward in the first and left in the second to get the most rings. Try not to get hit because you will lose all your rings. There is invincibility in the last stretch but it is kind of risky to get. Now put your rings in the bank and go through the garbage again. This should get you enough rings, but if not, homing attack some slot machines for some more.

Station Square

When you leave the casino you may see Cream from Sonic Advance 2. As you head back into the hotel turn right into an alleyway and pick up the Ice Stone. Now go up the stairs and take a train to the Mystic Ruins.

Mystic Ruins

Take that stone into the cave that just appeared. When you reach an ice wall put the stone in its slot and continue on in, over the water and up the ladder.

Stage 4: Icecap

When you get on the slope run up and hit a bumper to get into another cave. Now hit another bumper to grab onto some icicles. Quickly jump from icicle to icicle or you will slip off. In the next part fall down, then take the bumpers and continue going up, past icicles, until you reach a switch. Push the switch and quickly run across the collapsing bridge and continue. After the number pads a large icicle will fall and let you continue. On the snowboarding part avoid the walls so you don't slow down and take it easy, you aren't racing for time yet. There are two shortcuts you can take that involve turning left at two forks. Push A at the end of ramps to get a boost of speed.

Mystic Ruins

Leave the tunnel the way you came in and head into the green field in the main part of the ruins.

BOSS BATTLE: KNUCKLES

Knuckles will mostly use his triple punch combo to attack you. All you have to do is jump and homing attack into him. Simple! After two hits Knuckles will start gliding. Run around and when he is about to make contact jump to bounce off of him, and then hit him one final time.

BOSS BATTLE: CHAOS 4

Try to stay on lily pads at all times unless you are attacking him. If you are in the water too long it will hurt you. Chaos will mainly try to knock you off the lily pads. He will swim underneath it and sink it, or he will splash water at it from far away. Chaos also has 3 attacks that can hurt you. He sends out red shockwaves, He may punch you at close range and he may split into 4 balls of water that bounce around. The only time Chaos is vulnerable is when he pokes his head out of the water without attacking and looks at you. Homing attack him at this point. 5 hits will do him in.

Run up to Tail's workshop

Sky Chase Act 1

Don't worry about score your first time through just try to stay alive. You lock on to multiple enemies by holding B and dragging the laser across enemies. Your main worry here are the missiles that are launched from the launchers. Destroy the red missile launchers to stop the flow of missiles. Also watch where you are going so you don't crash into any other ships.

Station Square

Leave the pool and go to the Casino area. After the cinema scene head on over to Twinkle Park, ride the elevator up and go on in.

Stage 5: Twinkle Park

In the first room take out all the drivers of the bumper cars then pick your favorite color and zoom on down the track. You will land on a roller coaster which you have to ride to the end. At both bowling parts try to get strikes so you get more rings, and therefore more lives. At the part with the purple spinning roofs, try and stay on so you don't have to take the long way. On the rim of the red roof you can hit the switches to make strings of rings appear that you can light dash across. At the end hit the bumper and jump on the capsule to free the animals and win.

Station Square

Leave Twinkle Park and you'll see a card fall from the sky. Take that to the building to the left of Twinkle Park to open the gray door. Then get in an elevator.

Stage 6: Speed Highway

When you land on the glass get off quickly so you don't fall, then take the yellow and red lift to the end of its track. Run sideways along the building until the end, and then jump off. Run under the bell and continue on through the tunnel. Take one of the lifts that are rotating in a square, and then grab on to the helicopter to reach the other side. Fall to the bottom of the large hole to have the least chance of dying. When you are running down the building try to get as many rings as possible without hitting obstacles (though they won't hurt you). In the city take the dash panels up the building. On the next street run up the left walk and hit the spring, and then hit the dash panels, hit the spring on the right walk, and finally jump into the fountain and break the capsule.

Station Square

Leave the business district and head to the casino area. Then take a train to the Mystic Ruins.

Mystic Ruins

Head into the cave you start out facing and keep going until you get outside on Angel Island. Run all the way past the bridge and you will find the Ancient Light on top of a large rock. Use that to destroy the monkey in the cage and open the gate.

Stage 7: Red Mountain

Take the rocket, avoid the spiked balls, and climb across the monkey bars. When you pass the first checkpoint run around behind the spiked ball to find a switch that makes the rocket appear. After you hit the bumper past the extra life grab onto the zip line to be whisked away. Hit the switch behind the rocket to make it appear, take it, and hit the next bumper. Climb along the monkey bars but when the flames shoot out jump to the ledge. Homing attack across the string of enemies and climb the tilting platforms. Hit the switch the hammer is pounding to form a rocket that you should take. Jump from monkey bars to monkey bars, take the zip line and fall into the hole to get to the next part. Once inside run through as fast as you want but be aware that the lava

will be rising at certain points. Always be as high as you can. Avoid the flames and hammers and finish the level.

Sky Chase Act 2

This is made quite a bit harder by the addition of more missiles, mines, and a battle with the large laser at the end. Use the same tactics as last time to get through alive. The hardest part is when you fly under the ship. Other ships, missiles, and mines will be attacking you from all vectors. Your evasive skills will have to be top notch to get through unscathed. At the laser battle whenever the laser opens, fly to the top left or right corner to avoid it. As it closes attack it with laser fire and you will eventually be victorious!

