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6. Questions?

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1. Introduction:

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This is my first time writing a FAQs on a 3D game, so bear with me! Also I mention the GameCube buttons because that is the version of the game that I happen to have, sorry but I do not know what the corresponding buttons for Xbox, Playstation 2 and PC are. Also this guide assumes you are very familiar with all the moves and abilities of each team and that you have already been playing this game for a while. Anyway this is a guide for those of you who want nick juicy tips on how to earn A ranks in all the levels of the game so you can unlock that mysterious ??? that is on the main screen. If you really want to know what it is, it is Super Hard Mode, basically all of the same levels made a little harder than the Team Dark levels but can only be played as Team Sonic. Ehh, not much of a reward in my opinion, but well getting all A

ranks for all Bosses and all levels is worth bragging rights! For most missions, a rank is earned depending on how high a score you get, so an A rank is dependent on if you know how to rack up those points or not! On the other hand, some missions like Team Dark's and Team Rose's extra missions and all Bosses are ranked depending on how much time you took to finish whatever you are suppose to do in that level and not on score at all. Some other missions, all of Team Sonic extra missions for example, you have to complete in a certain time limit but they are based upon score too so basically you have to rush and do something and make sure to rack up points along the way. Anyway Points and Time Missions get separate treatment.

The first part of the guide I just sort of decided it was necessary. The specific details of Leveling Up, a lot of the Team Differences and Team Blast effects are not covered in the handbook and I feel it is important to know how these mechanics properly operate in order to better understand how to get thorough the levels, I did not include the basic moves in the handbook/tutorials of course because hopefully you know them by now if you are playing this game.

The second part of this guide are a few in-game glitches that you can use to your advantage.

The third part of this guide will be general tips on how to do both points based and time based missions. There are sort of sub-categories under points and time and these will also be covered listing what missions they are because even though Team Chaotix's Casino Park and Team Rose's Seaside Hill for example are both points based there are two totally different ways of handling them.

The fourth part of this guide is a more detailed list of all missions and contains a description of the mission and more specific hints for that mission and what score/time you need in order to get an A rank.

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2. A Guide to Leveling Up and Extra Info on Team Moves/Team Blasts

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It is very important to have a good understanding of the moves each formation does, I did not feel like describing all the different moves of each team, these are listed in the manual and you probably already know them by now but I will give you often not so obvious info about Leveling Up and each Team's strengths/weaknesses.

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2.a. Leveling Up:

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In order to level up, you must collect the blue, red or yellow power spheres from inside every 5th robot you kill, when you hit a checkpoint to earn one of the color of the leader that touches it, or in some item boxes and balloons. You start off each level at level zero for each character and can go up to three, additional spheres collected do add to your score at the end of the level. The blue ones level up speed, red power and yellow flight. You can easily tell what level your character is at by observing how many dots have turned while next to that character's picture in the level formation indicator. Sometimes when encountering enemies you might want to change formation if one character is leveled up a lot more than other characters. Here is a general guide

danger. On the other hand if you accidentally use it instead of Rocket Accel it does not slow down the character very much.

Amy: Swinging Hammer Attack, has a wider range than Sonic/Shadow Flying Kick but it is much slower.

Espio: Shuriken Stars, Much easier to use because you can turn Espio invisible and leave the rest of the team behind. The stars are very cool and even bounce off walls and stuff, but they are not very powerful at all and don't even damage enemies that happen to have shields.

Triangle Jump:

Sonic/Shadow: Typical Triangle Jump between walls but Sonic and Shadow can't stay clinging on the wall forever so you must keep on the move.

Amy: She cannot use this move at all

Espio: The best Triangle Jumper, he can stay stuck to the wall forever, very handy when there are moving obstacles in your path.

Light Speed Dash:

Sonic/Shadow: The only characters that can use this move. Press B button along a line of rings to instantly dash through them. If there are enough rings you are awarded points for dashing through them depending on how many there are. Good for getting extra points and some areas even require you to use this move to get past them.

Propeller Hammer:

Amy: Can only be used by Amy. If you press A button and then just keep it pressed, at the highest point of her jump she will spin the hammer around and can sort of fly for a few seconds.

Power Formation:

B button with team:

Knuckles/Omega: While holding the other two characters Knuckles/Omega attack enemies with arm swings. Pretty effective and fast, but dangerous because the characters get a little too close to the edge while being slightly uncontrollable and fall off.

Big: He uses his fishing pole to hit Amy and Cream at enemies. A nice long-range attack, but it is slow of course.

Vector: Vector spits Espio and Charmy out of his mouth at enemies. A little faster than Team Rose but still basically the same attack.

B button while jumping:

Knuckles/Omega: They throw their team mates at enemies using Fire Dunk. I think Knuckle's attack may be a little longer range.

Big: He attacks with a huge belly bop, actually not that bad but slow of course.

Vector: Hammer Down: Uses his arms to attack downwards, actually a pretty slow attack.

B button without team:

Knuckles/Omega: Punch at enemies, fast.

Big: Attack with his fishing pole, slow.

Vector: Bites enemies, intermediate in speed.

Jumping while in Fighting Pose:

Knuckles/Omega: Fire Ball Jump, The other characters spin around in a wide circle, can be used as an attack, but not a very powerful one.

Big/Vector: Not an attack, only used to get out of Fighting Pose.

Flight Formation:

Team Chaotix:

Chaotix Recital, apparently their horrible music can kill enemies. For each enemy killed they get either 5, 10 or 20 Rings.

After Effects: Rings are still earned for enemies killed during the 10 second period afterwards. This attack is why I have 99 lives for Team Chaotix in my game.

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3. A Few Helpful Glitches:

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Here are four of in-game glitches that you do not need a cheat device to use. If you feel like cheating then these can really come in handy, especially the first three, the last one is mostly for fun.

Team Blast Meter Fill-up Glitch:

This one may be a little tricky to get down at first but very useful if you can learn it and it can come in handy during bosses, this glitch will fill up your Team Blast meter almost 1/3rd full instantly so do it three times in a row to almost fill it up completely, you might want to do it four times, it works for all teams and even during the extra boss. Get into fly formation then press B and either X or Y at the same EXACT time. The game will try to thunder shoot and change formation at the same time, a very large, strange electrical ring appears around the flight character as the formation is changing when it is done properly and the Team Blast meter will go up 1/3rd. It is easy to slightly miss the timing, often just causing you to thunder shoot then change character or change character then the B button action for the changed character.

Team Dark Pole Glitch:

Team Dark only of course, if you happen to use Team Blast and freeze time in front of a pole that rises up/comes down and you already hit the switch for it, even though the pole has not appeared yet use Tornado and you will go up an invisible pole, this actually saves a few seconds, the time it would take for the pole to appear.

Team Rose Extended Propeller Hammer Glitch:

Near the end of using Propeller Hammer press B button to perform a Tornado Hammer, at the end of this move keep pressing A and you will go into Propeller Hammer again, you can only repeat Propeller Hammer this way once, and if you use a Jump Dash at the end you can go really far distances.

Team Chaotix Fly Glitch:

This one might give you sore fingers, and the truth is it is only useful if you want to explore places you can't normally go, but I decided to include it here and it might be useful in some hard flying spots and as the name implies only works for Team Chaotix. You have to be flying against a wall either visible or invisible, just keep pressing A and B at the same time, if you are lucky what will happen is that Charmy will suddenly rise higher up as if he hit solid ground higher up and the flight meter will fill back up again, so if you have patience you can fly up as high and as long as you want as long as there is a wall.

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4. Missions and Mission Layout:

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There are a total of 14 levels and 7 bosses that are a little different for each team plus the Extra Boss that I will detail later. Each of the 14 levels for each team have two missions, you complete mission 1 in Story Mode but in order to get to Mission 2(extra) or to play the first mission over again easily you want to go to Challenge Mode instead of Story Mode on the 1 Player menu. You usually have to do something totally different to complete Mission 2 and it might even be ranked differently. As I stated earlier this part of the guide is just general tips, look in the Mission List and Specific Tips section for more detailed info if you happened to be stuck on one mission. Also for Team Chaotix missions there is a very nice guide to them on GameFAQs in case you cannot find something. Here is a table of what the missions in general look like by what the mission is and if it is points or time based:

	Mission 1	Mission 2
Team Sonic	Get to the Goal Points	Time Trial Points
Team Dark	Get to the Goal Points	Kill 100 Robots Time
Team Rose	Get to the Goal Points	Get 200 Rings Time
Team Chaotix	Varies Points	Varies Points

Team Chaotix missions often involve finding a certain amount of certain objects in level, but they can vary from just getting to the goal to stealth missions where you cannot be detected by the enemy, a lot of them are sort of two mission types fused together and so two specific sections will apply to them and there will be more notes on them in the level list.

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4.a. Points Scored Missions:

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Applies to all missions except Team Dark and Team Rose 2nd mission.

The MOST important thing to remember about these missions is this: you lose all points if you die and start again at a checkpoint so that means you must get through the entire level without dying once! So you have to be awfully skilled in order to make it through alive! Later I will discuss the types of points missions, some Team Chaotix missions have two types.

Most missions are ranked according to your total score at the end of the act, but I will note that some of these missions are either timed like Team Sonic extra mission so you have to play fast anyway, or you get so many time bonus points from completing the mission fast that you will have to anyway, for example Casino Park and BINGO Highway, these subcategories will be addressed later on in this section but these general rules apply to all subcategories. Anyway you receive points many ways so here is a list of points you can get and how you get them, note

that I might have left some out:

ENEMIES:

Enemies are in my opinion the most important source of points, so it is important you know how to kill them correctly. Each type of enemy is worth a different amount of points and also you receive bonus points depending on how many you kill quickly. But the tricky part is the fact that each enemy is best killed with a certain formation, so here is a list of all enemies in the game detailing how to kill them, I will add how many points they are worth some other time. Note that leveling up your characters is very important because each character level is more powerful than the lower level and some enemies can only be killed by certain characters when they are leveled up so I will mention this too.

Enemies Bonus Points:

You get rewarded points for killing lots of enemies together. You get about 4 seconds after killing one enemy to kill another in order for the bonus to still be good, so you can take longer than 4 seconds to kill a lot of enemies but you will still get a higher bonus if the interval between each one is less than 4 seconds. If you kill them in Team Blast you are just rewarded for how many you killed during the blast. Here are the bonuses:

2: 400

3: 800

4: 1000

5 or more: 2000

Eggbots:

These normal enemies are often found alone, but sometimes they are carrying guns, shields and swords. They look a little different in Casino Park and BINGO Highway.

Normal or Holding Gun: Easy to kill in either Speed or Power formation, the gun really isn't that threatening when they have it. Some of them only take one hit to kill with even a level zero speed character. A level 2 or 3 Flight character can also take care of them rather quickly.

Sword: Like the normal ones, but you just have to watch out for being poked with the sword, so some attacks like Big and Vector's that attack downwards may not be a good idea.

Red Shield: Cannot be attacked by Flight Formation's Thundershoot at all, must be either removed with a Tornado Attack or Level 3 Homing Attack or attacked in Power Formation, Power Formation can plow through them quite quickly.

Blue Shield: This shield slowly crumbles away, like all shields it is best to first knock it up in the air using a Tornado attack or Homing Attack if your Speed character is level 3, with Power or Flight formation you will have to continue attacking it till the shield crumbles away completely, this takes a while.

Spiky Shield: Tougher than the red one, best to remove with a Tornado, or with persistent attacks in Power Formation, especially if your Power character is leveled up to 2 or 3.

Golden: If you see a gold colored Eggbot near a bunch of other ones, often if you just attack the gold one and when you destroy it the rest

will go down with it, but sometimes this is not true, gold ones are also a little tougher than regular Eggbots.

Some robots hold both a shield and a gun or sword.

Flying Enemies:

There are several types of these too and have to be tackled differently.

Normal or shooting at you: Pretty easy to kill. In some situations you want to use Flight formation and sometimes if they are meant to be killed this way they only take one hit to kill even with Level 0 thunder shoot. If your flight character is only level 0 and 1 and you are trying to kill a flying enemy and it knocks it down to the ground and it has that angry symbol, I like to then briefly switch to Power Formation to quickly take it out. But sometimes you are suppose to Homing Attack across them to bridge a gap with Speed and often if this is the case then they take three hits, hopefully your teammates are following you across and/or you are leveled up in order to kill them.

Dropping Bombs: You defiantly want to avoid the bombs, they take more than one hit so if you have a low level flying character then you might want to carefully if there is a bomb on the ground take it down with Thundershoot them use Power Formation long range attack to kill it.

Electricity: Hee hee, forgot to mention these in the earlier versions of this guide, they have electrical charges coming from the bottom of them all the way to the ground, you have to shoot them down with Thunder shoot, and if they are still not dead go for long-range Power attacks, these guys like to block your path.

Spikes: Some of them will have spikes that will occasionally come out of them, they need to be attacked with a good force when the spikes are not out, but not a problem if you attack then with a good high level Thunder shoot, or knock them down from the sky and use a long-range Power type attack.

