

# Sonic Heroes FAQ/Walkthrough

by GavLuvsGA

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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.

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SONIC HEROES

FOR THE GAMECUBE

FAQ BY GAVLUVSGA

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## E-Mail Policy

Please write to GavLuvsGA@aol.com OR XPhileScaper1121@aol.com (but please don't send the same thing to both accounts). Please put "Sonic Heroes" in the title; putting something obscure like: "Hi" or "Question" will probably not get a response; also, please read the FAQ to see if your question is answered within. Also, please do not send IMs, Spam or attachments.

N.B. Someone sent in a tip for beating the Egg Emperor, but when I came to copy it to my FAQ, I found that AOL had automatically deleted it because it had been left in my mailbox too long. If that was you, could you please re-send it? Apologies also to the fact that one person's thoughts on Shadow have been similarly lost in my mailbox.

Version 3.2: February 27, 2005

## Revision History

Version 2 (August 27, 2004)

Added Shadow section.

Version 3 (October 3, 2004)

Added to Shadow section, and clarified a few things regarding Dr. Eggman.

Version 3.1 (November 12, 2004)

Not many changes this time; I added to the Shadow section slightly.

Version 3.2 (February 27, 2005)

Another expansion of the Shadow debate section.

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## 1) CHARACTERS

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WARNING: MAY CONTAIN SPOILERS

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### 1.1) TEAM SONIC

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#### SONIC THE HEDGEHOG

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Age: 15

#### Other Games

- Sonic the Hedgehog
- Sonic the Hedgehog 2
- Sonic Spinball
- Sonic Chaos
- Sonic the Hedgehog 3
- Sonic Drift
- Sonic & Knuckles
- Sonic Triple Trouble
- Sonic Drift 2
- Sonic CD
- Sonic Labyrinth
- Sonic 3D
- Sonic Blast
- Sonic Adventure
- Sonic Racer
- Sonic the Hedgehog Pocket Adventure
- Sonic Shuffle
- Sonic Adventure 2
- Sonic Adventure 2: Battle
- Sonic Advance
- Sonic Advance 2
- Sonic Adventure: DX Directors Cut
- Sonic Pinball Party

Sonic Battle  
Sonic Advance 3

Sonic is the world's fastest hedgehog, and the star of (virtually) all the Sonic - based games.

MILES "TAILS" PROWER

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Age: 8

Other Games

Sonic the Hedgehog 2  
Sonic Spinball  
Sonic Chaos  
Sonic the Hedgehog 3  
Sonic Drift  
Sonic & Knuckles  
Sonic Triple Trouble  
Sonic Drift 2  
Tails Skypatrol  
Tails' Adventures  
Sonic 3D  
Sonic Adventure  
Sonic Racer  
Sonic Shuffle  
Sonic Adventure 2  
Sonic Adventure 2: Battle  
Sonic Advance  
Sonic Advance 2  
Sonic Adventure: DX Directors Cut  
Sonic Pinball Party  
Sonic Battle  
Sonic Advance 3

Tails is Sonic's best friend, who has helped him ever since he met Sonic. He has two tails, which allow him to fly, and he is very intelligent; he built a plane called the Tornado.

KNUCKLES THE ECHIDNA

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Age: 16

Other Games

Sonic the Hedgehog 3  
Sonic & Knuckles  
Sonic Triple Trouble  
Sonic Drift 2  
Knuckles Chaotix  
Sonic 3D  
Sonic Blast  
Sonic Adventure  
Sonic Racer  
Sonic Shuffle  
Sonic Adventure 2

Sonic Adventure 2: Battle  
Sonic Advance  
Sonic Advance 2  
Sonic Adventure: DX Directors Cut  
Sonic Pinball Party  
Sonic Battle  
Sonic Advance 3

Knuckles is a powerful echidna, whose ancestors were part of a large race that was wiped out by Chaos. Knuckles has been given the task of guarding the Chaos Emeralds, and has also often been tricked by Dr. Eggman.

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1.2) TEAM DARK

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SHADOW THE HEDGEHOG

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Age: Unknown

Other Games

Sonic Adventure 2  
Sonic Adventure 2: Battle  
Sonic Battle

Shadow, who looks almost identical to Sonic, is supposedly the "Ultimate Life Form", created by Eggman's grandfather, Gerald Robotnik. Shadow lived on board Ark with Maria Robotnik, who sent him to Earth so he could give the people a chance to be happy. He apparently died saving the Earth, but now Shadow is back.

ROUGE THE BAT

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Age: 17

Other Games

Sonic Adventure 2  
Sonic Adventure 2: Battle  
Sonic Battle

Rouge is a treasure hunter, obsessed with jewels and a former spy for the president.

E - 123 OMEGA

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Age: Unknown

Little is known about E - 123 Omega, except that he is the last of Dr. Eggman's "E Series" robots, and that he wants revenge on Eggman.

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### 1.3) TEAM ROSE

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#### AMY ROSE

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Age: 12

#### Other Games

Sonic Drift  
Sonic Drift 2  
Sonic CD  
Sonic Racer  
Sonic Adventure  
Sonic Shuffle  
Sonic Adventure 2  
Sonic Adventure 2: Battle  
Sonic Advance  
Sonic Advance 2  
Sonic Adventure DX: Director's Cut  
Sonic Pinball Party  
Sonic Battle  
Sonic Advance 3

Amy is a girl hedgehog, infatuated with Sonic, although he does not return her love.

#### CREAM THE RABBIT

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Age: 6

#### Other Games

Sonic Advance 2  
Sonic Adventure DX: Director's Cut  
Sonic Battle  
Sonic Advance 3

Cream is a rabbit, who uses her ears to fly and has a pet chao named Cheese.

#### BIG THE CAT

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Age: 18

#### Other Games

Sonic Adventure  
Sonic Shuffle  
Sonic Adventure 2  
Sonic Adventure 2: Battle

Big is a large cat, who lives in the jungle with his pet frog, Froggy. He enjoys fishing and always carries his fishing rod.

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1.4) TEAM CHAOTIX

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ESPIO THE CHAMELEON

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Age: 16

Other Games

Knuckles Chaotix

Espio, along with Charmy and Vector, is part of a team of private detectives, who have been called upon by a mysterious client.

CHARMY BEE

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Age: 6

Other Games

Knuckles Chaotix

Charmy is a bee, who has the ability to warp between flowers.

VECTOR THE CROCODILE

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Age: 20

Other Games

Knuckles Chaotix

Vector is a large crocodile, who is strong and is able to blow bubbles in order to float in the air.

1.5) ENEMIES

DR. EGGMAN

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Age: Unknown

Previous Games

Sonic the Hedgehog  
Sonic the Hedgehog 2  
Sonic Spinball  
Sonic Chaos  
Dr. Robotnik's Mean Bean Machine  
Sonic the Hedgehog 3  
Sonic Drift  
Sonic & Knuckles  
Sonic Triple Trouble  
Sonic Drift 2  
Sonic CD  
Sonic Labyrinth  
Sonic 3D  
Sonic Blast  
Sonic Adventure  
Sonic Racer  
Sonic the Hedgehog Pocket Adventure  
Sonic Shuffle  
Sonic Adventure 2  
Sonic Adventure 2: Battle  
Sonic Advance  
Sonic Advance 2  
Sonic Adventure: DX Directors Cut  
Sonic Pinball Party  
Sonic Battle  
Sonic Advance 3

Dr. Eggman, also known as Dr. Ivo Robotnik, is a mad scientist, obsessed with world domination (and eggs). He has hated Sonic ever since he stopped his plans in the first Sonic game.

N.B. Dr. Eggman and Dr. Ivo Robotnik ARE the same person; in the Japanese versions, he has always been called Dr. Eggman, but in overseas copies he was known as Dr. Robotnik in the earlier games. Gerald Robotnik (seen in Sonic Adventure 2) is Eggman's Granfather and isn't the same Robotnik who Sonic fought in earlier games. Just thought I'd clear that one up because I have been accused of posting inaccurate information.

#### METAL SONIC

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Age: Unknown

Other Games

Sonic Drift 2  
Sonic CD  
Sonic Racer  
Sonic Adventure 2: Battle  
Sonic Adventure DX: Director's Cut

Metal Sonic is an evil version of Sonic, created by Eggman (Eggman's other creations so far include Silver Sonic, Mecha Sonic, Eggrobo, Puppet Tails and Mecha Knuckles).

#### CHEESE

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Age: Unknown

Other Games

Sonic Advance 2

Sonic Adventure DX: Director's Cut

Sonic Battle

Cheese is Cream's pet chao, who helps her by attacking enemies.

CHOCOLA

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Age: Unknown

Although only glimpsed briefly, Chocola - Cheese's twin - is one of the main reasons for Team Rose's quest, after being kidnapped.

FROGGY

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Age: Unknown

Other Games

Sonic Adventure

Sonic Adventure DX: Director's Cut

Froggy is Big's pet frog, who previously attracted Eggman's attention when he swallowed a Chaos Emerald and became the host of Chaos' tail. Froggy has since been kidnapped.

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2) SPECIAL MOVES

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FORMATIONS

There are three formations; Speed, Flight and Power

Speed Characters: Sonic, Shadow, Amy, Espio

Flight Characters: Tails, Rouge, Cream, Charmy

Power Characters: Knuckles, Omega, Big, Vector

SPEED FORMATION MOVES

Homing Attack

Press A twice to home in on flying enemies. If your speed character is on level 3 (i.e. has received 3 level up items), homing jump can allow the team to grab a pole.

Team Dash

Press B to bring the team together, then release for a boost of speed.

Blue Tornado/Black Tornado/Tornado Hammer/Leaf Swirl



Creates a tornado, if you press A and then B. Can be used to go up poles, knock of enemies' shields and turn Espio invisible (invisibility remains until you use Leaf Swirl again, change leader or take a hit).

#### Light Dash

Press B to dash along a line of rings. Will only work with Sonic and Shadow.

#### Triangle Jump

When walls are close together, you can jump between them by repeatedly jumping, crossing gaps and obtaining otherwise unreachable items. Amy cannot perform this move and only Espio can remain on the walls for an unlimited time.

#### Advantages/Disadvantages of Speed Formation

- + Good speed; useful in timed missions
- + Good jumping ability
- Can lead to accidentally skidding off small ledges if going too fast (to counter this, switch to Fly Formation and fly yourself back up if disaster strikes)

#### FLYING FORMATION MOVES

##### Flying

For a limited time, the flying character can carry the other characters over gaps.

##### Thunder Shoot

Shoots other team members at enemies as missiles. When alone, Tails and Rouge throw fake rings, Cream uses Cheese and Charmy uses his sting. Thunder Shoot will normally knock enemies out of the sky, but when levelled - up, can kill them instantly.

##### Flower Warp

Can only be used with Charmy. Approach a flower and press B to open it. If it glows inside, you can warp.

#### Advantages/Disadvantages of Flying Formation

- + Excellent jumping ability
- + Safest way of taking down airborne enemies
- Is very slow
- Attacks are weak until levelled up

#### POWER FORMATION MOVES

##### Fire Dunk

Press B for the Power Character to pick up the other two characters and press B again to throw them at enemies.

##### Triangle Dive/Umbrella Jump/Bubble

Press A to bring the team members together and float. Can be used to descend slowly or rise using a fan.

## Advantages/Disadvantages of Power Formation

- + Is usually best for taking out enemies (especially those with shields)
- + Can destroy armoured robots
- Poor jumping ability

## Level Ups

Blue level ups are for the speed character, yellow for the flight character and red for the power character. When you go through a checkpoint, the team leader will be levelled up and you can get other level ups by defeating enemies or getting item boxes and balloons. You can sometimes get level up items for hitting all three parts of a triple spring (easiest with the fly character), or these can give you other items.