Egg Carrier

Run forward and hit a spring. After the ship transforms go through the door at the top of the steep incline.

Stage 8: Sky Deck

After you climb the ladder jump from spinning pillar to spinning pillar until you reach the end. Avoid spiked balls while climbing the ladder and jump to the monkey bars. These bars will break you right when you hear Sonic yell "Whoa!" jump. Try to stay on the top level of the catwalks and move around them counterclockwise. If you fall go all the way to pillar 4 and jump up the pillar to the top level and launch the missile into the cannon. In this next part the ship will adjust speeds. If you see clouds the ship is speeding up so grab onto a red object to hold on. If you are far away from the edge you may not need to hold onto anything. Run through this part avoiding cannons, race across the falling runways, and launch a missile into the huge cannon when it is facing you to get inside. Once in dodge the rolling barrels and ride the lift on the right. Once you get to a tan circle wait in the middle and jump when a hook approaches you to grab on. Drop off on the other side. Jump across the sliding boxes and try to reach the next spring behind the last pillar quickly before the ship turns sideways. If you don't reach it climb monkey bars to the top. Once to the top run down the walkways and hit the switch on the bottom to bring the ship back to horizontal and go in the tunnel to the end.

Egg Carrier

Jump of the ledge and take the yellow lift to the exterior of the ship.

BOSS BATTLE: GAMMA

Gamma will lock onto you and fire missiles. Keep moving or you'll get blasted. When he starts hovering be careful because he has an easier time hitting you. When there are no missiles between you and him just homing attack into him to hurt him. 3 hits are all it takes.

Now head to the right of Amy and into the door there. Hit the switch and light dash up the rings. Hop onto the chair to move it forward then hit the switch to change the ship back to its original shape and exit the room. Now head down one of the walkways to the green structure.

BOSS BATTLE: CHAOS 6

This boss is not that hard unless you take too long. Eggman will fly around dropping little critters that can freeze you with icy mist. To hurt Chaos you must attack these to stun them then throw them at Chaos. That will freeze him, and then you can homing attack him to hurt him. Chaos will mainly just walk around trying to bite you but has three other more dangerous attacks. An attack he uses more often is when he jumps and creates a very high shockwave. Jump over this by holding A to get the highest jump possible. This can often take you by surprise. He will also try to suck you in and eat you, but if you run against the flow you should get out of this one with no problem. A very dangerous attack he uses is when he shoots tentacles out in all directions and slams his tail down on you hard. To avoid this you must run and jump through the tentacles until his tail strike. Your jumping skills must be perfected to avoid getting tangled up in the tentacles and slammed. This can kill you easily since it is hard to get your rings back after the attack. Luckily he only uses this attack if the battle takes too long. 4 hits and chaos is gone for good. Or is it?

Mystic Ruins

Follow the light into the temple.

Stage 9: Lost World

When you get to the spinning tunnel full of flaming pillars, carefully walk through and avoid all the pillars that are on fire. When you reach the end of the tunnel only move Sonic forward enough so that he will land on the platform, not spikes. In the snake room run to the left and hit the water switch and jump onto the snake when he swims by. Jump to the platform with the first door switch as the snake passes it and jump up to the platform where the next water switch is. Wait for the snake, jump on him, and then jump to the platform with the next door switch. Run to the right of where you see the spikes to avoid them, and then jump up and over the spikes to hit the final water switch. When the snake comes around run and jump backwards on it to reach the last door switch. Finally when he comes around again jump to the platform with the door. When you reach the dark room use the lights to light up the mirrors and bring light to the room. Light dash at the end and ride the water slide. Hit the spring then avoid the fire pillars. Past the next checkpoint run as fast as you can from the boulder. Try not to hit walls so you don't slow down. Just run straight down the middle and don't spin dash. In the final room turn right and hit the switch there twice then walk up the panels. At the top turn left and fall off at the end. Hit the next switch and walk across those panels. Run up and when you get to the next platform fall to the lower platform to the right, run under the bridge, hit the next switch and walk the panels. Jump the spinning block go past the flaming enemy into the tunnel, past the flaming pillars, and then hit the next switch and walk the panels. Fall off at the end, jump the flaming pillars and fall in the hole. At then end of the tunnel hit the switch, light dash across, and finally finish this stage. Remember that if you fall during any of this you have to do the whole sequence again. Wouldn't that be fun?

Temple

Run across the bridge to the flaming shrine.

Mystic Ruins

Run behind the temple and into Eggman's base that has recently appeared. Once inside run to the back right where all the switches are on the ground. Your goal is to get them all lit up. By stepping on switches you turn others on but others off as well. Try to understand the patterns by what happens when you step on a certain switch. Once all the switches are on the door opens.

