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Welcome to Sonic Adventure DX: Director's Cut™

Within these pages is every tip, trick, and strategy you need to solve every puzzle, beat every enemy, and find every hidden item in Sonic Adventure DX: Director’s Cut™.

Hedgehog History

Sonic the Hedgehog is one of the biggest icons in video gaming. When Sonic burst onto the video game scene in the early 1990s, he represented Sega’s Genesis console in a take-no-prisoners campaign for video game dominance. Through the power of “blast processing,” Sonic’s speed gave gamers an adrenaline rush like nothing they’d seen before, and the cerulean speedster became a household name.

Now, after a decade of high-speed high jinks, Sonic has joined forces with the Nintendo GameCube in his biggest and best adventure yet! Sonic Adventure blew gamers’ minds when it was released for the Sega Dreamcast in 1999, and the fully remastered Sonic Adventure DX: Director’s Cut™ for the GameCube contains everything from the Dreamcast classic, as well as additional levels for all 6 characters and 12 hidden Sega Game Gear games featuring Sonic and friends! So what are you waiting for? Lace up your Speed Sneakers and let’s go!

Using this Guide

Sonic Adventure DX: Director’s Cut™ has much to see and do, but have no fear. All the help you need is in the pages of this guide. They have descriptions of every pick-up and enemy, and every golden ring—with screenshots—is indicated on detailed maps of every character’s Action Stages. We show you the fastest shortcuts on timed courses and tell you how to rack up every A Emblem.

Sonic Adventure DX: Director’s Cut™’s six characters (Sonic, Tails, Knuckles, Amy, E-102 Gamma, and Big) have different stories and abilities, but they share a common goal: defeating the villainous Dr. Robotnik (Eggman) and his Chaos creations. You can play through the game with any character at any time, but to complete it, you must play through it with all six characters. Each character is unique, and tactical advice is included in their individual sections. Keep in mind a few game features that apply to all characters:

Golden Rings

Golden rings are everywhere in Sonic Adventure DX: Director’s Cut™. Most sit in the open, but some are stashed in Item Boxes. Even though golden rings are the most common items in the game, they’re also among the most important ones.

As long as you hold golden rings, you can absorb a hit from an enemy without losing a life. When an enemy hits you, your rings fly in all directions. You can pick up 30 of them before they disappear. It’s better to avoid losing them in the first place, however, because you earn an extra life for every 100 rings you collect.
Golden rings also add to your final score at the end of the level. If you fight a boss after an Action Stage you finish with a bunch of rings, you have a better chance of making it through the boss battle unscathed. You can earn impressive high scores in such fashion, because the boss area usually has very few rings, making it tough to score a big bonus after defeating the boss.

When you lose a life, all “loose” rings (the ones in the open) reappear at all points in the Action Stage. Once broken, however, Item Boxes are gone for good.

**Combat**

Most combat in Sonic Adventure DX: Director’s Cut™ is situational. Knowing how Sonic takes out Kiki doesn’t do you good when you’re fighting as Amy. Still, there are some rules of thumb for dealing with enemies.

Each enemy you encounter patrols a small area. It turns around and around, but doesn’t notice you until you enter its personal space. That space varies from one enemy to the next. If you’re in no hurry, watch an enemy for a couple of seconds and attack when it turns its back.

**Spikes**

Aside from combat, the biggest threat to your ring collection is any environmental object with a spike. That metal plate in the floor up ahead with holes in it? Those are spikes waiting to happen. That mechanical noise around the corner? Those are spikes. If you’re not racing the clock, don’t take risks. Carefully explore potential hazards. After you get the feel of how each character moves, spikes become less of a hassle.

**Emblems**

Each time your character completes an Action Stage or beats a boss, you earn a Sonic Emblem. When you earn a new one, the screen shows your cumulative total of Sonic Emblems.

Each character can earn three Sonic Emblems (A, B, and C) per Action Stage by satisfying certain conditions. Completing an Action Stage gets you one Emblem. Earning the other two Emblems requires you to beat a timed test, whether it’s a race against the clock or against another member of the Sonic Adventure DX: Director’s Cut™ cast. Descriptions of the Action Stages include the conditions for earning the A, B, and C Emblems.

**Tip**

You also can earn Sonic Emblems in other ways. For instance, the game awards a Sonic Emblem for completing a character’s adventure. Let the character’s ending video play through, however, because the game doesn’t save your progress until the movie ends!
The Adventure Fields

While most of the action takes place in the Action Stages, you reach most Action Stages via three Adventure Fields.

Station Square

The Station Square Adventure Field opens at the game's beginning. At first, part of the city is cordoned off, and you can't reach the street near the Casino.

Station Square centers on the Train Station, from which trains leave for the Mystic Ruins. As the game progresses, you can catch a boat on the beach that takes you to the Egg Carrier, a convenient and important shortcut for some characters.

Inside the hotel, the left door leads to the first accessible Chao Garden. It's not much, but in the beginning it's all you have. See the Chao section at the end of this guide for further details.