Level Ups improve your score at the end of the level (vital in order to get a good rank unless you're doing Team Dark or Team Roses' extra missions). They improve your characters' attacking abilities. With three level ups, you can use multiple attacks in Power Formation to create a devastating wave of fire (or something similar); it allows the speed character to take out certain enemies without needing Tornado/Leaf Swirl, and allows the Flying character to take out most airborne enemies in one hit.

You will lose all level ups if you lose a life.

## TEAM BLAST

When your team blast gauge is full, or you hit a team blast item box, you get to use this special move to kill all nearby enemies. You can fill up your team gauge by performing team actions and collecting rings. Sometimes, this will have other effects. Team Dark's involves Shadow performing Chaos Control, which also freezes time. Team Rose's gives shields to all the team members and makes them invincible for a short time, while Team Chaotix's gives them rings for every enemy they kill. If there are a lot of enemies, the rings you collect will power up your gauge very fast indeed.

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## 3) WALKTHROUGHS

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### 3.1) TEAM SONIC

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Team Sonic have discovered that Eggman is trying to take over the world again, and so they team up to stop him.

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## LEVEL 1: SEASIDE HILL

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This is a very straightforward level in which you can practise your moves. Avoid falling into the sea, and use the rising ruins that appear in places (flying formation is safest) to help you progress. When you reach the cannon in the middle of the ruins, use flying formation to progress.

## EXTRA MISSION

Team Sonic's extra missions are all time challenges, and this should be no problem at all. Use Speed formation as much as possible and use Team Dash when you can.

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LEVEL 2: OCEAN PALACE

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Things get more interesting here. Power Formation is VERY useful, as you need it for breaking down doors and using the fans. To get rid of the shields some of the robots carry, attack them repeatedly with Knuckles, or use Blue Tornado so their shield blows off. When you reach the turtles, enter the cannon as any formation to take a different route. At the end, run away from the rolling rock; most of the time, you'll need to hold the control stick towards you; when the angle changes briefly as you run round a loop, angle it upwards, then quickly change back to normal; this should stop you being killed.

EXTRA MISSION

Use Team Dash a lot. Avoid unnecessary fights, and you should be okay.

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BOSS: EGG HAWK

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Here's Eggman! Chase him, collecting rings, while in Speed Formation. When he stops, switch to Knuckles and keep attacking him. After some practice, you should be able to take him out very fast.

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LEVEL 3: GRAND METROPOLIS

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Most of the time, you will have to defeat enemies to progress through the level, either opening doors, uncovering switches or making walkways appear. The blue walkways carry you along automatically, and the poles can be used in speed formation with Blue Tornado, or Homing Jump if Sonic has three level ups. The turtles can be killed by one hit from Knuckles, or using Blue Tornado to turn them upside down and hitting them again with Sonic. Use Knuckles to pull the levers to open some doors.

EXTRA MISSION

Don't waste time; use Knuckles on the turtles, and make sure you use light dash where you can.

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LEVEL 4: POWER PLANT

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You will be dependant on Tails a lot in this level. Most of the time, you can only move forward by killing a group of enemies (often flying ones). At two points, you must use a large elevator, killing enemies to move on. Again, fly formation is best. It is also useful for avoiding more of the fireballs. You need to use Blue Tornado on the Gold Turtles, since Power attacks will not work. When Sonic is on level 3, he can take out the Gold Turtles with one hit.

At the end, move fast to escape from the energy tank. Use Tails to get through the boost rings, then use Sonic's homing attack on the enemies ahead and

quickly use a light dash. After the first pulley, run round the level and take out the single enemy to remove the blockage, then use Tails to get out using some springs. Take out a final two enemies and use another spring to escape.

#### EXTRA MISSION

Get all of Tails' level ups as soon as possible so as not to waste time switching to Sonic or Knuckles to take out the flying enemies when they are knocked to the ground. Use Team Dash where you can.

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BOSS: TEAM ROSE

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Team Rose has caught up with Team Sonic, and Amy wants a word with her hero.

This battle is very easy when you know how. Switch to Sonic and keep using Blue Tornado. Here, the battle is won when all your opponents fall off, rather than when you get hit with no rings. You should be able to knock Amy, Cream and Big off with no problem at all.

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LEVEL 5: CASINO PARK

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Following the tradition of Casino Night Zone, Casinopolis and Casino Paradise Zone, this level takes place in a casino. Use the slot machines to get rings; three team blast symbols gets you 100 rings. However, three Eggman symbols or Eggman and Team Blast loses you 50 rings. Break the glass floors with Knuckles, and when you see the disk with a star on it, hit it with Knuckles to move on. Kill the lobster robots fast, as they can capture team members; if all members are captured, you lose a life. If you see a lever a little way off the ground, switch to Fly Formation and get Tails to grab it. Same applies for the switch that is above a door at one point.

There is a special VIP table that you can access if you find the switch. At one point you will find a two - tiered pinball table; use the ramps to reach the top tier and hit the switch in the middle. Shortly after, you will find a ramp leading up to another area (which would otherwise be blocked with lasers), and you can go up. Use Tails to pull the switch, then light dash to the cannon. Sadly, if you mess up your light dash, you will not be able to get back without killing yourself; if you really want to go there as Team Sonic, I suggest avoiding the checkpoint after the two - tiered table, as this will make it impossible to go back there without restarting if you die.

#### EXTRA MISSION

All I can suggest here is don't get stuck on pinball tables. Follow this advice and you should be okay.

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LEVEL 6: BINGO HIGHWAY

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A variation of the casino theme, at several points in the game, you will see a bingo table (positions of numbers are always random). Collect numbers by rolling into them and if you get three in a row, you get 1 bingo. Take note of which number is in the centre, and try and get that one. Getting all 9 gets a "perfect" (200 rings). You can try switching characters; if you are lucky, you

will switch to a character who hasn't got as far as you, and can go for a number you missed before. On the other hand, you could end up going to the next section and missing your chance. Close to the end, when you see a set of enemies and glass floors, you must break the furthest floor on the left and find the switch in there to allow you to continue using the giant dice.

#### EXTRA MISSION

At the start, head for the ramp and try and get the Team Blast balloon, and veer to the left; the slope here is quicker. After the first fan, skip the robots unless you got Team Blast, in which case use it. After the slide, kill the robot using Tails and Knuckles to access the switch that allows you to easily get over to the checkpoint using the dice (faster than going down). For the rest of the level, avoid unnecessary fights unless you have Team Blast.

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BOSS: ROBOT CARNIVAL

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Eggman sends a group of robots after you. They are all ones you have encountered before. Get level ups fast and use Team Blast where it will be most effective, such as against the horde of turtles that appears at one point.

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LEVEL 7: RAIL CANYON

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Rail canyon is mainly a massive grinding challenge and little more. Press B to grind on rails and use the disk shaped switches to change the direction of lighted rails. After the first lighted rail, get to the top of the structure in front of you to do this; after the giant fan, jump from the track to the rail above to progress. Avoid the large armoured trains, and you should be okay. When you see three switches, either switch to power formation if they are side by side (the characters line up sideways, and will each run over one), or fly formation and have tails drop Sonic and Knuckles off at a switch and then run to the other one.

#### EXTRA MISSION

All I can say is don't waste time, and avoid unnecessary fights. If you slow down while grinding, release B, then press it again and you should speed up.

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LEVEL 8: BULLET STATION

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You have reached Eggman's base. You will need to grind a lot again. When you reach a grating in the floor, use Knuckles to take it out and make your way along the train. Take out the lobster robot and use Knuckles to destroy the engine and watch as you fly out. The first time, quickly jump to the side on the rail before you run into an obstacle. After this, use the cannon on Fly or Speed formation to get to the top and kill the robots. Hit the switch on the right hand side only to make the lighted rail go in the right direction. When you reach the giant cannon, jump into it and hold left and right to pick up balloons as you fly at vast speed. When you use the bobsled, jump over the lasers and avoid the spiked balls. If you take one hit, Sonic will fall off, slowing the bobsled down. Knuckles will be next to fall off. If you lose all characters, you lose a life. Get Knuckles to destroy any capsules in the way.

#### EXTRA MISSION

Again, grind quickly, avoid unnecessary fights such as the robots around the cannons and don't lose Sonic when on the bobsled.

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BOSS: EGG ALBATROSS  
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Actually, this is just the Egg Hawk with some extras thrown on. Use Speed formation all the way; take out his cannons first, then keep attacking the body. Change the grind rails and head to the right when the paths splits if necessary, but be warned that the enemies are tougher on this side (but you get level ups). When the path changes back to a single track, watch for the rhinos. If you're on the left, take the middle rail to avoid them, and if on the right, take the right or left rail. Keep running after Eggman and using homing attacks, until he is beaten.

CUTSCENE

\*CONTAINS SPOILERS\*

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Eggman was a fake all along. As Sonic and his friends leave, the clone melts and Metal Sonic appears, having copied Team Sonic's data.

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END SPOILERS

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LEVEL 9: FROG FOREST  
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The most important thing to note is that the frogs in the forest will cause it to rain when they see you; plants will grow, and you will find it easier to move on. When you see a flower, use Blue Tornado and then grab it and you can move up and down to grab balloons. Watch for the robots with the spiky shields; their shields are harder to dispose of than the normal ones, and if you see a gold robot, destroy it first to take down all normal ones nearby. When swinging on the vines, jump at the highest point to take maximum advantage.

EXTRA MISSION

As before, use Team Dash a lot, and use the vines wherever you can.

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LEVEL 10: LOST JUNGLE  
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This can be hell at first due to two new arrivals, but after a while it isn't so bad. First, fly up to the mushrooms above to find a Level Up for Tails. Go down to meet the first Hammerbot. Stand your distance and use Thunder Shoot to stun the robot. Then, switch to Knuckles and use as many attacks as you can until the robot comes to. If you let it swing its hammer, keep away and it will

fall over, allowing you to attack more. The black frog will cause rain that kills plants, occasionally impeding your progress and causing fruit to fall down (this can kill some enemies). Take down the spiked robots using Thunder Shoot, and then use Sonic's attacks (Knuckles if the spikes are still out) to kill them. At the end, get past the Black Frogs fast as they will kill the lily pads you are on, then get to the vines. Remember, only jump at the highest point, now do this several times to get away from the giant alligator who is chasing you.

#### EXTRA MISSION

Avoid fighting the Hammerbots unless it is necessary and save up Team Blasts for when you encounter them.

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BOSS: TEAM DARK

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Team Sonic meet Team Dark, who aren't too happy about them being in the race to find Eggman.

Again, use Blue Tornado a lot, but this time be warned because if you waste time, Team Dark will use Chaos Control, and this is not good.

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LEVEL 11: HANG CASTLE

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A haunted castle. This makes a pleasant change. First, watch for the pumpkin ghosts. Although Tails scream when one appears in front of him is amusing, they don't help, and can lose you rings. Attacking them takes them out only temporarily. Use the switches to turn the castle upside down whenever you see one and, after the first checkpoint, break the boxes in the floor on your right (use Knuckles) and go down. When you see a set of torches, you can run between them on an invisible floor, and kill the Wizard robots as quick as possible as they will use spells (signified by a musical note) to heal all robots in the area. When you see the Giant Eggman statue, hit the target switch using Thunder Shoot to open a switch; watch as the castle turns upside down, as the statue turns into Metal Sonic. Spooky. At the end, run down the turret, jumping through the rainbow rings to get boosts (and points).

#### EXTRA MISSION

Avoid unnecessary fights (such as the robots that appear straight after the castle turns upside down for the first time) and only fight if you have Team Blast or you need to to open a door. At the end, jump through all the rainbow rings.

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LEVEL 12: MYSTIC MANSION

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This is my favourite level. From the start, move up the stairs and go through the door. Find the hidden switch (using Knuckles) to open the switch. The switches here do not turn the place upside down, but alter reality. This one will make a corridor appear behind the otherwise redundant door. Kill all the enemies (go for the gold robot) to open it. Watch for the weights and get to the first checkpoint.