Stage 10: Final Egg

Avoid the lasers and spiked balls by running along the walls. You can get under lasers by spin dashing. In the room with the spinners homing attack up the two below the springs. Jump from conveyor belt to conveyor belt dodging the spinning spiked things. In the spinning tunnels you have to use the dash panels to have any chance of making it out. In the room that you get to by bumper jump from platform to platform to make it out. In the next large circular room hit the switch, homing attack the enemies and jump to the platforms while avoiding the hammers. Ride the lift down, then jump from platform to platform going down. Only jump to the next platform when you see it. On the metal grating get in the elevator and go down. Ignore the little pink creatures and climb the ladder on the back right. Then use the fans to give you lift through the next couple of areas. Jump above a fan and float over each fan to avoid falling to reach the end of each room. Avoid the little pink creatures again and go up the ramp in the back. You will now be in free fall try and land on the platform slightly left of the middle. If you miss it use the bumpers to get back up, and use the fans to get out of the room. Avoid the pink creatures for the last time and go up the ramp on the right side of the next room. Past the dolls, up the stairs and into the next room. Defeat all the enemies and light dash across the rings to finish.

BOSS BATTLE: EGG VIPER

This is the hardest final boss in the game. There are several stages, each stage starting after each hit. Quickly get some rings because it will start shooting lasers at you. If you run they will barely miss you. Hit Eggman when he comes out of the cockpit. In the next stage He will shoot lasers and then a charged laser that will explode. Now in this stage and the next couple of stages Eggman will come out of the cockpit but will extend the vipers tail. You must homing attack each green light to finally hit him. The next stage is exactly the same as the last one. In the next stage he will shoot lasers and then at the end he will charge across the platform shooting lasers every which way. Run to a side and hope for the best. Stage 5 begins with lasers and ends with Eggman shooting one of his spiked platforms at you. Time it right to jump on top of the platform or you will get hit. When the platform retracts jump and hit Eggman while you are on it. Stage 6 will start with Eggman totally destroying the other side of the arena. Then he will shoot the spiked platforms at you again. Do the exact same thing as last time. In stage 7 Eggman does the same thing but now all your backup rings are gone and the platform is a measly two parts now. Jump on the platform and hit him one last time. After you hit him the last time it's not really over! He will go crazy around the room and smash down on one of the two parts of the platform. If you are on the one he crashes on you die if you have no rings and have to start again. So make sure you run to the right one or have some rings. Great Job at beating this hard boss.

Sonics long story complete! Applaud yourself!

TAILS

Station Square

You start in the pool area. If you go into the drainage behind Twinkle Park and fly into the hole in the ceiling, you can get the Jet Anklet. Now go into the train station and take a train to Mystic Ruins.

Mystic Ruins

After you're through exploring go up the stairs to the left of the train station to find Sonic and fight a boss.

BOSS BATTLE: EGG HORNET

This boss is pretty easy. First Eggman will launch missiles which can be dodged easily if you fly. Next he will try to land on you with drills sticking out of the front of his vehicle. Run away and he will miss and get stuck in the ground. Now you can hit him from the front with your tail attack. After each hit, he will launch more and more groups of missiles. Just use the same strategy and you'll do fine. Hit him 3 times to win.

Now go up to Tails' workshop and pick up the green stone there. Now head towards the waterfall and turn right into a cave right before the small falling into the pit. Put the stone down in its slot.

Stage 1: Windy Valley

Your goal in Tails' action stages is to beat Sonic to the goal. This isn't too hard if you know the shortcuts. When you hit the first spring you should see some green rings. These will give you boosts. Fly into them and watch Sonic fall behind. Right before the first loop fly into some more. After the series of springs land and jump into even more rings. You should beat Sonic easily.

Mystic Ruins

Hop the train to Station Square.

Station Square

When you reach the station go down the stairs to the casino area. Fly into the big button above the word "Casino" to open the door.

Stage 2: Casinopolis

Pretty straightforward path. The fastest way through is to just go straight through. When you enter the wind tubes just float to the far wall and float up to the first door you come to in both tubes.

Station Square

When you enter station square you may see Cream from Sonic Advance 2. Anyway go into the back alley to your right as you head to the hotel and pick up the Ice Stone. Bring that to the Mystic Ruins.

Mystic Ruins

You will see a wall explode and produce an entrance into the mountain (Angel Island). As you go down the tunnel place the stone in its spot and enter the Ice cave and climb the ladder.

Stage 3: Icecap

This will probably be the closest race between you and Sonic in all Tails' levels. In the first part try not to hit any walls. They will slow you down and you may get enveloped in the avalanche. There are a few shortcuts. Press A on the end of ramps to do stylish tricks and get a boost of speed. When you see icicles hanging from ledges quickly turn left to use the first shortcut. After you are bombed take the left fork for the last shortcut.

Mystic Ruins

Leave Angel Island and go to the main field of Mystic Ruins.

BOSS BATTLE: KNUCKLES

Watch out for his triple punch; it can take you by surprise. Jump over it and hit him. After you hit him twice, Knuckles will try to glide into you. This can be difficult to dodge, so just when he's about to hit you jump and he will bounce off of you. Now get in that third and final hit.

BOSS BATTLE: CHAOS 4

This battle can be annoying. Chaos will try to knock you off lily pads in many ways. Mainly he'll just swim under it and knock you off. He can also do this from far away so be careful. He can also send a red shockwave that can damage you. He will sometimes surface, punch you, and then retreat under the water. Always be watching him. One of his deadliest attacks is when he changes into four balls that bounce around. Just fly and hope for the best. Remember, if you're in the water too long you will get hurt. Attack Chaos when he surfaces and looks at you. It takes 4 hits to defeat him.