Silver coated: These are difficult to deal with because they are coated with Armor, you usually have to shoot them down with Thundershoot which grounds them and does not damage them much or not at all then attack with Power Formation. Sometimes these guys will drop bombs or electricity too!

Search Light: If you are spotted by their searchlight more robots will appear, you want the searchlight to spot you so you have more stuff to kill. Kill like any other flying enemy, they are armored also.

Trapping:

These floating guys will try to trap you so you cannot move. If all three teammates get trapped at the same time you loose a life. It is best to attack them like flying enemies or just plain long range. You defiantly want to kill them if they trap one of your teammates or they will be trapped for a long time. And the gold ones will also try to move away taking your teammate with them and take more hits to destroy.

Turtles:

Their tough shells make it impossible to attack with Flight formation. Beware both kinds of turtles shoot off deadly energy pulses that are very wide and long range, the two kinds of turtles have to be handed slightly different. You can flip both with a Tornado.

Green Turtles: You can easily get them with Power Formation. You can also turn them over with a Tornado in Speed formation, but this is normally slower than Power.

Golden Turtles: Tougher than the Green Turtles, they can hide in their shells and be totally protected. They can only be attacked by Power formation if you catch them firing with their heads out of their shells. It is best to flip these using Speed formation's Tornado, Rocket Accel or Level 3 Homing Attack. Level 3 Homing Attack is particularly effective with these guys.

Special Note: it is a requirement to kill them for the Power Plant Team Chaotix missions and they are in cages you normally have to open but instead use Team Blast to kill them while still in the cages, it saves lots of time.

Wizards:

Two different kinds, can be killed by normal means but watch out, some of these can flip over and change from one type to the other.

Healing: They send out a tune that heals the other robots in the vicinity, take them out quickly so you will not have problems killing the rest.

Spell Casting: Dangerous, if they catch you off guard they will cast a spell that will trap you for a short period of time and take away rings.

E-2000s:

These red or yellow guys are tough and shoot out very long and kind of wide beams. They have shields, but actually Flight is the best because unlike other shielded robots they can be paralyzed especially when they are firing that laser. With a level 0 or 1 flight character I like to stun them with Thundershoot then switch to power, but the best are level 2 or 3 flight characters that can kill them quite quickly. Don't use speed formation on them at all. For the really tough yellow ones consider using Team Blast on them.

Hammerbots:

These are the hardest enemies to kill and come in two kinds. They either swing their giant hammers around and around or try to smash you with them. Flight formation can stun the regular ones, but Speed does nothing at all, these guys need to be fought with Power.

Regular: Power formation is good on these guys, long range puts you out of danger but often with Knuckles/Omega you can attack close with just B button and not be hurt, but stunning them with Thundershoot is good, but Thundershoot doesn't do any damage. If you do not want to bother you can just Team Blast them.

Helmeted: The worst enemy in the entire game. Their helmet protects them from all types of attacks. Your best bet is to Team Blast them, even if your gauge is not full if there are a lot of them especially I find it quicker to just attack with Thundershoot some distance away to fill up the gauge or use the Team Blast glitch then Team Blast them. If you really want to attack them without Team Blast, you must first knock off the helmet with a Tornado or a level 3 Homing Attack and about the only way to safely do that is if they just fell down after spinning round and round. You can also try Thundershooting or Power if you speed is at level 3, the tornado effect the Speed character gains may blow the helmet off too. Then after the helmet is gone you can only attack the green spot on the top of it's head with preferably Power formation,

still very tricky.

Pumpkin Ghosts:

Annoying, but not worth points at all and Team Blast does not affect them.

RINGS:

Each Ring you pick up is worth 10 points. One ring may not sound like it makes much of a difference, but it can. Think about this, a 5 ring item box is worth 50 points, 10 rings 100, 20 rings 200, so think about that before you think about ignoring rings. Also you keep the points even if you lose the ring so you don't have to worry about keeping your rings at all in score missions, only in Team Rose Extra Missions.

If you have Team Sonic or Team Shadow don't forget about Light Speed Dash! Different numbers of rings you dash in a row are worth different amounts of points! If there are at least 4 rings lined up in a row I often will change to Speed Formation just to Light Speed Dash them to pick up extra points, it can make a major difference. Also remember you can Light Speed Dash circles of rings and sometimes other weird shapes. here are the bonuses:

- 4 or 5 rings: 200
- 6-9 rings: 400
- 10-17 rings: 800
- 18 or more rings: 1000

RAINBOW HOOPS:

In the levels you will encounter three Rainbow colored Hoops in the air. If you go through them you get extra points of course, 1000 if the main character goes through one and 800 if one team mate makes it and 1600 more on top of that first 800 if the second one makes it, but you will not get the extra point bonus if your teammate goes through the same hoop you did. These hoops appear in different formations corresponding to what team formation you need to go through them with, here are a few examples.

Three perfectly one after another, like a tube: Either Speed formation or Power formation in Fight Pose.

Lined up horizontally: Power or Speed depending on how spread out they are.

Lined up vertically: Flight Formation.

POWER CORES:

You get 100 points for each power core you pick up in a level.

TEAM CHAOTIX MISSIONS:

You sometimes get points for finding stuff in Team Chaotix missions.

END OF LEVEL BONUSES:

You get extra points for each level you have leveled up each character.

You may also get a Time Bonus, but this varies by level how important they are.

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4.a.1. Normal Points Missions:

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Applies to: All Team Sonic, Dark and Rose Mission 1, Team Chaotix: Ocean Palace Mission 1 and Rail Canyon Mission 1 (Casino Park and BINGO Highway have time level like qualities, see below for more info.)

All levels in this category are basic levels where you just have to get to the Goal Ring with a certain number of points, just look at the section above to refresh yourself on how to get lots of points in the level before getting to the goal ring. In most of these levels it is a little more important to get lots of points than to get a good time, however I will point out the exception of Casino Park and BINGO Highway, in those levels there is a huge time bonus, it is advantageous to get through the level as quickly as possible, so they are really semi-time levels but the score is still based on points, also I find if you go through the mission like it was a time trial you can often A-rank it also. Anyways the time bonus is sometimes pretty significant in other levels also so definitely go through pretty fast also. Also it is true that Team Chaotix Ocean Palace is sort of an item-find but since you just have to find one item at the end of the level then really it is a normal.

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4.a.2. Time Trial Points Missions:

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Applies to: All Team Sonic Mission 2, Team Chaotix: Grand Metropolis Mission 2 Rail Canyon Mission 2, *Frog Forest Mission 2, *Egg Fleet Mission 2

*These Team Chaotix Mission 2s have another type also

These are normal missions with a time limit! So not only do you have to get all the points but the extra stress of having to make it to the Goal Ring on time without dying make these a much harder class of missions to A rank and very often you have to get a similar amount of points as the first mission. So you better be as speedy as possible and sometimes I can barely make it with a few seconds to spare! But don't fret, it's possible and here are some tips.

First go into speed formation as much as possible, that should be pretty obvious.

Most of these are Sonic missions, so remember to use Light Speed Dash on all lines of rings you see in your path plus they give you extra points. You also get a pretty sizable time bonus, but well for a lot of these you will barely make it in the allotted time anyway so you are worrying about going extra fast anyway.

There are several handy shortcuts in certain stages, the most important ones I will detail under the specific levels they are in later in the guide.

Use Team Blast as much as possible and make sure you level up and stay leveled up so you can kill enemies quickly, Team Blast does not take time from the clock, in these missions killing enemies is usually not as important, just make sure you get through the level as quickly as possible killing enemies only when you can Team Blast or you know you can do so quickly. Another technique to use is to walk past easy to kill enemies in Power Formation so you are still going somewhere and your teammates are earning points for you.

However in a few of these such as Grand Metropolis 2, you need to kill enemies also to get the A-rank, the importance of enemy killing varies by level.

You might want to do these missions after you are already very familiar with the layout of the level so you are not wasting time bumbling through it.

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4.a.3. Team Chaotix Item Hunt Missions:

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Applies to: Team Chaotix: Seaside Hill Missions 1&2, Grand Metropolis Missions 1&*2 Power Plant Missions 1&2, BINGO Highway Missions 1&2, Bullet Station Missions 1&2, Lost Jungle Missions 1&2, Hang Castle Missions 1&*2, Mystic Mansion Missions 1&2, Final Fortress Missions 1&2
*These Team Chaotix Mission 2s have another type also

Not only do you have to go around gathering points, but in these missions there is something else to find too and the level will not end until you have found everything you have to, there is a flower at the end of the level that warps you back to the beginning. The difficulty of finding whatever varies, in the first missions where you typically have to find only some of the objects it's pretty easy, but when you have to find all of the things in a level it can get quite frustrating. The objects vary in what you have to do, sometimes you just have to pick them up and sometimes you have to destroy it but the main tip is this, if you want to A rank know where all of them are so you don't go crazy. There is a very good Team Chaotix guide on GameFAQs and I hate to admit it but I used it a couple of times, if you can't find something no shame in looking up it's location unless you are seriously determined, but don't blame me if BINGO Highway or Mystic Mansion mission 2 drives you insane, a lot of those objects are hidden very well! Here are some other good tips:

Time does not matter much, in fact in some stages, BINGO Highway and Bullet Station really come to mind, there are flowers set up so you can go back to get items you missed in a particular section of the level, it doesn't hurt your chance at an A rank to go back and many items especially in the stages mentioned above are hard to get even if you do know where they are.

Make sure you are still killing lots of enemies and still racking up those points, and don't die if you are trying to get an A rank even though you still have all the objects you have found already because you lose all of your points of course! And remember that in this case Team Blasts gives you more points via rings and in some of these levels you get points for finding the objects!

For most of the Mission 1's you don't have to find everything in the level, but it still helps if you know where the first ones are just to make the level shorter, you can still get an A rank. The only exception is Final Fortress, I will discuss that more later.

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4.a.4. Team Chaotix Stealth Missions:

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Applies to: Team Chaotix: Ocean Palace Mission 2, Frog Forest Missions 1&*2, *Hang Castle Mission 2, Egg Fleet Missions 1,*2
*These Team Chaotix Mission 2s have another type also

In these missions you must not be detected! You are detected if a robot or in the case of Frog Forest a frog sees you and an exclamation point appears over their head, then you lose a life! So how do you remain unseen? This is where you get to have some fun with Espio's Invincibility, you can sneak by then undetected and still attack some with the Shriken Stars, but those stars happen to be pretty weak plus you don't get help from your team. Anyway here are some more tips: Remember while invisible don't get hit or Espio's invisibility is gone and well you get detected, stay a good distance away from robots/frogs. You might not want to even mess with the enemies, but you still need to kill at least some anyway because these are points scored missions and more importantly you may have to destroy some robots to advance further in the level. If the Team Blast meter is not full the safer way is to use Shriken Stars, but they are weak and slow and useless against shields. If you are brave enough and if it is appropriate you can still Homing Attack an enemy without being detected for some reason. Sometimes you can also attack from a distance with Vector's ground attack, but well for some reason it doesn't work all the time. But the hands down best way to attack is Team Blast! You can sneak up on a group of enemies and then all of the sudden hit them with Team Blast plus of course the ring bonus you get helps to fill up that meter again. Hit enemies with Team Blast as much as possible. Anyway it can get frustrating to kill enemies without being detected, you probably want to go faster through the level. This is also easier in Frog Forest where the enemies can still detect you but you just have to get past froggies... Also in half of these missions there is something else to worry about, two of them in fact are also a time trial, this could really try your patience! but just breath, relax and you will be okay.

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4.a.5. Team Chaotix Ring Gathering Missions:

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Applies to: Team Chaotix: Casino Park Missions 1&2

Casino Park is different of course in that you get a huge time bonus that makes up the vast majority of your points in those levels, so in fact you should treat these missions exactly like a Team Rose Collect 200 Rings so you might want to look at that section, also you should of course read the level specific tips I give in the list section.

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4.b. Time Scored Missions:

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Unlike the Points Missions the Time Missions are only ranked by how much time you successfully complete the mission not how many points you get at all. The missions in this category include Team Dark's Second Mission, Destory 100 Robots, Team Rose's Second Mission, get 200 Rings and all Bosses. Bosses have their own categories, the "Egg Birds", Team Fights, Robots and the Final and Extra boss and have their own section. The great thing about these missions is this, for the stage missions you do not have to worry if you happen to die when you are attempting an A-rank. You will loose all of your points and you will not be leveled up anymore which may hinder the mission a little, but you still can get a nice time to get an A-rank. Mainly focus on your mission and try to take as many shortcuts as you can while still making the requirement, but sometimes you may want to take a slower route to gather more rings/get more robots, it is sort of a tradeoff in time vs. reward. It is a principle I studied quite a bit as a Zoology student, if animals can make those sort of decisions I am sure you can! Anyway following is more

detailed tips for this type of mission.