In the next room, kill the wizard and then go for the

normal robots. By now, you should have a Team Blast. Don't use it yet; activate the switch and the pictures of two normal robots and a Hammerbot will come to life. Use your team blast on them and then go through the corridor behind, using Blue Tornado (or homing jump if you were lucky enough to get all of Sonic's level ups already). Kill the purple wizard fast before he uses a spell, and use Flying Formation on the trolley, and avoid ghosts and lasers, as with the Bobsled. Fly Formation is important as at the end, Speed Formation can genuinely cause you to skid off the platform to your death if you're not careful.

When you see the giant skeleton, hit the right switch to go on, kill the robots (Flying Formation is best to move across the platforms. When you hit the switch, a spider's web will appear. Use the left hand "rail" to grind on. When you reach a join between the rails, your character will move along them (much like the rocket minigames from classic Mario games). After this point, if you get Team Blast, DO NOT USE IT. You'll see why later. Bust through the crack in the wall when you see it, pass the fan and punch the next crack to find the switch for the door (kill the wizard and go back to find a 20 ring box). Use Triangle Dive to get to the door.

When you use the next switch, a number of robot statues will come to life; use Knuckles or Sonic to kill them, but don't be tempted to use Team Blast. Soon after, a new type of Hammerbot will appear. This one has a helmet, and can be horrible to kill without Team Blast since you have to knock off its helmet before you can damage it. After using Team Blast, use the switch to open a hole in the floor and make your way to the second trolley. Use Tails to get to it. After the next door, kill the robots and use the switch to move in the walls. Triangle jump, then grind on the spider's web (try using Tails if you're having problems).

In the next room, go down into the well to a weird place. Use Tails to deposit Sonic and Knuckles by switches and activate the third switch, while avoiding ghosts. Light Dash along the path of rings that has appeared to find three altars. You need to visit all three, but don't go to Knuckles' one first if you don't have team blast.

#### SONIC'S ALTAR

Do careful homing jumps across all the pumpkin ghosts. Do it slowly, making sure you're way from the previous one before jumping to the next. Then, destroy the robots at the centre.

#### TAILS' ALTAR

Fly carefully between the floating platforms and destroy the robots.

#### KNUCKLES' ALTAR

Use Triangle Dive on the fans, and when you reach the Hammerbot, hope you have Team Blast ready.

After this, a switch will appear, and activating it will take you out of the Mansion to the end of the level.

#### EXTRA MISSION

Not a lot I can say here, except get through there quickly. The time limit is actually quite easy to beat.

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BOSS: ROBOT STORM  
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Eggman's back (or is he?), and he has another set of robots to attack you. First will be a set of flying robots; homing jump them and be careful not to fall off the tower. There will be two waves of normal robots and then a switch will open. Like the ones in Hang Castle, these will flip the level over, so use it. A group of gold turtles will appear; use Team Blast if you have it; if not, use Blue Tornado until you get it. A group of normal robots appears (use Knuckles), followed by a group of Wizards (use Knuckles again). When the cannon appears, use Sonic or Tails to shoot to the next turret or use Knuckles to get a shield (don't do this if trying for an A, as you waste time).

Ignore the balloon and use Knuckles to take out the robots. The next two waves will include a group of shield robots and a Hammerbot, followed by three Hammerbots. Use Team Blast on whichever one you find hardest (note that the three hammerbots often take each other out). Use the switch the flip over and get the balloon I mentioned before. Take out all the flying robots; you should have Tails on Level 3, so this will be easy. Then, take out a group of lobster robots and rhinos (use Thunder Shoot for the rhinos; this is followed by a group of normal robots. Hopefully, you will get another Team Blast. Save this for the last fight. Use the cannon and a Hammerbot will appear with two wizards and a group of gold robots. Use Team Blast to beat the level.

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LEVEL 13: EGG FLEET  
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Take to the sky for a level reminiscent of Wing Fortress Zone from Sonic the Hedgehog 2, only a LOT bigger. Use grinding on the grind rails, and use the propellers as you used the flowers in Lost Jungle. Use the characters' cues to move up and down to avoid gunfire and planes. When you see a corridor with lasers above it, use Team Dash to go under them. After you destroy the first ship, move on to the next. The new enemies here are the red E - 2000 robots, which will fire lasers and fold up to protect themselves. Use Tails' or Knuckles' attacks when they are unprotected. Also, avoid the cannon fire. Knuckles' attacks can destroy the cannons, while Tails' can disable them and destroy them when he has enough level ups. At the end, you will fly towards the final level rather than hit a goal ring.

#### EXTRA MISSION

Move quickly when grinding and don't waste time destroying cannons. That's about all I can say.

\*\*\*\*\*  
LEVEL 14: FINAL FORTRESS  
\*\*\*\*\*

To start with, don't touch anything, and you will sail onto a grind rail. You'll want to quickly get through this as many of the platforms are falling apart. Among the enemies are the hammerbots (often with helmets) and the gold E - 2000s. In the middle, destroy the ship (this is done automatically) and land on a set of grind rails. Watch as the rails start to glow; if you're on one that is glowing, move quickly as it is about to be hit by a laser. At the end, you will face a number of Hammerbots and it is advisable to save a Team Blast for the group of three that appears right at the end, before the final checkpoint. After destroying the ship, be prepared for some quick reactions as you avoid numerous lasers by jumping from rail to rail. When you see the giant

Eggman head at the end, avoid its laser and you should be okay.

EXTRA MISSION

Try and save up Team Blasts for the Hammerbots, particularly the ones with helmets, and avoid unnecessary fights.

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FINAL BOSS: EGG EMPEROR  
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This is hard at first, but it isn't too bad. Avoid the robot's shockwaves and try and get all the level up items. The pattern is: one vertical, one horizontal, one vertical, one horizontal. Avoid the other attacks and then either fly or use the speed ramp to get over the gap, or fly through the boost ring to get a level up item. Try not to be jumping when Eggman is firing shockwaves as this can lead to accidental death, but don't get left behind or he charges you. At the end, use Knuckles to punch the disc and grab a Level Up for Knuckles. Run around the edge, taking out all the cannons. If you don't have a team blast, then take out the other robots. When you have one, use it and then use Knuckles' attacks on Eggman. After a while, you will beat him.

CUTSCENE

\* CONTAINS SPOILERS\*

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"Eggman" was a fake, but there's no time to think as Amy appears to chase Sonic.

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END SPOILERS

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3.2) TEAM DARK

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Rouge (attempting to steal Eggman's treasure) finds Shadow in a capsule and the two are attacked by Omega. They finally decide to team up against Eggman.

\*\*\*\*\*  
LEVEL 1: SEASIDE HILL  
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This is a very straightforward level in which you can practise your moves. Avoid falling into the sea, and use the rising ruins that appear in places (flying formation is safest) to help you progress. When you reach the cannon in the middle of the ruins, use flying formation to progress.

EXTRA MISSION

Team Dark's extra missions require you to destroy 100 enemies. You are ranked on time only, so it doesn't matter if you lose lives. Simply find every enemy you can and don't waste time. If you get to the end, the goal ring will warp you back to the start. Team Blast is very useful, since you will freeze time, shaving some seconds off your total.

\*\*\*\*\*  
LEVEL 2: OCEAN PALACE  
\*\*\*\*\*

Things get more interesting here. Power Formation is VERY useful, as you need it for breaking down doors and using the fans. To get rid of the shields some of the robots carry, attack them repeatedly with Omega, or use Black Tornado so their shield blows off (attacking them in Speed formation with three level ups will break their shields). When you reach the turtles, enter the cannon as any formation to take a different route. At the end, run away from the rolling rock; most of the time, you'll need to hold the control stick towards you; when the angle changes briefly as you run round a loop, angle it upwards, then quickly change back to normal; this should stop you being killed.

#### EXTRA MISSION

Simply kill every enemy you see. Look everywhere.

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BOSS: EGG HAWK  
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Here's Eggman! Chase him, collecting rings, while in Speed Formation. When he stops, switch to Omega and keep attacking him. After some practise, you should be able to take him out very fast.

\*\*\*\*\*  
LEVEL 3: GRAND METROPOLIS  
\*\*\*\*\*

Most of the time, you will have to defeat enemies to progress through the level, either opening doors, uncovering switches or making walkways appear. The blue walkways carry you along automatically, and the poles can be used in speed formation with Black Tornado, or Homing Jump if Shadow has three level ups. The turtles can be killed by one hit from Omega, or using Black Tornado to turn them upside down and hitting them again with Shadow. Use Omega to pull the levers to open some doors.

#### EXTRA MISSION

See what I said for previous extra missions.

\*\*\*\*\*  
LEVEL 4: POWER PLANT  
\*\*\*\*\*

You will be dependant on Rouge a lot in this level. Try and get to the line of rings at the start to use light dash (by homing attacking the flying enemies, easier said than done since they move forward). Most of the time, you can only move forward by killing a group of enemies (often flying ones). At two points, you must use a large elevator, killing enemies to move on. Again, fly formation is best. It is also useful for avoiding more of the fireballs. You need to use Black Tornado on the Gold Turtles, since Power attacks will not work. When Shadow is on level 3, he can take out the Gold Turtles with one hit.

At the end, move fast to escape from the energy tank. Use Rouge to get through the boost rings, then use Shadow's homing attack on the enemies ahead and quickly use a light dash. After the first pulley, run round the level and take out the enemies to remove the blockage, then use Rouge to get out using some springs. Take out a final two enemies and use another spring to escape.

#### EXTRA MISSION

Get all of Rouge's level ups as soon as possible so as not to waste time switching to Shadow or Omega to take out the flying enemies (of which there are many) when they are knocked to the ground. Look everywhere; when faced with a narrow passage with flying robots in it, take out the robots and go down and you will find more enemies. Team Blast is most useful when you don't need to depend on rising platforms to progress; using it in the lift, and then using Rouge to get through the boost rings is useful. You should manage to get to 100 enemies before needing to visit the Storage Tank.

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BOSS: TEAM CHAOTIX  
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Team Dark has an altercation with Team Chaotix.

This battle is very easy when you know how. Switch to Shadow and keep using Black Tornado. Here, the battle is won when all your opponents fall off, rather than when you get hit with no rings. You should be able to knock Espio, Charmy and Vector off with no problem at all.

\*\*\*\*\*  
LEVEL 5: CASINO PARK  
\*\*\*\*\*

Following the tradition of Casino Night Zone, Casinopolis and Casino Paradise Zone, this level takes place in a casino. Use the slot machines to get rings; three team blast symbols gets you 100 rings. However, three Eggman symbols or Eggman and Team Blast loses you 50 rings. Break the glass floors with Omega, and when you see the disk with a star on it, hit it with Omega to move on. Kill the lobster robots fast, as they can capture team members; if all members are captured, you lose a life. If you see a lever a little way off the ground, switch to Fly Formation and get Rouge to grab it. Same applies for the switch that is above a door at one point.

#### EXTRA MISSION

All I can suggest here is don't get stuck on pinball tables too long, but look for the robots positioned on them. Other than that, kill every robot you see.

\*\*\*\*\*  
LEVEL 6: BINGO HIGHWAY  
\*\*\*\*\*

A variation of the casino theme, at several points in the game, you will see a bingo table (positions of numbers are always random). Collect numbers by rolling into them and if you get three in a row, you get 1 bingo. Take note of which number is in the centre, and try and get that one. Getting all 9 gets a "perfect". You can try switching characters; if you are lucky, you will switch to a character who hasn't got as far as you, and can go for a number you missed before. On the other hand, you could end up going to the next section and

missing your chance. Close to the end, when you see a set of enemies and glass floors, you must kill all the enemies (some are under the glass floors) to allow you to continue using the giant dice.

#### EXTRA MISSION

Again, kill all the enemies on the pinball and bingo tables.

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BOSS: ROBOT CARNIVAL  
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Eggman sends a group of robots after you. They are all ones you have encountered before. Get level ups fast and use Team Blast where it will be most effective, such as against the horde of turtles that appears at one point.

