Sonic Gems Collection Museum Guide

by Angnix

Updated to v1.25 on Oct 13, 2005

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Sonic Gems Collection US Gamecube Version: Museum Guide
Version 1.25 (10/13/05)
By Angnix (Angela Petersen)
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Thanks to:
~*~*~*~*~*~*~*~
Just a brief thanks to people who have e-mailed me with info
to improve my guide so far, your name could end up here if
you help me out!:
Jarel Jones: page 16 unlock observations, very helpful, thank
you!
Alan Bish: music related info.
Chris "Stupid Dufus" Valdez: pointing out I still confuse
Sonic Jam with the Sonic and Knuckles collection...
Jordan Rinehart: music related info.
Tails2258: music related info.
Super Saiyan Zero: for writing a great demos FAQs
and nicely thanking me in his FAQs for the help I gave him.
Scott Miller: Confirmed month change bug and overall helpful.
Ryiun: Music unlock confirmation.
Okuraorca: Told me what pictures 95, 96 and 97 really were,
```

Thanks a lot!

H Hog: Info about pictures 136 and 298, thanks a lot!

Titan the Hedgehog: He reminded me I didn't have the info for Fairy of A.I.F., I found out earlier, but forgot to update.

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NOTES:

Version 1.2!: Beware, some of the info in this guide might still be incorrect, Some of the unlock stuff is weird and confusing. No one seems to have said that anything was very wrong, so I will still assume most of this stuff is correct.

On the other hand, I still need help confirming there are

weird things going on when it comes to unlocking Sonic Heroes stuff...

Sonic Heroes unlock confusion:

I sort of observed this before and knew it happens sometimes, but some of the pics on the last two Sonic Heroes pages unlock with games other than the game that unlocks the page.

I still don't know what is going on,
for example playing Sonic Drift 2 for over 2 hours unlocked some of the stuff on the other
pages, but page 14 was also finished when this happened.

My theory:

The Sonic Heroes pictures normally unlock the way the clues say so for the Gamegear Games that are unlocked by playing those gamegear games, but completing Page 14 of the museum will unlock Sonic Heroes pictures that take close to an hour to unlock and maybe the ones that take close to 5 times also without even having to Play the game linked to that page, I need people to

confirm this!!!

Confirm by completing page 14 of the museum before playing Gamegear games

Confirm by completing page 14 of the museum before playing Gamegear games at all and seeing if Sonic Heroes pictures unlock.

Obviously this guide has spoilers for what can be unlocked in Gems, and even spoilers for other games when describing pictures, use it if you want additional info on the pictures or if you need some more specific unlock info.

~*~*~*~*~*~*~*~*~* Version History: ~*~*~*~*~*~*

Prerelease Version: 8/21/05

D 1 11 1 0/01/05

Version 0.5: 8/22/05 Added most of the item descriptions. Version 0.9: 8/24/05

Unlock Hints and Instructions added to museum pages, correctionsWill be made in the future if necessary

Info for 4 more demos added

Unlock info for 2 songs added

Errors corrected

Version 0.95: 8/25/05

Info for last 4 demos and final unlockable added

More info added to other demos

Added possible requirements to see puzzle solved items

A few errors fixed

Version 0.951 8/26/05

Page 14 unlock info fixed

A couple minor things

Version 0.96 8/29/05

Added thanks to people that have helped me

Page 16 unlock info revised

More/changed unlock and other info in the demos and $\ensuremath{\mathsf{music}}$ section

Revised the introduction section a little bit

Version 1.0 8/30/05

Fixed some of the unlock info for Sonic Heroes pictures and commented on weirdness of unlocking these pictures

More music unlock info

Added Other Sonic Gems Unlockables section

Version 1.1 9/11/05

Corrected info for pictures 95-97

General cleaning up and review of guide, removing pre-version 1 stuff I accidentally left in there.

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9/11, lest we forget...
Version 1.2 10/9/05
Added correct info about pictures 136 and 298, thanks H. Hog
A little more info about the After 360 Mix based upon my
own observations.
Formatting issues... I messed this guide up, sorry it is not
totally fixed yet, Microsoft Word seems to have problems
with plain text, or maybe it's just me...
Version 1.25 10/13/05
Thanks Titan, remembered to add Fairy of A.I.F. info.
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This guide cannot be placed on any site without my permission.
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- 5. Questions?

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1. Introduction and Unlocking Tips:

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Most hard core Sonic fans know what the items in the museum are right

from the start, and there are brief descriptions that come with each

item, but some people might not know the full story of what's behind the

pictures. Others may just want to know the unlock info for each and every one.

In general, if you play all games about 20 times and about 3 hours each,

watch the credits 10 times, clear the three main games, enter the

picture codes correctly once even if the pictures don't appear right

away, and play a little bit a day for 8 days straight that should unlock

everything. Don't freak out if you enter the codes or try to unlock a

page and the pics don't appear right away, and just be patient

and you will have your entire museum.

Eventually there will be a quick unlock list somewhere in this guide,

but the sections I am starting now are the Basic Museum Controls/Info

section and the museum page/music sections. Every museum page will have

its own section with an introduction to what in general is on the page,

and every picture clue, unlock info, number, title, etc, for all

unlockables in the museum will be included. Music is not on the pages $% \left(1\right) =\left(1\right) +\left(1$

and so gets its own section with similar info. Enjoy and please feel $% \left(1\right) =\left(1\right) +\left(1\right$

free to e-mail me suggestions or put them on the Sonic Gems Collection

Gamecube board I frequent regularly.

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The most important thing to remember is the numbering situation. You

might unlock the pages out-of-order, but the numbering will skip.

For example if you unlock page 1 first, then page 3 but not page 2,

until page 2 is unlocked you might think page 3 is page 2. Remember this

when referring to the following list.

In order to see items you first need to unlock pages, most of the time

by playing a game once or playing for a certain period of time, each of

the Gems games except the two unlockables has a page

dedicated to it and pictures unlocked by that game. But it seems that certain pages can't be

unlocked until after a certain period of time has passed. For example

you can't see past page 7 of the museum unless you have played more

than 240 hours. Each page has 20 items. There are 16 pages and 320 items in total, the first 300 items are

items 301-316 are all demos of Genesis and Gamegear Sonic games not

included in the main collection that start at the final boss or last $\ensuremath{\mathsf{L}}$

level but you have only a few minutes to play it, and the last 4 items

are videos. Also there are music tracks you can unlock and you can

change the music playing in the museum using the music player.

There is a section for each of the 16 pages in the museum and the music. Each section starts off with general unlock instructions for

the items

pictures,

on that page, and information about the items as a whole.

Then each item

will have the number, given title and description, the unlock hint and a

much more detailed description written by me.

Museum Controls:

Use the R and L buttons to scroll through the different museum pages.

Use the control stick or D-pad to highlight the item you want, then

press A to view it.

When you are looking at a picture, use the control $\operatorname{stick}/\operatorname{D-pad}$ to move

it around the screen, the R button to zoom in and the $\ensuremath{\mathsf{L}}$ button to zoom

out. If you press right/left on the C stick when you are looking at a

picture, you can view the next unlocked picture and so forth.

Press the

 $\ensuremath{\mathbf{X}}$ button to start a picture slideshow and press $\ensuremath{\mathbf{X}}$ again to stop at a

particular picture. Use B to return to the museum page.

When you choose a demo, you will see a screen showing you the moves you

can use in the game, you can scroll up and down through this page. press

A again to play the demo. While playing the demo hit the C stick to $\,$

change

screen size. Remember, you cannot save data for a demo and you only have

а

limited amount of time to play it. Exit the demo by pressing $\ensuremath{\mathtt{R}}$ and

choosing

"Return to Museum".

When you choose a movie, pressing A will automatically play the movie.

Press B during the movie if you want to exit it.

You can open the music player while on the museum pages or while looking at a picture by choosing the Y button. Press right and left to choose a

track and press A to play, or you can stop the music completely by

pressing B. Hide the music player by pressing Y again and the music you

choose will continue playing, but if you leave the museum the default

museum theme will be playing again.

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2.a. Museum Page 1, Items 1-20:

Unlock Instructions:

Sonic the Fighters page. Page unlocked from the start, pictures unlocked

by playing Sonic the Fighters a certain amount or number of times or

beating Sonic the Fighters.

Description:

Sonic the Fighters related pictures. Sonic the Fighters was originally

released in 1996 for Arcade. Eggman has built the Death Egg 2, but there

is only one seat in the rocket? Who is the greatest fighter of them all

worthy of possessing all of the Emeralds and challenging ${\tt Metal}$ Sonic and

Eggman in the Death Egg 2? Fight with Sonic, Tails, Knuckles, Amy, Espio,

Bean, Bark and Fang to find out!

Most of the artwork are pictures of the characters in the game in model

form. There is also the Japanese and

American logos for this game, Sonic the Fighters was the original

Japanese name for the game, while it was called Sonic Championship in

America, the logos are the same except for the words. There is also a $% \left(1\right) =\left(1\right) ^{2}$

picture of the Death Egg 2.

1. "SONIC THE FIGHTERS" LOGO of Japanese version Unlock hint/instructions: Play the game more than once! Play Sonic the Fighters one time. (The clue is misleading) Description:

Sonic the Fighters Japanese logo featuring Sonic.

2. "SONIC THE FIGHTERS" SONIC

Unlock hint/instructions: Play the game more than once! Play Sonic the Fighters one time.

Description: Sonic the Hedgehog 3D model. Sonic standing with one fist raised.

3. "SONIC THE FIGHTERS" TAILS

Tails (Miles Prower) 3D model, he's waving hi.

4. "SONIC THE FIGHTERS" AMY

Unlock hint/instructions: Play the game more than once! Play Sonic the Fighters one time.

Description:

Description:

Amy Rose 3D model, she is holding her trademark Piko Piko hammer. This

is the first game she got her hammer, and the last game where she wears

her "old style" clothing and hair style.

5. "SONIC THE FIGHTERS" KNUCKLES

Unlock hint/instructions: Play the game more than once! Play Sonic the Fighters one time.

Description: Knuckles the Echidna 3D model, he is ready to punch.

6. "SONIC THE FIGHTERS" FANG

Unlock hint/instructions: Play the game over 60 minutes Play Sonic the Fighters more than 60 minutes.

Description:

Fang the Sniper 3D model. This is one of only three games he has

appeared in, the other two also on Gems Collection and is kind of

unfamiliar to newer fans of the series.

7. "SONIC THE FIGHTERS" BEAN

Unlock hint/instructions: Play the game over 60 minutes Play Sonic the Fighters more than 60 minutes.

Description:

Bean the Dynamite 3D model. This is the only game Bean even appeared in,

even though some think he is modeled after a boss in Tails

Adventure. He

is based upon a Sega game called Dynamite Ducks.

8. "SONIC THE FIGHTERS" ESPIO Unlock hint/instructions: Play the game over

60 minutes

Play Sonic the Fighters more than 60 minutes.

Description:

Espio the Chameleon 3D model, one hand raised. This is the second game

Espio appeared in, the first being Knuckles Chaotix, page 8 of the

museum has art from that game. He disappeared for almost 10 years before

he came back in Sonic Heroes and Sonic X.

9. "SONIC THE FIGHTERS" BARK

Unlock hint/instructions: Play the game over 60 minutes Play Sonic the Fighters more than 60 minutes.

Description:

Bark the Polar bear 3D model. This is the only game Bark appears in.

10. "SONIC THE FIGHTERS" METAL SONIC

Unlock hint/instructions: Play the game over 120 minutes Play Sonic the Fighters more than 120 minutes.

Description:

Metal Sonic 3D model. Metal Sonic is an old enemy of Sonic's first

appearing in Sonic CD, if you are a newer fan that just seen him in

Heroes, this collection should make you realize that Metal Sonic has

been in several games in the past but not really on any of the normal

Genesis games, there have been other robot Sonics, but he is the most

well known and fearsome.

11. "SONIC THE FIGHTERS" EGGMAN

Unlock hint/instructions: Play the game over 120 minutes Play Sonic the Fighters more than 120 minutes.

Description:

Eggman (Dr. Robotnik) 3D model. In Sonic the Fighters the Western name

Robotnik is used, but misspelled Robotnic. This is the classic Eggman

look, but he has longer legs now, which carry over in the newer games.

12. "SONIC THE FIGHTERS" SONIC (2)

Unlock hint/instructions: Play the game 5 times or more! Play Sonic the Fighters 5 times.

Description:

Sonic 3D model. In this picture he is in a more active pose.

13. "SONIC THE FIGHTERS" KNUCKLES (2)

Unlock hint/instructions: Play the game 5 times or more! Play Sonic the Fighters 5 times.

Description:

Knuckles 3D model.

14. "SONIC THE FIGHTERS" TAILS (2)

Unlock hint/instructions: Play the game 5 times or more!

Play Sonic the Fighters 5 times.

Description:

Tails 3D model. Tails is flying.

15. "SONIC THE FIGHTERS" KNUCKLES (3)

Unlock hint/instructions: Play the game 5 times or more!

Play Sonic the Fighters 5 times.

Description:

Knuckles 3D model. Knuckles is gliding.

16. "SONIC THE FIGHTERS" FANG (2)

Unlock hint/instructions: Play the game 5 times or more!

Play Sonic the Fighters 5 times.

Description:

Fang 3D model. Fang is sporting his trademark cork gun.

17. "SONIC THE FIGHTERS" MAP

Unlock hint/instructions: Play the game 5 times or more! Play Sonic the Fighters 5 times.

Description:

Death Egg 2 3D model. The first Death Egg saga lasted through the games

Sonic 2, Sonic 3 and Sonic and Knuckles for Genesis and is a huge round

battleship with space travel capabilities, the Death Egg 2 has many

additional parts coming off of it. The Death Egg also appears in the

newer game Sonic Battle for GBA which is another Sonic fight game.

18. "SONIC THE FIGHTERS" US POP

Unlock hint/instructions: Play the game over 120 minutes Play Sonic the Fighters more than 120 minutes.

Description:

And advertisement for Sonic the Fighters.

19. "SONIC THE FIGHTERS" LOGO of US Version

Unlock hint/instructions: Play the game 10 times or more! Play Sonic the Fighters 10 times.

