

Sonic Heroes Final Boss FAQ

by Arcadian_Legend

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This walkthrough was originally written for Sonic Heroes on the GC, but the walkthrough is still applicable to the PS2 version of the game.

SONIC HEROES

METAL MADNESS/METAL OVERLORD FAQ

By Tei Sama

Version ker-FINAL

Version Updates:

12/16/2004 - Updated Contact Info and performed a couple nip-and-tuck edits.
This baby's finished.

06/02/2004 - Added a new site to the list of sites allowed to post this FAQ.

01/23/2004 - Updated [5.2] Team Chaotix. Did a little nipping and tucking.

01/18/2004 - Updated [5.1] Team Rose and [5.2] Team Chaotix. Added a new strategy to [5.3] Team Dark.

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[1.0] Introduction

I hate writing Intros, so here's the short version: This FAQ is to help those having difficulty beating the final FINAL boss of Sonic Heroes. Warning, it does contain story spoilers (as this is rather in-depth). Have at it!

The sections are ordered chronologically. Those dealing with Cinemas will be in script format, with important actions placed within astericks, *like so*. The action-based sections will be more practical for their intended usage and shall be pretty self-explanatory.

[2.0] Cinema 1: "It Was..."

Vector: Then who was it? Who locked you up here for trying to conquer the

world?

Eggman: *holds up a hand, then frowns* It was...

[3.0] Cinema 2: "Metal Transforms"

Teams Sonic, Rose and Dark run up to the bridge of the Final Fortress

Metal Sonic: Hmmhmmhmmhmm...All living things kneel before your master!

Metal holds his hand into the air as lightening strikes. Team Chaotix join the other three Teams as Metal Sonic destroys the bridge of Final Fortress and uses its remains to transform into Metal Madness. Metal Sonic melts away and forms Metal Madness' head. Two eyes split the liquid-like blue, one on top of the other. Metal Madness roars.

[4.0] Cinema 3: "The Power of Teamwork"

Eggman: Metal Sonic has finally transformed!

Eggman's robots run away from Metal, past Eggman and Teams Sonic, Rose and Chaotix

Sonic: So that's Metal Sonic?

Team Dark moves towards the other three Teams and Eggman

Eggman: It's useless! Metal Sonic has combined your data with the power of Chaos and is super strong! We can't defeat it! *grabs head in frustration* Aagh...if only we had the seven Chaos Emeralds!

Cream blinks and pulls the orange Emerald from behind her. The camera pans across all four teams--Big has the purple Emerald, Rouge has the silver one, Omega has the green one, Espio has the red one and Charmy has the light blue one

Eggman: What's this?! But how? *Slams fist into hand* Even with the Emerald's power, our chances for victory are slim...it would take a miracle!

Sonic: Just leave that to me, Doc! *Tosses up blue Emerald*

Amy: Sonic, no!

Tails: I'm going with you too!

Sonic: Tails...

Knuckles: You can count me in, too.

Sonic: Knuckles...

Shadow: Okay guys, we'll buy you some time. That way you can use your super powers!

*Rouge nods and Omega clenches his fist. Sonic turns to Team Rose: Amy gives a thumbs-up and Big gives a determined, serious nod. Sonic then turns to the

Chaotix and points at them: Vector gives a thumbs-up, Charmy flips over backwards, and Espio gives a small nod. Tails and Knuckles run up beside Sonic.*

Sonic: Okay then, let's get ready to do this. We'll show that creep the real super power of team work!

The Camera pans back to show Team Sonic framed by the other three Teams, all posing

[5.0] Metal Madness

[5.1] Team Rose

DIFFICULTY: EASY

STRATEGY: You start on a platform on Metal's left side. A glowing blue circle sits on Metal's hip, like a giant bullseye. The color indicates which attack formation will not affect Metal; Blue means Speed formation won't work, Red means Power formation won't work, and Orange means Flight formation won't work. As far as I know, the color never changes when you play as Team Rose, meaning don't even consider using Amy for this. That leaves you with a choice of Big or Cream.

Throughout the battle with Teams Rose and Chaotix, Flight formation is ineffective--the Thunder Kick will either not lock onto the targets and home, or will hit the targets but not actually inflict any damage. Whenever it does, the damage inflicted is minimal at best, so Cream is also not recommended for this battle. That leaves you with Big--who can inflict maximum damage and avoid Metal's attacks easily enough.

Metal has three attacks: he'll sweep the platform with his tail, strafe the platform with the flamethrower in his left arm, and launch spines from his back, which implant themselves in the ground and form giant icicles. The first two can be avoided by jumping and using Big's parasol--the last one just requires you to be fast on your feet. Attack whenever Metal Sonic isn't doing anything.