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LEVEL 7: RAIL CANYON  
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Rail canyon is mainly a massive grinding challenge and little more. Press B to grind on rails and use the disk shaped switches to change the direction of lighted rails. After the first lighted rail, get to the top of the structure in front of you to do this; after the giant fan, jump from the track to the rail above to progress. Avoid the large armoured trains, and you should be okay. When you see three switches, either switch to power formation if they are side by side (the characters line up sideways, and will each run over one), or fly formation and have Rouge drop Shadow and Omega off at a switch and then run to the other one.

#### EXTRA MISSION

Enemies are somewhat scarce, but try and kill every one you see. If you're brave, you can use fly formation attacks to kill the rhinos. You should manage to get your 100th enemy half way through your second trek through the level.

\*\*\*\*\*  
LEVEL 8: BULLET STATION  
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You have reached Eggman's base. You will need to grind a lot again. When you reach a grating in the floor, use Omega to take it out and make your way along the train. Take out the lobster robot and use Omega to destroy the engine and watch as you fly out. The first time, quickly jump to the side on the rail before you run into an obstacle. After this, use the cannon on Fly or Speed formation to get to the top and kill the robots. Hit the switch on the right hand side only to make the lighted rail go in the right direction. When you reach the giant cannon, jump into it and hold left and right to pick up balloons as you fly at vast speed (and avoid the spike balls that line the path). When you use the bobsled, jump over the lasers and avoid the spiked balls. If you take one hit, Shadow will fall off, slowing the bobsled down. Omega will be next to fall off. If you lose all characters, you lose a life. Get Omega to destroy any capsules in the way.

#### EXTRA MISSION

Once again, search high and low for enemies. Use Team Blast where it is most effective and kill enemies you see while using the bobsled.

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BOSS: EGG ALBATROSS  
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Actually this is just the Egg Hawk with some extras thrown on. Use Speed formation all the way; take out his cannons first, then keep attacking the body. Change the grind rails and head to the right when the paths splits if necessary, but be warned that the enemies are tougher on this side (but you get level ups). When the path changes back to a single track, watch for the rhinos. If you're on the left, take the middle rail to avoid them, and if on the right, take the right or left rail. Keep running after Eggman and using homing attacks, until he is beaten.

CUTSCENE

\*CONTAINS SPOILERS\*

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Eggman was a fake all along. As Shadow and his friends leave, the clone melts and Metal Sonic appears, having copied Team Dark's data.

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END SPOILERS

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LEVEL 9: FROG FOREST

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The most important thing to note is that the frogs in the forest will cause it to rain when they see you; plants will grow, and you will find it easier to move on. When you see a flower, use Black Tornado and then grab it and you can move up and down to grab balloons. Watch for the robots with the spiky shields; their shields are harder to dispose of than the normal ones, and if you see a gold robot, destroy it first to take down all normal ones nearby. When swinging on the vines, jump at the highest point to take maximum advantage.

EXTRA MISSION

There aren't a lot of hidden enemies here, so you'll just have to take what you can. Go for the gold robots to destroy all the normal ones in one go.

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LEVEL 10: LOST JUNGLE

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This can be hell at first due to two new arrivals, but after a while it isn't so bad. First, fly up to the mushrooms above to find a Level Up for Rouge. Go down to meet the first Hammerbot. Stand your distance and use Thunder Shoot to stun the robot. Then, switch to Omega and use as many attacks as you can until the robot comes to. If you let it swing its hammer, keep away and it will fall over, allowing you to attack more. The black frog will cause rain that kills plants, occasionally impeding your progress and causing fruit to fall down (this can kill some enemies). Take down the spiked robots using Thunder Shoot, and then use Shadow's attacks (Omega if the spikes are still out) to kill them.

At the end, get past the Black Frogs fast as they will kill the lily pads you are on, then get to the vines. Remember, only jump at the highest point, now do this several times to get away from the giant alligator who is chasing you.

#### EXTRA MISSION

Kill all the robots you see; try and save Team Blast for the Hammerbots. If you use Team Blast after the second Hammerbot, you will freeze the black frog, preventing it from killing the plant next to it (listen as your characters still bemoan the fact that the plants are dying, though); this allows you to take a short cut. You may well have to go through the level a number of times; after you pass a checkpoint followed by vines, kill the bad guys, but don't activate the frog as it will cause you to skip a fight with a Hammerbot. It's just one fight, but still worth doing. Don't let the fruit destroy the enemies as this will not count towards your total; kill the enemies quickly to avoid this.

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BOSS: TEAM SONIC  
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Team Dark meet Team Sonic, and aren't too happy about them being in the race to find Eggman. Shadow, having lost his memory, is puzzled by Sonic's similarity to him.

Again, use Black Tornado a lot, but this time be warned because if you waste time, Team Sonic will use Team Blast, and this is not good.

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LEVEL 11: HANG CASTLE  
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A haunted castle. This makes a pleasant change. First, watch for the pumpkin ghosts. They don't help, and can lose you rings. Attacking them takes them out only temporarily. Use the switches to turn the castle upside down whenever you see one and, after the first checkpoint, break the boxes in the floor on your right (use Omega) and go down. When you see a set of torches, you can run between them on an invisible floor, and kill the Wizard robots as quick as possible as they will use spells (signified by a musical note) to heal all robots in the area. When you see the Giant Eggman statue, hit the target switch using Thunder Shoot to open a switch; watch as the castle turns upside down, as the statue turns into Metal Sonic. Spooky. At the end, run down the turret, jumping through the rainbow rings to get boosts (and points). At the end, you will plunge down a long drop with ghosts. Switch to Fly Formation as your momentum as you land will almost certainly cause you to go flailing off the small ledge. If this happens, stop yourself by flying. Then deposit Shadow and Omega by two switches and use Rouge on the last one. Switch the Shadow and homing jump through the door that opens to end the level.

#### EXTRA MISSION

Don't bother with the ghosts; these won't count towards your total. Other than that, kill everything you see (yourself excepted).

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LEVEL 12: MYSTIC MANSION  
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This is my favourite level. From the start, kill the Hammerbot. Move up the stairs and go through the door, using the target switch using Thunder Shoot (if

you get too close, it will spin and you won't be able to hit it). Find the switch behind the door. The switches here do not turn the place upside down, but alter reality. This one will make a corridor appear behind the otherwise redundant door.

Kill all the enemies (go for the gold robot) to open it. Watch for the weights and get to the first checkpoint. In the next room, kill the wizard and then go for the normal robots. By now, you should have a Team Blast. Don't use it yet; activate the switch and the pictures of two normal robots and a Hammerbot will come to life. Use your team blast on them and then go through the corridor behind, using Triangle Dive to get to the next bit. Kill the purple wizard fast before he uses a spell, and use Flying Formation on the trolley, and avoid ghosts and lasers, as with the Bobsled. Fly Formation is important as at the end, Speed Formation can genuinely cause you to skid off the platform to your death if you're not careful. When you see the giant skeleton, hit the left switch to go on, kill the robots (Flying Formation is best to move across the platforms. When you hit the switch, a spider's web will appear. Use the left hand "rail" to grind on. When you reach a join between the rails, your character will move along them (much like the rocket minigames from classic Mario games). After this point, if you get Team Blast, DO NOT USE IT. You'll see why later.

Bust through the crack in the wall when you see it, pass the fan and punch the next crack to find the switch for the door. Use Triangle Dive to get to the door. When you use the next switch, a number of robot statues will come to life; use Omega or Shadow to kill them, but don't be tempted to use Team Blast. Soon after, a new type of Hammerbot will appear. This one has a helmet, and can be horrible to kill without Team Blast since you have to knock off its helmet before you can damage it. After using Team Blast, use Omega's fire shoot (jump and press B) to light the torches by the door and walk through. A picture of a Hammerbot, robot statues and a switch await; you can guess what will happen. Defeat them and make your way to the second trolley. Use Rouge to get to it. After the next door, kill the robots and use the switch to move in the walls. Triangle jump, then grind on the spider's web (try using Rouge if you're having problems).

In the next room, go down into the well (break the lid with Omega) to a weird place. Use Rouge to deposit Shadow and Omega by switches and activate the third switch, while avoiding ghosts. Light Dash along the path of rings that has appeared to find three altars. You need to visit all three, but don't go to Omega's one first if you don't have team blast.

#### SHADOW'S ALTAR

Take out all the robots using homing jumps, or fire dunk, then go back.

#### ROUGE'S ALTAR

Use Thunder Shoot on the wizards; use homing attacks to finish them off if necessary. Go back.

#### OMEGA'S ALTAR

Hope you have a team blast. Use it immediately on the Hammerbot, then go back.

After this, a switch will appear, and activating it will take you out of the Mansion to the end of the level.

#### EXTRA MISSION



Kill all the enemies you see, but don't bother with the ghosts (yet again).  
This is a very easy mission.

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BOSS: ROBOT STORM  
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Eggman's back (or is he?), and he has another set of robots to attack you. First will be a set of flying robots; homing jump them and be careful not to fall off the tower. There will be a hammerbot and a group of planes (which look like miniature versions of the Egg Hawk, and are similar in appearance to the Balkiry from Sonic the Hedgehog 2's Sky Chase Zone). Kill this and a wave of normal robots will appear with a gold robot, and then a switch will open. A good tip is to use Team Blast here, then time will be frozen while you use the switch. Like the ones in Hang Castle, these will flip the level over, so use it. A group of gold turtles will appear; use Black Tornado to kill them. A group of normal robots appears (use Omega), followed by a group of Wizards (use Team Blast). When the cannon appears, use Shadow or Rouge to shoot to the next turret or use Omega to get a shield. Using Team Blast will ensure that you don't waste time. Ignore the balloon and use Omega to take out the robots. The next two waves will include a group of shield robots and a Hammerbot, followed by three Hammerbots. Use Team Blast on the group of three, so you don't waste time while using the switch. Use the switch the flip over and get the balloon I mentioned before. Take out all the flying robots; you should have Rouge on Level 3, so this will be easy. Then, take out a group of lobster robots and rhinos (use Thunder Shoot for the rhinos; this is followed by a group of normal robots. Hopefully, you will get another Team Blast. Save this for the next fight. Use the cannon and a Hammerbot will appear with two wizards and a group of gold robots. Use Team Blast. This is followed by three Hammerbots, but you should have your team fully powered, so use Omega's attacks like mad and you should scrape through.

\*\*\*\*\*  
LEVEL 13: EGG FLEET  
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Take to the sky for a level reminiscent of Wing Fortress Zone from Sonic the Hedgehog 2, only a LOT bigger. Use grinding on the grind rails, and use the propellers as you used the flowers in Lost Jungle. Use the characters' cues to move up and down to avoid gunfire and planes. When you see a corridor with lasers above it, use Team Dash to go under them. After you destroy the first ship, move on to the next. The new enemies here are the red E - 2000 robots, which will fire lasers and fold up to protect themselves. Use Rouge's or Omega's attacks when they are unprotected. Also, avoid the cannon fire. Omega's attacks can destroy the cannons, while Rouge's can disable them and destroy them when she has enough level ups.

#### EXTRA MISSION

This can be annoying, since destroying the cannons will NOT count towards your total. Patience is the key to this.

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LEVEL 14: FINAL FORTRESS  
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To start with, don't touch anything, and you will sail onto a grind rail. You'll want to quickly get through this as many of the platforms are falling apart. Among the enemies are the hammerbots (often with helmets) and the gold E

- 2000s. In the middle, destroy the ship (this is done automatically) and land on a set of grind rails (watch out for the red E - 2000 robot that has decided to make the rails its home). Watch as the rails start to glow; if you're on one that is glowing, move quickly as it is about to be hit by a laser. At the end, you will face a number of Hammerbots and it is advisable to save a Team Blast for the group of three that appears right at the end, before the final checkpoint. After destroying the ship, be prepared for some quick reactions as you avoid numerous lasers by jumping from rail to rail. When you see the giant Eggman head at the end, avoid its laser by holding down B to speed up, and you should be okay.