Description: Sonic Championship US logo. The Game was originally released in the US

as Sonic Championship and the logo is the same as the Japanese except it

says Championship where the Japanese logo says The Fighters.

20. "SONIC THE FIGHTERS" SUPER SONIC

Unlock hint/instructions: Clear Sonic the Fighters!

Beat Arcade Mode with any character.

Description:

Super Sonic 3D model. Super Sonic is playable in Sonic the Fighters if

you can get through every match as Sonic without loosing, then going

into Hyper Mode during the second round of the Metal Sonic match.

.. * .. * .. * .. * .. * .. * .. * .. * .. * .. * .. * .. 2.b. Museum Page 2, Items 21-40: ~*~*~*~*~ General Unlock Instructions: Sonic CD page. Page unlocked by playing Sonic CD once, pictures unlocked by playing Sonic CD a certain amount or number of times or beating Sonic CD. Basic Description: Sonic CD related pictures. Sonic CD was originally released in 1993 for the Sega CD system. The Little Planet only appears once a year. On the planet are the powerful Time Stones that Eggman would love to use to mess with time, plus he is turning the usually peaceful planet into a horrible Eggman world! Help Sonic grab the Time Stones and past before the future is ruined and save Amy from the clutches of Metal Sonic! Included is the Sonic CD logo, various artist drawings of the and the illustrations, and CG models of enemies. 21. "SONIC CD" LOGO Unlock hint/instructions: -Play Sonic CD one time. Description: Sonic CD logo. If you cannot read the small text, it says "To life of power, you must have faith that what you believe is if other tell you you're wrong. The first thing you must do to live a life of power is to find courage. You must be ready to reach beyond the boundaries of Time itself. And to do that, all you need is the will to take the first step..." 22. "SONIC CD" SONIC Unlock hint/instructions: -Play Sonic CD one time. Description: Sonic CD official artwork of Sonic. Sonic is tightening one of his gloves. 23. "SONIC CD" SONIC & AMY Unlock hint/instructions: Play over 60 minutes Play Sonic CD over 60 minutes. Description: Sonic CD official artwork of Sonic and Amy. Sonic looks annoyed as Amy blushes and looks his way. This is the first game Amy Rose The American manual mistakenly calls her Princess Sally who

is a Sonic

cartoon and comic book character.

24. "SONIC CD" EGGMAN

Unlock hint/instructions: Play the game 5 times or more! Play Sonic CD 5 times.

Description:

Sonic CD official artwork of Eggman. He seems kind of happy in this

picture as he stand with his arms open wide.

25. "SONIC CD" METAL SONIC

Unlock hint/instructions: Play over 120 minutes

Play Sonic CD over 120 minutes.

Description:

Sonic CD official artwork of Metal Sonic. Sonic CD is the first

appearance of Metal Sonic, he has changed little over the years, except $% \left(1\right) =\left(1\right) \left(1\right) +\left(1\right) \left(1\right) \left(1\right) +\left(1\right) \left(1\right)$

when he transforms that is...

26. "SONIC CD" ENEMY

Unlock hint/instructions: -

Play Sonic CD one time.

Description:

Mosquito Badnik CG artwork. Found in Palmtree Panic. This little Badnik

(what Eggman's robots are called in the older games) also appears in

Sonic Triple Trouble, and Knuckles Chaotix, compare this picture to $% \left(1\right) =\left(1\right) +\left(1\right)$

picture 148.

27. "SONIC CD" ENEMY

Unlock hint/instructions: -

Play Sonic CD one time.

Description:

Bug Badnik CG artwork. Found in Palmtree Panic.

28. "SONIC CD" ENEMY

Unlock hint/instructions: -

Play Sonic CD one time.

Description:

Butterfly Badnik CG artwork. Found in Palmtree Panic.

29. "SONIC CD" ENEMY

Unlock hint/instructions: Play over 60 minutes

Play Sonic CD over 60 minutes.

Description:

Mantis Badnik CG artwork. Found in Collision Chaos.

30. "SONIC CD" ENEMY

Unlock hint/instructions: Play over 60 minutes

Play Sonic CD over 60 minutes.

Description:

Badnik CG artwork.

31. "SONIC CD" ENEMY

Unlock hint/instructions: Play over 60 minutes

Play Sonic CD over 60 minutes.

Description:

Spider Badnik CG artwork. Found in Quartz Quadrant.

32. "SONIC CD" ENEMY

Unlock hint/instructions: Play the game 5 times or more! Play Sonic CD 5 times.

Description:

Snail Badnik CG artwork. Found in Quartz Quadrant.

33. "SONIC CD" ENEMY

Unlock hint/instructions: Play the game 5 times or more! Play Sonic CD 5 times.

Description:

Badnik CG artwork.

34. "SONIC CD" ENEMY

Unlock hint/instructions: Play the game 5 times or more! Play Sonic CD 5 times.

Description:

Badnik CG artwork.

35. "SONIC CD" ENEMY

Unlock hint/instructions: Play over 120 minutes Play Sonic CD over 120 minutes.

Description:

Saw Badnik CG artwork. Found in Metallic Madness.

36. "SONIC CD" ENEMY

Unlock hint/instructions: Play over 120 minutes

Play Sonic CD over 120 minutes.

Description:

Wasp Badnik CG artwork. Found in Metallic Madness.

37. "SONIC CD" ENEMY

Unlock hint/instructions: Play over 120 minutes

Play Sonic CD over 120 minutes.

Description:

Badnik CG artwork.

38. "SONIC CD" EGG-HVC-001

Unlock hint/instructions: Play over 120 minutes

Play Sonic CD over 120 minutes.

Description:

Palmtree Panic boss, Bad Future coloring.

39. "SONIC CD" Main Illustration

Unlock hint/instructions: Play the game 10 times or more! Play Sonic CD 10 times.

Description:

Elaborate illustration depicting the little planet, Eggman,

Metal Sonic,

Amy and Sonic and a pocket watch.

40. "SONIC CD" Main Illustration (2)

Unlock hint/instructions: Clear Sonic CD!

Clear the game with any ending.

Description:

Metal Sonic and Sonic ready to fight on a back background,

blue energy

surrounds Sonic's hand and Metal Sonic glows pink.

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2.c. Museum Page 3, Items 41-60: ~*~*~*~*~*~*~*~*~*~

General Unlock Instructions:

Sonic R and Sonic Jam page. Page unlocked by playing Sonic R once,

pictures unlocked by playing Sonic R a certain amount or number of times or beating Sonic R.

Basic Description:

Sonic R and Sonic Jam related pictures. Sonic R is a wacky race game for $% \left(1\right) =\left(1\right) +\left(1\right) +\left$

Sega Saturn and PC released in 1997. Race with Sonic, Tails, Knuckles or Amy

and unlock the darker characters

too! Sonic Jam was a collection of

Genesis Sonic games that was released for Sega Saturn and contained artwork

and songs and stuff, sort of like this collection :P

The Sonic R pictures are the logo, a couple of illustrations, and ${\tt CG}$

pictures of some of the characters and maps of 4 courses.

Also 4 Sonic

Jam pictures.

41. "SONIC R" #1 LOGO

Unlock hint/instructions: -

Play Sonic R one time.

Description:

Sonic R Logo with a checkered flag design.

42. "SONIC R" Main Illustration

Unlock hint/instructions: Play the game over 60 minutes Play Sonic R over 60 minutes.

Description:

The Sonic R logo and Sonic, Knuckles and Tails running through Resort

Island. This picture appears on the title page of Sonic R.

43. "SONIC R" Card Illustration

Unlock hint/instructions: play the game 5 times or more! Play Sonic R 5 times.Description:
A slimmer version of picture 42.

44. "SONIC R" SONIC

Unlock hint/instructions: -

Play Sonic R one time.

Description: Sonic 3D game model.

45. "SONIC R" TAILS

Unlock hint/instructions: -

Play Sonic R one time.

Description:

Tails 3D game model.

46. "SONIC R" KNUCKLES

Unlock hint/instructions: -

Play Sonic R one time. Description: Knuckles 3D game model.

47. "SONIC R" AMY

Unlock hint/instructions: Play the game over 60 minutes Play Sonic R over 60 minutes.

Description:

Amy 3D game model and her car.

48. "SONIC R" EGGMAN

Unlock hint/instructions: play the game 5 times or more! Play Sonic R 5 times.

Description:

Eggman 3D game model in his Eggmobile.

49. "SONIC R" SONIC & KNUCKLES

Unlock hint/instructions: Play the game over 120 minutes Play Sonic R over 120 minutes.

Description:

Sonic and Knuckles 3D game models with the Sonic R logo in the $\,$

background.

50. "SONIC R" RESORT ISLAND

Unlock hint/instructions: -

Play Sonic R one time. Description:

An overhead drawing of the Resort Island racetrack.

51. "SONIC R" RADICAL CITY

Unlock hint/instructions: Play the game over 60 minutes Play Sonic R over 60 minutes.

Description:

An overhead drawing of the Radical City racetrack.

52. "SONIC R" REGAL RUIN

Unlock hint/instructions: play the game 5 times or more! Play Sonic R 5 times.

Description:

An overhead drawing of the Regal Ruin racetrack.

53. "SONIC R" REACTIVE FACTORY

Unlock hint/instructions: Play the game over 120 minutes Play Sonic R over 120 minutes.

Description:

An overhead drawing of the Reactive Factory racetrack.

54. "SONIC R" Illustration 1

Unlock hint/instructions: Play the game 10 times or more! Play Sonic R 10 times.

Description:

3D game models of Sonic, Tails, Knuckles, Amy and Eggman racing.

55. "SONIC R" Illustration 2

Unlock hint/instructions: play the game 10 times or more! Play Sonic R 10 times.

Description:

3D game models of Sonic, Tails, Knuckles, Amy and Eggman running to the

left with a streak effect Resort Island background.

56. "SONIC R" Illustration 3

Unlock hint/instructions: Clear Sonic R!

Description:

Get 1st place on all 5 racetracks.

Classic style artwork of Sonic, Tails, Knuckles, Metal Sonic and Eggman

running on yellow/orange checkerboard ground.

57. "SONIC JAM" Illustration 1

Unlock hint/instructions: -

Play Sonic R one time.

Description:

Sonic, Tails Knuckles, A Sonic Team presents logo and a Sonic Jam logo.

58. "SONIC JAM" Illustration 2

Unlock hint/instructions: Play the game over 60 minutes

Play Sonic R over 60 minutes.

Description: Sonic seems to be peering through a hole at a wall looking at a

ring, the text Sonic the Hedgehog under his picture.

59. "SONIC JAM" Illustration 3

Unlock hint/instructions: play the game 5 times or more!

Play Sonic R 5 times.

Description:

Sonic runs through a palm tree background.

60. "SONIC JAM" Illustration 4

Unlock hint/instructions: Play the game over 120 minutes

Play Sonic R over 120 minutes.

Description:

Sonic wearing some sort of strange headphones with the words "Sonic Jam, $\$

Kick it!" and a swirly blue background.

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2.d. Museum Page 4, Items 61-80:

~*~*~*~*~*~*~*~*~*~*General Unlock Instructions:

Sonic Screensaver Page. Unlock page by playing the three main games of

Sonic Gems Collection (Sonic the Fighters, Sonic CD and Sonic

 ${\tt R}{\tt N}$ a total of 30 minutes. Unlock the pictures by playing the three main games

a certain amount of time.

Basic Description:

Drawings of Sonic, Tails and Knuckles from the Sonic Screensaver.

61. "SONIC The Screen Saver"

Unlock hint/instructions: -

Play the three main games of Sonic Gems a total of 30 minutes.

Description:

Classic Style Official Artwork. Classic Sonic pose.

62. "SONIC The Screen Saver"

Unlock hint/instructions: Play the game for a total of 60

minutes!

Play the three main games of Sonic Gems a total of 60 minutes.

Description:

Classic Style Official Artwork. Sonic Running.

63. "SONIC The Screen Saver"

Unlock hint/instructions: Play the game for a total of 90 minutes!

Play the three main games of Sonic Gems a total of 90 minutes. Description:

Classic Style Official Artwork. Sonic Clapping

64. "SONIC The Screen Saver"

Unlock hint/instructions: Play the game for a total of 120 minutes!

Play the three main games of Sonic Gems a total of 120 minutes.

Description:

Classic Style Official Artwork. Sonic standing with arms crossed.

65. "SONIC The Screen Saver"

Unlock hint/instructions: Play the game for a total of 150 minutes!

Play the three main games of Sonic Gems a total of 150 minutes.

Description:

Classic Style Official Artwork. Sonic standing.

66. "SONIC The Screen Saver"

Unlock hint/instructions: -

Play the three main games of Sonic Gems a total of 30 minutes. Description:

Classic Style Sonic Official Artwork CD style. Another typical Sonic pose pointing toward the sky.

67. "SONIC The Screen Saver"

Unlock hint/instructions: Play the game for a total of 90 minutes!

Play the three main games of Sonic Gems a total of 90 minutes. Description:

Classic Style Sonic Official Artwork CD style. Sonic with three fingers $\,$

held

up.

68. "SONIC The Screen Saver"

Unlock hint/instructions: Play the game for a total of 120 minutes!

Play the three main games of Sonic Gems a total of 120 minutes.

Description:

Classic Style Sonic Official Artwork CD style. Sonic standing.

69. "SONIC The Screen Saver"

Unlock hint/instructions: Play the game for a total of 150

Play the three main games of Sonic Gems a total of 150 minutes.

Description:

Classic Style Sonic Official Artwork CD style. Sonic arms crossed.

70. "SONIC The Screen Saver"

Unlock hint/instructions: Play the game for a total of 150 minutes!

Play the three main games of Sonic Gems a total of 150 minutes.

Description:

Classic Style Sonic Official Artwork CD style. Sonic semicurled up and $% \left(1\right) =\left(1\right) +\left(1\right) +\left($

ready

for action.

71. "SONIC The Screen Saver"

Unlock hint/instructions: -

Play the three main games of Sonic Gems a total of 30 minutes. Description:

Classic Style Official Artwork. Sonic is holding a bouquet of flowers and

is standing in front of a heart.

72. "SONIC The Screen Saver"

Unlock hint/instructions: Play the game for a total of 60 minutes!

Play the three main games of Sonic Gems a total of 60 minutes.

Description:

Classic Style Official Artwork. Sonic on Skis.

73. "SONIC The Screen Saver"

Unlock hint/instructions: Play the game for a total of 90 minutes!

Play the three main games of Sonic Gems a total of 90 minutes. Description:

Classic Style Official Artwork. Sonic wearing a bowtie and standing next $\,$

to

a jukebox.

74. "SONIC The Screen Saver"

Unlock hint/instructions: Play the game for a total of 120 minutes!

Play the three main games of Sonic Gems a total of 120 minutes.

Description:

Classic Style Official Artwork. Sonic wearing a green jacket and standing

next

to a bicycle.

75. "SONIC The Screen Saver"

Unlock hint/instructions: Play the game for a total of 150 minutes!

Play the three main games of Sonic Gems a total of 150 minutes.

Description:

Classic Style Official Artwork. Sonic holding a helmet and a Green Flicky

with

a helmet stuck on it's head? poor little Green Flicky, go on a diet!!! How can you even fly??? 76. "SONIC The Screen Saver" Unlock hint/instructions: -Play the three main games of Sonic Gems a total of 30 minutes.

Description:

Classic Style Official Artwork. Sonic on a beach chair

holding a

cocktail?

Lay of the drinks Sonic?

77. "SONIC The Screen Saver"

Unlock hint/instructions: -Play the three main games of Sonic Gems a total of

30 minutes.

Description:

Classic Style Official Artwork. Tails standing and smiling.

78. "SONIC The Screen Saver"

Unlock hint/instructions: Play the game for a total of 60

Play the three main games of Sonic Gems a total of 60 minutes. Description:

Classic Style Official Artwork. Tails waving.

79. "SONIC The Screen Saver"

Unlock hint/instructions: Play the game for a total of 60 minutes!

Play the three main games of Sonic Gems a total of 60 minutes. Description:

Classic Style Official Artwork. Tails standing with arms crossed.

80. "SONIC The Screen Saver"

Unlock hint/instructions: Play the game for a total of 90

Play the three main games of Sonic Gems a total of 90 minutes. Description:

Classic Style Official Artwork. Knuckles.