Mystic Ruins

When you first reach it, the Mystic Ruins is a small area near a waterfall. Over the course of the game, new areas open, including a jungle and a temple.

The train depot near the waterfall pool has two levels: Head up to catch the train to Station Square, or go down to take a boat to the Egg Carrier (later in the game).

There are also two ore cart tracks. The one by the waterfall leads to the Mystic Ruins jungle and temple area, but it doesn't appear until a character's storyline triggers it. The other ore cart is on the tracks in the cave below Tails' workshop. That cart takes you to the Mystic Ruins Chao Garden. Tails' workshop and the area below it are scenes of a lot of early activity in Sonic's adventure.

Note

Each Adventure Field has four Sonic Emblems, but not every character can reach them. For each bonus Sonic Emblem, we've suggested a character you can use to get it. Other characters may also be able to reach it.

Note

As Sonic and pals destroy enemies in their adventures, small animals of all shapes and sizes pop out from inside the defeated foes. Pick up the animals to carry them with you, and enter a Chao garden to release all of the animals you've collected for the benefit of the Chao.

There are five different groups of animals, each of which is classified as a color: yellow swimmers, purple fliers, green runners, red strong creatures, and blue random creatures. For more information on animals and Chaos, refer to the "Caring For Chaos" section of this guide.
Egg Carrier

Dr. Robotnik’s Egg Carrier is the madman’s biggest and baddest weapon. All the characters’ paths lead to the Egg Carrier, and most characters fight their last boss atop its huge glass centerpiece. The boats that run between Station Square and the Mystic Ruins dock on either side of the vessel, and a monorail runs between the ship’s exterior and interior.

What’s the Story

Part of the fun of *Sonic Adventure DX: Director’s Cut™* is watching the story of the Master Emerald and the seven Chaos Emeralds unfold through the eyes of each character. You find they have different versions concerning who saved the day at a crucial juncture!

Dr. Robotnik, Sonic’s nemesis, is the source of the trouble. He has a scheme to use the seven Chaos Emeralds to empower his Chaos monster, which grows each time it consumes an Emerald.

Tikal, a young girl whom most characters see in a vision, is a force for good. She’s trying to protect the small and innocent Chao that once gathered near the Master Emerald in happier times. She alone knows the power the Chaos monster might achieve and the terrible fate that awaits Station Square should the monster go unchecked.

Tikal appears throughout the game, most commonly as a Hint Orb. If you touch one of the Hint Orbs throughout the game, Tikal gives you advice about the immediate situation.

As you play each of the characters, you get an introduction to his or her story, and begin to see how each fits into the epic that is *Sonic Adventure DX: Director’s Cut™*!
As the star of Sonic Adventure DX: Director’s Cut, Sonic has his white-gloved hands full. He has more exploration to complete than any other character, and he fights Chaos in more forms than any of his companions. He’s the character you need to be the most comfortable with, especially when going for the high-end A Emblems in each level.

As the game progresses, Sonic gains permanent item upgrades that make him more than a match for any enemy or obstacle. As you venture into each new level, look for ways for Sonic to use his new abilities to counter progressively tougher enemies and increase his speed against the clock.

The Homing Attack is Sonic’s standard approach to many situations, but not all the foes you encounter are as easily dispatched as the first Kiki on the beach of Emerald Coast.

Sonic’s Story

Sonic is among the first to encounter Dr. Robotnik’s Chaos monster. It appears in Station Square and seems immune to the efforts of local law enforcement.

After rescuing Tails from near his downed aircraft, Sonic becomes entangled in the plot of the sinister Dr. Robotnik, whose goal is the destruction of Station Square (where he plans to build his own twisted Utopian vision: Robotnikland).

Sonic’s duty is to foil Robotnik’s plans, and that includes cutting Robotnik’s Chaos monster down to size as it grows more powerful. Along the way, he meets with the other characters, helping them out of jams and saving the day.

Sonic’s Movement

Sonic is the game’s most mobile character, even though he lacks Tails’ ability to fly. His ability to roll up into a small ball is one of the game’s biggest thrills, as you can send him careering through some of the toughest gauntlets. When Sonic jumps and ball up (press and hold ©), he has considerable hangtime. It’s much easier to land in small areas if you hang in the air as a ball for a few seconds, getting a good look at the target area.

When Sonic is flat-footed, he’s quite sticky, even on sloping terrain. He can hold a position as long as he’s on the run. Rolled into a ball, Sonic often slides off a surface that he could run across. Sonic doesn’t have to roll everywhere!

Sonic loses momentum quickly when he tries to roll up even moderate upgrades. It’s more prudent to jump from the bottom of a small slope and pop in midair (use
**Advanced Movement: On the Clock**

Earning Sonic’s A Emblems faces you with some of the toughest challenges in the game from a movement standpoint. Understanding a few subtle points helps shave seconds off your time trials.