Start the battle by switching immediately to Big and grabbing up a lot of rings. There are sixteen on the platform. There are two tactics you can use: you can go to the back of the platform and bust open one of the wooden crates for a Team Blast powerup. Use the Team Blast right away to do heavy damage to Metal, then run over to the other corner and break open the second wood crate. Grab the remaining Team Blast powerup. While the Team Blast meter reloads, attack Metal using Big's fireball attacks, and unleash the second Team Blast. This is the first and super-easiest of the tactics, guaranteed to get you past the first part no problem.

The second tactic involves you ignoring the crates and power-ups altogether and simply attacking with Big whilst avoiding Metal's attacks. This takes longer, but is much more fun and challenging. Be careful while attacking with Big; hit the attack button too fast and he'll start doing his "TOYYYY!" attack after you hit Amy and Cream. To escape this, either jump or switch out and back into Power formation. The attack doesn't reach Metal's weakpoint and leaves Big open for attack.

[5.2] Team Chaotix

DIFFICULTY: MEDIUM

STRATEGY: The Chaotix' platform is set up similarly to Team Rose's, only instead of two wooden crates in the back corners, there's a single cannon. Going in as Espio will launch you up to one balloon situated above the platform, which contains a Speed powerup; going in as Charmy launches you to another balloon, which contains a flight powerup. Going in as Vector will, as you've learned by this point in the game, give you free reign over a certain area to shoot wherever you want--there are two more balloons behind the platform, with one more Speed and Flight powerup in each. You don't need these to complete the fight.

Now situated to the right of Metal Madness, he has three attacks to unleash on you, one of which is new: along with the same tail-sweep and back-spine icicle attacks, he can now shoot the claws on his right had at you. They have limited homing abilities and form giant crystals on the platform, which can capture and contain any members of your team, including your current leader. You must free your teammates from the capsules immediately, because if all three of you get captured, the game is over. (Charmy has a weak stinging attack that can be utilized should Vector and Espio get caught.) The tail can be jumped over and the back-spines are easy to avoid, but the safest way to avoid the crystal claws is enter Power formation and wait the attack out inside the cannon. Metal will usually punctuate the back spine attack with the crystal claws, so be careful if you decide to stay on the platform and avoid the claws on foot. The icicles will shatter after Metal has fired off two or three claws.

To make things a tiny bit tougher for you, Metal's weak spot (another light on his side) starts out yellow and will change to red after two hits. You want to start as Vector as he can inflict the most damage--get your two hits in fast before switching to Espio. Use his homing attack repeatedly until Metal starts to make a move so you can properly avoid it. The homing attack (for Team Chaotix and Team Dark) will bounce you back to the middle of the platform despite the distance to Metal's weak spots. Eventually, the weak spot may change back to yellow (switch back to Vector for this). If you get a Team Blast, use it when Metal's weak spot is red--the Team Blast won't inflict any damage, but it will cause the weak spot to change colors, leaving you open to attack with Vector once more. Otherwise, continue to attack with Espio's homing attack.

Another means of using the Cannon comes from Nightshade the Hedgehog - you can use the cannon when in PowerFormation to attack Metal's weak spot, but only when the weak spot is yellow.

CREDIT TO: Nightshade the Hedgehog, for telling me about the cannon.

[5.3] Team Dark

DIFFICULTY: MEDIUM

STRATEGY: Now you're positioned in front of Metal Madness, and his tail swipe has been replaced with the flame-thrower claw from the battle with Team Rose. The back-spines and crystal claws are back again. Metal's weak spot, which is positioned dead-center in front of you, starts out blue and switches to yellow, then red, with only a handful of attacks. This is better than the Chaotix, because you can attack with Rouge four times and Omega twice in a constant, steady cycle. Also worth noting: there are six crates and three balloons on or above this platform. The crates on the left contain Power powerups, the crates on the right provide Speed powerups, and the balloons hold Flight powerups. I recommend getting these souilly for the sake of adding

to your Team Blast meter.

Start the battle by switching instantly to Rouge, and grab the Flight powerups. Get up as high as you can and start Thunder Kicking Metal Madness; eventually the weak spot will change Yellow, in which you change to Omega and hit him until his weak spot changes again. Rouge, when fully powered up, causes Omega and Shadow to get stuck under Metal's chest, making them do incredibly high amounts of damage in a short period of time. This new strategy puts my old one to shame, and when in tandem with Team Dark's Team Blast, it can be very lethal.

Team Dark's Team Blast operates different from the others' as Shadow uses the Chaos Control to freeze time temporarily--you can use this to do heavy damage to Metal without taking damage yourself.

And a quick note: if Shadow and Omega get trapped by the crystals, Rouge has a solitary attack--she'll throw three rings (not from the ones you've collected) right at her feet, which act as a weak Thunder Kick and is incredibly hard to use properly. Just keep trying until you get Shadow or Omega out of the crystals.

SPECIAL THANKS TO: Jimmy Liztie, for pointing out the new Rouge-oriented strategy, which totally owned my Omega-oriented one.