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4.b.1. Team Dark Destory 100 Robots Time Missions:

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Applies to: All Team Dark Mission 2

Basically the idea is simple, kill 100 robots as fast as you can. The bad thing is how long these missions are, just check out some of the times... The good thing is that with Team Dark Team Blast is on your side... After Team Blast use the 10 seconds of free time you have to your extreme advantage, run like crazy to save time later on! Also remember you can and sometimes have to hit the Back ring where the Goal Ring used to be and start again at the beginning of the stage so don't worry if you don't hit 100 the first time through. Another good hint if you feel like cheating a little is to use the Team Blast Gauge Fill Glitch explained in the Glitch section, you could theoretically use this to get through a level in very little time indeed, I have not tried it yet since I found out about this glitch not long ago. There are a few cautions I will give you about Team Blast however:

First it can be inconvenient if you happen to use Team Blast in a place such as in front of a fan, in front of a door that opens, etc, you will be stuck until time unfreezes, so try not to get stuck. But there is one place where you look stuck but are not, it's a glitch where if time is frozen in front of a pole that comes out of the ground, you can still use Tornado and you will go up an invisible pole! If you are stuck then don't waste the time, attack randomly, I like to use Thundershoot to help fill up your Team Blast gauge again so you can use another time saving Team Blast sooner.

Second, some robots will teleport into the area when you get near them, beware when time is frozen you might run totally past these areas and the robots will not appear, but remember in these missions it is perfectly okay to hit the back ring and the time advantage might override getting those few robots you happen to miss.

Third try to use Team Blast to take out a least a few robots with it, only occasionally will I use a time freeze in another place, one good place is to freeze the rocks in Ocean Palace, but I will talk more about that in the Ocean Palace section.

Note: Team Chaotix Grand Metropolis kind of resembles this mission, but it is still more of an object-hunt mission and points matter, but there are similarities in how it is played.

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4.b.2. Team Rose Collect 200 Rings Time Missions:

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Applies to: All Team Rose Mission 2 (Team Chaotix Casino Park Missions 1&2)

Like all Team Rose missions this is simple and straight forward, just find 200 rings as fast as you can. Unlike other missions you might want to avoid enemies in this one just so you do not risk loosing rings, attack them with long-range attacks like Thundershoot and Big's attacks. Anyway you want to level up Cream anyway because level three Flight Characters add a ring-attracting component to Thundershoot so you can much more easily gather rings, so touch checkpoints and use Team Blast sometimes. Also get those nice Shields to protect yourself, with Team Rose you automatically get invincibility for a short time too so yeah use Team Blast whenever possible. An often looked over source of rings are the springs that have three stars, light all three stars up, I

actually like Thundershooting them and you get a reward, most of the time it is 5 rings, they can make a lot of difference. And of course you want to avoid dying because if you die half-way into the level you will loose all rings but keep the time you have already gathered which is not good at all in this particular situation. But trust me, none of these missions are very hard, you should have no problem except maybe in a couple of the levels like Power Plant which I even wrote a walkthrough for.

(Team Chaotix Casino Park mission 1 and 2 are points scored, not time but there are so many points awarded for time bonus they should be treated just the same as these missions)

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4.c. Bosses:

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There are 7 bosses spaced out at the end of each similar two stages. The first 6 are sore of in a pattern of what "type" they are and are sort of fought the same, while the Final and Extra Boss have their own strategies. Most of these bosses are fought pretty much the same way no matter what team you are using, but I will sometimes give team specific tips. The Extra Boss has 4 different sections fought by the 4 different teams.

The main thing to remember about a lot of these bosses is this, there may be a lot of other robots and a lot of other things around you to get/attack, but often you want to completely ignore and go right for the boss if you want to A-rank them. Here are the basic strategies for each boss, instead of putting them in order the first 6 are categorized because of their similarity.

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4.c.1. The "Egg Birds":

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This category includes the first boss, the Egg Hawk and the fourth boss, the Egg Albatross. The Egg Hawk only has one machine you have to defeat, but the Egg Albatross had three separate stages and the last one is in fact the Egg Hawk again, just a little harder. I use the same strategy for all teams, but the Egg Hawk and Egg Albatross do have slightly different strategies, the main thing is that these are not Team Blast bosses, and that you need to ignore all the robots and other junk around you.

EGG HAWK:

First the Egg Hawk flies kind of backwards along a straight path firing at you, but then it gets to a wider circular areas where it stops and comes down to the ground and spins around, the "Rotary Attack". Ignore all the robots and stuff you see. What you do is when the Egg Hawk is flying away from you make sure you are in Speed Formation, run and catch up to it then just Homing Attack like crazy. When it reaches the circular platform then switch to power formation. With Team Sonic and Dark use the ground attack to punch at it, with Rose and Chaotix you will want to jump and press B button to attack from above. You should destroy it before it even has a chance to take off again.

EGG ALBATROSS:

This time this contraption has three parts and it always travels away from you between platforms connected by rails, the main thing is to attack with nothing but Homing Attack. Try to ignore all the other robots again. In the first stage if you are using Homing Attack on the front of it it will do no damage at all. So instead when the boss begins

Thundershoot, I try to ignore them and let Team Blast take care of them.

Team Dark: Easy because there is even a glitch that happens sometimes. Team Blast is very important in this case, so you might want to even have the gauge full before you get to the first platform, what helps is killing the red robots one the straight-aways, they kind of get in your way anyway. Using Team Blast freezes time making it very easy to attack of course and often he will die just after using Team Blast once then continuing to attack with Thundershoot even though you should have not even taken that many points from him. But beware, when he gets down to very low health with this team he just charges continuously, so the only way to kill him is to switch to power and attack into nothingness till your Team Blast meter fills up, then use Team Blast as he is BACKING AWAY from you so he is not protected by his shield, then attack while his is frozen, but using the strategy above it should not get to this point. The robots in the circular areas are a couple of E-2000's and the beams can be very annoying but they do not move much, I take care of them with Team Blast.

Team Rose: Easy because there are 20 ring item boxes in three of the cannons and a shield the fourth, you should have the Team Blast gauge filled up after you get these rings, then he should be almost dead and you can take advantage of your invincibility, finish him off with Thundershoot, if he moves off to the next area aggressively pursue him.

Team Chaotix: Ehh, pretty average but beware, the robots that are in the circular areas are capture type, have Vector kill them as soon as possible. Also two of the cannons contain tough golden shield robots, instead of killing them right away let Team Blast get them for added rings.

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4.c.5. Extra Boss, Metal Madness and Metal Overlord

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In order to unlock the Extra battles, you must first get all 7 Chaos Emeralds from the Special Stages of every second stage, the stage before the bosses. Then because it is easy to miss, go to story mode, then arrow over to the right past Team Chaotix and you will see Last Story. It will appear in Challenge mode after beating it once. Anyway the fight is broken up into 4 parts, one for each team, the first three being Metal Madness and the last being Metal Overlord you fight with a Super Team Sonic. Anyway if you die in one of the four parts you will start over again at the beginning of that particular part so you can die and still A-rank it. The only problem with dying during the Metal Madness part is the fact that how full the Team Blast meter is and rings are actually transferred to the next team once you defeat a part of it. Also remember that how many lives you have in each part is determined by how many lives that particular team has already earned so if you are inexperienced make sure you have plenty of lives for each team. The truth is however like most Extra Bosses in Sonic games it is actually not that hard, trust me if you follow the instructions I have here you will make it well under the 7 minute time limit.

METAL MADNESS, TEAM ROSE PART:

Metal Madness' Attacks and other info:

The spot you hit in order to damage Metal Madness indicates what attacks you CAN'T use against him. In Team Rose's part the spot is always blue

so you cannot use speed formation, Amy, to attack him at all. Cream cannot level up very well, so basically you should attack only with Big. Metal Madness' attacks are pretty basic and include a tail swipe across the platform, and fiery attack across the platform and a spike attack where you have to avoid the spikes that come at you.

General Technique:

The easiest part of course. Immediately switch to Power formation and stay there. Grab a few rings and break open one of the two wooden boxes on the back of the platform, they contain Team Blast Item Boxes. Get one of them and then walk over to the front of the platform, the large red spot in general is always the best place to attack from, and perform a Team Blast to really deliver a heavy blow. Attack the enemy with Big using his B button ground attack shooting Amy and Cream at Metal Madness, jump after shooting Amy and Cream so you do not go into a Combo Attack which does no good in this situation, you will be invincible of course so you just have to attack, jump, attack. When you loose your invincibility he should already be mostly finished. Go to the other box and get the other Team Blast Item Box, but DO NOT USE TEAM BLAST AGAIN! Team Blast can be passed onto the next team in this boss, if you use it now you will just waste it. Instead go back to the front of the platform, it should only be a few more hits and you will be on to the next part.

METAL MADNESS, TEAM CHAOTIX PART:

Metal Madness' Attacks and other info:

He attacks the same as in the previous part with one added devastating attack, he will send spikes at you that can freeze a character in the team and trap them. If all three team members are trapped you lose a life, so if a team member gets trapped attack the ice dome and free them as soon as possible. The spot on Metal Madness in this part alternates between red and yellow, when it is red no Power attacks, Yellow no flight. That means that you could attack with Espio the entire time, but that is too slow, alternate between Charmy and Vector. There is also a cannon toward the back of the platform in this part, you could use it to attack and you do at one point in the instructions I give, but in general you do not want to use it to attack, but see the balloons? They do contain useful level-ups.

General Technique:

Team Blast will have been passed on to Team Chaotix, but before using it first you need to level up Charmy to level 2. First change to Flight formation and head for the cannon, it will fire you out into the air and you will hit a balloon above the platform that will level you up. The second balloon up there levels up Speed, I never seen the need to get it, but it's easy enough, so eh. Then change to Power Formation and get in the cannon again, this time you will have to aim the cannon. See the balloons in the air off the back of the platform? First aim the cannon at the left balloon, it contains another Flight power core. You could get the second balloon, a Power power core, but instead I then aim the cannon right at the spot on Metal Madness which is yellow to start of with and fire the last two shots getting a couple of hits in and doing that makes sure the characters land safely back on the platform. Now go to the front of the platform, the red spot again, and Team Blast him. After the Team Blast the spot is usually red, now just keep attacking, when it is red attack with Thundershoot, when it changes to yellow switch to Vector, on the red spot, and use his ground B button attack to shoot Espio and Charmy at him. Keep switching like this, when attacking with Charmy you might want to fly up in the air to avoid stuff. If the ice gets you then free your teammates. Anyway I found it a little fast

in the end if you actually take your time and fill up your Team Blast meter a little more at this point, because a full Team Blast Meter does help with the Team Dark part a lot, but you can get by with it at least half-full.

METAL MADNESS, TEAM DARK PART:

Metal Madness' Attacks and other info:

His attacks are the same as in the Team Chaotix part, but he dishes them out faster and the platform is a little smaller. This time around the spot alternates between all three colors, but I still alternate between flight and power, attacking with flight when the spot is blue or red and power when the spot is yellow.

General Technique:

The Team Blast meter from the Chaotix part is about half-way full if you kill the Team Chaotix part most efficiently, if it is full then it is a little easier at first but in the long run it is actually a little better if you do not come into this part with the meter perfectly full. First level up your characters, the metal boxes contain Power of course, the wooden boxes are Speed and if you fly up in the air you will find three balloons containing flight of course. Anyway you want to have your Team Blast meter full, so if it is just use it, or fill it up, but actually make sure you don't almost kill him or kill him outright before you use Team Blast, this saves time. You might just want to fill up the meter faster, for example blowing away the spike pillars with Rocket Accel is a good thing. Once that Team Blast meter is full it is great because time is frozen, then you need to alternate between Rouge when the spot is blue and red and Omega when it turns yellow, to attack with Omega you have to jump first before pressing B to fire Shadow and Rouge at him, this is harder than attacking with Big or Vector, the red spot on the platform is the best position again to do this from. Even if he is not dead after you pounded him during that 10 seconds just alternate between Rouge and Omega still till he is gone.

If you are really good then these first three parts will be done in about 2 minutes.

METAL OVERLORD, TEAM SONIC (SUPER) PART:

Actually not that hard, all you have to do is fill up your Team Blast gauge and use Team Blast 5 times to defeat him. The only way you can die is if you run out of rings, or the very unlikely possibility all three teammates are frozen at the end of the spike attack. In this battle unlike previous super battles you lose one ring every 2 seconds which is good. Anyways Metal Overlord has about three main attacks that are countered by Speed, Power and Flight. Countering the attacks with the correct formation will help fill up your Team Blast meter and make sure you hit the balloons containing rings also. Anyway there are a couple of different techniques. If you have a very nice time from the first three parts, the simplest way to do this part is a Tails only technique, just stay in Flight formation and keep Thundershooting to fill up your meter ignoring Metal Overlord's attacks, often you can do this and still get within the 7 minute time limit and get an A-rank. But the battle will go a lot faster if you counter the attacks correctly, here is how:

The Crystal Attack is countered with Speed, it is best to just Homing Attack the large crystals to break them. You can press B at the right time and use Light Attack on them, but this does indeed burn up rings and I see no point in doing this.