#### EXTRA MISSION

This can be annoying. Kill every enemy you see, including those on the grind rails if you can. You will probably have to go through the level more than once.

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FINAL BOSS: EGG EMPEROR  
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This is hard at first, but it isn't too bad. Avoid the robot's shockwaves and try and get all the level up items. The pattern is: one vertical, one horizontal, one vertical, one horizontal. Avoid the other attacks and then either fly or use the speed ramp to get over the gap, or fly through the boost ring to get a level up item. Try not to be jumping when Eggman is firing shockwaves as this can lead to accidental death, but don't get left behind or he charges you. At the end, use Omega to punch the disc and grab a Level Up for Omega. Run around the edge, taking out all the cannons. If you don't have a team blast, then take out the E - 2000s using Rouge or Omega. When you have one, use it and then use Omega's attacks on Eggman (you can take advantage of the fact that his is frozen). After a while, you will beat him.

#### CUTSCENE

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"Eggman" was a fake. Rouge heads for the treasure store, only to find a lot of capsules, each containing a Shadow clone. Rouge begins to tell Omega Shadow is a robot. So, is Shadow the original? My instincts are yes, but it's likely to be explored in a future game.

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END SPOILERS

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### 3.3) TEAM ROSE

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Amy, Cream and Big team up to find Sonic and also Chocola and Froggy, who have been kidnapped.

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#### LEVEL 0: SEA GATE

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This is the training level that also appears if you select Tutorial. Like it or not, you're going to have to listen to the advice of Omochao, possibly the most hated Sonic character of all, as he explains how to play. Sadly, he is not visible, so you don't even get the pleasure of picking him up and throwing him.

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#### LEVEL 1: SEASIDE HILL

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This is a very straightforward level in which you can practise your moves. Avoid falling into the sea, and use the rising ruins that appear in places (flying formation is safest) to help you progress.

#### EXTRA MISSION

Team Rose's extra missions involve getting 200 rings. If you're good at getting through without getting hit, this is quite easy. As use Team Blast when you get it, since you will gain a shield (protects from one hit), and become invincible for a short time. Use Cream to attack the long springs with three stars on; hitting each star will cause it to light up and hitting all three gets you an item, which may be rings.

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#### LEVEL 2: OCEAN PALACE

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Things get more interesting here. Power Formation is VERY useful, as you need it for breaking down doors and using the fans. To get rid of the shields some of the robots carry, attack them repeatedly with Big, or use Tornado Hammer so their shield blows off (Amy can knock of their shields with three level-ups).

#### EXTRA MISSION

Get 200 rings (again). Get every ring you find

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#### BOSS: EGG HAWK

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Here's Eggman! Chase him, collecting rings, while in Speed Formation. When he stops, switch to Big and keep attacking him. After some practice, you should be able to take him out very fast.

\*\*\*\*\*  
LEVEL 3: GRAND METROPOLIS  
\*\*\*\*\*

Most of the time, you will have to defeat enemies to progress through the level, either opening doors, uncovering switches or making walkways appear. The blue walkways carry you along automatically, and the poles can be used in speed formation with Tornado Hammer, or Homing Jump if Amy has three level ups. The turtles can be killed by one hit from Big, or using Tornado Hammer to turn them upside down and hitting them again with Amy. Use Big to pull the levers to open some doors.

#### EXTRA MISSION

See what I said for previous extra missions.

\*\*\*\*\*  
LEVEL 4: POWER PLANT  
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You will be dependant on Cream a lot in this level. Most of the time, you can only move forward by killing a group of enemies (often flying ones). At two points, you must use a large elevator, killing enemies to move on. Again, fly formation is best. It is also useful for avoiding more of the fireballs. You need to use Tornado Hammer on the Gold Turtles, since Power attacks will not work. When Amy is on level 3, she can take out the Gold Turtles with one hit.

#### EXTRA MISSION

Again, 100 rings is quite easy.

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BOSS: TEAM SONIC  
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You have finally caught up with Sonic. Amy wants a word with him.

This battle is very easy when you know how. Switch to Amy and keep using Tornado Hammer. Here, the battle is won when all your opponents fall off, rather than when you get hit with no rings. You should be able to knock Sonic, Tails and Knuckles off with no problem at all. They still escape, much to Amy's disgust.

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LEVEL 5: CASINO PARK  
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Following the tradition of Casino Night Zone, Casinopolis and Casino Paradise Zone, this level takes place in a casino. Use the slot machines to get rings; three team blast symbols gets you 100 rings. However, three Eggman symbols or Eggman and Team Blast loses you 50 rings. Break the glass floors with Big, and when you see the disk with a star on it, hit it with Big to move on. Kill the lobster robots fast, as they can capture team members; if all members are captured, you lose a life. If you see a lever a little way off the ground, switch to Fly Formation and get Cream to grab it. Same applies for the switch that is above a door at one point.

EXTRA MISSION

Keep using the slot machines to get rings, and this mission should be easy.

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LEVEL 6: BINGO HIGHWAY

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A variation of the casino theme, at several points in the game, you will see a bingo table (positions of numbers are always random). Collect numbers by rolling into them and if you get three in a row, you get 1 bingo. Take note of which number is in the centre, and try and get that one. Getting all 9 gets a "perfect" (200 rings). You can try switching characters; if you are lucky, you will switch to a character who hasn't got as far as you, and can go for a number you missed before. On the other hand, you could end up going to the next section and missing your chance.

EXTRA MISSION

This is really easy. Get all the numbers you can while using the Bingo slides, and you should beat this quickly.

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BOSS: ROBOT CARNIVAL

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Eggman sends a group of robots after you. They are all ones you have encountered before. Get level ups fast and use Team Blast where it will be most effective, such as against the horde of turtles that appears at one point.

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LEVEL 7: RAIL CANYON

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Rail canyon is mainly a massive grinding challenge and little more. Press B to grind on rails and use the disk shaped switches to change the direction of lighted rails. After the first lighted rail, get to the top of the structure in front of you to do this; after the giant fan, jump from the track to the rail above to progress. Avoid the large armoured trains, and you should be okay. When you see three switches, either switch to power formation if they are side by side (the characters line up sideways, and will each run over one), or fly formation and have Cream drop Amy and Big off at a switch and then run to the other one.

EXTRA MISSION

Get every ring you see; near the end, when a group of rhinos appears to hound you, you can jump to the rails next to you to get item boxes. Try and make sure Amy, Cream and Big use separate grind rails where you can; that way, you will find it easier to get more rings.

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LEVEL 8: BULLET STATION

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You have reached Eggman's base. You will need to grind a lot again. When you reach a grating in the floor, use Big to take it out and make your way along the train. Take out the lobster robot and use Big to destroy the engine and watch as you fly out. The first time, quickly jump to the side on the rail

before you run into an obstacle. Use the cannon to blast yourself through canyon, grabbing balloons by pressing left or right (and getting level ups). After this, use the cannon on Fly or Speed formation to get to the top you will find the exit ring.

#### EXTRA MISSION

Get all the rings you see, using techniques I've described above.

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BOSS: EGG ALBATROSS

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Actually this is just the Egg Hawk with some extras thrown on. Use Speed formation all the way; take out his cannons first, then keep attacking the body. Change the grind rails and head to the right when the paths splits if necessary, but be warned that the enemies are tougher on this side (but you get level ups). When the path changes back to a single track, watch for the rhinos. If you're on the left, take the middle rail to avoid them, and if on the right, take the right or left rail. Keep running after Eggman and using homing attacks, until he is beaten.

#### CUTSCENE

\*CONTAINS SPOILERS\*

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Eggman was a fake all along. So, where's the real Eggman?

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END SPOILERS

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LEVEL 9: FROG FOREST

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The most important thing to note is that the frogs in the forest will cause it to rain when they see you; plants will grow, and you will find it easier to move on. When you see a flower, use Tornado Hammer and then grab it and you can move up and down to grab balloons. Watch for the robots with the spiky shields; their shields are harder to dispose of than the normal ones, and if you see a gold robot, destroy it first to take down all normal ones nearby. When swinging on the vines, jump at the highest point to take maximum advantage.

#### EXTRA MISSION

Again, get 200 rings. This is quite easy because there aren't a lot of enemies.

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LEVEL 10: LOST JUNGLE

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This can be hell at first due to two new arrivals, but after a while it isn't

so bad. First, there are the Hammerbots. There is one right at the start Stand your distance and use Thunder Shoot to stun the robot. Then, switch to Big and use as many attacks as you can until the robot comes to. If you let it swing its hammer, keep away and it will fall over, allowing you to attack more. The black frog will cause rain that kills plants, occasionally impeding your progress and causing fruit to fall down (this can kill some enemies). Take down the spiked robots using Thunder Shoot, and then use Amy's attacks (Big's if the spikes are still out) to kill them. .

#### EXTRA MISSION

Get all the rings you can, and take care when fighting the Hammerbots. Save up Team Blasts for them.

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BOSS: TEAM CHAOTIX  
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Team Chaotix are hunting Chao and they think Cream has kidnapped Cheese.

Again, use Tornado Hammer a lot, but this time be warned because if you waste time, Team Chaotix will use Team Blast, and this is not good. Also, make sure you don't let yourself get caught by Vector's belly flop. This is really annoying.

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LEVEL 11: HANG CASTLE  
\*\*\*\*\*

A haunted castle. This makes a pleasant change. First, watch for the pumpkin ghosts. They don't help, and can lose you rings. Attacking them takes them out only temporarily. Use the switches to turn the castle upside down whenever you see one and, after the first checkpoint, break the boxes in the floor on your right (use Big) and go down. When you see a set of torches, you can run between them on an invisible floor, and kill the Wizard robots as quick as possible as they will use spells (signified by a musical note) to heal all robots in the area.

#### EXTRA MISSION

Once again, get every ring you see and don't let the ghosts catch you off guard (they can still hit you).

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LEVEL 12: MYSTIC MANSION  
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This is my favourite level. From the start, move up the stairs and go through the door, using the target switch using Thunder Shoot (if you get too close, it will spin and you won't be able to hit it). Use to open the switch. The switches here do not turn the place upside down, but alter reality. This one will make a corridor appear behind the otherwise redundant door. Kill all the enemies (go for the gold robot) to open it. Watch for the weights and get to the first checkpoint. In the next room, kill the wizard and then go for the normal robots. By now, you should have a Team Blast. Don't use it yet; activate the switch and the pictures of two normal robots and a Hammerbot will come to life. Use your team blast on them and then go through the corridor behind, using Tornado Hammer to get to the next bit. Kill the purple wizard fast before he uses a spell, and use Flying Formation on the trolley, and avoid ghosts and lasers, as with the Bobsled. Fly Formation is important as at the end, Speed

Formation can genuinely cause you to skid off the platform to your death if you're not careful. When you see the giant skeleton, hit the left switch to go on, kill the robots (Flying Formation is best to move across the platforms). There, you beat it. Wow, that was easy.

#### EXTRA MISSION

I'll repeat it. Get. Every. Ring. Don't. Get. Hit. This is really easy.

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BOSS: ROBOT STORM

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Eggman's back (or is he?). Unlike the other versions of this, you will hardly break a sweat. Kill the waves of robots and save your team blast. Use the switch when you can and use Team Blast on the gold turtles. There is one Hammerbot, but this is really easy to kill as you are given a Team Blast item box as it is about to appear.

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LEVEL 13: EGG FLEET

\*\*\*\*\*

Take to the sky for a level reminiscent of Wing Fortress Zone from Sonic the Hedgehog 2, only bigger, and finally a level that is actually challenging for Team Rose. Use grinding on the grind rails, and use the propellers as you used the flowers in Frog Forest. Use the characters' cues to move up and down to avoid gunfire and planes. The new enemies here are the red E - 2000 robots, which will fire lasers and fold up to protect themselves. Use Cream's or Big's attacks when they are unprotected. Also, avoid the cannon fire. Big's attacks can destroy the cannons, while Cream's can disable them and destroy them when she has enough level ups.