~*~*~*~*~*~*~

2.e. Museum Page 5, Items 81-100:~*~*~*~*~*~*~*~*~*

Sonic Screensaver Page. Unlock page by playing the three main games of

Sonic Gems Collection (Sonic the Fighters, Sonic CD and Sonic

total of 30 minutes. Unlock the pictures by playing the three main games

a certain amount of time.

Basic Description:

More pictures from the Sonic Screensaver, most of them are illustrations

from some of the older games.

81. "SONIC The Screen Saver"

Unlock hint/instructions: -

Play the three main games of Sonic Gems a total of 30 minutes.

Description:

Sonic Drift Official Artwork. Sonic in his red Sonic Drift car. Sonic

Drift

is a Gamegear game, only a demo of this game is on Sonic Gems Collection.

82. "SONIC The Screen Saver"

Unlock hint/instructions: -

Play the three main games of Sonic Gems a total of 30 minutes. Description:

Sonic Drift Official Artwork. Sonic standing next to his red car.

83. "SONIC The Screen Saver"Unlock hint/instructions: -

Play the three main games of Sonic Gems a total of 30 minutes.

Description:

Sonic Drift Official Artwork. Tails standing next to his yellow car.

84. "SONIC The Screen Saver"

Unlock hint/instructions: Play the game for a total of 60 minutes!

Play the three main games of Sonic Gems a total of 60 minutes.

Description:

Sonic Drift Official Artwork. Eggman standing next to his Eggmobile.

85. "SONIC The Screen Saver"

Unlock hint/instructions: Play the game for a total of 90 minutes!

Play the three main games of Sonic Gems a total of 90 minutes. Description:

Sonic Drift Official Artwork. Amy holding and umbrella with the words Sonic

Drift on it and standing next to her blue car.

86. "SONIC The Screen Saver"

Unlock hint/instructions: Play the game for a total of 90 minutes!

Play the three main games of Sonic Gems a total of 90 minutes. Description:

Sonic Drift Official Artwork. Sonic, Tails, Amy and Eggman racing.

87. "SONIC The Screen Saver"

Unlock hint/instructions: -

Play the three main games of Sonic Gems a total of 30 minutes.

Description: Sonic the Hedgehog Official

Artwork. Sonic standing in front of a

Green

Hill Zone background, this image appears on the box and game cartridge.

This Genesis game is only a demo on Sonic Gems Collection.

88. "SONIC The Screen Saver"

Unlock hint/instructions: Play the game for a total of 60 minutes!

Play the three main games of Sonic Gems a total of 60 minutes. Description:

Sonic the Hedgehog 2 Official Artwork. Sonic and Tails standing in front $% \left(1\right) =\left(1\right) +\left(1\right) +\left$

of

a 2 being crushed by Eggman, this image appears on the box and game

cartridge

of this game. This Genesis game is only a demo on Sonic Gems Collection.

89. "SONIC The Screen Saver"

Unlock hint/instructions: Play the game for a total of 60 minutes!

Play the three main games of Sonic Gems a total of 60 minutes. Description:

Sonic the Hedgehog 2 Official Artwork. Sonic and Tails stand next to a 2.

90. "SONIC The Screen Saver"

Unlock hint/instructions: -

Play the three main games of Sonic Gems a total of 30 minutes. Description:

Sonic the Hedgehog Game Gear Official Artwork. Sonic runs across a bridge

being chased by Badniks in the Bridge Zone. This Gamegear game is only a

demo in Sonic Gems Collection.

91. "SONIC The Screen Saver"

Unlock hint/instructions: Play the game for a total of 60 minutes!

Play the three main games of Sonic Gems a total of 60 minutes. Description:

Sonic the Hedgehog 2 Game Gear Official Artwork. Sonic hang glides

through

the Sky High Zone while Tails runs on the ground below $\mbox{\it Badniks}$ and

Eggman's

Eggmobile are in the air. Game included in Gems.

92. "SONIC The Screen Saver"

Unlock hint/instructions: Play the game for a total of 90 minutes!

Play the three main games of Sonic Gems a total of 90 minutes. Description:

Sonic Spinball Official Artwork. Sonic is near a pinball pattle, Eggman

looks

angry, and there is lava and a volcano in the background under a stormy sky.

93. "SONIC The Screen Saver"

Unlock hint/instructions: Play the game for a total of 120 minutes!

Play the three main games of Sonic Gems a total of 120 minutes

Sonic Drift 2 Official Artwork. All of the racers speed around a corner.

Game included in Gems.

94. "SONIC The Screen Saver"

Unlock hint/instructions: Play the game for a total of 60 minutes!

Play the three main games of Sonic Gems a total of 60 minutes. Description:

Tails Sky Patrol Official Artwork. Tails holding a ring is flying away

from

enemies. Game included in Gems.

95. "SONIC The Screen Saver"

Unlock hint/instructions: Play the game for a total of 150 minutes!

Play the three main games of Sonic Gems a total of 150 minutes.

Description:

Sonic 3 European Cover Official Artwork. Sonic is striking a pose and Knuckles looks on with fist raised in the Carnival Night Zone.

96. "SONIC The Screen Saver"

Unlock hint/instructions: Play the game for a total of 90 minutes!

Play the three main games of Sonic Gems a total of 90 minutes. Description:

Sonic Chaos Master System Version Cover Official Artwork.

Sonic and Tails

going through a zone, Badniks look on and there are three very pretty

rings at the top.

97. "SONIC The Screen Saver"

Unlock hint/instructions: Play the game for a total of 60 minutes!

Play the three main games of Sonic Gems a total of 60 minutes. Description:

Sonic Chaos Gamegear Version Official Artwork. Sonic is on a spring bouncing

through a place with purple and blue crumbling rocks, Tails is flying in

the background and of course so is an angry Eggman.

98. "SONIC The Screen Saver"

Unlock hint/instructions: Play the game for a total of 150 minutes! Play the three main games of Sonic Gems a total of 150 minutes.

Description:

Sonic the Hedgehog 3 Official Artwork. Sonic is standing in the Angel

Island

Zone holding up three fingers, Tails is flying in the background, Eggman

is about to torch the forest, and creepy eyes look at them from under a bush.

This artwork appears on the box and cartridge of Sonic 3.

This game is

just a

demo in Gems.

99. "SONIC The Screen Saver"

Unlock hint/instructions: Play the game for a total of 90 minutes!

Play the three main games of Sonic Gems a total of 90 minutes.

Description: Official Artwork Scene. Sonic seems to be

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rushing to work,
running
through a city carrying a briefcase with papers flying out of
to hold
on to his hat, and a piece of toast hanging out of his mouth?
100. "SONIC The Screen Saver"
Unlock hint/instructions: Play the game for a total of 90
minutes!
Play the three main games of Sonic Gems a total of 90 minutes.
Description:
Official Artwork Scene. Sonic watches a snail outside after a
rainy day,
still holding his umbrella that is now folded up. A rainbow
in the
background
shows the rain stopped not long ago.
~*~*~*~*~*~*~
2.f. Museum Page 6, Items 101-120:
~*~*~*~*~*~*~
General Unlock Instructions:
Sonic Screensaver Page. Unlock page by playing the three main
games of
Sonic Gems Collection (Sonic the Fighters, Sonic CD and Sonic
total of 120 minutes. Unlock the pictures by playing the
three main games
a certain amount of time.
Basic Description:
Scene drawings from the Sonic Screensaver.
101. "SONIC The Screen Saver"
Unlock hint/instructions: -
Play the three main games of Sonic Gems a total of 120
minutes.
Description:
Official Artwork Scene. Explorer Sonic! Sonic in a nifty
expedition
outfit
trudging through the mud holding binoculars seems to have
made a huge
snake
angry.
102. "SONIC The Screen Saver"
Unlock hint/instructions: -
Play the three main games of Sonic Gems a total of 120
minutes.
Description:
Official Artwork Scene. Date night Sonic? Sonic with a snazzy
bowtie and
holding flowers hops out of a convertible. There is a pretty
fountain in
the background.
        103. "SONIC The Screen Saver"
Unlock hint/instructions: -
Play the three main games of Sonic Gems a total of 120
minutes.
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Description: Official Artwork Scene. Sonic is sitting on a briefcase waiting for a bus? why don't you just run there Sonic! Run Sonic Run! 104. "SONIC The Screen Saver" Unlock hint/instructions: Play the game for a total of 150 Play the three main games of Sonic Gems a total of 150 minutes. Description: Official Artwork Scene. Sonic in France? Sonic seems to be buying baguettes and apples in a lovely fall French street side market scene. 105. "SONIC The Screen Saver" Unlock hint/instructions: Play the game for a total of 180 Play the three main games of Sonic Gems a total of 180 minutes. Description: Sonic 2 Official Artwork Scene. Sonic and Tails pose in front Is it just me, or does it look like Tails is about to spay the 2 like a tomcat? 106. "SONIC The Screen Saver" Unlock hint/instructions: Play the game for a total of 180 Play the three main games of Sonic Gems a total of 180 minutes. Description: Official Artwork Scene. Sonic that Tails stand under a Welcome sign to a SEGA-themed futuristic theme park. 107. "SONIC The Screen Saver" Unlock hint/instructions: Play the game for a total of 210 Play the three main games of Sonic Gems a total of 210 minutes. Description: Official Artwork Scene. Sonic peers into a telescope at the while Tails is sitting on his mailbox with his head right in front of the lens? Move Tails, Move! 108. "SONIC The Screen Saver" Unlock hint/instructions: Play the game for a total of 210 minutes! Play the three main games of Sonic Gems a total of 210 minutes. Description: Official Artwork Scene. Sonic is relaxing on a beach chair under an umbrella

on the beach while Tails is dressed as a little server and

serves him drinks. Sonic's got it made? 109. "SONIC The Screen Saver" Unlock hint/instructions: Play the game for a total of 210 minutes! Play the three main games of Sonic Gems a total of 210 minutes. Description: Official Artwork Scene. Some sort of weird space scene, Sonic magic bike it appears and Tails seems to be flying like he is Superman? There blue neon looking sign in the background in light blue saying ?WAY COOL? and the Death Egg looms above. 110. "SONIC The Screen Saver" Unlock hint/instructions: Play the game for a total of 240 minutes! Play the three main games of Sonic Gems a total of 240 minutes. Description: Official Artwork Scene. Christmas scene, Sonic is reading a champagne on the table next to a Christmas tree, Tails is standing outside looking at him through a window. This picture always creped me out? why Tails outside? I don't know, this picture has always looked weird to me? 111. "SONIC The Screen Saver" Unlock hint/instructions: Play the game for a total of 240 minutes! Play the three main games of Sonic Gems a total of 240 minutes. Description: Official Artwork Scene. Sonic is standing in a superhero like wearing a cape, in the background is a green sphere with a banner that says "Super Sonic" and a bunch of tan tatan things? 112. "SONIC The Screen Saver" Unlock hint/instructions: Play the game for a total of 240 Play the three main games of Sonic Gems a total of 240 minutes.

Official Artwork Scene. Christmas scene, Sonic in a Santa

Description:

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outfit holding
a bag
of toys over a wintery city.
113. "SONIC The Screen Saver"
Unlock hint/instructions: -
Play the three main games of Sonic Gems a total of 120
minutes.
Description:
Official Artwork Scene. Relay race scene, Sonic is holding a baton and
is waving in the background. ?Hey You!!? is in big orange
letters.
114. "SONIC The Screen Saver"
Unlock hint/instructions: -Play the three main games of Sonic
Gems a total of 120 minutes.
Description:
Official Artwork Scene. Sonic kicking a soccer ball in a
stadium wearing
soccer
shoes.
115. "SONIC The Screen Saver"
Unlock hint/instructions: -
Play the three main games of Sonic Gems a total of 120
minutes.
Description:
Official Artwork Scene. Sonic catching a football on a
football field.
(for all the non-Americans pic 114 is Football while 115 is
American
Football
:P)
116. "SONIC The Screen Saver"
Unlock hint/instructions: Play the game for a total of 180
minutes!
Play the three main games of Sonic Gems a total of 180
minutes.
Description:
Official Artwork Scene. Sonic and Tails in a red car with
racing goggles
their forehead seemed to have won a race, a banner with the
words ?Cannon
Ball
Grand Prix? appears in the background along with a cheering
crowd and
confetti
and balloons. Cannonball was a great movie?
117. "SONIC The Screen Saver"
Unlock hint/instructions: Play the game for a total of 150
minutes!
Play the three main games of Sonic Gems a total of 150
Description: Official Artwork Scene. Halloween, Sonic in a
vampire cape
points,
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while Tails looks scared and is cowering behind his cape.
They are standing in a graveyard, a full moon and a spooky castle in the distance.

118. "SONIC The Screen Saver"
Unlock hint/instructions: Play the game for a total of 150 minutes!
Play the three main games of Sonic Gems a total of 150 minutes.
Description:
Official Artwork Scene. Sonic stands by a genie lamp, apparently a huge

stadium with a SEGA logo on it appears in the distance. The word ?Boom!?

is in huge orange letters.

119. "SONIC The Screen Saver"

Unlock hint/instructions: Play the game for a total of 180 minutes!

Play the three main games of Sonic Gems a total of 180 minutes.

Description:

Official Artwork Scene. Sonic is in the ocean, colorful reef fish an a

Rockv

(small animal seal) swim by above a color reef. He might be struggling $% \left(1\right) =\left(1\right) \left(1\right) +\left(1\right) \left(1\right) \left(1\right) +\left(1\right) \left(1\right) \left$

though,

since Sonic can't swim and all?

120. "SONIC The Screen Saver"

Unlock hint/instructions: Play the game for a total of 180 minutes!

Play the three main games of Sonic Gems a total of 180 minutes.

Description:

Official Artwork Scene. Sonic stands on a beach by the ocean holding a surfboard.

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2.g. Museum Page 7, Items 121-140:

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General Unlock Instructions:

Sonic Screensaver Page. Unlock page by playing the three main games of

Sonic Gems Collection (Sonic the Fighters, Sonic CD and Sonic R) a

total of 150 minutes. Unlock the pictures by playing the three main games $\,$

a certain amount of time.

Sonic Screensaver Pictures

Basic Description:

Scene drawings from the Sonic Screensaver.

121. "SONIC The Screen Saver" Unlock hint/instructions: - Play the three main games of Sonic Gems a total of 150

minutes. Description: Official Artwork Scene. Sonic playing tennis, opps, he missed the ball? 122. "SONIC The Screen Saver" Unlock hint/instructions: Unlock hint/instructions: Play the game for a total of 180 Play the three main games of Sonic Gems a total of 180 minutes. Description: Official Artwork Scene. Christmas scene. Tails plays the piano while Sonic is sort of posing or something. A cute reef is in the corner of the picture. 123. "SONIC The Screen Saver" Unlock hint/instructions: Play the game for a total of 180 Play the three main games of Sonic Gems a total of 180 minutes. Description: Official Artwork Scene. Sonic is climbing up the side of a cliff in a canyon, holding Tails by the hand and pulling him up. Fly Tails, Fly! 124. "SONIC The Screen Saver" Unlock hint/instructions: Play the game for a total of 210 minutes! Play the three main games of Sonic Gems a total of 210 minutes. Description: Official Artwork Scene. A lakeside scene, Sonic and Tails are above holding onto a rope, various small animals and Eggman play below. 125. "SONIC The Screen Saver" Unlock hint/instructions: Play the game for a total of 210 minutes! Play the three main games of Sonic Gems a total of 210 minutes. Description: Official Artwork Scene. A beach scene, Sonic and Tails are on a surfboard. Small Animals play on the beach and in the ocean, Eggman is floating on intertube in the ocean. 126. "SONIC The Screen Saver" Unlock hint/instructions: Play the game for a total of 210 Play the three main games of Sonic Gems a total of 210 minutes.