The Spike Attack is countered with Flight, just keep thundershooting the spikes. Anyway toward the end of the attack the spikes will start to freeze, if a teammate is trapped make sure to rescue them.

Type: Team Dark Defeat 100 Robots

A-rank Requirement: 100 robots in 7 minutes

Special Notes:

A good amount of time, only about 100 enemies in the level, you will probably miss some of them in the cart part but it is perfectly okay to hit the back ring at the end.

TEAM ROSE:

Mission 1: Get to the other side of the sea!

Type: Normal Points

A-rank Requirement: 48,000 points

Special Notes: Easy

Mission 2: Collect 200 Rings!

Type: Team Rose Collect 200 Rings

A-rank Requirement: 200 rings in 2 minutes 30 seconds

TEAM CHAOTIX:

Mission 1: Find 10 hermit crabs!

Type: Team Chaotix Item Hunt

A-rank Requirement: 45,000 points and 10 hermit crabs

Mission 2: Find all 20 hermit crabs!

Type: Team Chaotix Item Hunt

A-rank Requirement: 35,000 points and 20 hermit crabs

Special Notes:

A few of them are very well hidden, a few of the harder ones include the very first one that is near a ledge off the side of the cliff near where the first obvious crab is and a couple hidden under movable ruins and breakable blocks. Consult the guide if necessary.

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5.b. Stage 2: Ocean Palace

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Overview of Level: This level is sort of similar to Seaside Hill, but has a more "closed" feeling to it, and also all teams except Team Chaotix go through the turtle area where you get to choose formation and which platforms to go on, and Team Sonic and Team Dark have to outrun giant rocks at the end. Team Dark has the hardest time in this level. This level requires more use of the Power formation than in Seaside Hill because it has fans and doors/bricks to break and Speed is used quite a bit too, Flight not so much.

TEAM SONIC:

Mission 1: Escape from the ancient ruins!

Type: Normal Points

A-rank Requirement: 50,000 points

Mission 2: Get to the Goal Ring within 5 minutes!

Type: Time Trial Points

A-rank Requirement: 45,000 points and 5 minute completion

Special Notes:

Kind of tight, focus on getting through not extra points.

TEAM DARK:

Mission 1: Flee from the ancient ruins!

Type: Normal Points

This futuristic city level is all about speed. The vast majority of it should be played in Speed formation, and the blue paths happen to increase your speed more, in fact Power and Flight are not used very much at all overall. No parts are really that annoying, it's pretty fun to speed through, the Team Sonic missions are the hardest.

Most shortcuts involve just crossing gaps by Homing Attacking robots or with Light Speed Dash in Speed Formation, nothing really major to speak of and are pretty obvious.

TEAM SONIC:

Mission 1: Rescue the city under the control of Eggman!

Type: Normal Points

A-rank Requirement: 60,000 points

Special Notes:

Like I say in the time trial section, killing enemies is important but try to go fast too and make sure to get all the bonus points from making Light Speed Dashes across gaps.

Mission 2: Get to the Goal Ring within 5 minutes!

Type: Time Trial Points

A-rank Requirement: 58,000 points and 5 minute completion

Special Notes:

The vast majority of this level is Speed Formation and the level shortcuts are mainly catching Light Speed Dashes across gaps, definitely level up Sonic.

You get a lot of points from Light Speed Dashing rings and 5 minutes is enough time, but the points for an A-rank for some reason can be elusive, killing enemies is more important in this time trial than most, make sure to light speed dash all the rings you can and kill enemies you see also. You have to master the Light Speed Dash and Homing Attack to do this one well. To give you an idea, I speed through this level in only 4 minutes and ended up with 57,000 points, a B Rank, then I went slower killing enemies only making it with about 20 seconds to spare and had over 70,000 points.

TEAM DARK:

Mission 1: Crush the city under the control of Eggman!

Type: Normal Points

A-rank Requirement: 65,000 points

Special Notes: Easier than Team Sonic, you really don't have to try that hard to get enough points. Also beware that Team Blast can get you stuck in a few places, and Team Blast also stops movement of the blue paths.

Mission 2: Defeat 100 enemies!

Type: Team Dark Defeat 100 Robots

A-rank Requirement: 100 robots in 8 minutes

Special Notes: In several places, especially after checkpoint 2 and beyond, you can miss robots if you go over certain gaps or go up to higher places instead of going the lower route, so you need to make sure you get these robots. There are only about 100 robots in the level, it is okay to a certain extent if you do not reach 100 by the end of the level and have to use the back ring, but a little tight, going through the level once will put you a little over the 7 minute mark probably. Also remember to hit the switch at checkpoint 2, or you will miss 5 robots in the two rooms!

TEAM ROSE:

Mission 1: Stroll through the modern city!

in getting through the various parts quickly to avoid the rising lava.

Mission 2: Get to the Goal Ring within 9 minutes!

Type: Time Trial Points

A-rank Requirement: 40,000 points and 9 minute completion

Special Notes:

No drastic shortcuts. A lot of enemies to kill to get to further sections and you should get enough points from that, ignore most other enemies.

In the two rooms with gray walls that are multi-layered the high path is much quicker than the low path where you will just have to encounter more enemies you have to kill to go further.

Pick speed over flight.

The first part when you are the rising platform should be done in Flight Formation, the second part mostly in Flight but change to Speed so you can Light Speed Dash the spirals of rings for lots of points.

Same note about the energy tank as for mission 1.

TEAM DARK:

Mission 1: Escape from the chaotic plant!

Type: Normal Points

A-rank Requirement: 72,000 points

Special Notes: Just like in Grand Metropolis, be careful where you use Team Blast, it can get you stuck in places where platforms raise up after killing enemies or blue paths appear and other places, in fact you get stuck most places if you use Team Blast, so you might want to consider using it anyway and use the time you are stuck to fill your meter up again. Shortcut the first rising platform area in Flight formation by hitting the booster rings, the second one is shortcut in Speed formation by using multiple Light Speed Dashes.

Mission 2: Defeat 100 enemies!

Type: Team Dark Defeat 100 Robots

A-rank Requirement: 100 robots in 7 minutes

Special Notes: More robots are found on the lower paths in the "room" section of the levels, so don't go up high. Also don't shortcut the rising platforms, kill the enemies on them. 7 minutes is pretty tight, the best I can do is about 6 minutes 30 seconds.

TEAM ROSE:

Mission 1: Escape from the energy plant!

Type: Normal Points

A-rank Requirement: 45,000 points

Mission 2: Collect 200 Rings!

Type: Team Rose Collect 200 Rings

A-rank Requirement: 200 rings in 3 minutes 30 seconds

Special Notes:

This one is difficult actually and a lot of the rings are not that obvious, so here is a walkthrough, almost entirely in Flight formation: For the very first part which is the rising platform you want to be in flight formation.

The first three balloons are all flight power cores so it is fine if you just get one or two, but for the next two circles of balloons fly up and hit the boosters so you have a chance of popping them all, there are a total of 30 rings in the balloons. When you get to the top circle around the room to pick up rings and Cream should be level three. When you get to the top kill the enemies in Flight formation and the blue path will

appear. Get the rings on the path and make sure to jump and hit the balloon before you fall lower. Now after that blue path and you are spit out of the dome you will see a speed and fly choice, pick fly so you can pop the balloons in the boost rings and even get an extra 10 in the air before you fall back down on another blue path. At the checkpoint ignore both the boxes beside it that only contain power cores and the boost rings and balloon you see above, hit the speed pads on the floor grabbing the line of rings along the way. In the area you are in now first thunder shoot like crazy to activate the 3 star bumper for more rings and to destroy the enemies, when the enemies are gone a cage opens and you get a nice 1 up as a reward, also grab the rings on the floor below where the enemies where. Now go up the blue path up the wall and you will be by another blue path and you will see a Special Key in a cage. Go along the blue path and grab the rings, you will find two 3 star springs, activate them with thunder shoot to get 10 rings but don't bounce on them, then go back to where that Special Key is. Now fly up and hit the booster above the key to get another cool 20 rings from balloons in the air. Now land near the weight and use Thundershoot to safely gather the rings on the ground then fly over the weight and go up to the next area, don't worry about the 3 star spring, it isn't rings. Now carefully avoid fireballs when going up the next blue path but don't go too high up afterwards and hit the rainbow hoops, go lower and kill the enemies before going uphill to get a few rings there. In the next room with the turtle, use Team Blast to make it easier, then break the boxes in Power formation and get your meter filled back up from the boxes to the left and 10 rings in the boxes to the ring and also grab the 6 rings on the floor before changing back to Flight formation and going up the blue path that appeared when you killed the turtle. Go through the next room killing the enemies, grab the handle and land on the floor near the blue path going up the wall but be careful of fireballs, when going up the next blue path there are rings you can gather. At the top of the blue path you will see a target, try to hit it off-center so you are rewarded rings instead of a 1-up or Team Blast. In the next room gather the rings on the floor, if you did the first part perfectly there should just be enough rings to get 200, if not kill the enemy so the pillar goes up, there will be boxes you have to thunder shoot before you can continue on. After the next checkpoint go down instead of up in the huge area and you will find a huge amount of rings on the floor, if you are not to 200 after that forget it.

TEAM CHAOTIX:

Mission 1: Defeat the 3 gold turtle robots!

Type: Team Chaotix Item Hunt

A-rank Requirement: 45,000 points with 3 gold turtles destroyed

Special Notes: To save time get the first three turtles because there is a huge amount of level between the first three and the last two. Kill the turtles with Team Blast instead of opening the cages, a lot quicker.

Mission 2: Defeat the 5 gold turtle robots!

Type: Team Chaotix Item Hunt

A-rank Requirement: 40,000 points with 5 gold turtles destroyed

Special Notes: Same as before, but with less points, must know where all 5 turtles are.

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5.f. Boss 2: TEAM Battle #1

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Type: Team Battle

into speed or flight then get into the top slide to get out of this table, you can try to earn your rings here but it is best to go to the next table, see the Chaotix section for more details.

Slides After the Roulette Table: There are two slides that you can choose from after you get off the Roulette Table, this leads to Pinball 3. Take the left slide in order to start off higher on Pinball 3.

Pinball 3: A small table, take the left slide as described above to start off higher.

Pinball 4: This is the great one to get rings at for Team Rose mission 2 and both Team Chaotix missions, it has two section and the exit is in the middle of the right hand section. If you fall of the bottom you will end up in a little bit of a level section, you want to keep going there and getting back on the table if you are trying to earn rings... there are also three robots down there for Team Dark's second if you care. but for other teams there is a way to bypass this table completely. This is a little risky, but you need to go into Flight formation and then jump off the platform in front of the table or if there are dice floating in front of the table off of those, then sort of head toward the bottom right corner of the table, but go under the table, you will find a platform under the table you should either be able to land on or fly at the last minute. Or if you want a safer alternative, jump off the dice in front of the table in Flight formation and try to fly to the table's exit.

(Team Rose's Goal is in between these tables)

Pinball 5: This is a huge double table. There is really no need to get on the top table unless you want to find the switch to open up the VIP table with Team Sonic, Dark or Rose. The exit is at the top and just like table two if you fall down to the bottom you are punished by having to go through a section of the level to get back on it, you only want to go down here with Team Dark Mission 2 to kill robots. The quickest way is to get in the cannon that shoots you to this table and sort of aim it to the left or right a little, the left side of the table happens to have the best arrow boosters to shoot you up a little higher but more likely that you will end up in a slide that sends you to the top table.

VIP Pinball Table: Nice stuff up there and you get double the winnings and it can be a little bit of a shortcut straight to pinball 6 if you don't stay on it long, but well not really worth taking the extra time to throw the switch. Team Chaotix goes through here naturally but if you get this far with Chaotix then well you are not getting an A-rank... Go the regular was instead.

Pinball 6: Easy, the exit is at the bottom, that leads to a slide that takes you to Team Sonic's and Team Shadow's goal.

TEAM SONIC:

Mission 1: Dash through the giant theme park!

Type: Normal Points

A-rank Requirement: 40,000 points

Special Notes:

This level treat as a time trial! To A-rank ignore playing on the pinball tables, get through as fast as possible, see the above section to know how to get off each pinball table as soon as possible and kill

lots of enemies.

Mission 2: Get to the Goal Ring within 5 minutes!

Type: Time Trial Points

A-rank Requirement: 45,000 points and 5 minute completion

Special Notes:

Same notes as mission 1 but even more urgent, you defiantly need to scoot out of the pinball tables, this one can be rough to do under 5 minutes if you accidentally get stuck on one of the tougher tables! You need to be very fast and kill enemies with maximum points bonus to A-rank. I barely A-ranked this one truthfully.

TEAM DARK:

Mission 1: Blast through the giant theme park!

Type: Normal Points

A-rank Requirement: 50,000 points

Special Notes: Treat as a time trial just like Team Sonic's missions and Team Rose's first mission, use the shortcut guide above, but you also might want to kill many of the robots in your path also.

Mission 2: Defeat 100 enemies!