#### EXTRA MISSION

Get 200 rings again. Simply avoid the cannon fire and you should be okay. The targets that appear show where they will strike.

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LEVEL 14: FINAL FORTRESS

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You'll want to quickly get through this as many of the platforms are falling apart. Among the enemies are the hammerbots (often with helmets) and the gold E - 2000s. At the end, destroy the ship (this is done automatically) and land on a set of grind rails and grind to the end.

#### EXTRA MISSION

This can be challenging, but it isn't too bad. Make sure you save your Team Blasts for fighting the Hammerbot and the E - 2000.

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FINAL BOSS: EGG EMPEROR

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This is hard at first, but it isn't too bad. Avoid the robot's shockwaves and try and get all the level up items. The pattern is: one vertical, one horizontal, one vertical, one horizontal. Avoid the other attacks and then either fly or use the speed ramp to get over the gap, or fly through the boost



ring to get a level up item. Try not to be jumping when Eggman is firing shockwaves as this can lead to accidental death, but don't get left behind or he charges you. At the end, use Big to punch the disc and grab a Level Up for Big. Run around the edge, taking out all the cannons. If you don't have a team blast, then take out the other enemies. When you have Team Blast, use it and then use Cream's attacks on Eggman (you can take advantage of the fact that you are invincible). You should beat him quickly.

CUTSCENE

\* CONTAINS SPOILERS\*

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"Eggman" was a fake. But, Chocola and Froggy will appear (Metal Sonic copied their data). Amy spots Sonic and goes after him.

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END SPOILERS

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3.4) TEAM CHAOTIX

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Team Chaotix are given a mission by a mysterious client. The voice sounds kind of familiar.

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LEVEL 1: SEASIDE HILL

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This is a very straightforward level in which you can practise your moves. Avoid falling into the sea, and use the rising ruins that appear in places (flying formation is safest) to help you progress. When you reach the cannon in the middle of the ruins, use flying formation to progress. The client wants you to find 10 hermit crabs. Find them in the following places:

- 1) After the first loop, drop to the right onto a hidden ledge
- 2) Go back to the main route and it is directly in front of you
- 3) Punch down the first set of blocks using Vector. There's one under one of them
- 4) Break the crates ahead and use the ramp; get the hermit crab on the slab ahead
- 5) Near a set of enemies are some rocks you must break down; fly on top of the platform to the left to get a hermit crab
- 6) On the island with the pillars, on the lowest one to the left
- 7) Use Charmy to fly to the top of the highest pillar on the right; break the block to get ANOTHER hermit crab
- 8) Using Charmy again, enter the cannon and you will shoot to a pillar with a hermit crab
- 9) Using Charmy, jump carefully to the right and you should land on a small

platform with a box; a hermit crab is inside

10) On the next island, have Vector push the rock, revealing a hermit crab underneath

#### EXTRA MISSION

Find all 20 hermit crabs. Get the ones above as described, then do the following:

- 11) Use Charmy to pass the rising ruins to find another hermit crab in front of you
- 12) After this, you will see some ledges to the left go across them and get a hermit crab inside a crate
- 13) Enter the next cannon as Vector and be shot to an island with rocks on; one of them has a hermit crab underneath
- 14) After the next checkpoint, use Charmy to open the flower and teleport to another hermit crab
- 15) Teleport back and go to the beach area; one is under a moving rock
- 16) Under yet another moving rock
- 17) Use the cannon with Charmy and go up to the higher platforms; break one of the rocks to find a hermit crab
- 18) Head along and you will see another beach area below; drop down to find a hermit crab on the beach
- 19) There are a number of pillars; the last one has a hermit crab on it
- 20) The final hermit crab is at the end of the level, before the flower you use to warp to the start if necessary (if you used this guide, it won't be).

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LEVEL 2: OCEAN PALACE  
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Things get more interesting here. Power Formation is VERY useful, as you need it for breaking down doors and using the fans. To get rid of the shields some of the robots carry, attack them repeatedly with Vector, or use Leaf Swirl so their shield blows off. Some of the robots are asleep and if you wake them, Vector will yell at you to be quiet. Ignore this for now. The goal is the Chao who is caged at the end; use Vector to free the Chao.

#### EXTRA MISSION

Get the Chao without being detected. This isn't as hard as it sounds. Switch to Espio, and use Leaf Swirl to become invisible, then get Espio fully levelled up. Only switch characters when you need to fly or break down a door. At the end, one of the robots has a shield. Either use Espio while fully powered up or, failing that, save a Team Blast for this point.

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BOSS: EGG HAWK  
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Here's Eggman! Chase him, collecting rings, while in Speed Formation. When he stops, switch to Vector and keep attacking him. After some practice, you should be able to take him out very fast.

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LEVEL 3: GRAND METROPOLIS  
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Most of the time, you will have to defeat enemies to progress through the level, either opening doors, uncovering switches or making walkways appear. The

blue walkways carry you along automatically, and the poles can be used in speed formation with Leaf Swirl, or Homing Jump if Espio has three level ups. The turtles can be killed by one hit from Vector, or using Leaf Swirl to turn them upside down and hitting them again with Espio. Use Vector to pull the levers to open some doors. Kill every enemy in the level to beat it; make sure you look everywhere, including behind doors. When you see the first flower, you will see a distant platform. Don't try to fly to it, this is impossible; you are looking at an area only accessible to the other teams.

#### EXTRA MISSION

Do the same thing within the time limit. If you know where the enemies are, this should be no problem.

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#### LEVEL 4: POWER PLANT

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Kill the first three gold turtles you come to. Try and save your Team Blasts for them, since they are inside cases that open when you find the hidden switch; this saves some time.

1) The first one is pretty hard to miss as it is in front of you. The switch is in a metal box to the right (break it with Vector).

2) Head on from here and go up after going outside. You will find another turtle. If you don't have Team Blast, use Thunder Shoot to hit all the targets and you will open the cage.

3) Farther on in the level, you will reach a narrow area with a lot of flying enemies. Drop to the bottom of this area and go along the floor until you find the turtle. If you need the switch, it's up ahead (fly to get up the cliff), in a metal box. Use Charmy to knock it down and break the box with Vector.

#### EXTRA MISSION

Kill all five gold turtles. The remaining two are:

4) Just after the second flower warp. If you need the switch, drop down the elevator shaft and find it (it's somewhat redundant as a Team Blast box is next to it). Get back up using Charmy and the boosters.

5) At the end of the level, surrounded by other enemies, so having a Team Blast is handy.

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#### BOSS: TEAM DARK

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Team Chaotix has an altercation with Team Dark.

This battle is very easy when you know how. Switch to Espio and keep using Leaf Swirl. Here, the battle is won when all your opponents fall off, rather than when you get hit with no rings. You should be able to knock Shadow, Rouge and Omega off with no problem at all.

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#### LEVEL 5: CASINO PARK

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This is really easy. Get 200 rings by using the slot machines. Make sure you don't get Eggman or Eggman/Team Blast symbol.

#### EXTRA MISSION

Get 500 rings. This will take longer, but is not a lot harder. When you see a corridor behind a set of lasers, switch to Espio and use Leaf Swirl, and go past while invisible. You can use the flower to warp to the VIP tables. You can win twice as much as normal here (three Team Blast symbols equals 200 rings), but getting Eggman can lose you 100 rings rather than the usual 50.

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#### LEVEL 6: BINGO HIGHWAY

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A variation of the casino theme, at several points in the game, you will see a bingo table (positions of numbers are always random). Collect numbers by rolling into them and if you get three in a row, you get 1 bingo. Take note of which number is in the centre, and try and get that one. Getting all 9 gets a "perfect". You can try switching characters; if you are lucky, you will switch to a character who hasn't got as far as you, and can go for a number you missed before. On the other hand, you could end up going to the next section and missing your chance (if you're really set on this, use the flower after the first table to go back and get the others). You must get 10 Bingo Chips. They are in the following places:

- 1) In front of you
- 2) After the first fan, kill the enemies to access it
- 3) Use the slide, and then drop down to the table below you to get one in the middle (be careful you don't fall)
- 4) and 5) On the first Bingo Table. The first one of these is accessed off the ramp, near to No. 7, and the other is near to No. 8; if you miss these, use the next flower to warp back to the start of the table
- 6) In the area with the first gold lobster robot, fly to the top of the room
- 7) On one of the moving dice
- 8) Drop down to the table below; it is on the left hand side
- 9) On the next slide, use the flippers to get it behind a set of lights
- 10) At the end of the slide, kill the flying robot and get the chip its laser was guarding

#### EXTRA MISSION

Get all 20 chips!

I have found 19 out of 20 chips, and the ones I have found are as follows:

- 11) After the next fan, use the lights to bounce on (don't fall) to get a chip
- 12) Break the glass, using Fire Dunk (while standing behind it); use Vector's bubble to descend slowly to make it easier to get this one
- 13) After Nos. 2 and 3 on the next table (in the centre, on a corner)
- 14) After passing No. 5, make it to the end of the narrow platform sticking out to get the next chip
- 15) Immediately after No. 6, near the lights
- 16) In the middle of the next pinball table
- 17) In the area below this, accessed using the springs (go down from here to find a flower warp to earlier in the level, if you missed any)
- 18) By the next flower
- 19) Before using the flower, use charmy to drop Espio and Vector by two switches, opening the vault below you; drop down and use Leaf Swirl to allow Espio to pass the lasers

20) Use the leaf warp and find it towards the right hand side of the last table (there is a green arrow pointing at it)

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BOSS: ROBOT CARNIVAL  
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Eggman sends a group of robots after you. They are all ones you have encountered before. Get level ups fast and get the balloon above; this will get you Team Blast. This will allow you to kill all the robots and get many rings, meaning you will get another team blast really quickly. If you have Team Blast when a new wave appears, use it. Watch out of the planes that resemble miniature Egg Hawks (similar to Balkiry from Sonic the Hedgehog 2's Sky Chase Zone), since these go all over the place, including out of range and should quickly be dispatched with Charmy.

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LEVEL 7: RAIL CANYON  
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Rail canyon is mainly a massive grinding challenge and little more. Press B to grind on rails and use the disk shaped switches to change the direction of lighted rails. At the star, watch out as you start to go in circles and jump up to hit the switches above to move on. After the next lighted rail, get to the top of the structure in front of you to do this; after the giant fan, jump from the track to the rail above to progress. Avoid the large armoured trains, and you should be okay. When you see three switches, either switch to power formation if they are side by side (the characters line up sideways, and will each run over one), or fly formation and have Charmy drop Espio and Vector off at a switch and then run to the other one. The final part of the stage involves a massive set of Grind Rails. Using Charmy is easier to co-ordinate yourself; see the circular set of rails with an armoured train on? Get onto these and head for the platforms in the middle, when you can. Kill the enemies and hit the switch. Get back to the main rail and look for a platform with robots on; jump on and kill the robots, and use Thunder Shoot or Fire Dunk to kill the rhino. Hit the new switch that appears and then use the rails to grind the the Goal ring (the first one of these to appear in Team Chaotix's game).

#### EXTRA MISSION

You'll need to practise this level a lot to beat this, since you have to do all the above in six minutes.

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LEVEL 8: BULLET STATION  
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You have reached Eggman's base. You will need to grind a lot again. Use Vector to take out 30 capsules. You will start off grinding; there will be four on the platform you end up on. Still using Vector, get in the cannon and you will shoot towards a lonely platform. As you land, switch to Charmy fast and jump before you grind back to where you came from. Fly over the fence to find another two capsules. Then, go back and use the cannon with Charmy. Kill the robot, break the capsule and hit the switch on the right only. Keep taking out capsules and head towards the cannon; if you see a platform below you, go down for another capsule. Break 30 capsules to beat the level.