[6.0] Cinema 4: "Super Sonic"

Metal Madness roars up at the sky and thrashes violently. He sprouts wings, separates from the Final Fortress, and flies off. Sonic glances at Tails and Knuckles, the latter two nodding; Sonic holds out his hand, which Tails and Knuckles touch. The seven Emeralds circle overhead, then begin orbiting the trio; Sonic crosses his arms over his chest and closes his eyes, erupting in a golden fire into Super Sonic. He floats up into the air and Tails shields his eyes. A golden aura bubble forms around him, and he grins--Knuckles, too, has been surrounded by a bubble. Team Super Sonic zoom off towards the camera.

[7.0] Metal Overlord

[7.1] Team Super Sonic

DIFFICULTY: MEDIUM

STRATEGY: Okay. Like Sonic Adventures 1 and 2 (and most Sonic games prior), you start the level with fifty rings, which act like a count-down meter. When you run out of rings, Super Sonic transforms back into regular Sonic, and he, Tails and Knuckles plummet to their doom. Along the way there will be some balloons, all of which contain ten rings--pick them up whenever you can to keep your rings fresh.

Metal now has five attacks in his arsenal; the back-spines and the crystal claws return, which you must counter with Tails' Thunder Kick. Tails isn't useless in this battle, like Cream and Charmy were in the Metal Madness fight; countering the claws and spikes builds a hefty amount onto your Team Blast meter. Metal's most common attack comes in the form of ice blasts from his chest, which you need to counter with Super Sonic's homing attack. He'll rarely use his other two attacks--he'll dive beneath the clouds

and bring up a ship from the Egg Fleet, which you need to counter with Knuckles' Fire Spike, or he'll unleash the Chaos Control; this freezes you until the counter on the screen runs down to zero. There's twenty seconds, but this time can be sped up by tapping buttons and wiggling the joystick, you'll be helpless and your rings will continue to count down during this time.

Things work partially for and against you in this battle--to start, all three members of the team start out at Level 3+, making their attacks incredibly strong and not in need of a powerup. However, Metal's three weak spots on his chest and hips have gone blank--you can't attack them, or Metal at all, using conventional means. Anticipate Metal Overlord's attacks and counter with the appropriate characters--these add incredibly to your Team Blast meter, which Eggman will explain as being your only hope to defeat him. Once you can pull off a Team Blast, do it IMMEDIATELY; this will have Super Sonic, Tails and Knuckles do repeated homing attacks on Metal. The key is to do this five times without running out of rings, which shouldn't be too hard if you keep an eye on your ring meter and the balloons in the distance.

Once again, the crystal claws can trap you, this time right in midair. If this happens, Metal will stop moving forward; he'll continue to attack you, but you'll still have the chance to free your teammates. And again, should Super Sonic and Knuckles get taken, Tails has a ring-toss attack that can free them.

[8.0] Cinema 5: "We're Sonic Heroes"

Metal Sonic is on his hands and knees on the deck of Final Fortress. Team Sonic run up to him.

Metal Sonic: It's no use...but why can't I defeat you? *Transforms back into his original Sonic CD form*

Sonic: Huh! Because...we're Sonic Heroes. *Waves a finger*

Amy: Sonic!!

Teams Rose, Dark and Chaotix run towards Team Sonic

Sonic: Anytime you want a rematch, just let me know. I'll be waiting. *runs past Metal Sonic*

Tails: Hey Sonic, wait up! *runs past Metal Sonic as the he passes out*

Amy: *Chasing Sonic and Tails* Sorry to leave like this, but I can't let my Sonic get away!

Cream: Good luck Amy!

Big: Bye-bye!

Cheese and Chocola: Chao Chao!

Big and Cream wave goodbye

Knuckles: Heh...Sonic sure has his hands full.

Rouge: *walking past Knuckles* I guess I'm out of here too. I think I'll go

hunt for someone else's treasure.

Knuckles: *shrugs* Heh, she never gives up, does she? Oh no you don't! WAIT!
chases after Rouge

Vector: Well, I guess that's it for this case.

Espio: Guess so.

Charmy: But what about our money?

Vector: *slaps his snout* Oh, man! I almost forgot!

Eggman tiptoes away in the distance

Vector: THAT SLIMEBALL!

Eggman glances over his shoulder and runs, the Chaotix chasing after him

Omega picks up the unconscious Metal Sonic. He and Shadow glance at each other, then look out to the horizon

Sonic runs along Seaside Hill. Tails and Knuckles join him during his monologue

Sonic: Alright! Our next adventure awaits us, so there's no time to waste!
Yeah! We're SONIC HEROES! *Team Sonic jumps at the screen and poses*

[9.0] Legal St00f

Sonic Heroes (c) Sonic Team. Do not steal it from them or they will execute you with their nifty Samba de Explosives. (Har! I clever!)

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[10.0] Contact In-for-may-shun

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