Type: Team Dark Defeat 100 Robots

A-rank Requirement: 100 robots in 10 minutes

Special Notes:

Normally you do want to get off pinball tables as quickly as possible even though there are robots on them, because the danger of being hung up on them is too high. But if you look at the pinball guide above, there are level areas underneath tables 2, 4 and 5, the ones underneath 2 and 4 are not really worth it, but you might want to go to the area under 5. You can also exploit Team Blast like crazy because using it in most places will not hang you up. It might be possible to get 100 in one go, but very unlikely, try to get through it fast with about 60-70 in about 5-6 minutes, then hit the back ring and go through the level again, you will have plenty of time.

TEAM ROSE:

Mission 1: Play the giant pinball tables!

Type: Normal Points

A-rank Requirement: 35,000 points

Special Notes: Also treat as a time trial, VERY short level and not many in-level points are to be had.

Mission 2: Collect 200 Rings!

Type: Team Rose Collect 200 Rings

A-rank Requirement: 200 rings in 4 minutes

Special Notes:

Easy, you will probably easily get them before you even get to the second pinball machine, but if you don't treat like a Team Chaotix mission for this level.

TEAM CHAOTIX:

Mission 1: Win 200 Rings!

Type: Team Chaotix Gather Rings

A-rank Requirement: 32,000 points and 200 rings

Special Notes:

Get off the first (#2 in the list) pinball table as soon as you can! It is kind of hard to earn rings there. Follow the instructions under the general level shortcut section to get out of the next two quickly, you will want to go to pinball table #4 in the list above, for Chaotix it is

the third one you encounter. There are two dice floating in front of the table going in a circle around a bumper and a third one in front of the slot machine on the table. Get into fly formation and get on the dice, then fly from the dice right into the top of the slot machine. You will have three balls in the machine so the bet is tripled and you will get triple the winnings. Now after falling out of the machine just let the characters fall down the pinball table, you will have to get past star bumpers but these give you rings of course and down there is a mini slot machine you should hit to try to get a few more rings and then exit at the bottom. Now move toward the screen and you will find springs that will take you to a cannon, make sure you are still in Flight Formation. The cannon will fire you back to the starting point in front of the three dice. Just keep going into the slot machine with three balls and falling out again, with triple the bet you will earn enough rings a lot faster, but also remember you will lose more if you are unlucky, you might have to try more than once, it is a mission of luck you know. Also remember to activate star bumpers and even more importantly Team Blast all enemies to earn more rings. Also remember to go back a little after you hit the first checkpoint, there is a metal star box that has a switch, it opens a door and there are 20 rings inside.

Mission 2: Win 500 Rings!

Type: Team Chaotix Gather Rings

A-rank Requirement: 14,000 points and 500 rings

Special Notes:

Same as for mission one, just takes a lot longer.

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5.h. Stage 6: BINGO Highway

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Overview of Level:

Getting through this level quickly is a little easier than with Casino Park, but now you have the BINGO slides! The last one especially is dangerous and it is easy to fall off to your doom. All I can say is practice makes perfect. Getting Bingos is great, doesn't take extra time, but don't bother with pinball machines. Team Sonic mission 2 is VERY hard... I made a walkthrough for it, and also the shortcuts described in it can be used by the other teams also, but some of Team Chaotix's chips are off the main path a little.

MAJOR LEVEL SHORTCUTS!:

Read the Team Sonic Mission 2 walkthrough, all the shortcuts are in there and most of the other teams can use them too, but in reality you really only need to worry about them when doing Team Sonic.

TEAM SONIC:

Mission 1: Blast down the high speed slides!

Type: Normal Points

A-rank Requirement: 32,000 points

Special Notes:

Make sure you do not die, but easier said than done with the awful BINGO slides. Like in Casino Park don't get hung up on pinball machines, but a little less important in this case, get through fast, but you don't have to be as fast as you are in the Time Trial.

Mission 2: Get to the Goal Ring within 6 minutes!

Type: Time Trial Points

A-rank Requirement: 32,000 points and 6 minute completion

Special Notes:

This one is just plain awful, not point wise, but time and dying wise!!!! Not only is it hard to make it through without dying because of falling off of the BINGO slides, but 6 minutes is very, very tight in this level. In fact it is so tight, I decided to write a walkthrough, if you follow it exactly and you do not die once it should get you there in about 5 minutes 45 seconds and you will have an A-rank, but not dying is a lot easier said than done...

Starting on the slide, you want to hit the first ramp, you will see three slides below you, there is a balloon above the middle slide. HIT THE BALLOON THEN INSTEAD OF GETTING ON THE MIDDLE SLIDE QUICKLY MOVE OVER AND GET ON THE LEFT ONE! The balloon gives you Team Blast but the left slide is the quickest route through. Now when you get off that slide, you will end up in front of a door with a search light robot. Now for extra points if you want, get in front of the searchlight and activate it so more robots appear, then quickly use Team Blast to kill them while you are standing next to the door for a quick 1000 points. Now the door is open, use Light Speed Dash on the rings on the floor, then switch to Power and use the fan. The balloon at the top is a shield, I say don't worry about getting it. If you are quick enough maybe Team Blast meter is still going and you can quickly jump as Knuckles and send Sonic to Light Attack the robots you find next to the glass floor, but your main priority is breaking through that floor. Off the next slide you will hit springs, then you will see a silver search bot and a case. Jump up as Knuckles and then press B to Fire Dunk the search light bot. The case opens and then hit the switch. This makes the dice up ahead solid. Get into flight formation, and just jump from one dice to another instead of going into full-blown flight, make sure to make it across to the checkpoint, hit the checkpoint at Tails. Now switch to power and hit the machine as Knuckles and you will be on the first BINGO slide. On this slide try to get at least 2 BINGOS to fill up your Team Blast meter. After that ride you will be on a pinball table. This one is kind of tricky, the exit is at the top, you have to use the paddles that line the center to keep hitting you upwards, it is kind of easy to get stuck on this part unfortunately, get off as soon as possible. In the next room is a bunch of capture bots you need to destroy to continue on, use Team Blast, preferably near the left edge so you get the searchlight bot above you also. Once the capture bots are gone, the dice will be straight and you can fly on it to get higher, kill the bots up there too if Tails is at least level 2 or Team Blast is still in effect, if not just try to ignore them or just shoot at them once to knock them down. Now go across the next two dice, and hit the checkpoint as Tails. Now switch to Knuckles if you want, and now you are on a slide again, don't worry about the pinball inside, just keep going. You will hit some springs, go through star bumpers, and then find a flying silver robot with electricity coming out of it guarding a switch and two armor robots. Team Blast meter will not be full. Instead just focus on getting the switch, you should not get hurt if you just punch around it with Knuckles. Then when you get the door open head down the hallway, kill the enemy at the end and use the fan of course. Don't worry about getting that balloon, go down below and have a kill fest with Knuckles to destroy all those robots so you can continue on. Open the case, hit the switch, break the glass at the end of the hallway, and you are on your next BINGO slide. Getting a BINGO here is not as important, but helps to fill up Team Blast again. You will end up on the next pinball table, this time the exit is down, so just fall down and exit. Now you will see lots of springs and star bumpers, just spring

across this large area just focusing on getting across, don't go down. Now you will come to a couple of capture bots and a robot with a tough shield, you will probably have Team Blast, DON'T use it! Focus on getting past them instead of killing them, but make sure the capture bots don't get you, I like using Thundershoot to knock them out. Now use Homing Attack on the green star bumpers so you can get to the next checkpoint. Use the machine as Knuckles, hit a spring and you will now be at a huge area with glass floors and 6 robots. This is where you use Team Blast of course, right in the middle of the area. The switch to activate the dice is in the last glass area on the left next to the dice, in a steal box right in the lower left hand corner of that depression, don't waste time breaking all the glass and stuff. Now get into Flight and go up the dice, try to jump from dice to dice as they reach their highest point, a lot faster that way. Hit the balloon and kill the enemy if you want, but it is more important to get on the slide. A long tube, but shortly you will find yourself on the last BINGO slide. Now on this one really focus on staying alive instead of getting BINGOs, it is very hard, and very disappointing if you plunge to your death here, but remember you still have hope if there is the chance that one of your teammates is still on the slide when you fall off. There are a few sections to this slide, but the most important one is right at the end. You will find three smaller slides to choose from again, all three lead to the last pinball table that contains the goal in the center, but you really want to aim for the center one that takes you to Ariel BINGO. Now this may seem a little slow, but it is very easy to get numbers and earn rings as points, plus you land right on the goal, if you get on the pinball table you have to fight to get to the goal and break through star bumpers, possible but more often than not when I go this way I end up dying right here from lack of time. GOOD LUCK!!!!

TEAM DARK:

Mission 1: Try the high speed slides!

Type: Normal Points

A-rank Requirement: 42,000 points

Special Notes:

Try to get a fast time and kill lots of robots, the Team Sonic Mission 2 guide above will help.

Mission 2: Defeat 100 enemies!

Type: Team Dark Defeat 100 Robots

A-rank Requirement: 100 robots in 12 minutes

Special Notes:

You will actually find more robots if you take the slower paths instead of the faster ones as in a lot of Team Dark levels, you have a pretty good amount of time.

TEAM ROSE:

Mission 1: Try the BINGO slides!

Type: Normal Points

A-rank Requirement: 35,000 points

Special Notes: Get through it quickly and take the level shortcuts, easy.

Mission 2: Collect 200 Rings!

Type: Team Rose Collect 200 Rings

A-rank Requirement: 200 rings in 3 minutes 30 seconds

Special Notes: Easy, especially if you get to the BINGO slide as fast as possible and win BINGOS.

Shortcut the switch part at the end (Team Chaotix):

To totally bypass the switches when you get into the puzzle area at first just go straight on the rails and go past the first switch that is surrounded by the train going around in a circle, get into Flight Formation. You will go up a hill and at the top slow down, you will be under a sign pointing up, this is where the blue laser rail starts. Now jump off and go to your right and you will find the rails that you would normally have to activate a switch to get to. It is sort and curves around, SLOW, you don't want to go far. Look ahead and you will see the area that the second red rail would have connected you to, it is right behind the sign that points to the right. Jump for the sign, the camera will change angle on you but don't let that bother you, see the entrance to the tunnel, the stuff sort of sticking out behind the sign? They are very solid, land on them, then jump and fly till you find a yellow and black striped platform, then from there fly up to the rails that lead to the second switch puzzle which I explain below.

Last switch puzzle (Team Chaotix):

You can either just use the standard shortcut described in the general section so you don't have to worry about what switches you hit, or you can remember a combo that works, here is one that does even though it might freak you out:

Hit the first two stitches on the middle rail, then switch to the left rail and stay there, you will look like you are going toward doom, but you end up hitting a switch again that gets you the correct laser rails. There is probably an easier one, but I usually use the above trick and haven't really researched this much.

Rails near a checkpoint (Team Sonic, Dark): There are a set of rails that you can either choose to go the top way, or to hit a checkpoint below, the top way is faster even though you miss a checkpoint. Team Dark Second Mission Note: Homing attack the line of robots, then go down to the checkpoint, more robots that way and the upper way is not as much of a shortcut for Team Shadow as it is for Team Sonic.

Last terminal station (Team Sonic, Dark, Chaotix) : Near the end you will encounter a lot of rail grinding stuff before you get to the last orange terminal that has the goal ring inside. But from high up you can actually jump off the rails early and head toward the last orange terminal station and run across the roof! Very handy in the Team Chaotix part to bypass the last switch puzzle. Then just fall through right at the Goal Ring!

TEAM SONIC:

Mission 1: Head for the terminal station!

Type: Normal Points

A-rank Requirement: 35,000 points

Special Notes: Nothing that spectacular to say, use shortcuts if you want to, hit rainbow rings.

Mission 2: Get to the Goal Ring within 5 minutes!

Type: Time Trial Points

A-rank Requirement: 35,000 points and 5 minute completion

Special Notes: Arrgghhhh!!! Not as bad as the Team Dark or Team Chaotix second mission, but you still want to research the level shortcuts!

TEAM DARK:

Mission 1: Find the entrance to Eggman's base!

Type: Normal Points

A-rank Requirement: 45,000 points

Special Notes: You need to kill things too to get enough points, but the shortcuts don't really hurt.

Mission 2: Defeat 100 enemies!

Type: Team Dark Defeat 100 Robots

A-rank Requirement: 100 robots in 10 minutes 30 seconds

Special Notes: THIS ONE IS PURE EVIL!!! There is a huge part of the level at the beginning where you are killing no robots except for the two rhino bots that crash and die on their own. What makes it worse is the fact you need to go thorough the level twice!!! If you ever want to A-rank this, you must absolutely take every possible shortcut, grind on the rails as fast as you can as Shadow, but most importantly you have to horribly take advantage of Team Blast! Use it as often as you can!!! I would write a walkthrough, but the last time I beat this was months ago and I can't do it anymore without cheating, and when I did do it, I barely made it after so many tries!!! There are a couple of Team Blast item boxes near the beginning, one is after the spiral rail portion you can shortcut at the beginning, hit the speed booster to make sure you are going fast enough so when you launch off the end of the rails you will hit the Rainbow Rings. After you go through them you will hit a balloon that contains a Team Blast fill-up, use this shortly after the first checkpoint where all the robots are near the key. Another one involves the fact that the area below the second checkpoint is set up differently for Team Dark, there is a wall separating this area in two, when you get to the second checkpoint jump below it, so you can kill more robots, and in the room, the same room that often has a switch for other teams, you will find a Team Blast item box.