Official Artwork Scene. Space scene, Sonic and Tails stand

Description:

next to a

telescope,

space exploring Small Animals and aliens play on a little orange planet.

127. "SONIC The Screen Saver"

Unlock hint/instructions: Play the game for a total of 210 minutes!

Play the three main games of Sonic Gems a total of 210 minutes.

Description:

Official Artwork Scene. Futuristic city scene. Sonic and Tails chat via

Video

Phone, Small Animals seem to have their own hovercars?

128. "SONIC The Screen Saver"

Unlock hint/instructions: Play the game for a total of 210 minutes!

Play the three main games of Sonic Gems a total of 210 minutes.

Description:

Official Artwork Scene. Sonic and Eggman are riding spiffy motorcycles

through

a city while Tails looks on.

129. "SONIC The Screen Saver"

Unlock hint/instructions: Play the game for a total of 210 minutes!

Play the three main games of Sonic Gems a total of 210 minutes.

Description:

Official Artwork Scene. Sonic, Eggman and Small Animals compete in a race.

Tails waves the checkered flag. Does Sonic realize there is a Flicky

hanging

onto his tail?

130. "SONIC The Screen Saver"

Unlock hint/instructions: Play the game for a total of 240 minutes!

Play the three main games of Sonic Gems a total of 240 minutes.

Description:

Official Artwork Scene. Space scene, Sonic, Eggman and small animals fly

past

the moon above the Earth. Tails is taking a space walk, and for some

reason

Santa Clause at the very bottom of the screen seems to have stars

lassoed?

131. "SONIC The Screen Saver"

Unlock hint/instructions: Play the game for a total of 180

Play the three main games of Sonic Gems a total of 180

minutes. Description: Official Artwork Scene. Sailboat scene, Sonic and Tails are steer their boat, while Small Animals play and Eggman in his own boat in the background is trying to catch up. 132. "SONIC The Screen Saver" Unlock hint/instructions: Play the game for a total of 180 minutes! Play the three main games of Sonic Gems a total of 180 minutes. Description: Official Artwork Scene. Christmas scene, Sonic and Tails play presents in front of a Christmas tree, Small Animals play in the background. 133. "SONIC The Screen Saver" Unlock hint/instructions: Play the game for a total of 180 Play the three main games of Sonic Gems a total of 180 minutes. Description: Official Artwork Scene. Winter Scene, Sonic is on skis, Tails snowmobile, Small Animals have fun playing in the snow. 134. "SONIC The Screen Saver" Unlock hint/instructions: Play the game for a total of 240 minutes! Play the three main games of Sonic Gems a total of 240 minutes. Description: Official Artwork Scene. Hot air balloon scene, Sonic and Tails are doing fine? but Eggman's balloon seems to have a leak? 135. "SONIC The Screen Saver" Unlock hint/instructions: Play the game for a total of 240 Play the three main games of Sonic Gems a total of 240 minutes. Description: Official Artwork Scene. Airplane scene, Sonic and Tails flying in their red Tornado plane, Eggman and a Pokey (small animal rabbit) have their own planes. 136. "SONIC The Screen Saver"

Unlock hint/instructions: Play the game for a total of 240 minutes!

Play the three main games of Sonic Gems a total of 240 minutes.

Description:

Official Artwork Scene. Sonic, Tails, Knuckles and a Flicky play near a colorful escalator, H. Hog informed me this place is Joypolis, a Sonic theme park in Tokyo.

137. "SONIC The Screen Saver"

Unlock hint/instructions: Play the game for a total of 240 minutes!

Play the three main games of Sonic Gems a total of 240 minutes.

Description:

Official Artwork Scene. Concert Scene, Sonic, Tails, Eggman and Amy are

in a

band, a picture of Knuckles is on a screen behind them, in the background

are

various SEGA related colorful signs, fireworks and a Christmas tree.

138. "SONIC The Screen Saver"

Unlock hint/instructions: Play the game for a total of 210 minutes!

Play the three main games of Sonic Gems a total of 210 minutes. $\,$

Description:

Official Artwork Scene. Festival? Scene, Sonic holding flowers and Tails

look

out over the festival, balloons are in the air including a huge one

shaped like

Eggman, or did Eggman just inhale a bunch of helium?

139. "SONIC The Screen Saver"

Unlock hint/instructions: Play the game for a total of 240 minutes!

Play the three main games of Sonic Gems a total of 240 minutes.

Description:

Official Artwork Scene. Fountain scene, a fountain catches Sonic and

Tails

off-guard and they are squired upwards, Knuckles laughs at

140. "SONIC The Screen Saver"

Unlock hint/instructions: Play the game for a total of 240 minutes!

Play the three main games of Sonic Gems a total of 240 minutes.

Description:

Official Artwork Scene. City scene, Sonic and Tails seem to be floating

over

a city playing a Sega Saturn, Knuckles appears on a screen on one of the buildings.

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General Unlock Instructions:

Knuckles Chaotix page. Unlock page by playing Sonic the Hedgehog 2

Gamegear 6 times or 70 minutes and playing the three main games of Sonic

Gems Collection total of 240 minutes.

Completing page 14 might unlock some pictures also.

Basic Description:

Art from the game Knuckles Chaotix. Knuckles Chaotix is a game for the

Genesis 32X add-on. Sadly, this game was not included in the collection

but at least there is artwork. This game stars Knuckles the Echidna,

Charmy Bee, Espio the Chameleon, Vector the Crocodile and a sort of

forgotten character Mighty the Armadillo and two little robots Heavy and

Bomb. Metal Sonic also stars in this game with Eggman leading the way.

Eggman and Metal Sonic have discovered the Chaos Rings and intends on $% \left(1\right) =\left(1\right) +\left(1$

using them to take over Carnival Island! Help the Chaotix crew stop

him with teamwork and grab the Chaos Rings and save Carnival Island

before Eggman do!

This is Charmy, Espio and Vector's first game, but Knuckles of course

appeared before and Mighty was in another game people think should have

been included in Gems Collection, Segasonic Arcade. It had a kind of

unusual game play where you controlled one character and another one is $% \left(1\right) =\left(1\right) +\left(1\right) +\left($

attached with you with a springy ring bungee thing. Many things in Sonic

Heroes including characters, game play and other things seem inspired by this game.

141. "CHAOTIX" LOGO

Unlock hint/instructions: Play the game 6 times or more! Play Sonic the Hedgehog 2 GG 6 times.

Description:

Knuckles Chaotix Logo, showing the heads of Charmy, Vector, Mighty,

Knuckles and Espio stacked on one another above the word Chaotix.

142. "CHAOTIX" KNUCKLES THE ECHIDNA

Unlock hint/instructions: Play the game 6 times or more! Play Sonic the Hedgehog 2 GG 6 times.

Description:

Knuckles the Echidna official artwork.

143. "CHAOTIX" ESPIO THE CHAMELEON Unlock hint/instructions: Play over

70 minutes!

Play Sonic the Hedgehog 2 GG 70 minutes.

Description:

Espio the Chameleon official artwork. This is Espio's first appearance in

a game.

144. "CHAOTIX" MIGHTY THE ARMADILLO

Unlock hint/instructions: Play the game 12 times or more! Play Sonic the Hedgehog 2 GG 12 times.

Description:

Mighty the Armadillo official artwork. Mighty sadly did not come back

with the rest of the Chaotix in Sonic Heroes, his first appearance was in

SegaSonic Arcade in 1993. Mighty is pretty similar to Sonic in abilities.

Will Mighty return? Who knows.

145. "CHAOTIX" VECTOR THE CROCODILE

Unlock hint/instructions: Play over 140 minutes!

Play Sonic the Hedgehog 2 GG over 140 minutes.

Description:

Vector the Crocodile official artwork. This is Vector's first game

appearance, but the truth is he was suppose to be part of Sonic 1's sound test,

i t

was a few years before he got into a game, and almost 10 more till he came back $\,$

in Sonic Heroes.

146. "CHAOTIX" CHARMY BEE

Unlock hint/instructions: Play the game 20 times or more! Play Sonic the Hedgehog 2 GG 20 times.

Description:

Charmy Bee official artwork. This is Charmy's first appearance in a game,

but in this game he was officially 16 years old, he lost 10 years in age by

the time he returns in Sonic Heroes!

147. "CHAOTIX" MAP

Unlock hint/instructions: Play the game 20 times or more! Play Sonic the Hedgehog 2 GG 20 times.

Description:

A Map of Carnival Island where the Chaotix game takes place.

148. "CHAOTIX" ENEMY

Unlock hint/instructions: Play the game 6 times or more! Play Sonic the Hedgehog 2 GG 6 times.

Description:

Mosquito Badnik CG artwork. Similar to the ones in Sonic CD and Sonic

Triple Trouble, but if I remember correctly this variety explodes when $% \left(1\right) =\left(1\right) \left(1\right) +\left(1\right) \left(1\right) \left(1\right) +\left(1\right) \left(1\right) \left$

hitting the ground.

149. "CHAOTIX" ENEMY

Unlock hint/instructions: Play over 70 minutes!

Play Sonic the Hedgehog 2 GG 70 minutes.

Description:

Badnik CG artwork. It's a pink winged Badnik holding a gray object.

150. "CHAOTIX" ENEMY

Unlock hint/instructions: Play the game 12 times or more! Play Sonic the Hedgehog 2 GG 12 times.

Description:

Badnik CG artwork. A green Badnik that dribbles red balls with yellow

stars

on them.

151. "CHAOTIX" ENEMY

Unlock hint/instructions: Play over 70 minutes!

Play Sonic the Hedgehog 2 GG 70 minutes.

Description:

Clock Badnik CG artwork. This clock badnik has a swinging yellow spiky

pendulum.

152. "CHAOTIX" ENEMY

Unlock hint/instructions: Play the game 12 times or more! Play Sonic the Hedgehog 2 GG 12 times.

Description:

Badnik CG artwork. This purple badnik has a scary looking spike.

153. "CHAOTIX" ENEMY

Unlock hint/instructions: Play over 140 minutes! Play Sonic the Hedgehog 2 GG over 140 minutes. Description:

Badnik CG artwork. A yellow submarine badnik.

154. "CHAOTIX" ENEMY

Unlock hint/instructions: Play the game 20 times or more! Play Sonic the Hedgehog 2 GG 20 times.

Description:

Badnik CG artwork. A pink badnik with four legs.

155. "CHAOTIX" ENEMY

Unlock hint/instructions: Play the game 20 times or more! Play Sonic the Hedgehog 2 GG 20 times.

Description:

Badnik CG artwork. A flower-like badnik.

156. "CHAOTIX" ENEMY

Unlock hint/instructions: Play over 140 minutes! Play Sonic the Hedgehog 2 GG over 140 minutes.

Description:

Hermit Crab Badnik CG artwork. Has blue tank treds and a yellow shell.

157. "CHAOTIX" ENEMY

Unlock hint/instructions: Play the game 20 times or more! Play Sonic the Hedgehog 2 GG 20 times.

Description:

Butterfly Badnik CG artwork. Purple with silver turbines as wings.

158. "CHAOTIX" ENEMY

Unlock hint/instructions: Play over 140 minutes! Play Sonic the Hedgehog 2 GG over 140 minutes. Badnik CG artwork. Kind of strange blue badnik. 159. "CHAOTIX" ENEMY Unlock hint/instructions: Play the game 20 times or more! Play Sonic the Hedgehog 2 GG 20 times. Description: Ladybug Badnik CG artwork. 160. "CHAOTIX" Metal SonicUnlock hint/instructions: Choose panels from the top CHAOTIX's logo! Select and open these pictures in the museum in this order: 146, 145, 144, 142, 143 Rest of artwork on this page must be unlocked before you can see it. Description: Metal Sonic official artwork. ~*~*~*~*~*~*~*~* 2.i. Museum Page 9, Items 161-180: ~*~*~*~*~*~*~*~*~*~*General Unlock Instructions: Sonic Adventure Page. Unlock page by playing Sonic Spinball Gamegear 5 times or an hour and playing the three main games of Sonic Gems Collection total of 240 minutes. Completing page 14 might unlock some pictures also. Basic Description: Various pictures from the game Sonic Adventure. Sonic Adventure is the first major 3D Sonic game and is considered the first game in the "new" Sonic series, but the truth is that Sonic Adventure is more older games than other newer games such as Sonic Adventure 2 and Sonic Heroes, Dr. Eggman is even called his original Western name a lot in this game. In general the game is about Eggman Chaos, the God of Destruction, and giving it Chaos Emeralds to make it stronger and trying to control it so that he can finally take world. Play as Sonic, Tails, Knuckles, Amy, Big the Cat, and help save Station Square from danger. Also the first appearance of the Chao virtual pet. This game is available for Sega Dreamcast, version is available for Nintendo Gamecube. 161. "SONIC ADVENTURE" Unlock hint/instructions: Play the game 5 times or more!

Play Sonic Spinball GG 5 times. Description: Game play scene, Sonic is running through the Emerald Coast Level. The boardwalk and some of the thatched umbrellas are in the

boardwalk and some of the thatched umbrellas are in the background.

162. "SONIC ADVENTURE"

Unlock hint/instructions: Play over 60 minutes!
Play Sonic Spinball GG 60 minutes. Description:
Killer Whale game play scene in Sonic's Emerald Coast level.
It is a well
known fact that Killer Whales find Hedgehogs a delicacy? na,
I just made
that

163. "SONIC ADVENTURE"

up?

Unlock hint/instructions: Play the game 10 times or more! Play Sonic Spinball GG 10 times. Description: Cut scene image, Sonic is standing in front of a police car the first time he ever sees Chaos.

164. "SONIC ADVENTURE"

Unlock hint/instructions: Play over 120 minutes!
Play Sonic Spinball GG 120 minutes. Description:
Cut scene image, Sonic and Tails take off in the classic red
Tornado plane from
Tail's workshop on their way to intercept the Egg Carrier in
the sky.

165. "SONIC ADVENTURE"

Unlock hint/instructions: Play the game 5 times or more!
Play Sonic Spinball GG 5 times. Description:
Cut scene image, from the Final Story, Sonic runs after the wrecked
Tornado
plane to try to grab the Chaos Emerald before Chaos or Eggman does, a
concerned Tails follows him.

166. "SONIC ADVENTURE"

Unlock hint/instructions: Play over 60 minutes!
Play Sonic Spinball GG 60 minutes. Description:
Game play image, Tails snowboards through the Icecap level.

167. "SONIC ADVENTURE"

Unlock hint/instructions: Play over 120 minutes!
Play Sonic Spinball GG 120 minutes. Description:
Cut scene image, Tails faces the Eggwalker boss and is scared because
Sonic
is not there to help him. Go Tails, you can do it!

168. "SONIC ADVENTURE"

Unlock hint/instructions: Play the game 15 times or more!
Play Sonic Spinball GG 15 times. Description:
Game play image, Tails flies through Speed Highway, trying to beat Eggman

his dud missile.

169. "SONIC ADVENTURE"

Unlock hint/instructions: Play over 60 minutes!
Play Sonic Spinball GG 60 minutes. Description:
Game play image, Knuckles digs in Red Mountain while the volcano explodes

behind him looking for pieces of the broken Master Emerald. 170. "SONIC ADVENTURE"

Unlock hint/instructions: Play the game 10 times or more! Play Sonic Spinball GG 10 times. Description: Cut scene image, Knuckles meets Tikal in a vision from the past.

171. "SONIC ADVENTURE"