Now head up to Tail's Workshop

Sky Chase Act 1

Don't worry about score yet, just worry about surviving. The main things to worry about are colliding with enemy ships and missiles. Lock on to multiple enemies by holding B and aiming at them. Always look where you are going, and shoot the red launchers the missiles come from to stop missiles coming at you.

Mystic Ruins

From where you start go to the left of the waterfall pit and take the mine cart into the jungle. Now fall off the platform and take the left most fork. Now go into the cave and push the switch above the the sand clump to suck it away.

Sand Hill

Not much I can say here just slide to the goal and try and go through as many gates in succession as you can (Practice for the second emblem).

Temple

From where you start head up the staircase to your left and turn right to find the Rhythm Badge. Now go to the front of the temple.

Mystic Ruins

Head up to Tail's workshop.

Sky Chase Act 2

This is a little tougher than Act 1, mainly because there are tons more missiles and you have to fight the large cannon that ended your flight last time. Just use the same strategy as before, but you will have to dodge a lot more missiles while shooting at the same time. Also watch out for mines; just blow them up from afar and you'll do fine. When you battle the cannon, shoot the missile launchers to take that threat off. When the cannon opens, fly to the upper right or left corner and it will miss you (missiles won't though so make sure none are coming at you). Keep shooting the cannon and you're home free!

Egg Carrier

Just run forward until you reach a door that is on top of an incline.

Stage 4: Sky Deck

When you climb up the ladder jump to the right through a green ring for a shortcut. Just don't fall. When you get to the next point marker fly to the left to a platform and fly through a ring. Fall and fly to a platform with a rocket. Take it and you will land on a life. Now go around the next part in a counterclockwise direction taking boosts as necessary. Stay on the bottom level, and on one of the paths you'll see a boost off to the left. Jump through it and you're done.

Egg Carrier

Jump off the ledge and to the left and you'll see a shiny yellow thing. This is a lift that will take you out of the interior.

BOSS BATTLE: GAMMA

This fight isn't too hard. Just keep moving and take advantage of your flying. Try not to let Gamma get a lock on you because he'll send missiles your way. When he hovers wait for him to land then attack. Hit him 3 times and he's done.

Stage 5: Speed Highway

When you start going down for the first time, look to your right and jump through the rings. Land then jump through the next set. When you land run forward to where some cop enemies are and jump and fly to your right to land on a shortcut path. After that jump through the next 3 rings, land on the helipad and go through the next ring. Go through the next ring and when you fall try and go through the opening near the top of the hole, from there jump through the next ring. Take the 2 rockets then alternate flying and going through rings and you'll win easily.

Station Square

BOSS BATTLE: EGG WALKER

This fight can get pretty hard. Fly to the walker as soon as possible to avoid the explosions. Go under the walker and dodge shockwaves created by the legs. Hit a green light on the leg that launched the shockwave, and the walker will collapse. Hit the pod Eggman is in to score some damage. He will jump to the other side of the arena. As the battle goes on, Eggman will launch more and more missiles and bombs at you. You will also have to jump more shockwaves and hit more lights to get it to collapse. Just keep at it and make sure you have at least one ring at all times. Hit it 5 times and you win.

You are now done with Tail's story! Congrats!

 KNUCKLES

 Station Square

Go to the business district (2nd part of the main city) and punch the yellow gate into the door of City Hall and enter.

Stage 1: Speed Highway

The goal of Knuckles' stages is to find 3 randomly placed Emeralds. Therefore I can't give an exact walkthrough. I'll just give you tips to quickly finding them. You can also use the Hintballs to lead you in the right direction. There are 4 main parts to this level (Fountain, road around building, Clock, and branch off from clock area.) What you want to do is search each one, and if the radar goes off search that area more thoroughly.

Station Square

Go to the casino area through the hotel (you can't go through the train station because it is closed). Glide into the button to open the doors by climbing up where the rings are.

Stage 2: Casinopolis

What you want to do here is explore the ground floor and if you're not getting any blinks or faint blue and green blinks take the bumper (the flat one) on the ground to get to the top. Then glide around in a circle until you get some blips. Note that if it is in the sonic statue hit the red crack on his shoe.

Temple

Go to the main entrance of the area (Straight across from where you start).

Station Square

You will be back in the Casino Area, and you may see Cream from Sonic Advance 2. Enter the hotel and go into the right elevator.

BOSS BATTLE: CHAOS 2

Chaos has a number of attacks that aren't too difficult to dodge. His most dangerous is when he turns into a ball and bounces around. Just run away. He also has a left-hand uppercut and a right-hand slash. If you make sure you are never too near him, you will never get hit by these. He will also extend his arm and try to grab you. This can actually hit you in the air, so be sure

you are moving when he twirls around. You have to attack him while he's attacking or just finished attacking, or he will form a shield to ward you off. It takes 4 hits to beat him.

Mystic Ruins

Run to the left side of the cliff where Tail's workshop sits and go into the cave. Take a left into another passage to find the Shovel Claw. The gate locked behind you so you need to find a way out. Go deeper in and you'll see an Eggman head bouncing up and down. Dig there to find the Monkey Destruction Switch and throw it at the monkey to open the gate. Now take that switch to Angel Island (area past the Icecap Stage) and throw it at the monkey there to open another gate.