If you don't want to go through the pain of this level, the Team Blast glitch works, but sort of defeats the point if you use the frozen time to charge up another Team Blast, run through as much of the level as possible killing robots along the way, then use the glitch to fill up afterwards.

This mission takes a lot of skill, defiantly know the level well before attempting the A-rank.

TEAM ROSE:

Mission 1: Go beyond the rails!

Type: Normal Points

A-rank Requirement: 38,000 points

Mission 2: Collect 200 Rings!

Type: Team Rose Collect 200 Rings

A-rank Requirement: 200 rings in 4 minutes

Special Notes:

Pretty easy, get 3 star springs and break stuff open and change rails if you see rings on another rail later on.

TEAM CHAOTIX:

Mission 1: Infiltrate the terminal station!

Type: Normal Points

A-rank Requirement: 32,000 points

Special Notes:

Not that hard actually if you know how to work the switch puzzles at the end or completely go past them, look at mission 2 if you want to know how. It is mission 2 that will give your nightmares...

Mission 2: Infiltrate the terminal station within 6 minutes!

and you need to kill things to get points!!! Also make sure you don't lose any characters in the cart part, that really slows you down!!! Use Team Blast to kill enemies as much as possible, but really try to focus on getting through it quickly too. Would walkthrough maybe... I don't really see it as really necessary.

TEAM DARK:

Mission 1: Annialate Eggman's base!
Type: Normal Points
A-rank Requirement: 55,000 points

Mission 2: Defeat 100 enemies!
Type: Team Dark Defeat 100 Robots
A-rank Requirement: 100 robots in 11 minutes 30 seconds
Special Notes: You will not get 100 robots in one shot, but not that bad, just get through it quickly while killing robots, take the few shortcuts there are, some Team Blast exploitation, don't lose characters in the cart part, etc... I've done it in 10 minutes easily.

TEAM ROSE:

Mission 1: Find Eggman's base!
Type: Normal Points
A-rank Requirement: 38,000 points

Mission 2: Collect 200 Rings!
Type: Team Rose Collect 200 Rings
A-rank Requirement: 200 rings in 4 minutes
Special Notes: Kind of difficult and there are only about 200 rings in the entire level, I probably should write a walkthrough, but for now all I will say is to get rings on rails, make sure to pop all balloons in the cannon part, there are a lot of rings in boxes and capsules, in fact destroy the capsules on the train for 30 rings, get 3 star springs and at the last cannon go in it in power formation and fire the cannon slightly off-center so you bounce up just right off the springs to get over the fence for those last few rings.

TEAM CHAOTIX:

Mission 1: Destroy 30 capsules!
Type: Team Chaotix Item Hunt
A-rank Requirement: 32,000 points with 30 capsules destroyed
Special Notes: Pretty easy if you know where most or all of the first 30 capsules are and kill everything well, can go back and repeat sections.

Mission 2: Destroy all the capsules!
Type: Team Chaotix Item Hunt
A-rank Requirement: 26,000 points with 50 capsules destroyed
Special Notes: Know where the 50 capsules are, you will probably need to use flowers to go back and repeat sections to get capsules you missed, especially the cart section.

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5.1. Boss 4: EGG ALBATROSS

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Type: Egg Bird
A-rank Requirement: 2 minutes

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5.m. Stage 9: Frog Forest

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Overview of Level: Frog Forest seems to me to at least be slightly based upon the Mushroom Hill level in the Genesis/Mega Drive game Sonic and Knuckles. In fact on of Knuckles' comments on one of the flower rides seems to refer directly to this... Anyway this is an odd level where the frogs must summon rain for you to make plants grow in order to get to further parts of the level, or in the case of Team Chaotix you must avoid the frogs summoning rain... Anyway this is one of my favorite levels in the game and actually pretty fun and easy, the greatest danger being the risk of falling to your doom, you have to be careful when attacking enemies on those platforms! This level has a few areas where you really need to use Flight a lot. The Team Sonic time trial is a little rough, but not nearly as bad as some of the others in this game.

MAJOR LEVEL SHORTCUTS:

To first checkpoint quicker: Normally the rail you grind after the first frog in the first part of the level sends you to a lower area, then you have to make it rain so you can eventually bounce on mushrooms to make it up to the first checkpoint is. Instead of doing that, while you are still grinding on the rail get in Flight formation and there is a point where you can jump off it toward the checkpoint area, and when you get close to it then start flying and you should be able too make it to the checkpoint without having to mess with the stuff below to activate the mushrooms, if you understood what I just said that is!

Alternate, higher second flower ride (Team Sonic, Dark, Chaotix): There are actually two flowers you can take for the second flower ride, the typical one leads to a lower, long path and you get to pop 5 rings balloons during it, and the second one leads to a higher, much shorter path and you not only get to pop 20 rings balloons, but for Team Sonic and Dark it leads to rainbow rings and a lot more points in general, for Team Chaotix it doesn't lead to much, but still sort of worth going up there... The higher flower is located on a platform above and to the right where the other flower is. But each team gets to the higher flower a different way:

Team Sonic: First you need to take the highest route over the huge gap before you get to the area of the flower ride, to get here you need to climb to the very top of the plant that grows after it rains, then you will see it. This route is high platforms with targets you can hit in-between. Then you go to the higher area on the other side of that gap to your left and you will find a frog. Then a plant grows giving you a platform so you can go to another platform so you can cross a gap, and there is your higher flower. This is the flower where Knuckle's makes the comment about how there are giant mushrooms on his island too

Team Dark: To slightly shortcut this, you can just jump on a vine in front of the platform with the flower, then fly up from there. To do it the usually way you need to free the caged frog you see after you cross the gap. To release the frog, you must first kill all the enemies in the area, including the two Golden Turtles, make sure you even get the Gold Turtle that is right by the regular flower. Now go back to the freed frog to make it rain, a plant will grow next to the platform that has the higher flower on it and it will sprout fruit, use Homing Attack on the fruit to reach the high flower.

Team Chaotix: It's as if you really weren't meant to go up there, you do get to pop the 20 rings balloons and it is shorter, but it leads to a totally empty higher path. But what Charmy says is pretty much worth going up there if you want to hear him say something that could be misinterpreted badly... Anyway you can fly up there by just jumping on the

vine below the platform and flying for there, you shouldn't have to use the Team Chaotix fly glitch.

An interesting thing that comes out of this is the fact that you can fly up and reach the higher platform from the vine in front of it with Team Dark and Team Chaotix, but you can't with Team Sonic. Is the level formatted slightly different, or can Charmy and Rouge fly higher than Tails? I'm not sure...

TEAM SONIC:

Mission 1: Get through the forest where the wild animals live!

Type: Normal Points

A-rank Requirement: 35,000 points

You could just follow the shortcuts and stuff, not hard.

Mission 2: Get to the Goal Ring within 5 minutes!

Type: Time Trial Points

A-rank Requirement: 38,000 points and 5 minute completion

Special Notes: A tight time trial. The most important thing to remember is to take the most direct routes in the level and don't venture off and get extra stuff, you don't have time. Also use the general shortcuts mentioned above especially the higher flower ride, I never A-rank this level without going this way. Also don't kill enemies that you don't have to, ignore them, and you will have more than enough points for the A-rank.

TEAM DARK:

Mission 1: Get through the forest where the wild animals live!

Type: Normal Points

A-rank Requirement: 45,000 points

Special Notes:

Because you have to fight shielded robots near steep drops, use Fire Dunk in Power Formation or Shadow if he is level 3 so you will not fall to your doom. Team Blast freezes frogs, but not flower rides. Take the higher second flower ride for more points.

Mission 2: Defeat 100 enemies!

Type: Team Dark Defeat 100 Robots

A-rank Requirement: 100 robots in 14 minutes

Special Notes:

Staying alive is not as important as for mission 1, but well there are only about 50 robots in the level. I actually like to skip some of the more out of the way ones, you will be more likely to make it in time if you end up reaching the Back ring 2 times, going through all the level twice and part of it a third time. Take the level shortcuts above, you miss some robots with the first one but you save A LOT of time and the higher flower ride is not only shorter but it leads to more robots. It is still bad to die because you loose your level ups, a leveled up Shadow is invaluable for killing the armored robots and turtles near steep places. There are also a lot of golden robots, find the gold one in a group and kill the others instantly, a lot faster, and also remember frogs are frozen by Team Blast, but not flowers!

TEAM ROSE:

Mission 1: Explore the forest where the frogs live!

Type: Normal Points

A-rank Requirement: 40,000 points

Mission 2: Collect 200 Rings!

black rain falls, this might take practice till you learn when to jump to avoid the black frog, then you will find a booster at the top of the plant and it will take you further up the level, you save quite a bit of time doing this, but you skip the first 3 Chao, so this is good for Chaotix mission 1, not 2.

Freed Frog Shortcut (Team Sonic, Dark): After checkpoint 2 there is the huge gap you must cross, after that gap will be enemies to defeat, for Team Sonic a Hammerbot that you should Team Blast and Team Dark capture bots, this will release a green frog from a cage, this rain will make a vine grow that will be a slight shortcut and get you past enemies.

The High Area That Makes All Second Missions Easier!!!: This area is before the hammerbot room where you have to destroy the hammerbots to open a spring in a cage to go further (Team Chaotix has a chao and a flower), it is where there is a checkpoint before the patch curves sharply through a room. You will want to fly above this room if you are doing any second mission because for each team what's up there is very helpful!

Team Sonic: Up there you will find two flying enemies and a green frog, good rain will make things grow, a mushroom springs you up to a vine swing, that swing leads to a vine that gets you past the hammerbot room without having to fight them at all, then after hitting the path another vine grows and takes you to a quick lup! A Great shortcut for the time trial!

Team Dark: Contains 4 robots and a Flight powerup, very, very good for the robot killing second mission!

Team Rose: Lots of rings and a Special Key for that ring gathering mission and getting into the Special Stage!

Team Chaotix: The enemies are guarding a Chao in a cage, have to get it to complete Chaotix's mission 2!

High Path Through Level (Team Sonic, Dark): This is after the Hammerbot room, you can skip a huge part of the level by taking a higher path that leads you past a lot of enemies and even hammerbots.

Team Sonic: After you either beat or skip the hammerbot room, the path you are on leads up to a green frog. Wait till the good rain had made everything grow and then get on the platform that appears behind a frog in Speed formation, you really don't want to bounce on the mushroom that appears behind the frog. Homing attack the magenta flying enemy, than the fruit you see have grown. This will take you to a high platform, get in fly formation, don't worry about the flying cage with the lup, fly to the next platform, then fly out to the booster ring that will lead to a platform with a Team Blast item box on it. You can then grind the vine past the hammerbot, or better yet go to the hammerbot, use Team Blast on it, that opens a cage that has another Team Blast item box in it, you use that one to kill the hammerbot you meet at the end of the next flower ride.

Team Dark: Starts a little bit later and more obvious than for Team Sonic, the good rain causes platforms to grow you fly up these, then Light Speed a line of rings

Flower Ride Behind Lasers (Team Sonic, Dark, Chaotix): After the second flower ride there is a tunnel blocked by lasers, it leads to another flower ride that is a huge shortcut, but I don't know how to use it for Team Sonic unfortunately.

Team Sonic: I never figured out how to turn off the lasers, I really, really wish I did, it's a huge shortcut and would be great for Team Sonic's shaky time trial, if you know please e-mail me and tell me.

Team Dark: Thunder shoot at the flying enemy behind the lasers, the lasers turn off when it is destroyed.

Team Chaotix: Go thorough them with invisible Espio, in fact you have to go this way.

TEAM SONIC:

Mission 1: Venture through the deepest part of the jungle!

Type: Normal Points

A-rank Requirement: 32,000 points

Mission 2: Get to the Goal Ring within 6 minutes!

Type: Time Trial Points

A-rank Requirement: 30,000 points and 6 minute completion

Special Notes: Close to the time limit, need to use all the shortcuts, only kill the hammerbots that I mention in the shortcuts above. A leveled-up Tails is very important, but that's easy to do since you even get a level up at the very beginning on one of the platforms by the first hammerbot, which actually you should not fight, you don't need to.

TEAM DARK:

Mission 1: Explore the deepest part of the jungle!

Type: Normal Points

A-rank Requirement: 40,000 points

Mission 2: Defeat 100 enemies!

Type: Team Dark Defeat 100 Robots

A-rank Requirement: 100 robots in 14 minutes

Special Notes: Don't take all the shortcuts but you will make it eventually if you do, try to get 50 robots by the time you get to the end of the level.

TEAM ROSE:

Mission 1: Escape the jungle!