Unlock hint/instructions: Play the game 10 times or more! Play Sonic Spinball GG 10 times. Description: Game play image, Knuckles glides through the festive Casinopolis looking for pieces of the Master Emerald.

172. "SONIC ADVENTURE"

Unlock hint/instructions: Play the game 5 times or more! Play Sonic Spinball GG 5 times. Description: Cut scene image, Amy is running up to Sonic with the little bird she found following her, Eggman is trying to capture the bird. Of course Sonic doesn't

want to be the birdie's bodyguard!

173. "SONIC ADVENTURE"

Unlock hint/instructions: Play the game 10 times or more! Play Sonic Spinball GG 10 times. Description:
Cut scene image, after Amy defeats Zero, Amy's final boss, the birdie is reunited with his family. In Sonic X the birdie is female and named Lily for some reason?

174. "SONIC ADVENTURE"

Unlock hint/instructions: Play the game 5 times or more!
Play Sonic Spinball GG 5 times. Description:
Cut scene image, final Big cut scene, after Big rescued
Froggy from Chaos
6
and used Tail's plane to return home, Big and Froggy look out

over Mystic
Ruins.

175. "SONIC ADVENTURE"

Unlock hint/instructions: Play the game 10 times or more! Play Sonic Spinball GG 10 times. Description: Cut scene image, final Big cut scene, Big and Froggy walk through the Mystic

Ruins jungle returning home.

176. "SONIC ADVENTURE" Unlock hint/instructions: Play over 120 minutes! Play Sonic Spinball GG 120 minutes. Description: Cut scene image, the E-series robots are lined up in front of Eggman on Egg Carrier, each one holding a frog hoping the frog they have is the tailed frog Eggman is looking for. 177. "SONIC ADVENTURE" Unlock hint/instructions: Play over 120 minutes! Play Sonic Spinball GG 120 minutes. Description: Cut scene image, Sonic and Tails are on the deck of the Egg Carrier ready to fight Gamma. 178. "SONIC ADVENTURE" Unlock hint/instructions: Play the game 15 times or more! Play Sonic Spinball GG 15 times. Description: Cut scene image, Tikal mistakenly sends Gamma a vision of the past, Tikal talks to Gamma anyway. 179. "SONIC ADVENTURE" Unlock hint/instructions: Play the game 15 times or more! Play Sonic Spinball GG 15 times. Description: Game play image, Gamma hovers near the Master Emerald in a

Game play image, Gamma hovers near the Master Emerald in a nighttime scene.

180. "SONIC ADVENTURE"

Unlock hint/instructions: Choose panels so that they are arranged in a $\ensuremath{\mathsf{GEM}}$

shape!

Rest of artwork on this page must be unlocked before you can see it. Select and

open these pictures in the museum: 162, 163, 164, 166, 170, 172, 174, 178

Description:

Cut scene image, close-up of Super Sonic getting ready to fight Perfect Chaos.

General Unlock Instructions:

Sonic Adventure 2 Page. Unlock page by playing Sonic the Hedgehog Triple Trouble

 $6\ \text{times}$ or $70\ \text{minutes}$ and playing the three main games of Sonic

Gems Collection total of 240 minutes.

Completing page 14 might unlock some pictures also.

Basic Description:

Various pictures from Sonic Adventure 2. Sonic Adventure 2 is of course

the sequel to Sonic Adventure. Dr. Eggman is hoping to find a weapon of

mass destruction created by his grandfather, Professor Gerald Robotnik,

but instead unleashes a mysterious hedgehog named Shadow.

promises to help Eggman conquer the world for setting him free, and it

has to do with the ARK, a space colony Gerald designed.

Shadow says he is the Ultimate Life Form created by Gerald and proves it by

using the

Chaos Control ability to affect space and time. But this black hedgehog

seems awfully familiar, and who is this Maria that he remembers? Also

who is this mysterious Rouge that wants to help them, what are her

motives? Play as Sonic, Tails and Knuckles on the Hero side, and Shadow,

Rouge and Eggman on the Dark Side. Raise not only regular Chao but also

Hero and Dark side Chao. This game is available for Dreamcast and

Nintendo Gamecube.

181. "SONIC ADVENTURE 2"

Unlock hint/instructions: Play the game 6 times or more! Play Sonic Triple Trouble 6 times. Description: Cut scene image, Sonic is sky surfing on a piece of the GUN helicopter he just escaped from.

182. "SONIC ADVENTURE 2"

Unlock hint/instructions: Play over 70 minutes!

Play Sonic Triple Trouble over 70 minutes.

Play Description:

Game play image, Sonic is grinding on a handrail in the City Escape level.

183. "SONIC ADVENTURE 2"

Unlock hint/instructions: Play the game 12 times or more!
Play Sonic Triple Trouble 12 times. Description:
Game play image, Sonic is traveling on a path of rings using Light Speed
Dash

in the Metal Harbor level.

184. "SONIC ADVENTURE 2"

Unlock hint/instructions: Play over 70 minutes! Play Sonic Triple Trouble over 70 minutes.

Description:

Game play image, Sonic is standing in the Metal Harbor level in front of

some of the rockets.

185. "SONIC ADVENTURE 2"

Unlock hint/instructions: Play over 70 minutes!
Play Sonic Triple Trouble over 70 minutes.
Description:
Cut scene image, Sonic spots Shadow on the first time standing on top of
the wrecked Bigfoot GUN mech.

186. "SONIC ADVENTURE 2"

Unlock hint/instructions: Play the game 12 times or more! Play Sonic Triple Trouble 12 times. Description: Cut scene image, Shadow just used Chaos Control and passes Sonic very close by,
Sonic realizes just how fast Shadow is.

187. "SONIC ADVENTURE 2"Unlock hint/instructions: Play the game 12 times or more!

Play Sonic Triple Trouble 12 times. Description: Cut scene image, Shadow holds the Green Chaos Emerald, swirling blue energy

around him as he prepares to use Chaos Control.

188. "SONIC ADVENTURE 2"

Unlock hint/instructions: Play the game 12 times or more! Play Sonic Triple Trouble 12 times. Description:
Game play image, Shadow grinds through the Sky Rail level, creepy pumpkin mountains in the background.

189. "SONIC ADVENTURE 2"

Unlock hint/instructions: Play the game 20 times or more! Play Sonic Triple Trouble 20 times. Description: Game play image, Shadow grinds through Sky Rail.

190. "SONIC ADVENTURE 2"

Unlock hint/instructions: Play over 70 minutes! Play Sonic Triple Trouble over 70 minutes.

Cut scene image. Shadow stands on top of the bridge before the Radical
Highway

level with an irritated look.

191. "SONIC ADVENTURE 2"

Unlock hint/instructions: Play the game 6 times or more! Play Sonic Triple Trouble 6 times. Description: Cut scene image, Amy, Tails and Knuckles looked kind of surprised in Eggman's

Pyramid Base before they blast off into space toward the ARK space colony.

192. "SONIC ADVENTURE 2"

Unlock hint/instructions: Play over 70 minutes! Play Sonic Triple Trouble over 70 minutes. Description:

Cut scene image, Tails in his Cyclone walker talks to Amy and asks he why

she

was on Prison Island? to save Sonic of course!

193. "SONIC ADVENTURE 2"

Unlock hint/instructions: Play over 140 minutes!

Play Sonic Triple Trouble over 140 minutes.

Description:

Game play image, Tails is floating above a gap under a bridge

in the

Mission

Street level trying to evade police? if I remember that area

correctly I

think

he is about to die?

194. "SONIC ADVENTURE 2"

Unlock hint/instructions: Play the game 12 times or more!

Play Sonic Triple Trouble 12 times. Description:

Game play image, Knuckles near one of the creepy scarecrows

in the

Pumpkin Hill

level, looking for pieces of the broken Master Emerald.

195. "SONIC ADVENTURE 2"

Unlock hint/instructions: Play over 140 minutes!

Play Sonic Triple Trouble over 140 minutes.

Description:

Game play image, Knuckles glides through the Pumpkin Hill

level, the

Church Mountain area in the distance.

196. "SONIC ADVENTURE 2"

Unlock hint/instructions: Play the game 12 times or more!

Play Sonic Triple Trouble 12 times. Description:

Game play image, Rouge floats in one of the fans in the Security Hall

level

looking for Chaos Emeralds before the island blows up.

Apparently Sonic

World

money is like US money but with pictures of Sonic on it?

197. "SONIC ADVENTURE 2"

Unlock hint/instructions: Play over 140 minutes!

Play Sonic Triple Trouble over 140 minutes.

Description:

Game play image, Eggman stands in the Dark Chao Garden

surrounded by

various

types of Chao.

198. "SONIC ADVENTURE 2"

Unlock hint/instructions: Play over 140 minutes!

Play Sonic Triple Trouble over 140 minutes.

Cut scene image, Eggman appears on a huge screen in a city speaking doom

to the

concerned humans below.

199. "SONIC ADVENTURE 2"

Unlock hint/instructions: Play the game 20 times or more!

Play Sonic Triple Trouble 20 times. Description:

Cut scene image, Sonic, Tails and Knuckles stand outside

Eggman's Pyramid

Base

trying to figure out how to get inside.

200. "SONIC ADVENTURE 2"

Unlock hint/instructions: Choose illustrations as the staff credit goes!

Select and open these pictures in the museum in this order:

12, 23, 54,

10, 22, 25, 39, 56

Rest of artwork on this page must be unlocked before you can see it

Description:

Opening movie image, Sonic and Shadow jump past each other in front of

the full moon as rays of light come from behind them.

~*~*~*~*~*~*~*

2.k. Museum Page 11, Items 201-220:

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General Unlock Instructions:

Sonic Heroes Intro Page. Unlock page by playing Sonic Drift 2 5 times or an hour and playing the three main games of Sonic Gems Collection total of 240 minutes.

Completing page 14 might unlock some pictures also.

Basic Description:

Sonic Heroes Intro Pictures. Sonic Heroes was released in early 2004.

Another Eggman plot to take over the world, or is something even more

sinister happening? Join Team Sonic, Team Dark, Team Rose or Team

Chaotix to find out parts of the mystery, this game is for Gamecube, PS2,

X-Box and PC.

This page contains images from the intro movie that plays if you leave

the title screen on for a little while.

201. "SONIC HEROES"

Unlock hint/instructions: Play the game 5 times or more! Play Sonic Drift 2 5 times. Description:

CG opening movie image. Close-up of Sonic's face as he runs.

202. "SONIC HEROES"

Unlock hint/instructions: Play over 60 minutes!
Play Sonic Drift 2 60 minutes. Description:
CG opening movie image. Sonic running through a small canyon.

203. "SONIC HEROES"

Unlock hint/instructions: Play over 60 minutes!
Play Sonic Drift 2 60 minutes. Description:
CG opening movie image. Sonic running as seen from above.

204. "SONIC HEROES"

Unlock hint/instructions: Play over 60 minutes! Play Sonic Drift 2 60 minutes. Description:

CG opening movie image. Sonic running as seen from behind.

205. "SONIC HEROES"

Unlock hint/instructions: Play the game 10 times or more! Play Sonic Drift 2 10 times. Description:
CG opening movie image. Sonic just ran through a grove of trees after jumping between them.

206. "SONIC HEROES"

Unlock hint/instructions: Play the game 5 times or more! Play Sonic Drift 2 5 times. Description: CG opening movie image. Sonic runs into Tails who is ahead of him.

207. "SONIC HEROES"

Unlock hint/instructions: Play over 60 minutes!
Play Sonic Drift 2 60 minutes. Description:
CG opening movie image. Tails close-up with a semitransparent version of
Tails' head.

208. "SONIC HEROES"

Unlock hint/instructions: Play the game 10 times or more! Play Sonic Drift 2 10 times. Description:
CG opening movie image. Knuckles close-up with a semitransparent version of
Knuckles' head.

209. "SONIC HEROES"

Unlock hint/instructions: Play over 120 minutes!
Play Sonic Drift 2 120 minutes. Description:
CG opening movie image. Sonic, Tails and Knuckles running together with a thick
cloud of dust behind them.

210. "SONIC HEROES"

Unlock hint/instructions: Play the game 15 times or more! Play Sonic Drift 2 15 times. Description: CG opening movie image. Sonic is just about to grab Tails?/and Knuckles' hands

211. "SONIC HEROES"

before they just miss a falling rock.

Unlock hint/instructions: Play the game 5 times or more!
Play Sonic Drift 2 5 times. Description:
CG opening movie image. Close-up of one of Eggman's airships.

212. "SONIC HEROES"

Unlock hint/instructions: Play the game 10 times or more!
Play Sonic Drift 2 10 times. Description:
CG opening movie image. Eggman's Egg fleet of huge airships.

213. "SONIC HEROES"

Unlock hint/instructions: Play over 120 minutes!

Play Sonic Drift 2 120 minutes. Description: CG opening movie image. The Eggman-shaped main control area of the main airship.

214. "SONIC HEROES"

Unlock hint/instructions: Play over 120 minutes!
Play Sonic Drift 2 120 minutes. Description:
CG opening movie image. Eggman with an army of Egg pawns behind him.

215. "SONIC HEROES"

Unlock hint/instructions: Play the game 15 times or more! Play Sonic Drift 2 15 times. Description: CG opening movie image. A view of Eggman's main airship.

216. "SONIC HEROES" Unlock hint/instructions:

Play the game 5 times or more!

Play Sonic Drift 2 5 times. Description:

 ${\tt CG}$ opening movie image. Sonic, Tails and Knuckles are trying to escape a

blast

on Eggman's airship, Sonic and Knuckles are grinding rails while Tails is flying.

217. "SONIC HEROES"

Unlock hint/instructions: Play the game 15 times or more! Play Sonic Drift 2 15 times. Description: CG opening movie image. Sonic and Knuckles grinding while Tails is flying on the Egg Fleet side view.

218. "SONIC HEROES"

Unlock hint/instructions: Fine 7 METAL SONICs in series! Select and open these pictures in the museum: 10, 25, 39, 40, 56, 93,

160

Rest of artwork on this page except the last three must be unlocked before you can see it.

Description:

CG opening movie image. A shadowy Metal Sonic with a lightning bolt in the

background.

219. "SONIC HEROES"

Unlock hint/instructions: Fine 7 METAL SONICs in series! Select and open these pictures in the museum: 10, 25, 39, 40, 56, 93,

160

Rest of artwork on this page must except the last three must be unlocked before you can see it.

Description:

CG opening movie image. Close-up of Metal Sonic's right eye.

220. "SONIC HEROES"

Unlock hint/instructions: Find 8 SEGA LOGOs in series! Select and open these pictures in the museum: 18, 106, 118,

136, 137,

138, 139, 140

Rest of artwork on this page except the last three

must be unlocked before you can see it.

Description:

CG opening movie image. All 12 Sonic Heroes main characters grouped together.

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2.1. Museum Page 12, Items 221-240:

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General Unlock Instructions:

Sonic Heroes Opening CG Cut scenes. Unlock page by playing Tails Skypatrol

6 times or 70 minutes and playing the three main games of Sonic

Gems Collection total of 240 minutes.

Completing page 14 might unlock some pictures also.

Basic Description:

These pictures are all from the beginning CG cut scenes of the four

team's stories. The top row is from Team Sonic's story, the

Dark, the third Team Rose and the fourth Team Chaotix.

221. "SONIC HEROES"

Unlock hint/instructions: Play the game 6 times or more! Play Tails Skypatrol 6 times.

Description:

CG Cut scene image, Team Sonic story. Tails and Knuckles are riding in

the

X-wing Tornado 2 in the desert, they just spotted Sonic.

222. "SONIC HEROES"

Unlock hint/instructions: Play the game 6 times or more! Play Tails Skypatrol 6 times.

Description:

 $\ensuremath{\mathsf{CG}}$ Cut scene image, Team Sonic story. Tails and Knuckles in the X-wing

Tornado

2 zoom past Sonic running in the desert.

223. "SONIC HEROES"

Unlock hint/instructions: Play over 70 minutes!

Play Tails Skypatrol over 70 minutes.

Description:

CG Cut scene image, Team Sonic story. Close-up of the note Eggman gave to

Team