Stage 3: Red Mountain

This level can be tricky. It's easy to get lost. First you want to climb to the top of the largest mountain (Straight ahead as you start). Then glide around it in a circle until you are about to the death point (When you fly to low and die). Do that on every mountain starting with the tallest and then the shorter ones until you find all 3 emeralds.

Mystic Ruins

Now go back to the main area of Mystic Ruins and go to the green field.

BOSS BATTLE: SONIC

The way to beat Sonic is to wait for him to be out of ball mode and then just glide into him or punch him. It's safer to glide since he doesn't jump yet. If you hit him in ball mode you will just bounce off of him with no ring loss. After 2 hits he'll get harder, he'll start to homing attack you. Just always be gliding and he can't hurt you, pick a time to strike when he's on the ground and strike. After the third hit you've won.

BOSS BATTLE: CHAOS 4

Chaos has 5 attacks, most of which are not too hard to dodge. 2 of them just knock you off the lily pads. He will swim under you and knock you off or splash water at you from far away. If you fall into the water quickly get out or you'll take damage. Chaos will also send red shockwaves at you that you need to jump over. If you are near him he will sometimes punch you and retreat. His most dangerous attack is when he changes into four balls that bounce at you. If you are gliding most of the time and glide into him when he surfaces and looks at you without attacking, you'll be fine. After 5 hits the battle will end.

Hop on the trolley car to the left of the waterfall pit to go to the Jungle. What you need to do here is find a silver and gold statue and place them in the slots on the back of the temple. The gold statue is on the ledge where you start, the silver is in the cave nearest the temple (The circle on the map near the temple). Dig where the circle is coming in and out of the ground. You also may want to get Knuckle's Fighting Gloves while you're here. Climb up the hollow tree behind Big's house and fly to the ledge to find them. When you place the two statues fall into the hole.

Stage 4: Lost World

First search the main area you start in. Search the ground then

start climbing the walls. Don't be afraid to climb the walls if an emerald is close but you are not done exploring the floor. Climb to the very top of the room and glide around the whole area. There are two smaller rooms off of the main room. Explore these when you reach them on your descent and follow the passages leading from those rooms until you reach the main room again. When you are done searching that area explore the passages. There is a passage very high in the room that you want to go through that will lead you to a room with a large hole. If the radar is blinking red don't fall, dig behind the hole. Then fall through to the last room of this area. This stage can take awhile if you are not lucky with emerald locations.

Temple

Simply run to the Shrine of the Master Emerald.

Mystic Ruins

Take the trolley to the Jungle and go to the entrance of Eggman's base in the very back behind the temple.

Egg Carrier

You start in the back of the ship. Start running to the front. The ship will change shape. Now turn around and head back again. Go through the door near where you started. Go through the door at the bottom of the empty pool and then through the next door.

Stage 5: Sky Deck

This stage is very confusing when it comes to finding emeralds. There are 4 different ways you can tilt the ship and some emeralds are only available during a certain tilt. Use the switch you start by to tilt the ship. Emeralds are often in the double doors you see around. If you tilt the ship debris will come out of these and the doors will open so you can get inside them. They may also be under the large platforms on the far side of the ship. Tilt the ship and they will slide and reveal a hole under them. Explore the entire ship getting the emeralds you can (You CAN destroy the cannons/guns) than tilt the ship the way it needs to go to gain access to the emeralds you could not get. Example: If you think the emerald is through doors on the right side of the ship push the switch right to cause that side to tilt up. If you think it is under a platform tilt the ship the way you want the platform to slide. Keep trying and you'll eventually finish but it may take awhile.

Temple

Knuckles sure comes here a lot. Once again run to the shrine.

Egg Carrier

Leave the pool area. Run and glide to the top of the green structure where Eggman is hovering.

BOSS BATTLE: CHAOS 6

This actually isn't as hard as it looks but if you take too long it can get wild. There will be little hovering things that you see occasionally. What you want to do is attack them, pick them up, and hurl them at chaos to freeze him. Then it's just a simple glide into him to hurt him. Chaos will mostly walk around and try

to bite you so keep moving. Watch out for the missing green panels because if you fall in those you will get electrocuted. Chaos will also try to suck you in occasionally. Run against the current until he stops. He will also make shockwaves that you need to react to quickly and jump over, they are pretty high! Also watch out for the little streams of ice the little spinning things release. If the battle takes too long Chaos will send out tentacles in every direction and swing his tail above you then slam it down on you like a guillotine. Run and jump through the forest of tentacles to dodge this attack. This attack is extremely difficult to dodge unless your jumping skills are superb. Although it is easier to dodge with Knuckles than with Sonic since you can glide. You shouldn't have to worry about it though if you finish the battle quickly. 4 hits is all it takes to end Knuckles' story.

Knuckle's story complete! Great Job!

AMY

Station Square

Head to the Casino area through the Hotel. After the cinema scene head to the entrance of twinkle park.