#### EXTRA MISSION

You need to break all 50 capsules. Continued from by explanation above, go

past a checkpoint and use Vector's bubble to pass some fans. One has a switch; hit it and float up to the platforms on your left, getting two capsules. Ahead it a door you opened, with a capsule behind. When you reach a grating in the floor, use Vector to take it out and make your way along the train. Use Triangle Jump to get through the narrow walls, avoiding the platform that gets in the way, or use Charmy and go along the top of the walls (ignore the flower; activating it is too annoying). Take out the lobster robot and use Vector to destroy the engine and watch as you fly out. You will reach the bobsled, jump over the lasers and avoid the spiked balls. If you take one hit, Espio will fall off, slowing the bobsled down. Vector will be next to fall off. If you lose all characters, you lose a life. Destroy all the capsules you see (be careful). There's one behind the first row of spiked balls. On the grind rails ahead, switch to Charmy and jump over the switches to change the lighted rails; this will take you to a few more capsules. To get back, you can use the rails again (jump over the switches after you are propelled back to go to the new area), or you can use the flower warp to the previous train (useful if you missed any of the capsules on the bobsled). From here on, it is quite straightforward; when you see a platform high up over a chasm, fly up to it to find a switch to open another door to a capsule.

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BOSS: EGG ALBATROSS
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Actually this is just the Egg Hawk with some extras thrown on. Use Speed formation all the way; take out his cannons first, then keep attacking the body. Change the grind rails and head to the right when the paths splits if necessary, but be warned that the enemies are tougher on this side (but you get level ups). When the path changes back to a single track, watch for the rhinos. If you're on the left, take the middle rail to avoid them, and if on the right, take the right or left rail. Keep running after Eggman and using homing attacks, until he is beaten.

CUTSCENE

\*CONTAINS SPOILERS\*

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Eggman was a fake all along. So, where is the real Eggman?

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END SPOILERS

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LEVEL 9: FROG FOREST
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The most important thing to note is that the frogs in the forest will cause it to rain when they see you; the object here is to NOT let them see you, as the rain will make you easily spotted (apparently). Use Espio most of the time and turn invisible when you get close to a frog. When you see a flower, use Leaf Swirl and then grab it and you can move up and down to grab balloons. Watch for the robots with the spiky shields; their shields are harder to dispose of than

the normal ones, and if you see a gold robot, destroy it first to take down all normal ones nearby. When swinging on the vines, jump at the highest point to take maximum advantage.

#### EXTRA MISSION

Do what you did above, within the time limit (which is easy).

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LEVEL 10: LOST JUNGLE  
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This can be hell at first due to two new arrivals, but after a while it isn't so bad. First there are the Hammerbots. Stand your distance and use Thunder Shoot to stun the robot. Then, switch to Vector and use as many attacks as you can until the robot comes to. If you let it swing its hammer, keep away and it will fall over, allowing you to attack more. The black frog will cause rain that kills plants, occasionally impeding your progress and causing fruit to fall down (this can kill some enemies).

Your mission is to find 10 chao. Here are the locations:

- 1) In a cage that opens when you kill the first Hammerbot
- 2) Keep going and you'll find a platform holding a chao
- 3) Directly up and left of this is another chao
- 4) Keep going until you find some wooden boxes; break them to find another chao
- 5) After the next checkpoint, use the vines and kill a hammerbot and look behind some plants for another chao
- 6) There's another chao nearby (in a cage)
- 7) Shortly after, you will find a platform with a lobster robot and two flying robots. On the left is a chao
- 8) You will see two black frogs; near the second one is a chao on a platform
- 9) After using the flower to fly, you will see a chao in the air immediately to your right; use the frog to help you get it
- 10) Get the Chao that's hovering directly ahead of you, close to the frog

#### EXTRA MISSION

You need to find 20 chao. The rest of the chao are in the following locations:

- 11) The frog I mentioned before will make some platforms appear that you can use to find a caged chao; kill the flying robot to get at it
- 12) After the checkpoint, fly up and you will see a hidden area with some flying robots; kill them to get a chao from a cage
- 13) Kill the two Hammerbots that appear before the first flower to get the next chao
- 14) After the flower, use the pulley and go along a series of platforms; use charmy to get to a high up one with a chao
- 15) You will reach a Hammerbot and some lasers; go past them to a dead end to find a chao
- 16) Kill the hammerbot to release another chao
- 17) Use Leaf Swirl to pass the lasers and then after using the flower, kill the robots; go to the frog, and then head left. Fly onto the platform and fly up to get a chao
- 18) Go to the other end of the area you are on to find a fruit; bounce on it for another chao
- 19) In the last area of the game, kill the robots for ANOTHER chao
- 20) There is a chao flying around the tree

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BOSS: TEAM ROSE

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Team Chaotix notice Team Rose and think that they have kidnapped Cheese. A fight ensues.

Again, use Leaf Swirl a lot, but this time be warned because if you waste time, Team Rose will use Team Blast, and this is not good. Also, make sure you don't let yourself get caught by Big's belly flop. This is really annoying.

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LEVEL 11: HANG CASTLE

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A haunted castle. This makes a pleasant change. Firstly, watch for the pumpkin ghosts. They don't help, and can lose you rings. Attacking them takes them out only temporarily. Use the switches to turn the castle upside down whenever you see one. Your mission is to get all 10 keys.

- 1) The first key is right in front of you and is impossible to miss
- 2) After turning the castle upside down, you should find it on one of the round platforms, under another platform
- 3) After turning the castle the right way up, kill all the enemies in the next room and get another key
- 4) Use Charmy as you go up on the moving platform and fly up to the long platform by the grind rail; run along it for another key
- 5) After turning the castle upside down, you will eventually find a platform with a key above it
- 6) Above the key is a platform with a flower; use it to warp to another area with a flower
- 7) Warp back and head on; after defeating the wizard and its underlings, use the switch; then, turn round for another key
- 8) After passing the torches, find both switches to open the door (one behind crates on the left and one behind a crack on the right; break the crack with Vector), kill the enemies in the next room and break the crack for another key
- 9) Kill all the enemies around the tower to get to the switch; flip the tower and climb up the inside; kill some enemies to get a key at the top
- 10) The last key is right at the end, and cannot be missed

EXTRA MISSION

Do the same thing, except avoid being detected by using Espio (invisible).

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LEVEL 12: MYSTIC MANSION

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You must use Leaf Swirl to turn out all the red torches; don't turn out blue ones or a red torch will turn back on and you will waste time (usually it will be nearby). Blow out the torches, move up the stairs and go through the door, using the target switch using Thunder Shoot (if you get too close, it will spin and you won't be able to hit it). Hit the target switch above the door (using Charmy) to open the switch. The switches here do not turn the place upside down, but alter reality. This one will make a corridor appear behind the otherwise redundant door. Kill all the enemies (go for the gold robot) to open it and blow out the torches. Get to the first checkpoint. In the next room, kill the wizard and then go for the normal robots and the torches. By now, you should have a Team Blast. Don't use it yet; activate the switch and the pictures of two normal robots and a Hammerbot will come to life. Use your team blast on them and then warp using the flower. When you see the giant skeleton,



hit the right switch to go on, kill the robots (Flying Formation is best to move across the platforms). Use the flower and then blow out all the torches in the corridor; you should have 30 by now. Hit the target switch to open a door and use the switch to get to a new area. Blow out four more torches, and kill enemies, then use Triangle Jump to pass the next area. When you reach the fan, punch the next crack to find the switch for the door. Use Vector's bubble to get to the door. When you use the next switch, a number of robot statues will come to life; use Vector or Espio to kill them, but don't be tempted to use Team Blast; keep remembering to blow out torches too. Soon after, a new type of Hammerbot will appear. This one has a helmet, and can be horrible to kill without Team Blast since you have to knock off its helmet before you can damage it. After using Team Blast, use Omega's fire shoot (jump and press B) to light the torches by the door and walk through. A picture of a Hammerbot, robot statues and a switch await, but these are only relevant in Team Dark's version. Use the flower and destroy the torches in the next room; break the cracks until you find the ones that take you on; go under the weight and run away when it drops; use it to reach the giant spider's web. Use Charmy when grinding on it and make your way to either side to find torches (four in all); on the right is a switch to open the next door. Then, use Espio's invisibility to pass the lasers and hit another switch. and down into the well to a weird place. Blow out the torches and use the flower to get to another weird place. Blow out all the torches and kill the Hammerbot if you need to and you should have beaten the level. If not, warp to the start with the flower.

#### EXTRA MISSION

Blow out all the blue torches, most of which are in inconvenient places. There are a few at the start; use the target to access the first switch, and then there are three in the room with the weight (one under the weight, which is easily missed). After the first flower warp, watch for a couple that are high up (use really good jumps with Espio). For the room with the giant skeleton, there are about two that appear in all THREE versions of the room, so keep using the switches to warp between areas, then watch for the blue torches in the ceiling of the round corridor. After using the switch, there is one above your heads and another on the other side of the chasm that Espio has to triangle jump past; this is very hard to get, and may take practise. Following the helmeted Hammerbot, go over the the skeletal hand in the water and that holds a blue flame too. When you reach the circular room where you must break down the walls to move on, check thoroughly as some of the cracks hide blue flames. There are another bunch in the middle of the Spider's Web; use Charmy to get onto the platforms (some are quite small), then switch to Espio. In the room just before the altar area, there are another group of blue flames below the floor, but Leaf Swirling above them works. For the last room, avoid the Hammerbot and fly to the platforms at the side. All six have blue flames (use Charmy to fly to the higher ones). I realise not all the blue flames are listed; I merely concentrated on the ones that are harder to spot.

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BOSS: ROBOT STORM  
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Eggman's back (or is he?), and he has another set of robots to attack you. The client takes offence at Vector's reference to Eggman as "Mustache Moron". Like with Robot Carnival, you can get many Team Blasts. First will be a set of flying robots; homing jump them and be careful not to fall off the tower. A wave of normal robots will appear; kill them and another wave of normal robots will appear with a gold robot, and then a switch will open. Like the ones in Hang Castle, these will flip the level over, so use it. A group of gold turtles will appear with some flying robots; use Team Blast if you have it. A group of normal robots appears (use Team Blast if you get it again), followed by a group

of Wizards (use Team Blast again). When the cannon appears, use Espio or Charmy to shoot to the next turret or use Vector to get a shield. Ignore the balloon and use Vector (or Team Blast) to take out the robots. The next two waves will include a group of shield robots and a Hammerbot; you should get Team Blast, and using it at the right time here will get you about 100 rings; you will get another Team Blast very fast, which is lucky as three Hammerbots will appear. Use Team Blast on them and use the switch the flip over and get the balloon I mentioned before. Take out all the flying robots; you should have Charmy on Level 3, so this will be easy. Now for an annoying bit; a group of robots will appear, conveniently out of Team Blast range. You can either hop in the cannon as Vector and use it to aim at the robots and pick them off (you will be bounced back to the main platform), or jump on the rail with Charmy and grind, then jump and use Thunder Shoot. The latter is quicker, but more dangerous; you will have to make sure you get back to the rail before you fall. Hopefully, you will get another Team Blast. Save this for the next fight. Use the cannon and a Hammerbot will appear with two wizards and a group of gold robots. Use Team Blast. This is followed by another bunch of robots. You should get another Team Blast quickly, so use it.