Sonic. It says "Dear Sonic Heroes, Guess what, Sonic Heroes? I've finally

developed the ultimate weapon in three days I'll conquer the world!

Think you can stop me? Sincerely, Eggman."

224. "SONIC HEROES"

Unlock hint/instructions: Play the game 12 times or more! Play Tails Skypatrol 12 times.

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Description:
CG Cut scene image, Team Sonic story. Close up of Sonic
looking toward
the
left while running. "Sounds like an invitation to party!"
225. "SONIC HEROES"
Unlock hint/instructions: Play over 140 minutes!
Play Tails Skypatrol over 140 minutes.
Description:
CG Cut scene image, Team Sonic story. Tails and Knuckles
after they
jumped
out of the plane running after Sonic.
226. "SONIC HEROES"
Unlock hint/instructions: Play over 70 minutes!
Play Tails Skypatrol over 70 minutes.
Description:
CG Cut scene image, Team Dark story. Rouge the Bat standing
about to enter Eggman's secret base.
227. "SONIC HEROES"
Unlock hint/instructions: Play over 70 minutes!
Play Tails Skypatrol over 70 minutes.
Description:
CG Cut scene image, Team Dark story. Shadow asleep in the
capsule.
228. "SONIC HEROES"
Unlock hint/instructions: Play the game 12 times or more!
Play Tails Skypatrol 12 times.
Description:
CG Cut scene image, Team Dark story. Close-up of Shadow's
face after he
awakens.
229. "SONIC HEROES"
Unlock hint/instructions: Play the game 12 times or more!
Play Tails Skypatrol 12
times.
Description:
CG Cut scene image, Team Dark story. Omega shooting up the
place.
230. "SONIC HEROES"
Unlock hint/instructions: Play the game 20 times or more!
Play Tails Skypatrol 20 times.
Description:
CG Cut scene image, Team Dark story. Rouge brings Omega and
Shadow
together.
"Yeah baby, this makes up us a team!"
231. "SONIC HEROES"
Unlock hint/instructions: Play the game 6 times or more!
Play Tails Skypatrol 6 times.
Description:
CG Cut scene image, Team Rose story. Amy sits in a beach
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chair under a
huge
thatched umbrella that Cream and Cheese are sitting on top of.
232. "SONIC HEROES"
Unlock hint/instructions: Play over 70 minutes!
Play Tails Skypatrol over 70 minutes.
Description:
CG Cut scene image, Team Rose story. Amy sitting in the beach
looking at the newspaper article. "Sigh, I wonder where Sonic
is"
233. "SONIC HEROES"
Unlock hint/instructions: Play over 70 minutes!
Play Tails Skypatrol over 70 minutes.
Description:
CG Cut scene image, Team Rose story. Cream and Cheese, Cheese
the newspaper article. "Amy, you should be more careful with
our only
clue."
234. "SONIC HEROES"
Unlock hint/instructions: Play the game 12 times or more!
Play Tails Skypatrol 12 times.
Description:
CG Cut scene image, Team Rose story. Close-up of Amy.
235. "SONIC HEROES"
Unlock hint/instructions: Play the game 20 times or more!
Play Tails Skypatrol 20 times.
Description:
CG Cut scene image, Team Rose story. Close-up of Cream and
standing in
front of Big.
236. "SONIC HEROES"
Unlock hint/instructions: Play the game 6 times or more!
Play Tails Skypatrol 6 times.
Description:
CG Cut scene image, Team Chaotix story. Vector listening to
music and
relaxing.
237. "SONIC HEROES"
Unlock hint/instructions: Play over 140 minutes!
Play Tails Skypatrol over 140 minutes.
Description:
CG Cut scene image, Team Rose story. Charmy bursts through
the doors with
package.
238. "SONIC HEROES"
Unlock hint/instructions: Play over 140 minutes!
Play Tails Skypatrol over 140 minutes.
Description:
CG Cut scene image, Team Rose story. Close-up of Espio.
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239. "SONIC HEROES" Unlock hint/instructions: Play over 140 minutes! Play Tails Skypatrol over 140 minutes. Description: CG Cut scene image, Team Rose story. Close-up of Espio. "Roger!" 240. "SONIC HEROES" Unlock hint/instructions: Play the game 20 times or more! Play Tails Skypatrol 20 times. Description: CG Cut scene image, Team Rose story. Vector and Charmy with money signs their eyes, hoping to get rich from their next assignment. ~*~*~*~*~*~*~* 2.m. Museum Page 13, Items 241-260: ~*~*~*~*~*~ General Unlock Instructions: Sonic Heroes Team Battle CG Cut scene Page. Unlock page by playing Tails Adventures 5 times or an hour and playing the three main games of Sonic Gems Collection total of 240 minutes. Completing page 14 might unlock some pictures also. Basic Description: Mostly images from the Team Battle cut scenes. On their adventure, each team encounters two of the other teams and is forced to battle, but of course something happens to set off the fights! The last image on the other hand is from a different cut scene. 241. "SONIC HEROES" Unlock hint/instructions: Play the game 5 times or more! Play Tails Adventures 5 times. Description: CG Team Battle Cut scene. Team Sonic vs. Team Rose. Sonic, Tails and Knuckles seem surprised. "Amy, what are you doing here?" 242. "SONIC HEROES" Unlock hint/instructions: Play over 60 minutes! Play Tails Adventures 60 minutes. Description: CG Team Battle Cut scene. Team Sonic vs. Team Rose. Close-up of Team Rose. "This time, there is no way out of marrying me!" 243. "SONIC HEROES" Unlock hint/instructions: Play the game 10 times or more! Play Tails Adventures 10 times.

Description:

CG Team Battle Cut scene. Team Dark vs. Team Chaotix. Team Dark spots

Team

Chaotix. "What are those creeps doing here?"

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244. "SONIC HEROES"
Unlock hint/instructions: Play over 120 minutes!
Play Tails Adventures 120 minutes.
Description:
CG Team Battle Cut scene. Team Dark vs. Team Chaotix. Team
Chaotix after they
just turned around.
245. "SONIC HEROES"
Unlock hint/instructions: Play the game 15 times or more!
Play Tails Adventures 15 times.
Description:
CG Team Battle Cut scene. Team Dark vs. Team Chaotix.
Team Chaotix talks to Team Dark, Vector and Espio looking
toward the
right,
Charmy looking at Vector and Espio.
246. "SONIC HEROES"Unlock hint/instructions: Play the game 5
times or more!
Play Tails Adventures 5 times.
Description:
CG Team Battle Cut scene. Team Dark vs. Team Chaotix. Rouge yelling at
Team
Chaotix with Shadow and Omega standing behind her.
247. "SONIC HEROES"
Unlock hint/instructions: Play over 60 minutes!
Play Tails Adventures 60 minutes.
Description:
CG Team Battle Cut scene. Team Sonic vs. Team Dark. Shadow,
Rouge and
Omega
spot Team Sonic.
248. "SONIC HEROES"
Unlock hint/instructions: Play over 120 minutes!
Play Tails Adventures 120 minutes.
Description:
CG Team Battle Cut scene. Team Sonic vs. Team Dark. Close-up
of Rouge.
249. "SONIC HEROES"
Unlock hint/instructions: Play the game 5 times or more!
Play Tails Adventures 5 times.
Description:
CG Team Battle Cut scene. Team Sonic vs. Team Dark. Close-up
of Knuckles
and
Tails. "Hey, isn't that?"
250. "SONIC HEROES"
Unlock hint/instructions: Play over 60 minutes!
Play Tails Adventures 60 minutes.
Description:
CG Team Battle Cut scene. Team Sonic vs. Team Dark. Close-up
of Omega.
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251. "SONIC HEROES"

Unlock hint/instructions: Play the game 15 times or more! Play Tails Adventures 15 times. Description: CG Team Battle Cut scene. Team Sonic vs. Team Dark. Close-up of Team Dark. "It's going to be a date to DIE for." 252. "SONIC HEROES" Unlock hint/instructions: Play over 120 minutes! Play Tails Adventures 120 minutes. Description: CG Team Battle Cut scene. Team Sonic vs. Team Dark. Close-up of Sonic. "Hey, that's my line!" 253. "SONIC HEROES" Unlock hint/instructions: Play the game 15 times or more! Play Tails Adventures 15 times. Description: CG Team Battle Cut scene. Team Sonic vs. Team Dark. Close-up of Shadow. 254. "SONIC HEROES" Unlock hint/instructions: Play the game 5 times or more! Play Tails Adventures 5 times. Description: CG Team Battle Cut scene. Team Rose vs. Team Chaotix. Team Rose and Chaotix all together. 255. "SONIC HEROES" Unlock hint/instructions: Play over 60 minutes! Play Tails Adventures 60 minutes. Description: CG Team Battle Cut scene. Team Rose vs. Team Chaotix. Team Chaotix. "Excuse me miss, but may I ask you a question?" 256. "SONIC HEROES" Unlock hint/instructions: Play the game 10 times or more! Play Tails Adventures 10 times. Description: CG Team Battle Cut scene. Team Rose vs. Team Chaotix. Team Chaotix with focus on Espio pointing. "Now hand over that Chao nice and easy." 257. "SONIC HEROES" Unlock hint/instructions: Play the game 10 times or more! Play Tails Adventures 10 times. Description: CG Team Battle Cut scene. Team Rose vs. Team Chaotix. Cream holding Cheese away from Team Chaotix. "I bet you are the ones that took Chocolachao!"

258. "SONIC HEROES"

Unlock hint/instructions: Play over 120 minutes!

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Play Tails Adventures 120 minutes.
Description:
CG Team Battle Cut scene. Team Rose vs. Team Chaotix. Team
Rose standing ready
to fight.
259. "SONIC HEROES"
Unlock hint/instructions: Play the game 15 times or more!
Play Tails Adventures 15 times.
Description:
CG Team Battle Cut scene. Team Rose vs. Team Chaotix. Both
teams acting
aggressive to each other, Charmy flying in the middle saying
"Bring it
on!".
260. "SONIC HEROES"
Unlock hint/instructions: Choose panels in the order of CPU
characters in
"Sonic the Fighters"!
Select and open these pictures in the museum in this order: 5,
3, 6, 7, 2, 10
Rest of artwork on this page must be unlocked before you can
see it.
Description:
CG Cut scene. Team Sonic/Dark after Egg Albatross battle.
Close-up of
Metal
Sonic's face.
~*~*~*~*~*~*~*
2.n. Museum Page 14, Items 261-280:
~*~*~*~*~*~*~*~*
General Unlock Instructions:
SEGA Showcase Illustrations. Play Sonic Gems Collection a
of 50 times or a total of 10 hours and play the three main
Sonic Gems Collection a total of 240 minutes.
Description:
SEGA Showcase illustrations from 2004 and 2005, drawn by Yuji
most of this artwork is official artwork for such games as
Adventure, Sonic Adventure 2, Sonic Advance 2 and Sonic
Advance 3.
261. "SEGA Show Case Illustration 2004" Sonic
Unlock hint/instructions: Play the game 50 times or more!
Play games in the collection a total of 50 times.
Description:
Official Artwork of Sonic. This image is official artwork of
Adventure 2 and appears on the box art of Sonic Adventure 2: Battle.
         262. "SEGA Show Case Illustration 2004" Sonic (2)
Unlock hint/instructions: Play over 10 hours!
Play Sonic Gems Collection 10 hours.
Description:
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Official Artwork of Sonic. This image also appears on the box art of Sonic

Advance 2.

263. "SEGA Show Case Illustration 2004" Sonic (3)
Unlock hint/instructions: Play the game 100 times or more!
Play games in the collection a total of 100 times.
Description:

Official Artwork of Sonic. This is official art for Sonic Adventure 2.

264. "SEGA Show Case Illustration 2004" Tails Unlock hint/instructions: Play over 15 hours! Play Sonic Gems Collection 15 hours.

Official Artwork of Tails. This image also appears on the box art of $% \left(1\right) =\left(1\right) +\left(1\right$

Sonic

Advance 2.

Description:

265. "SEGA Show Case Illustration 2004" Knuckles Unlock hint/instructions: Play the game 150 times or more! Play games in the collection a total of 150 times. Description:

Official Artwork of Knuckles. This image also appears on the box art of

Sonic

Advance 2.

266. "SEGA Show Case Illustration 2004" Amy Unlock hint/instructions: Play the game 50 times or more! Play games in the collection a total of 50 times. Play Sonic Gems Collection 5 hours. Description:

Official Artwork of Amy.

267. "SEGA Show Case Illustration 2004" Cream
Unlock hint/instructions: Play over 15 hours!
Play Sonic Gems Collection 15 hours.
Description: Official Artwork of Cream and Cheese. This image also appears on the box art of Sonic Advance 2.

268. "SEGA Show Case Illustration 2004" Rouge Unlock hint/instructions: Play the game 150 times or more! Play games in the collection a total of 150 times. Description:

Official Artwork of Rouge. This image is official artwork for Sonic

Adventure 2.

269. "SEGA Show Case Illustration 2004" Shadow
Unlock hint/instructions: Play over 10 hours!
Play Sonic Gems Collection 10 hours.
Description:
Official Artwork of Shadow. Official art for Sonic Adventure

Official Artwork of Shadow. Official art for Sonic Adventure 2.

270. "SEGA Show Case Illustration 2004" Dr. Eggman Unlock hint/instructions: Play over 10 hours!

Play Sonic Gems Collection 10 hours. Description: Official Artwork of Dr. Eggman. This image is official artwork of Sonic Adventure 2. 271. "SEGA Show Case Illustration 2005" Sonic

Unlock hint/instructions: Play the game 150 times or more! Play games in the collection a total of 150 times. Description:

Official Artwork of Sonic.

272. "SEGA Show Case Illustration 2005" Tails Unlock hint/instructions: Play the game 50 times or more! Play games in the collection a total of 50 times. Description: Official Artwork of Tails. This image also appears on the box

Sonic Advance 3.

273. "SEGA Show Case Illustration 2005" Knuckles Unlock hint/instructions: Play the game 100 times or more! Play games in the collection a total of 100 times. Description: Official Artwork of Knuckles. This image also appears on the

box art of Sonic

Advance 3.

274. "SEGA Show Case Illustration 2005" Amy Unlock hint/instructions: Play over 15 hours! Play Sonic Gems Collection 15 hours. Description:

Official Artwork of Amy. This image also appears on the box art of Sonic Advance 3.

275. "SEGA Show Case Illustration 2005" Cream Unlock hint/instructions: Play the game 150 times or more! Play games in the collection a total of 150 times. Description:

Official Artwork of Cream and Cheese. This image also appears on the box art.

of Sonic Advance 3.

276. "SEGA Show Case Illustration 2005" Rouge Unlock hint/instructions: Play the game 50 times or more! Play games in the collection a total of 50 times. Description:

Official Artwork of Rouge. This image also appears on the box art of Sonic

Adventure 2: Battle.

277. "SEGA Show Case Illustration 2005" Shadow Unlock hint/instructions: Play over 10 hours! Play Sonic Gems Collection 10 hours. Description:

Official Artwork of Shadow. This image also appears on the

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box art of
Sonic
Adventure 2: Battle.
         278. "SEGA Show Case Illustration 2005" Chao
Unlock hint/instructions: Play the game 100 times or more!
Play games in the collection a total of 100 times.
Description:
Official Artwork of Chao. Also appears on the box art of
Sonic Adventure
2: Battle.
279. "SEGA Show Case Illustration 2005" Dark Chao
Unlock hint/instructions: Play over 15 hours!
Play Sonic Gems Collection 15 hours.
Description:
Official Artwork of Dark Chao. Also appears on the box art of
Adventure
2: Battle.
280. "SEGA Show Case Illustration 2005" Hero Chao
Unlock hint/instructions: Play the game 150 times or more!
Play games in the collection a total of 150 times.
Description:
Official Artwork of Hero Chao. Also appears on the box art of
Sonic
Adventure
2: Battle.
~*~*~*~*~*~
2.o. Museum Page 15, Items 281-300:
~*~*~*~*~
General Unlock Instructions: Unlock page by watching the credits 5 times and
playing the
three main games of
Sonic Gems Collection total of 240 minutes.
Basic Description:
The top 5 are Sonic Christmas illustrations used on Christmas
next two rows are various arcade related things. The last row,
I'm going
to have to research @ @;
281. Christmas illustration #1
Unlock hint/instructions: Find 6 things associated with
Select and open these pictures in the museum: 110, 112, 122,