Stage 1: Twinkle Park

In Amy's stages you have to keep moving or Zero will capture you and it will be all over. You can hit him with your hammer to stun him for a bit but only hit him when you really need to because if you hit him too much he will become invulnerable to it. In the first part run around the pool clockwise hitting all 3 switches (At the bottom of the stairs, after the first line of dynamite crates, and after the second). This opens the door out of here. In the first two mirror rooms run along a wall to avoid the spiked balls. In the third mirror room watch out for the panels that have a line across them, they are trapdoors. Keep going and jump onto the balloon to win.

Station Square

Leave the Twinkle Park area.

Egg Carrier

Leave the Jail area. Now you must beat Eggman's score of 2000 to leave this room and win the Warrior Feather. Jump in the middle of the holes to start the game. You must be able to react quickly or get lucky to clear this whack-a-Sonic game. It is not that hard, you only need 4 golden Sonics and 1 blue to win and plenty of both colors appear. Just don't panic if you're missing a lot, you have lots of time. After you beat the score don't be afraid to stop should you hit an Eggman and drop below 2000.

Blue Sonic- 100pts

Gold Sonic-500pts

Eggman-minus 200 points

Now leave the room and hit the switch to enter the room next to the one you came out of.

Stage 2: Hot Shelter

This stage is very long and can be difficult. In the first room after the elevator turn the switch on the right side of the door to open it. Turn a switch to open the next door (Zero should be stuck in the pool). In the next room hit the switch in the middle to raise the water. Then turn the next switch one line left and 3 lines right. (Look at the meter above the door). In the bathroom area run into one of the bathrooms and let Zero follow you in. Run to a far wall and then quickly run out. Zero will be stuck in the bathroom and you can turn the switch in peace. In the gear area ride gears that go the way you want. You have to hit two switches to change the direction of certain gears to proceed. Hit the switch to make the platform spin to the door. In the next area rotate switches to make platforms rise or climb stairs and jump to the higher ledges, or you can hit bumpers. In the green room pick up the different colored blocks and put them in the slot of their corresponding color. In the next colored block area bring Zero to the far left side near the 3 black machines and hit him off to get rid of him for the rest of the level. Now do what you did in the green room. To get the blue block you have to hit a bumper to get up to the rafters and jump to the middle rafter. Jump to the balloon to finish. Whew!

Temple

Turn around and go out the door behind you, then run to the emerald shrine.

Egg Carrier

Leave the pool area.

Mystic Ruins

Take the boat under the train station to the Egg Carrier and win the Whack-a-Sonic game again to win the long hammer. (Take the yellow lift down and then hit the switch near the far right door to get to that room). After you get back to the Mystic Ruins take the trolley to the jungle. Go to the very back behind the temple and enter Eggman's base. Once inside go to the back right side to where the six switches are on the floor. Try to get them all lit up. Stepping on switches causes others to light up.

Stage 3: Final Egg

Keep jumping lasers until you get to the bumper. Jump through the middle of the two laser wall, do a run hammer jump to get over the 3 laser wall, and finally carefully jump through the middle of the final laser wall. After you press the switch past the next checkpoint wait and avoid Zero until the elevator comes then go in it. In the room with the 5 colored doors only one leads you on. It is always random so keep going through doors until you find the checkpoint. (With my luck it always seems to be the last one I pick). In the next room you must run hammer jump into the next hallway. It can be tricky since the room is small. Try to be running as you passed the last checkpoint and turn slightly and jump through. Run under the spinner and jump to the balloon.

Mystic Ruins

Leave Eggman's base and take a boat to the Egg Carrier.

Egg Carrier

BOSS BATTLE: ZERO

This battle is quite hard. Zero only has 3 attacks, 2 of which can be difficult to dodge. His main weapon is shooting his fist at you, if you keep moving this attack will not be a problem. Another attack is when he jumps and makes a shockwave. This is easy to dodge early on but becomes much more difficult later when he does it one after another. Another dangerous attack is when he shoots out his two arms and spins around. Play jump rope as he spins. Never hold the jump button or you may land on his other hand as it passes you. Always make quick jumps to have the best chance of avoiding this attack unharmed. To harm Zero may seem unobvious at first. What you have to do is hit him until he hits the electric fence surrounding the battle field. Then his head will open. Hit the green part inside with a jump attack to hurt him. Repeat this 3 times to finish him off. Getting him to the fence when he is weaker can get extremely annoying because he will keep attacking and making it back to the center. Just don't get discouraged and keep trying!

Amy's story is now complete! Way to Go!

BIG

Station Square

Go into the sewer behind Twinkle Park to find a Lure Power up. Now head to the business district and lift up the black car to get into the sewer. Turn around and walk until you find a red elevator. Now walk through the Twinkle Park tunnels to get to the first stage.

Stage 1: Twinkle Park

The goal in Big's stages is to catch his friend Froggy who has run away. (The way Big talks to Froggy, why didn't he run away earlier)? Use your fishing rod the way described in the basic moves section and use the tips described there to catch Froggy. (Wouldn't fishing for him with a hook hurt him)? In this stage Froggy is located on the right side of the pond looking at it from where you start. If other fish try to grab on press L and R simultaneously to pull your rod back unless you want to practice.

Station Square

When you leave you may see Cream from Sonic Advance 2 fly by. Grab the Ice stone from behind Twinkle Park and hop the train to Mystic Ruins.