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LEVEL 13: EGG FLEET  
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Take to the sky for a level reminiscent of Wing Fortress Zone from Sonic the Hedgehog 2, only a LOT bigger. Firstly, you must not be detected, so use Espio as much as possible (with invisibility). Use grinding on the grind rails, and use the propellers as you used the flowers in Lost Jungle. Use the characters' cues to move up and down to avoid gunfire and planes. When you see a corridor with lasers above it, use Team Dash to go under them. After you destroy the first ship, move on to the next. The new enemies here are the red E - 2000 robots, which will fire lasers and fold up to protect themselves. Use Charmy's or Vector's attacks when they are unprotected. Also, avoid the cannon fire. Just one point to watch out for is when you need to activate a bunch of switches to move on; activate all the ones you can as Espio, but you will need to use Vector to get the ones in the cages; this is made hard by the laser that starts hounding you. When you use a flower to warp to an area with a fan, go to the right (as you look at the screen) and use Charmy to pass the lasers; it is quicker.

#### EXTRA MISSION

Do the above mission within the time limit; it isn't too hard, since you should be avoiding all unnecessary fights in the main mission.

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LEVEL 14: FINAL FORTRESS  
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Find five keys to release the client.

- 1) Kill the first set of robots and it appears
- 2) Make your way through the level; after the first checkpoint, use Vector to punch the disc and when you land, quickly switch to Espio and go invisible, then Triangle Jump (invisibility allows you to avoid the lasers); try and get the balloon for a Team Blast, then carry on; the team blast helps take out the Hammerbot fast; a key is your reward
- 3) At the next cannon, use Vector and you will break some otherwise unbreakable crates and activate a fan. Use Vector's bubble to float as high as you can to get another key
- 4) A key will appear behind a door after killing the first E - 2000 robot

5) Blow up the ship and use the grind rails; don't do anything until you get the three level ups and then jump to the left or right (using Charmy makes it a bit easier to avoid throwing yourself to your death); this avoids the first laser; after the rainbow rings (don't worry too much about jumping through them), go back to the middle rail to avoid two lasers; kill the E - 2000 robot to get the last key

N.B. I found getting an A rank on this mission easier by skipping the key marked 3 and going on to get the one marked 6, listed below.

#### EXTRA MISSION

Getting an A on this could take a while. You need all 10 keys; from where the last mission left off:

6) Make your way along the level and you will find an area with a Hammerbot and lots of cannons; take them out, then use the disc to move on; use the speed ramp and grind (no lasers) to a platform with a E - 2000 robot; killing it gets you another key

7) Hit the switch to get a pole and use Leaf Swirl; this next bit is not fun as there are four hammer bots; kill the first (it's a normal one) and use the disc to get to the next platform, where there is an armoured Hammerbot (its best to take it out the normal way), then use the target to get another pole, use leaf swirl and use a Team Blast on the two armoured hammerbots that appear; collect another key

8) Use the flower to warp back; in the next area, don't fall as you're above the start of the level and you'll have to trek all the way to the end; break the blocks and kill the robots on the big platform to get another key

9) Fly into another corridor and use Triangle Jump to get over to a platform with a flower and a robot (a normal one); kill the robot for a key

10) Now for the hard part; use the flower to warp and kill the E - 2000 fast; switch to Espio and turn invisible, then triangle jump a little way before the edge of the platform, hopefully missing the spike balls, then use the spring to get to a grind rail; there is a key, but you need to dispatch three armoured hammerbots; the first two are on platforms to either side and the third can be reached by using the grind rail to get to the platform right ahead of you; don't fall or you will waste a lot of time getting back to this point

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FINAL BOSS: EGG EMPEROR

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This is hard at first, but it isn't too bad. Avoid the robot's shockwaves and try and get all the level up items. The pattern is: one vertical, one horizontal, one vertical, one horizontal. Avoid the other attacks and then either fly or use the speed ramp to get over the gap, or fly through the boost ring to get a level up item. Try not to be jumping when Eggman is firing shockwaves as this can lead to accidental death, but don't get left behind or he charges you. At the end, use Vector to punch the disc and grab a Level Up for Vector. Run around the edge, taking out all the cannons. If you don't have a team blast, then take out the robots. When you have one, use it and then use Charmy's attacks on Eggman, then chase him when he runs again. After a while, you will beat him.

#### CUTSCENE

\* CONTAINS SPOILERS\*

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"Eggman" was a fake. However, as I'm sure you will have ages ago, Team Chaotix has figured out who the client is. They open a door to find the real Eggman. Yes, he's the client.

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END SPOILERS

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### 3.5) FINAL STORY

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To access this, you will need to beat all four main stories and get all seven chaos emeralds. When you do this, go right from Team Chaotix's story to access this.

THIS SECTION CONTAINS SPOILERS

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Eggman will explain how Metal Sonic has copied all the characters' data. Metal Sonic transforms into a giant hulking monstrosity and Sonic realises he needs time to use the chaos emeralds. Meanwhile, the other teams must distract him.

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BOSS: METAL MADNESS  
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TEAM ROSE

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This is easy; break the two boxes at the back to get Team Blasts; use one, then get the other and use it when you get the chance. Then, homing attack Metal Sonic's power source.

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TEAM CHAOTIX

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In my humble opinion, this is the hardest part of Metal Madness. Use the cannon as Espio to get one of Espio's power ups and use the cannon as Vector to get a few more (or turn it round to fire yourself at Metal Sonic). Don't bother with Charmy's power up as he will still be too weak. When Metal Sonic's power sources is Red, Vector's attacks are useless (use Espio at this point), and when it is yellow, you won't be able to use Charmy. Speed attacks are useless when it is blue. Use Vector unless the power source is red, and avoid the icicles that can freeze your characters. You lose a life if all are frozen, but you will return at the start of the section for the last team you used to save frustration.

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TEAM DARK

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There are many Level Ups here. Three for Shadow in the wooden crates to the left, three for Rouge in balloons (use the cannon), and three for Omega in the metal crates to the right. Use the same rules as above, and you should do fine.

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FINAL BOSS: METAL OVERLORD

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Sonic will turn super. Although Tails and Knuckles are helping, they are relegated to using golden shields. You need to stop Metal Sonic before your rings run out (in the tradition set with Sonic & Knuckles' Doomsday Zone, Perfect Chaos from Sonic Adventure and the Finalhazard from Sonic Adventure 2.

Keep running forward, attacking the boss and grabbing balloons to get rings. I'd advise you not to use the special attack (A and B) that destroys the crystals he throws since you lose about five rings for each one. If someone is trapped in ice, free them fast. Metal Overlord can only be damaged using Team Blast (very cool looking). When you get Team Blast, use it immediately. Five team blasts will allow you to beat the game once and for all.

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4) SPECIAL STAGES

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Get one of the keys found in any level use the Power character to break the cage it is in) and keep it until the end of the level to access a special stage. If you get hit and lose your rings, you lose the key. For Seaside Hill, Grand Metropolis, Casino Park, Rail Canyon, Frog Forest, Hang Castle and Egg Fleet, you will get a bonus challenge where you can get extra lives for every 1000 points you get (make sure time doesn't run out by getting spheres). For

the other levels, you must catch the emerald before time runs out.

A good tip is to use Power Formation when the spheres are in three lines, and Speed Formation otherwise. When you have enough spheres, hold B down to blast forward. This will help you catch the emerald. You only need to get each emerald with one team (thankfully).

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#### 5) SHADOW - THE BIG DEBATE

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WARNING: This section is likely to contain major spoilers.

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This part of the FAQ is simply a discussion of the theories regarding Shadow. As you will know from playing Sonic Adventure 2: Battle, he apparently died saving Earth from the ARK. At the end of this game, we discover that there are a number of Shadow clones/robots. It is not proven in this game whether the Shadow that Rouge meets at the start is the original or not. Opinion between fans is divided considerably over this.

Shadow has no memory of the events of his previous game, which could be a result of amnesia, or a hint that he is not in fact the same Shadow as before.

It has been pointed out to me that Eggman does tell Shadow: "You have no past to remember". But it is also possible he's lying, or not being completely literal. For example, Shadow doesn't have much of a past, save from in Sonic Adventure 2: Battle and his experiences on the ARK (and Eggman may not have known a lot about Shadow's life on the ARK).

Another question is, why is this Shadow being kept separately from the other Shadows that are seen at the end? That suggests that maybe there's something special about THIS Shadow. Another thing that suggests he is at least not a robot is that it would seem likely that Omega would have realised this.

Until a new Sonic game gives concrete proof that Shadow is not the original, I will maintain my belief that this is the original Shadow and Eggman has either cloned him, or made a number of robots based on him. Hopefully, the next Sonic game will answer these questions.

If you have anything to contribute to this, please make your argument constructive (i.e. not "SHADOH IS NOT TEH ORIGINLE B/C I SAY SO!1!!11111!")

I am striving to include as many peoples' opinions as possible, but I don't always have the time to update. If you find that your opinion is not included in here, it is likely that I left it in my mailbox too long an AOL took it upon itself to delete it automatically.

chungmungle writes: About Shadow. I think That when in the end, when shadow falls into the earths atomsphere ( from ARK ) he used chaos control to save himself but somehow got captured and cloned by Eggman and had his memories of the ARK deleted. if not maybe Eggman used his grandfathers ( gerald Robotnik ) blue prints of shadow to create the other shadows.

Liam Dakin writes: "I played sonic heroes recently on the xbox. Played Sonic adv. 2 btl as well,; suppose thats why i was interested with the little shadow debate in your faq

i think the shadow rouge meetsis real. Thier last sequence, rouge and shadow talkin after rouge fins the clones, rouge says shes gonna go after knuckles and the master emerald, shadow says "some things never change" (fake shouldnt technically shouldn't know a master emerald exists never mind that knuckles guards it. thats just my view anyway, i thought it was a pretty strong argument."

Michael Mattersley writes: "When playing the level Egg fleet, at the start of the level, Rouge says, "We're flying very high, we may even be at the edge of space." and Shadow says, "Space. Did you say space?" and this made me think, what if this triggered something in Shadow's mind? A bit of his memory may have returned and gradually returned. The small light you see just after Shadow falls to Earth after the Final hazard fight could have been Chaos Control. The real Eggman may have sealed Shadow away so that the Space Colony ARK incident would never be repeated. And why was Omega sealed with him in that room? Eggman may have wanted something to guard Shadow, but Omega gradually began to loathe Eggman because of it. Then the real Eggman got captured and impersonated and Metal Sonic started producing clones of Shadow, intending to build up an army. However, when Shadow is realeased and Omega says "must eradicate all Eggman's robots," there were no Eggman robots, but he may have detected Shadow as a robot and that's why he attacked.

Personally I don't believe Shadow is a robot. I reckon that Sonic Heroes Shadow is real."

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#### 6) FREQUENTLY ASKED QUESTIONS

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Q) I got all the emeralds and beat all four stories; where is Last Story?

A) On the story select screen, go right from Team Chaotix. There it is.

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Q) What other systems is this game available on?

A) Playstation 2 and XBox, as well as Gamecube

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Q) How do I access two player modes?

A) You get another one for every 20 emblems you get

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Q) How many emblems are there?

A) 120

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Q) Emblems? What are those?

A) They're those things with Sonic's face on that appear whenever you beat a

mission.

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Q) What is that option in 1 player mode listed as "?????????"

A) Super Hard Mode. Get all 141 A ranks to unlock it

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Q) What IS Super Hard Mode?

A) An extra hard version of Team Sonic's levels

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Q) Do I get anything for beating Super Hard Mode?

A) No, sorry

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Q) Is it true that you can unlock a 3D Marble Zone?

A) No

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Q) Is Shadow the original?

A) I personally think yes, but there isn't really any proof either way. Please refer to the Shadow chapter, above.

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Q) Isn't Robotnik Eggman's grandfather?

A) Eggman's Grandfather was Professor GERALD Robotnik. Eggman was previously known as Dr. IVO Robotnik in the American and European releases of earlier games.

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Q) But wasn't there a Sonic comic that had Dr. Eggman talking to the Dr. Robotnik of the old Sonic games?

A) I don't want to hear about it. The comics are unofficial and do not necessarily reflect the stories given in the games. I place no weight on the stories in the comics and I take them all with a pinch of salt - a very large pinch of salt.