130, 132,
Page 14 must be complete before you can see it.
Description:
Older style picture of Sonic behind a crazy Christmas wreath.
282. Christmas illustration #2
Unlock hint/instructions: Find 6 things associated with
Select and open these pictures in the museum: 110, 112, 122,
130, 132,
137
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Page 14 must be complete before you can see it.
Description:
Christmas card illustration. Newer style picture of Sonic
striking a pose
in a
Santa outfit holding a bag of toys.
283. Christmas illustration #3
Unlock hint/instructions: Find 6 things associated with
Holidays!
Select and open these pictures in the museum: 110, 112, 122,
130, 132,
Page 14 must be complete before you can see it.
Description:
Christmas card illustration. Newer style picture of Sonic in
Santa outfit
holding his hat and a bag of toys.
284. Christmas illustration #4
Unlock hint/instructions: Find 6 things associated with
Holidays!
Select and open these pictures in the museum: 110, 112, 122,
130, 132,
137
Page 14 must be complete before you can see it.
Description:
Christmas card illustration. Newer style picture of Sonic in
outfit
striking a pose holding a bag of toys, arm extending toward
the left.
285. Christmas illustration #5
Unlock hint/instructions: Find 6 things associated with
Holidays!
Select and open these pictures in the museum: 110, 112, 122,
130, 132,
Page 14 must be complete before you can see it.
Description:
Christmas card illustration. Sonic snowboarding in a Santa
outfit,
holding a
bag of toys.
286. "PROJECT SONIC" illustrationUnlock hint/instructions: CREDITS x 5
Watch the Credits 5 times all the way through.
The credits go by faster
if you press the A button a lot.
Description:
Black background with a while image of Sonic with the words
"Project
Sonic"
below it in white.
287. "Waku Waku Sonic Patrol Car" arcade machine (1991)
Unlock hint/instructions: CREDITS x 5
Watch the Credits 5 times all the way through. The credits go
by faster
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if you press the A button a lot.
Description:
Police-car shaped arcade machine.
288. "Waku Waku Sonic Patrol Car" arcade game screenshot
Unlock hint/instructions: CREDITS x 5
Watch the Credits 5 times all the way through. The credits go
if you press the A button a lot.
Description:
Screenshot of arcade game. Sonic standing in a police hat in
front of a
police
station.
289. "Sega Sonic Popcorn Shop" arcade machine (1993)
Unlock hint/instructions: CREDITS x 5
Watch the Credits 5 times all the way through. The credits go
by faster
if you press the A button a lot.
Description:
Popcorn machine shaped arcade machine.
290. "Sega Sonic Popcorn Shop" arcade game screenshotUnlock hint/instructions:
CREDITS x 5
Watch the Credits 5 times all the way through. The credits go
by faster
if you press the A button a lot.
Description:
Screenshot of arcade game. Sonic and Tails stand near a
conveyer belt.
291. "Sega Sonic Cosmo Fighter" arcade machine (1993)
Unlock hint/instructions: CREDITS x 5
Watch the Credits 5 times all the way through. The credits go
by faster
if you press the A button a lot.
Description:
Spaceship shaped arcade game.
292. "Sega Sonic Cosmo Fighter" arcade game screenshot
Unlock hint/instructions: CREDITS x 5
Watch the Credits 5 times all the way through. The credits go
by faster
if you press the A button a lot.
Arcade game screenshot, Sonic in a little spaceship shooting
at enemies.
293. "Sonic's Space Tours" arcade machine (1994)
Unlock hint/instructions: CREDITS x 5
Watch the Credits 5 times all the way through. The credits go
by faster
if you press the A button a lot.
Description:
Blue and orange arcade machine.
294. "Sonic's Space Tours" arcade machine (1999)
Unlock hint/instructions: CREDITS x 5
Watch the Credits 5 times all the way through. The credits go
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```
by faster
if you press the A button a lot.
Description:
Sliver colored arcade machine.
295. "UFO Mini: Sega Sonic" arcade machine (1992)
Unlock hint/instructions: CREDITS x 5
Watch the Credits 5 times all the way through. The credits go
by faster
if you press the A button a lot.
Description:
Claw machine with small Sonic and Eggman stuffed toys inside.
296. Treasured illustration #1
Unlock hint/instructions: CREDITS x 10
Watch the Credits 10 times all the way through. The credits
go by faster
if you press the A button a lot.
Description:
Three Sonic labels saying "My name is Sonic"
 297. Treasured illustration #2
Unlock hint/instructions: CREDITS x 10
Watch the Credits 10 times all the way through. The credits
go by faster
if you press the A button a lot.
Description:
Two labels saying "My name is Sonic? and one with just Sonic
running.
298. Treasured illustration #3
Unlock hint/instructions: CREDITS x 10
Watch the Credits 10 times all the way through. The credits
go by faster
if you press the A button a lot.
Description:
Eggman dressed in pajamas, the top is orange with white polka
dots, the bottoms green, and a white with orange spot nightcap.
H. Hog informs me that this picture is the first picture of
Eggman ever drawn, submitted in a contest for the hero of
their new game, Eggman was later made the villan.
299. Treasured illustration #4
Unlock hint/instructions: CREDITS x 10
Watch the Credits 10 times all the way through. The credits
go by faster
if you press the A button a lot.
Description:
Several drawings of a blonde woman in a red dress, just
standing there,
kissing a heart, whispering to Sonic, and thinking about
kissing Sonic?
300. Treasured illustration #5
Unlock hint/instructions: CREDITS x 10
Watch the Credits 10 times all the way through. The credits
go by faster
if you press the A button a lot.
Description:
Strange drawing with the title "Sonic". Sonic in the middle
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of some very

weird looking enemies, a strangely dressed and huge Eggman in the background.

same blond woman from picture 299 flying through the air and in the middle of a desert scene.

~*~*~*~*~*~*

2.p. Museum Page 16, Items 301-320:

~*~*~*~*~*~

General Unlock Instructions:

Demos and Videos.

A summary of what Jarel Jones has sent me in regards to unlocking page $16\ \mathrm{and}$

demos

not his exact works, but the most important points, I also removed something

that wasn't correct:

Going into the museum everyday may be important too.

If you skip days while unlocking, you have to play three more days in order for

the unlocking process to continue.

A month change also disrupts the game unlock process, play three more days

in a row to start it again.

Unlock Demos by turning

on Sonic Gems at least once a day and going to the museum over the $\,$

next few days in a row after you unlocked your first demo. Videos come by playing Sonic Gems a total of 24 hours and a certain

number of times in total.

The last picture comes when you unlock everything else in the game.

Basic Description:

Demos as described above allow you to play a few minutes of the endings

of many Sonic Genesis and Gamegear games. The odd thing about demos is

the fact that the entire game data is on the disk, they just restrict

how long you have to play. The demo Genesis games are most easily found

in their entirety today by getting Sonic Mega Collection Plus for

Playstation 2 or X-box, on the Gamecube the Genesis games are on Sonic

Mega Collection and the Gamegear games can be unlocked on Sonic

Adventure DX along with Gamegear games also found on Gems.
You can even use level select codes within demos to play more

there is now a very nice Demos FAQs on GameFAQs by Super Saiyan Zero

that will give you more specific details.

Videos are just short promotional clips and an intro.

Sadly none of the Videos and Demos are for Sonic Rush or Shadow the

Hedgehog.

301. Game Data Play 1 "Sonic the Hedgehog" Unlock hint/instructions: Play Sonic Gems Collection 3 days in a row. Description: 5 minute Demo. Play Sonic the Hedgehog starting from the Final Zone with no Chaos Emeralds to see the regular ending. If you beat the boss soon enough, you can see a little of the rest of the 302. Game Data Play 2 "Sonic the Hedgehog 2" Unlock hint/instructions: UNLOCKABLE (Play every day!) Play Sonic Gems Collection 4 days in a row. Description: 10 minute Demo. Play Sonic the Hedgehog 2 (Sonic) starting from the Death Egg Zone with no Chaos Emeralds to see the regular If you beat the boss soon enough, you can see a little of the rest of the game. 303. Game Data Play 3 "Sonic the Hedgehog 3" Unlock hint/instructions: UNLOCKABLE (Play every day!) Play Sonic Gems Collection 5 days in a row. Description: 15 minute Demo. Play Sonic the Hedgehog 3 (Sonic and Tails) starting from the beginning of Launch Base Zone Act 2 with no Chaos Emeralds to see the regular ending. If you beat the boss soon enough, you can see a little of the rest of the game. You can even about 3 Chaos Emeralds if you know where the Special Stages are. 304. Game Data Play 4 "Sonic & Knuckles" Unlock hint/instructions: UNLOCKABLE (Play every day!) Play Sonic Gems 9 days in a row. Description: 10 minute Demo. Play Sonic and Knuckles (Sonic) starting from Doomsday Zone with all Chaos Emeralds (of course if you are in Doomsday...) to see the good ending. If you beat the boss soon enough, you can see a little of the rest of the game. 305. Game Data Play 5 "Sonic 3D Blast" Unlock hint/instructions: UNLOCKABLE (Play every day!) Play Sonic Gems Collection 6 days in a row. Description: 10 minute Demo. Play Sonic 3D Blast starting from the beginning of The Final Fight with all Chaos Emeralds to see the good ending. If you beat the boss soon enough, you can see a little of the rest of the game.

306. Game Data Play 6 "Sonic Spinball"

Play Sonic Gems 7 days in a row.

Unlock hint/instructions: UNLOCKABLE (Play every day!)

Description:

20 minute demo. Play Sonic Spinball Genesis version from the

of Showdown to see the ending. If you beat the stage soon enough, you

can see a little of the rest of the game. (I haven't beaten this yet,

anyone know if this is the good or bad ending?)

307. Game Data Play 7 "Dr. Robotnik's Mean Bean Machine" Unlock hint/instructions: UNLOCKABLE (Play every day!) Play Sonic Gems 8 days in a row.

Description:

5 minute demo. Play Dr. Robotnik's Mean Bean Machine Genesis version

from Stage 13 vs. Robotnik to see the ending. If you beat the stage

soon enough, you can see a little of the rest of the game.

308. Game Data Play 8 "Sonic the Hedgehog" Ending Unlock hint/instructions: UNLOCKABLE (Play every day!) Play Sonic Gems 9 days in a row. Description: 5 minute Demo. Play Sonic the Hedgehog starting from the Final Zone with all Chaos Emeralds to see the good ending. If you beat the boss soon enough,

you can see a little of the rest of the game.

309. Game Data Play 9 "Sonic the Hedgehog 2" Ending Unlock hint/instructions: UNLOCKABLE (Play every day!) Play Sonic Gems 9 days in a row. Description: 10 minute Demo. Play Sonic the Hedgehog 2 (Sonic) starting from the Death Egg Zone with all Chaos Emeralds to see the good ending.

If you beat the boss soon enough, you can see a little of the rest of the game.

310. Game Data Play 10 "Sonic the Hedgehog 3" Ending Unlock hint/instructions: UNLOCKABLE (Play every day!) Play Sonic Gems 9 days in a row. Description: 15 minute Demo. Play Sonic the Hedgehog 3 (Sonic and Tails) starting from the beginning of Launch Base Zone Act 2 with all Chaos Emeralds to see the regular ending.

If you beat the boss soon enough, you can see a little of the rest of the game.

Fun tip: After beating this particular demo, level select will be active

and you can select any zone to play from this game without using any

level select codes.

311. Game Date Play (Game Gear) 1 "Sonic the Hedgehog" Unlock hint/instructions:

Play Sonic Gems Collection 3 days in a row.

Description:

5 minute Demo. Play Sonic the Hedgehog Gamegear starting from Sky Base with all Chaos Emeralds to

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see the good ending. If you beat the boss soon
enough, you can see a little of the rest of the game.
312. Game Date Play (Game Gear) 2 "Sonic Labyrinth"
Unlock hint/instructions: UNLOCKABLE (Play every day!)
Play Sonic Gems Collection 4 days in a row.
Description:
5 minute Demo. Play Sonic Labyrinth starting from Labyrinth
Castle Zone 4-4 to see the ending. If you beat the boss soon
enough, you can see a little of the rest of the game.
(Good or bad ending?)
313. Game Date Play (Game Gear) 3 "Sonic Drift"
Unlock hint/instructions: UNLOCKABLE (Play every day!)
Play Sonic Gems Collection 5 days in a row.
Description:
3 minute Demo. Play Sonic Drift (Sonic) starting from Round 6
Scrap Brain to see
the ending. If you beat the boss soon
enough, you can see a little of the rest of the game.
314. Game Data Play (Game Gear) 4 "Sonic Chaos"
Unlock hint/instructions: UNLOCKABLE (Play every day!)
Play Sonic Gems Collection 6 days in a row.
Description:
5 minute Demo. Play Sonic Chaos (Sonic) starting from
Electric Egg Zone with all
Chaos Emeralds to see the good ending. If you beat the boss
enough, you can see a little of the rest of the game.
315. Game Data Play (Game Gear) 5 "Sonic Blast"Play Sonic Gems Collection 7 days
in a row.
Unlock hint/instructions: UNLOCKABLE (Play every day!)
Description:
5 minute Demo. Play Sonic Blast (Sonic) starting from the
final boss with all
Chaos Emeralds to see the good ending. If you beat the boss
soon enough, you
can see a little of the rest of the game.
316. Game Data Play (Game Gear) 6 "Dr. Robotnik's Mean Bean
Machine"
Unlock hint/instructions: UNLOCKABLE (Play every day!)
Play Sonic Gems Collection 8 days in a row.
Description: 5 minute demo. Play Dr. Robotnik's Mean Bean Machine Gamegear
version
from Stage 13 vs. Robotnik to see the ending. If you beat the
soon enough, you can see a little of the rest of the game.
317. "Let's Go!" This promotional trailer was created for
Sonic Heroes, which
was released in
January 2004.
Produced by Global Doghouse for SEGA.
Unlock hint/instructions:
Description:
Movie trailer-like trailer for Sonic Heroes.
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318. "Sonic the Hedgehog History Trailer"
Unlock hint/instructions:
Description:
Trailer for the Sonic the Hedgehog history. Shown at Walk of
Game early
2005.
319. "SONIC ADVENTURE" Opening Movie
Unlock hint/instructions:
Description:
Opening movie for Sonic Adventure.
320. Museum complete! Congratulations!
Unlock hint/instructions: Unlockable (Can be unlocked when
the lineup is
completed)
Unlock everything else in the museum.
Description:
The Sonic and Metal Sonic illustration from the box art of
Sonic Gems with
The word Congratulations! (a little disappointing if you ask
me...)
~*~*~*~*~
2.q. Music Tracks:
~*~*~*~*~*~*~*~
I need people confirming the music!
The music tracks are opened up a similar way as the pictures
and other
items, but there are no clues for missing tracks, and I'm not
myself how some of these open up... The controls for the
Music player are
in the Museum Controls section of this guide.
Gems Music (Theme):
Unlock instructions:
Default music, always there.
Description:
Default Sonic Gems Museum Music.
Are You Brave?:
Unlock instructions:
Play Sonic the Fighters 120 minutes.
Description:
Sonic the Fighters intro movie music remix.
Fairy of A.I.F. :
Unlock instructions:
Complete page 1 in the museum.
Description:
Sonic the Fighters, remix of Aurora Ice Field
(Bark's Level) music with a new vocal.
Sonic 6290 Mix:
Unlock instructions:
```