Type: Normal Points

A-rank Requirement: 42,000 points

Mission 2: Collect 200 Rings!

Type: Team Rose Collect 200 Rings

A-rank Requirement: 200 rings in 3 minutes 45 seconds

Special Notes:

Pretty easy if you ignore most enemies, don't fight the hammerbot at the beginning and don't bother killing the spiked flying enemies especially. Make sure to pop all balloons, use thunder shoot if you have to. There are a couple of semi-hidden 20 ring item boxes, soon after checkpoint #2 you will kill 2 capture robots, this opens a semi-hidden cage to the right of there with 20 rings inside, and shortly before the next checkpoint after that in the area that is sort of walled in is another 20 rings, when you see the 3 star ring you bounce up to get higher look behind you and you will see it, plus the area mentioned in the shortcuts section if you have to.

TEAM CHAOTIX:

Mission 1: Rescue 10 Chao!

Type: Team Chaotix Item Hunt

A-rank Requirement: 40,000 points with 10 chao

Special Notes: Use the second level shortcut detailed above, you will skip three chao, but you will save a lot of time and end up with more points overall.

Mission 2: Rescue 20 Chao!

Type: Team Chaotix Item Hunt

A-rank Requirement: 32,000 points with 20 chao

Special Notes: Know where all 20 Chao are before attempting, don't use the shortcut.

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5.o. Boss 5: TEAM Battle #2

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Type: Team Battle

A-rank Requirement: 30 seconds

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5.p. Stage 11: Hang Castle

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Overview of Level: Hang Castle is crazy! Not only does the who thing turn upside down and back again several times but well, it's spooky! Team Sonic's time trial is probably the hardest mission.

MAJOR LEVEL SHORTCUTS!:

Shortcut Opening the Door to the Castle (Team Sonic, Dark): This is the part where you find the castle doors are closed and you have to go down the hole to your right, push a switch down there, then end up grinding a rail. Then there is a platform area to get by, then you flip another switch and you are in the area you were before and now the doors are open. Actually as soon as you flip the castle once and are on the rail, you can turn around and head back up the rail and go back in the castle, drop down a hole, and immediately reach the switch it normally takes going through that long platform area to get to that flips the castle, and be back by the doors. If this seems familiar, this is actually the route Team Rose takes, they don't go through the platform area. The characters say that the doors are open, but they are not!!! The switch that flips the castle is not the switch that opens the doors also, it is the same switch that creates the lines of rings you Light Dash. To get there quicker, at the point where the rail loops, jump off of it in flight formation, a little easier if you jump off from the solid area next to the rail and head to your right and you will be able to make it to the platform with this switch on it. Team Chaotix can do this shortcut too, the same switch opens the warp flower and you must then use it to warp to the same area the Light Speed Dash takes you, but if you do this you miss a key, and you need all the keys to complete even mission 1, the only way I would see this necessary is if you then go back and get it later by starting at the beginning again, but why do this?

Small Shortcut to Checkpoint: Soon after you opened the castle doors, you will come to an area where a rail spirals down a tower, when you are done grinding there is a checkpoint, instead of grinding all the way down just jump from the top toward the right and you will make it to the checkpoint a little faster especially if you can do it in speed formation, remember Team Chaotix has to grind up this rail to get a key.

TEAM SONIC:

Mission 1: Infiltrate the mysterious castle!

Type: Normal Points

A-rank Requirement: 45,000 points

Mission 2: Get to the Goal Ring within 6 minutes!

Type: Time Trial Points

A-rank Requirement: 45,000 points and 6 minute completion

Special Notes: Hard time trial, the shortcuts at the top help some, there are also a couple more little, dangerous shortcuts but are trivial, focus more on getting Light Speed Dash and Rainbow Hoop Points than enemy points. Also note that for the doors you open by killing enemies, you only need to destroy the robot sleeping in front of the door to open it.

TEAM DARK:

Mission 1: Enter the spooky castle!

Type: Normal Points

A-rank Requirement: 65,000 points

Mission 2: Defeat 100 enemies!

Type: Team Dark Defeat 100 Robots

A-rank Requirement: 100 robots in 11 minutes

Special Notes: You have to hit the back ring and do part of the level over again, but Team Blast doesn't get you stuck anywhere at all, very easy to do within 11 minutes.

TEAM ROSE:

Mission 1: Find the haunted castle!

Type: Normal Points

A-rank Requirement: 45,000 points

Mission 2: Collect 200 Rings!

Type: Team Rose Collect 200 Rings

A-rank Requirement: 200 rings in 3 minutes 30 seconds

Barely over 200 in the entire level but 3 minutes 30 seconds is plenty of time, hurry through the level and if you are a little short of 200 by the goal ring, remember there are a lot of rings right at the beginning of the level to make up for that.

TEAM CHAOTIX:

Mission 1: Get the keys inside the haunted castle!

Type: Team Chaotix Item Hunt

A-rank Requirement: 35,000 points with 10 keys

Special Notes:

A couple of keys are pretty well hidden, know where they are before trying to A-rank and especially for the next part.

Mission 2: Collect the keys without being detected by the enemies!

Type: Team Chaotix Item Hunt/Stealth

A-rank Requirement: 23,000 points with 10 keys without being detected by robots

Special Notes:

Not that bad actually, sneak up on most of the enemies while invisible then kill with Team Blast, the keys are obvious because you had to find them all for the first mission anyway.

Ignore the very first enemy guarding the switch and the first search light robot, a lot of enemies can't or very hard to attack without being detected because Espio can't kill them, sneak past them, start Team Blasting large groups of enemies later on.

Near the end of the level right after you pull the two switches to open the door to the room where the key is behind a breakable wall, you want to use Team Blast right up against this breakable wall so you kill not

Most Direct Rail to First Battleship (Team Sonic, Dark): When you start off the level falling, don't push forward, the rail you will land on is the most direct route to the first battleship.

Team Rose Beginning Shortcut (Team Rose, duh): Jump in speed formation off the first rail you are grinding on and use Propeller Hammer to reach the Rainbow Hoops, this leads to a high Speed-type path which is much quicker.

Nice Rainbow Hoop Shortcut (Team Sonic, Dark): When you destroy the first battleship, you change automatically change to power formation. You will see rainbow hoops, but you need to switch to Flight formation and then you can jump and fly to the rainbow hoops to get a huge bonus and there is a shortcut past the slower fans.

Last Propeller Ride (Team Sonic, Dark, Rose): Stay on the ride the whole way through instead of landing on the battleship with the lup, not worth it.

TEAM SONIC:

Mission 1: Get to Eggman's flagship!

Type: Normal Points

A-rank Requirement: 20,000 points

Special Notes: Instead of bothering to destroy cannons, run across ships very fast to avoid the cannon fire, you can treat like the time trial.

Mission 2: Get to the Goal Ring within 9 minutes!

Type: Time Trial Points

A-rank Requirement: 30,000 points and 9 minute completion

Special Notes: 9 minutes is plenty of time, but for this time trial the time bonus is good enough where if you can ignore cannons/enemies you don't have to kill to go further and you get to the end in about the 7 to 7 minute 30 second range you should have an A-rank. Use Speed formation wherever possible, use fans over other ways to get across certain areas. Level up Tails so you can take care of E-2000s much easier, save Team Blast for E-2000s.

TEAM DARK:

Mission 1: Land on Eggman's flagship!

Type: Normal Points

A-rank Requirement: 30,000 points

Treat like Team Sonic's first mission, try to do it kind of quickly. Can be hard to exploit Team Blast because it prevents large doors from opening. Heavy cannon fire and Omega falls off edges easily while attacking, can be hard to get through in one go.

Mission 2: Defeat 100 enemies!

Type: Team Dark Defeat 100 Robots

A-rank Requirement: 100 robots in 13 minutes 30 seconds

Special Notes: Kind of hard, Team Blast can get you in trouble because a lot of robots in this level teleport onto the scene and running through the level like this can mean missing robots. Get the robots on the platforms around the first rails you grind. There is a lot of cannonfire, so be careful. Don't try to do Power-type combos in many places, Omega has a terrible tendency to want to fall off the edge. Go through the level and get all the robots you see, even if slightly out of the way.

TEAM ROSE:

Mission 1: Find Eggman's fleet!

Type: Normal Points

A-rank Requirement: 40,000 points

Mission 2: Collect 200 Rings!

Type: Team Rose Collect 200 Rings

A-rank Requirement: 200 rings in 5 minutes

Special Notes:

The main issue here is making sure not to lose rings, there are plenty of rings in the level, but make sure you have a shield and stuff so you do not get hit. A good start is to start off the level on the upper path, you start the level on a rail, jump right at the end of the rail and just keep A pressed and you will go into propeller hammer and hopefully hit some rainbow rings that will take you to high platforms, a good area with lots of rings, but anyway if you keep from getting hit you should make it well within the time limit.

TEAM CHAOTIX:

Mission 1: Infiltrate the flagship without being detected by the enemies!

Type: Team Chaotix Stealth

A-rank Requirement: 33,000 points without being detected by robots

Special Notes: A very interesting level, it is short, but the major frustration is the fact that it is a Stealth mission but you have to solve little puzzles to figure out how to open doors and getting past areas undetected. Your first time going through this level was probably frustrating, but with a strategy it's actually easier than other Team Chaotix missions. To make it easy on you, I wrote a walkthrough, following this will give you an A-rank in this and the second mission. The first group of enemies are just guarding one switch in the middle. You can either sneak up on the switch as invisible Espio, then just go past them when the door opens, or if you want more points you should charge up Team Blast, either just thundershooting away from them and getting the rings below the first rail you were grinding, or using the glitch, then sneak up on them with invisible Espio then Team Blast them giving you a lot of rings and points, what's best depends on whether you are doing mission 1 or the Time Trial. However you do it, continue on till Checkpoint 1, hit it with Fly Formation to level up Charmy. Fly up there are you will see a heavily shielded robot in the way. Get the 5 ring and the 10 ring item box to your right, the proper way to bypass the robot is to get into Power Formation and hit a spring to your left, this will send you to the big fan, use Bubblegum Decent and float around and pop the two balloons while floating above the fan for 15 rings, then hit the booster ring above the fan to end up on the other side of the robot, get the rings by the three star spring if you want to, then go into the tunnel. You will see lasers, use invisible Espio to get past them and hit a switch to turn them off. From here get into Flight formation and fly up, there are two platforms with ring item boxes, but don't leave the room the obvious way, instead fly up from the platform near the exit and you will find a booster, this will send you a rail, now STAY in flight formation because for some reason this doesn't work out well in the other formations, there is a little fan with a balloon over it and it will give you a lup, then you will be on another rail, still stay in flight formation till you are off it. This shortcut gets you past some robots and is a lot quicker. Anyway hit the three star bumper you get to and you will be at the next checkpoint, level up Charmy. The next area you just fly across platforms and thunder shoot and destroy cannons with Charmy till you get to the next room. More lasers, just like before use invisible Espio to get across them and hit a switch to turn them off. You have to fly up, then in flight formation

go off the booster, you will hit one booster ring, than another, then you should land on a rail, switch to speed if you want, this takes you to the next battleship and the next Checkpoint. Now the group of robots on this ship are guarding a switch and two more switches in cages. You need to Team Blast them, but if you have been gathering rings like I said you meter should be full already, if not Thunder shoot or glitch it full. Sneek up and then Blast. Now just use Vector to free the caged switches, these three have to be active at the same time, the easiest way being to switch to flight and put one character on each switch to open the door. Continue on and you will hit a bumper and see you have the choice between two warp flowers, also thunder shoot to get ring item boxes next to both flowers. Choose the right one, it's a much easier route and you avoid having to sneek past sleeping robots. Use the fan to float across and pop the balloons. There is an Invinsibility item box in the pile of steel boxes to your right, but you want to be careful because in Power formation your partners might homing attack the nearby sleeping robots and wake it up, you really don't need this powerup. Hit the booster to head to the next battleship and Checkpoint. This is a little different situation, a total of 7 switches, two in cages and a laser guarding them. There are two sleeping robots off to both sides. Another Team Blast situation, not only to kill the robots but also to get rid of cannons. Anyway to get rid of everything with Espio go near the closest switch, that's the best spot. Now preferably with long distance attack use Vector to free the caged switch, then use invisible Espio to hit all of them without danger of hitting the laser. Anyway continue on an a Warp Flower will take you to a very odd puzzle area. There are switches lining the hole you are pretty much in and a fan underneath, and then you see a caged target thing for Power and a pole that hasn't gone up. Ignore this stuff, it's stupid and wastes A LOT of time. Instead jump off the flower to the left. You will find a Fly sign, fly up and there are two lasers moving up and down in front of you and a cannon on the other side, thunder shoot quick to knock out the cannon, then time it just right to fly through a gap the lasers make. Now before you hit the three star bumper, break the steel containers to get rings, and make sure Team Blast is powered up. The last part is weird, there's one huge cannon and smaller ones. There is a E-2000 hiding behind the large cannon. Now inside the huge cannon is a Team Blast item box, it is possible to get it in order to kill the E-2000 but that takes time and is stupid, just power up Team Blast before you get up there and make sure to use Invisible Espio so the cannons will not fire at you. This will open up the path to the Goal, either use Invisible Espio or just Rocket Accel to the Goal.