Mystic Ruins

When you arrive at the mystic ruins go into the hole that forms and put the stone in the slot. When you enter the ice cave get the Life Belt to the left, then cross the pond and climb the ladder. Big walks like a sloth but climbs ladders a lot faster than anybody else. Hmmm?

Stage 2: Icecap

To break the sheets of ice jump on the parts that have cracks. To get out if you fall in, use a bumper. Froggy is in that first sheet of ice that you can reach by walking forward but you can get a lure power up if you explore. Hit the bumper to your right, go

up the steps, and hit another bumper. Repeat this until you reach a pool of water. Jump in and follow the narrow tunnel and resurface at the end. Use the bumper to get out, jump up the small platforms and walk down the bridge to the sheet of Ice. Look for some cracks, jump through and sink to the bottom and search for it. Now go back to the beginning of the level by retracing your steps (Bridge, platforms, tunnel, etc). Fish for Froggy below the only crack in that area.

Mystic Ruins

Now leave the tunnel area to the main area of the mystic ruins. After the cinema scene get on the trolley to the jungle. Go to Big's house and pick up his bed (throw it off the cliff if you want) and get the power rod. After that look at your map, you will see two small circular areas, go into the one closest Big's house to get a Lure power up. Now get on the train to Station Square.

Station Square

Leave the train station then go into the hotel and go to the pool Area. From the Pool area head out to the beach.

Stage 3: Emerald Coast

Froggy is in the water just to the left as you start. The larger area may make him more difficult to catch unless you've been getting the Lure power ups.

Egg Carrier

Go to the 3 doors in front of you and press the switch on the right to open the right door. Go into the Jail and open the closest cell to get the final Lure power up. Now press the other switch to open the middle door and go in.

Stage 4: Hot Shelter

Proceed through the level until you reach the large circular room. Press the switch in the middle to drain the water. Froggy will come pouring out with some other fish. Search the water until you find him and then reel him home.

Temple

Run to the shrine.

Egg Carrier

Ride the monorail by pressing one of the large green buttons to the left of where you start to ride to the exterior of the ship. Now walk forward and ride the lift to the runway and use a bumper to get to the top of the green structure.

BOSS BATTLE: CHAOS 6

Prepare for one of the weirdest boss fights in recent video game history. Just like Big's stages you must catch Froggy. He is inside Chaos. Aim your rod at the red octagon shape and hope for the best. Chaos will mostly walk around and try to bite you so cast a couple times and run. He may occasionally jump and create a tall shockwave which you'll have to jump. Just catch Froggy and you win. Weird.

After the battle walk to tails' plane. How is he gonna fit in that thing?

Congratulations! You are done with Big's Story!

GAMMA

Mystic Ruins

Get out of the machine you start in and walk to Eggamn.

Stage 1: Final Egg

In Gamma's missions you must destroy the intended target before time expires. You gain additional seconds by destroying enemies. The more you destroy with one lock-on the more seconds you get. Walk through the stage destroying as many Tails and Knuckles dolls as you can at once to keep your timer up. When you reach the Sonic Doll it takes 3 hits to destroy it.

Mystic Ruins

Jump down to the lower level of the base and walk to Eggman.

BOSS BATTLE: E101-BETA

Just avoid Beta's missiles by moving constantly and lock on him when you have a chance and let lose your one missile. You can shoot his missiles down as they come to you. He has the ability to hover which you don't yet so if he does you may need to jump to lock on. 3 hits are all it takes.

Station Square

You may see Cream from Sonic Advance 2 when you gain control. Go into the hotel, go to the pool, and there shoot the 3 targets on the fence and go onto the beach.

Stage 2: Emerald Coast

Just like the last level follow the path shooting enemies until you reach the loop turn to the left onto a dock and continue. When you reach the white fence, turn left onto the grass and walk forward. Froggy is in a little green bubble like other animals.

Temple

Walk to the Master Emerald Shrine.

Egg Carrier

Walk through the door on the right in the group of 3 doors and continue into the jail cell. After the cinema scene leave the jail cell to the main room and go into the room on the second floor labeled "Ammunition Room" on the computer to get the Jet Booster. Leave the Ammunition room and take the yellow lift at the top of the stairs.

BOSS BATTLE: SONIC

Simply lock onto Sonic and fire a missile his way. If you keep moving he will have trouble hitting you with his homing attack. If he starts to charge up jump and hover to avoid the spin dash.

Hit him 3 times and you win.

Mystic Ruins

Run up the stairs to Tail's workshop and pick up the wind stone in front of his door. Now run towards the waterfall. Before you fall into the pit turn left into a cave and put the stone in its slot.

Stage 3: Windy Valley

The next 3 stages will have you "Rescuing" a.k.a. destroying the rest of the E-Series. This is probably one of Gamma's easiest stages. The Purple Flying snakes can give you up to 40 seconds if you lock on to all their parts. As you go through the stage be careful of the bridges with enemies on them they will collapse when you approach them. The other bridges are safe. When you see the word "HIT" flashing lock onto those items to destroy them.

BOSS BATTLE: E103-DELTA

Use the same exact tactics you used against Beta to defeat E03. Except now it takes 5 hits to defeat him.

Mystic Ruins

You see the wall explode. Now go to the boat under the train station and ride to the Egg Carrier. Walk to the other end of the ship and take the yellow lift down. Go into the room opposite the room you found the Jet Booster to find the Laser Blaster. Now go through the cave that exploded until you get outside on Angel Island. Lock-on and destroy the monkey in the cage to open the gate. Then go through.