Play Sonic CD 120 minutes.

Description:

This remix uses music from the Japanese soundtrack of Sonic

Sonic After-6290 Mix:

Unlock instructions:

Complete page 2 in the museum.

Description:

I am not sure, but I think this may be a remix of songs from Sonic the Hedgehog Remix, a Japanese CD with remixes of the Sonic CD Japanese soundtrack from 1994... seriously, if you have the music from that CD compare this song with "Brand New World" especially.

Sonic Boom D'nB Mix:

Unlock instructions:

Play Sonic CD 120 minutes.

Description:

A remix of Sonic Boom, the US intro music for Sonic CD. Compared to the original Sonic Boom, the soundtrack sounds like it skips a lot.

Can You Feel The Sunshine ACID Mix:

Unlock instructions:

Play Sonic R over 120 minutes.

Description:

Remix of Can you Feel the Sunshine, the Resort Island course music in Sonic R.

Sounds kind of creepy. The Acid TRIP mix?

Living In The City LTN Mix:

Unlock instructions:

Complete page 3 in the museum.

Description:

Remix of Living in The City, the Radical City course music in Sonic R.

Has a Latin sound.

Sonic Goes UG Mix:

Unlock instructions:

Complete page 15 in the museum.

Description:

Remix of the Underground Zone music from Sonic the Hedgehog 2 Gamegear.

Sonic 3 MegaD Mix:

Unlock instructions:

Complete page 8 in the museum, leave, then return to the museum again.

Description:

Remix of Sonic 3 level select music and sound effects from the game.

Open Your Heart MJZ Mix:

Unlock instructions:

Complete page 10 of the museum, leave, then return to the museum again.

Description:

Remix of Open Your Heart, the main theme for Sonic Adventure

with different background music.

Sonic Heroes No-GTR Mix

Unlock instructions:

Unlock pages 1-15 in the museum, leave, then return.

Description:

Remix of Sonic Heroes, the main theme for Sonic Heroes without the guitar.

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3. Other Sonic Gems Unlockables:

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For the sake of completeness, a couple of other unlockables in

Gems, I'm not including stuff you unlock in the individual games,

just this very short thing.

Unlock Vectorman: Play Sonic Gems Collection 5 hours or have a Sonic

Heroes or Sonic Mega Collection game save on your memory card.

Unlock Vectorman 2: Play Vectorman once and play Sonic Gems Collection a total of 7 hours.

Unlock Hints for Games: Play a game two hours to unlock the hints for that

game, hints are mostly cheat codes and other not so obvious game information.

~*~*~*~*~*~*~*~

- Q. I am trying to unlock the puzzle pictures that require you to make

the shape of a GEM or find all Holiday pictures, etc... I hear the sound,

exit the museum, come back and the picture is not there! Where is it?

A. The pictures usually appear only after the rest of the pictures have

been unlocked on the page first, it doesn't matter if you do the puzzle

before or after the rest of the pictures have been unlocked. For the

holiday ones, I think page 14 needs to be completely unlocked first also.

- Q. I am trying to unlock pages past 7 and they will not appear, why?
- A. Similar to above questions, I'm pretty sure past page 7 in the museum is

unviewable till you play the three main games more than 240 minutes, but if you have already watched the credits 5 times for example the page and any pictures you have unlocked before the 240 minute time requirement will appear.

Q. Why won't the demos/video page appear?

A. Just wait and be patient, the first two will appear the third day you play Sonic Gems, and then they will come two at a time afterwards. There is talk you might mess up your save file if you try to cheat by messing with your Gamecube's clock. Also there maybe a minimum time requirement for playing Gems before the Demos will start appearing, and you have to play the game days in a row or they will stop unlocking, don't worry, once they start

unlocking all you really have to do is just turn the game on and off, you

don't even

have to play any games, I think...

Also if you miss days when they start to unlock or the month changes,

play for three more days in a row and the unlock process will begin

again from where it left off.

```
~*~*~*~*~*~
```

5. Questions?:

Got Questions? I will answer them if they are not stupid. And as I noted

before, I will only answer questions relating to the FAQS, do not e-mail

me and try to start a personal relationship or something, $\ensuremath{\mathsf{I}}$ will not

respond to such e-mails.

```
###
                        +-X+X#,
      ##. ###
                      #####- ###
     =#,=#####;
                     .###+, ;###+ .#
    ##.##. .x###=
                    X##=
                            ### +#
                             ##x X-
   x# ##
              #
                    =##;
   # ##.
           #####
                   .# ######
          ## x#+ ## ## +##
                               -##x#
  ##XX , =##=###; . .x## ,## ###
=##### ## - . =# # = = +# ##
    ## # #+
                       ;=, X###+ ,# . #
# ;,. =##;x ..
                        ### , ##
```

```
.###+
   ## ##- ###x#
    ,#.,,-# -## +###
                    #X.xX###. . ,# X ## ;#
            #.####,
                     ###x#x##x#X ,# .# ## =#
                     #;##+ ;#.; x#;
             # +# +#+ +Xx
                                   = +##
                         \#-,\#+\#X.
                                  #- .## ## -#x
   #X #+ =# # -#####+=#### + ## -#
                                      ## ## =x+ -
      x##+ =# # .#+ +x+x#### ####= ,#
##x =# X +#X##x#+##; xx=+=; ### #=-X##
  ##+## ,#- # #+++===-+#=## x= #=X##-#+ .# #. #
#####, # ###
            # ; #x=++=xX# + xXx =. ## #
xxx # #+X##x#- x=+++==-+x###;=x## =##,# +#
      ,#
   +###
                      .. +X
                                      #.
   #x #
                    ###X##
                                     #;
                             # X###
         # #x #
                                      #;
     ## ##
                           ;# #### #x### # ####
              #x##-### #+
     # .x
               =x ## #
                                 ,x #,
x;
                   =\#=\times\#X
```

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