Mission 2: Hurry and get to the flagship without being detected by enemies!

Type: Team Chaotix Stealth/Time Trial Points

A-rank Requirement: 30,000 points without being detected by robots in 6 minutes

Special Notes:

Follow the mission 1 walkthrough and you will finish well under 6 minutes with an A-rank, spend a little less time gathering rings, just go past first group of robots.

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5.t. Stage 14: Final Fortress

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Overview of Level: This is it, the Final level! As you can imagine, it is hard, there are lots of E-2000s and hammerbots, and just all sorts of obsicles. The hardest part is not trying to get enough points, but to

stay alive all the way to the end. There are some great shortcuts, but the shortcuts are kind of hard, learn them well before attempting, especially Team Sonic's Time Trial. Power is very important in the end for the Hammerbot battles, but Flight is important to level up first to fight E-2000s, then Speed because some of the poles for the shortcuts are easier to catch in Speed Formation, then level up Power. The laser part at the end can be frustrating also, make sure you switch rails very quickly, the last huge laser you can avoid by either grinding as fast as you can to reach the part of the rail that curves down before it fires, or if you can't make it get in flight formation and fly over the laser hovering in place till it stops. Anyway in order to A-rank any of these mission make sure you know the layout and dangers of this level very well.

MAJOR LEVEL SHORTCUTS!:

First Shortcut: This involves grinding one particular high rail at the beginning of the level, but different between teams.

Team Sonic: You first need to make the short Light Speed Dash after you hit the first three star bumper in order to grind the higher rail. Go into flight formation, you will notice a Shield below the end of the rail on the little silver platform, get it and then fly higher. Up there is a hammerbot, but be careful, don't attack it's feet because if you do then you will break steel boxes and fall down a hole. Instead kill it with Fire Dunk. This will free a switch in a cage, this causes rings to appear, light speed them and you will then be on a shaking and falling platform with a balloon, switch to flight, the balloon has a lup, then jump off the platform right and land on the first checkpoint.

Team Dark: Ignore the first couple of robots and the cannon, because you need to land off the very first rail onto the higher, shaky areas. Then to get on the high rail you mush Homing Attack a E-2000, then an Eggbot on a sign, then finally one on the rail itself. You will hit a booster ring at the end of the rail, but be sure to go back and get the Team Blast item box that is on the little silver platform below the end of the rail. Use this to destroy the two hammerbots in the area above, but don't go down the hole blocked by metal boxes in the floor. This opens a cage that has a Light Dash Ring just like for Team Sonic, but the platform that was shaky for Team Sonic is now sturdy because Team Blast has frozen it! Get the lup balloon and then just like Team Sonic go to the checkpoint below.

Team Rose: It is possible to jump from below at one point and fly to this rail, but there isn't anything up there.

Team Chaotix: Just like for Team Rose, there is a certain place you must jump from from the bottom to be able to fly up to this rail. But it's very interesting! You do need to use that silver platform at the end of the rail to get higher, but up there is a part of the level you don't normally get to until a little later, basically a flower normally takes you up there! But you could quickly grab the key that is up there then fall down and complete the rest of the level normally, but don't do this if you want to A rank the first mission..., or well play the last part of the level first :P.

Long Tunnel After Checkpoint 1: The easiest way of course is the low way through this high walled but narrow area right after Checkpoint 1, but each team goes through it a different way.

Team Sonic: Jump toward the balloon in Fly formation then fly, it has a Flight Meter fill-up, while still in fly formation switch to speed, you of course really won't change to speed until you land on the shaky platform. Very quickly jump from here and Triangle Jump all the way

across, if you do you will be able to pop the highest balloon at the end of this area, a Team Blast item box, the lower one is just another shield. Use this Team blast item box to kill the first Helmeted Hammerbot you meet.

Team Dark: Homing Attack the Eggbot on the sign, you will see the laser disappear, then while still high start using Triangle Jump to pop the highest balloon at the end which just like for Team Sonic contains a Team Blast item box, the bottom one is a shield, use the Team Blast to kill the next yellow e-2000 robot you encounter and also so you can use the Team Dark Pole Glitch at that location.

Team Rose: Amy can't Triangle Jump so you can't get across like the other teams, to pop the high balloon you need to hit the three star bumper underneath in Flight formation, then fly even higher, it's a shield.

Team Chaotix: A Power activated machine sends you onto the shaky platform, you need to quickly change to Espio so you can Triangle Jump across, there are more lasers, because Espio can hang on forever just dodge them, or if you dare try to use Leaf Swirl before the platform falls. Just like for the other teams the top balloon is a Team Blast and the bottom is a shield.

Major Shortcut Before Checkpoint 2: Another major level shortcut that each team does a little different, the rail I refer to is the one you grind a little ways after the shortcut above, for reference you pass two platforms with cannons on them at the beginning, actually if you destroy the two cannons you will find something nice inside, but anyway...

Team Sonic: At the end of this rail you will see Speed signs, you need to catch the pole you see at the end of the rail before you fall down lower, so you have to jump and use a tornado near it, very unlikely you will have level 3 Sonic at this point. This sends you up a couple more poles and then a small rail, grind it hard so you hit a lup near a three star bumper. Spring off the bumper and at the highest point then start Triangle Jumping across the gap, pass the robots, lasers till you see checkpoint 2, but then a door closes and you have to fight a yellow E-2000 to open it again. When you do get past the lasers by standing on the boxes by the door and then flying up from there to fly above them, you can thunder shoot the Special Key in the cage to knock it down and get it with Knuckles if you want it.

Team Dark: You have to jump off the end of this rail and hit a three star bumper, then head a little to the right were you will find an eggbot you have to Homing Attack, then use a Tornado on the pole you see. The rest is identical to Team Sonic except having to kill a couple of robots toward the end to get rid of lasers and you have to face a helmeted hammerbot before checkpoint 2, if you use Team Blast remember the door won't open, use the time to help charge up another Team Blast.

Team Rose and Chaotix: Can only shortcut a little bit by being in Flight formation on this rail, then when you hit the spring flying to where the cannon is to get higher, you can't get to the higher rail.

Major Shortcut after blowing up first Battleship: This is another high route and you catch it at the end of the first set of rails that lasers are fired on, also different for each team.

Team Sonic: It looks like another pole you have to use tornado on, but for some reason this pole is hard to catch and after you use it you often don't land on the circular rail above you are suppose to. Instead get in Flight Formation and jump off the end then fly up to this rail. You will find another pole, use a tornado, then yow will find yourself on a shaky platform, you must jump off it quick above the lasers and Triangle Jump. At the end you will see rings, so you have to jump off

the wall and hit B-button near them to dash them. Then you will hit a 1-up balloon and will be on another high rail. This leads to the high puzzle area, from here on follow the next shortcut below for Team Sonic. Team Dark: Just like for Team Sonic easiest if you just fly up to this rail, but then you have to grab one of the two handles at the other end of this rail, do this in Flight Formation. The rest after this is identical to Team Sonic, except for the fact you have to switch very quickly to speed so you can begin Triangle Jumping as soon as you hit the shaky platform. Follow the next shortcut too if you are not doing the second mission where you are trying to kill a lot of robots.

Team Rose: There is just a lup on top of the rail and nothing else, the goal is down below.

Team Chaotix: This shortcut is actually split into two parts, and the second part is not really a shortcut.... Like for Team Rose, all that is up there is a lup, but Espio can then Triangle Jump across the gap from here, but you miss the key being guarded by the yellow E-2000 down below doing this. For Team Chaotix however, the same high rail that is part of Team Sonic and Team Dark's shortcut that leads to the high puzzle area is important to get on, because this is the only way Team Chaotix can get up there and there is a key up there! Near the beginning of the rail that leads to the lower puzzle area is a three star bumper, jump on it in Flight formation then fly higher to catch this rail to get there.

Bypass Puzzle Area (Team Sonic, Dark and Chaotix): This area has a hard part on a huge platform below with a hammerbot, destroy it and you will have to solve a new puzzle in the area above, this has three large platforms and a circular rail for each team. The shortcut involves going past a huge gap and ending up near a booster that sends you to the next set of rails details for each team:

Team Sonic and Dark: Grind the circular rail you see, don't go to the area below. Get on the large platform. Kill the hammerbots with Knuckles or Omega instead of Team Blast.. yow want to save it, but instead of pushing the switch and stuff jump off the end of the platform in Flight Formation and do a very long jump, best if you jump from on top of the blocks you can break in Power Formation. Land on the narrow solid area with speed booster, if you want a special key go to the left to get it before hitting the booster, the booster also sends you into Rainbow Hoops before finally landing on the rails below. Risky and really doesn't cut much time, but every second counts. From here follow the next shortcut for Team Sonic especially.

Team Chaotix: They normally go to this booster, but faster if you do the same jump as Team Sonic and Dark.

Shortcut the End Robot Battles (Team Sonic, Dark): This is the area you get to after the puzzle area mentioned in the shortcut above. You normally end up at the bottom of an area with different platforms at different levels, you usually have to fight all the very hard robots on one platform, then you can move to the next, the very top platform contains the last Hammerbots you have to defeat in order to open the door to the last rail grinding area leading to the goal. Shortcut this entire process by getting in Flight formation on the rails leading up to it, try to get on the right most rail. When the spring at the end of the rail springs you up, start falling to your right and use flight if you have to in order to land on the high rail. Now all you have to do is fight the robots on this platform and the one above to be on your way to the last hard rail part toward the goal! It would work for Team Chaotix, but well not only do you miss a key, but the pole is broken on that platform unless you pick up that key at the very bottom, so you are forced to fight all those robots with them.

TEAM SONIC:

Mission 1: Destroy the flagship's core!

Type: Normal Points

A-rank Requirement: 62,000 points

Special Notes: Can shortcut, have fun getting through without dying!

Mission 2: Get to the Goal Ring within 9 minutes!

Type: Time Trial Points

A-rank Requirement: 40,000 points and 9 minute completion

Special Notes: Tight time trial, I could have written a walkthrough, but decided not too. All level shortcuts are pretty much necessary and it can be hard to catch every single one in one go of the level and also stay alive! Just be persistent, level up Tails first, then Sonic, then Knuckles. Takes quite a bit of practice.

TEAM DARK:

Mission 1: Get to the core where Eggman is!

Type: Normal Points

A-rank Requirement: 100,000 points

Special Notes: A lot of points, but you should get them if you take the shortcuts, just going through the level slowly alive should get you the points also, but yeah, hard to stay alive!

Mission 2: Defeat 100 enemies!

Type: Team Dark Defeat 100 Robots

A-rank Requirement: 100 robots in 12 minutes

Special Notes: A little frustrating. There are about 100 robots in the level, but the problem is like in a lot of Team Dark levels, most of the robots are in the lower, much slower routes, you will probably not make it in 12 minutes if you try to kill them all. I finally A-ranked it by taking only one level shortcut and going the low route the rest of the way, reaching the Back ring then killing the first few robots in the level. You can't afford to take more than one shortcut because of sections in the level with few robots, you will find yourself going through the level the second time around and finding you can't find enough robots in time. Choose to skip one of the two major level shortcuts. I have done it with the method above in 10 minutes 53 seconds.

TEAM ROSE:

Mission 1: Hurry and find Eggman!

Type: Normal Points

A-rank Requirement: 36,000 points

Mission 2:

Collect 200 Rings!

Type: Team Rose Collect 200 Rings

A-rank Requirement: 200 rings in 4 minutes 30 seconds

Special Notes:

Easy to make it within the time limit but be familiar with the level and make sure not to get hit and lose rings.

TEAM CHAOTIX:

Mission 1: Find the keys to the cell where the client is locked up!

Type: Team Chaotix Item Hunt

A-rank Requirement: 65,000 points with 5 keys

Special Notes:

Surprisingly hard to A-rank for a first mission. To A rank you need to kill enemies, you will not kill enough enemies if you get the very first 5 keys in the level, no matter how hard you try you will probably end up

with a C or B rank. So skip one or more of the first 5 keys and continue on in the level killing more enemies.

Mission 2: Find 10 cell keys!

Type: Team Chaotix Item Hunt

A-rank Requirement: 55,000 points with all 10 keys

Special Notes:

No worries about what keys to get/ignore here, just be very careful, it can be hard to stay alive and make sure you know where all 10 keys are, some are kind of hidden.

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5.u. Boss 7 (Final): EGG EMPEROR

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Type: Final

A-rank Requirement: 3 minutes 30 seconds

Special Notes:

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5.v. Boss 8 (Extra): METAL MADNESS/METAL OVERLORD

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Type: Extra

A-rank Requirement: 7 minutes

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6. Questions?:

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

I will only answer questions relating to the FAQs, do not e-mail me and try to

start a personal relationship or something, I will not respond to such e-mails.

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