Stage 4: Red Mountain

Go through the level blasting "HIT" symbols to remove rocks from your path. One rock reveals a hole. Fall through and continue blasting "HIT" symbols. When you reach the lava pool blast the "HIT" symbols to make platforms fall that you can cross.

BOSS BATTLE: E104-EPSILON

Exactly the same as Beta and Delta, but he shoots more missiles. Dodge them as normal and fire away. 5 hits and he's gone.

Mystic Ruins

Take the boat to the Egg Carrier.

Egg Carrier

Walk to the other end of the ship and take the yellow lift down into the interior. Go through the middle door in the group of 3.

Stage 5: Hot Shelter

In this stage you'll really be pressed for time. Don't delay for anything and destroy as many enemies at once as you can. When you reach the gear room hit the switch under the box with the "HIT" symbols to reverse the direction of the gear. Get to the top of it and hover to the spring. (It's faster than the ladder). Destroy the next boxes to find a spring and bounce up to the next level. Hit the switch to move the walkway and continue. When you pass the path with the spinning spiked balls and hit the dash

panels hover across the gap so you don't fall and have to do that last part again. In this part stand on the switch and wait. A claw will grab you. When it drops you quickly hover so you don't fall. On this level destroy the box in the middle to find a switch. Hit it with a missile while standing on the green square so the claw picks you up. On to the train section. Keep moving up the train until you can no longer proceed. Then it's time to jump trains. Jump to the other train until you can jump back to the first. Continue jumping trains like this until you reach a switch at the end of the train you started on. If you fall off the train keep jumping and hovering to a train car. When the train stops destroy the blocks to reveal a hole and jump down. At the bottom destroy the boxes behind you to reveal dash panels. Hit them and go through the narrow hallway.

BOSS BATTLE: E105-ZETA

He's had a major makeover. The object here is to destroy all 8 of his missile launchers. He can launch 8 missiles at you at once so watch out. Destroy missiles when you need to and keep shooting his missile launchers. The floor is always moving but move with it. Remember you may not have much time left so destroy the missile launchers as fast as possible.

Egg Carrier

Leave the interior by way of the yellow lift. When you reach the outside run to the green structure.

BOSS BATTLE: E101-MK2

He is probably the hardest final boss behind Sonics. He will rarely be vulnerable to be hit and he has several deadly attacks. One is when he forms a rainbow shield around him and charges at you. This is actually harder to dodge than it looks. He will often take you by surprise with this. After he does this attack is the only time he can be hit but only for a couple of seconds. After he passes you jump and hit him in the back with a missile. After you damage him he will still charge you but you will now have missiles to dodge. You must destroy them so you can hit him in the back when he passes you because if you wait for them to blow up it will be too late and he will be launching more missiles. After the second hit he will fly up in the air and launch huge beams that explode. Stay far away from where he beam hits or you'll regret it. After the third hit he will launch missiles then fly up and rapidly shoot beams at you. Run in a circle and don't hit the walls or you'll stop and be hit. After the fourth hit, you've won the battle.

Gamma rescue complete. On to next story.

SUPER SONIC

To unlock Super Sonics story in Adventure Mode you must have cleared all the other Characters stories. Once you have done this Super Sonic will be a selectable character between Gamma and Sonic.

Mystic Ruins

Head over to Angel Island, past Icecap and run over the bridge to the Shrine of the Master Emerald. Look for Knuckles and Eggman lying on the ground and go over to them.

Temple

Once again run over the bridge to the emerald shrine. Then run up to where the Master Emerald sits.

Mystic Ruins

Head into the jungle by way of the trolley car.

BOSS BATTLE: PERFECT CHAOS

This boss has 2 stages. Each stage takes 3 hits to defeat, but don't think that will make it easy. This is with good right the hardest boss in the game. He will shoot all kinds of crap at you. Little blue and yellow shots that try to hit you. Blue are easy to dodge and just go over you. The yellow are a lot harder to dodge, because they are a lot more accurate. When you get close to Chaos never approach him from the exact front because he will hit you with a beam or tornadoes. The best way of avoiding all his attacks is to stay near the walls. The left is often better because the right has buildings jutting out. You must be going at full speed to have any chance of hurting Chaos. When you are going full speed the shield in front of you will be blue. In the second stage don't go over any ramps or you will get hit by the yellow objects chaos shoots at you and you will slow down with no chance at reaching full speed before chaos. You start with 50 rings and you lose one every second. If you run out of rings it's over for you. You can collect more rings as you approach Chaos but save some for later on when it gets much harder. After the 6th hit Chaos will be done for good this time.

Congratulations on your victory. It's been long and there have been many challenges to overcome but you did it. Great job!

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Conclusion
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If you have any questions feel free to E-Mail me at JimboFive@aol.com. I will try to answer all questions that you have.

I would like to thank some people for all their help on this FAQ. First I would like to thank Sega for making such a great and addicting game. Second I would like to thank Evan Adamek for correcting all my "Errors." Finally I would like to thank my Neighbor William Stewart for testing my FAQ before I sent it in. Thanks All!

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