Sonic rolls downhill quickly, but he loses a lot of control. Consider not just the immediate terrain but also the lay of the land ahead. It’s possible to roll almost entirely through most of Sonic’s Action Stages, but that’s risky for all but the most skilled players. It’s possible to earn Sonic’s A Emblems without rolling everywhere. Rolling across dash panels generally sends you higher in the air than running does, and hangtime is the last thing you need when you’re on the clock.

Use inanimate objects—and even rows of enemies—as stepping-stones. By targeting a row of objects or enemies in rapid sequence, Sonic can reach areas that would otherwise be inaccessible, and he can cross gaps in levels to shave seconds off the clock.

Very early in the game, Sonic receives the Light-Speed Shoes and can perform the Light-Speed Dash. That lets the hedgehog cross rows of rings to reach more out-of-the-way places. Occasionally, rows of rings also serve as level shortcuts, helping you through tight areas and crowds of enemies.

**Sonic’s Combat**

Sonic’s combat form of choice is the Homing Attack, with good reason: It’s the easiest attack to perform and the most reliable. Jump and hold to keep Sonic balled up, and use to direct the hedgehog toward targets a considerable distance away. Press again to home in with animal-freeing force.

The Homing Attack isn’t automatic. You must face your intended target and coax Sonic in that direction with the analog thumb pad. Otherwise, he tends to pop dully in midair and drop back to the ground—or over some nearby cliff.

**Advanced Combat**

As enemies get tougher, the Homing Attack can’t be applied so readily in every situation. Still, even when you can perform the Light-Speed Attack—after receiving the Ancient Light upgrade—the Homing Attack is Sonic’s best.

Many of the most dangerous enemies, such as the patrolling class of land mines, have a distinct front and back. Watch an enemy from a safe distance and note the amount of time it spends looking away from you. If you attack an enemy from behind, your odds of success with a Homing Attack increase.

The Light-Speed Attack that Sonic gains when he finds the Ancient Light is a cool trick, but it is difficult to use against enemies with perimeter defenses, such as the small swirling blades of a Bladed Spinner. Using a Light-Speed Attack against these foes may cause Sonic to zip around the target, looking for an opening that doesn’t exist. Sonic either drops to the ground after exhausting his light-speed power or flies off a ledge. If you go for it, power up the attack, then jump into the air before letting loose. That should increase the chances of success.

Using the Light-Speed Dash to destroy enemies placed near rows of rings is fast and foolproof. If you’re following a row of rings heading toward a foe or foes (the sewer of Casinopolis comes to mind), use the Light-Speed Dash to follow the rings, and destroy enemies as you flash past.
Permanent Upgrades

Sonic gets his paws on two permanent upgrades early in the game but must wait until near the end of his adventure before receiving the final one.

**Light-Speed Shoes**

Found in the short sewer tunnel below Station Square, this new footwear gives Sonic the power of the Light-Speed Dash, which allows him to power up and dash along a row of rings. Hold down © while Sonic says “Ready...,” then release it to perform the trick. Sonic’s Light-Speed Dash lets him reach powerups in places where he otherwise could not. He can also take out enemies quickly if they are stationed near a row of rings.

**Crystal Ring**

The Crystal Ring decreases the amount of time Sonic must power up before using the Light-Speed Dash. You find it in the small room above the Station Square hotel desk after picking up the Light-Speed Shoes.

**Ancient Light**

The Ancient Light allows Sonic to perform the Light-Speed Attack, dashing at enemies as he would at rings with the Light-Speed Dash. Tougher enemies aren’t easily targeted, but most enemies you can get above can be defeated.
Sonic's Boss Battles

Sonic has one of the toughest collections of bosses, as you might expect. Not only does he face the most powerful incarnation of Chaos, but he also must deal with Robotnik's most fearsome creation, the Egg Viper.

First Boss: Chaos 0

Sonic begins the game by fighting Chaos 0, Dr. Robotnik's fledgling nightmare. You need rings to survive any hits, but don't pick them up all at once. Leave some as an emergency reserve in case you suffer an attack and lose the ones you're holding.

- **Chaos 0 appears in Station Square as the game begins.**
- **Use your Homing Attack on the creature, striking from above.**
- **Chaos 0 is reduced to a puddle, then reforms. Hit him three times to defeat him.**
- **Between your second and third successful attack, Chaos 0 climbs a high pole. Run back and forth to avoid the extending limb until he drops.**

Second Boss: Egg Hornet

When you go near Tails's workshop for the first time, Dr. Robotnik is waiting with his Egg Hornet. Scoop up some rings and back off to see what he has in mind.

- **The Egg Hornet is waiting for Sonic when he ventures into the small area below Tails's workshop.**
- **The Hornet's guided missiles are nasty but avoidable as long as you stay far enough away to see them coming. Get airborne.**
- **When the Hornet glows, run out from under it and jump to get clear as it descends.**
- **While Robotnik is attempting to grind you into the dirt, jump and use the Homing Attack on him as he sits in the cockpit.**
Third Boss: Chaos 4

After Sonic’s confrontation with Knuckles, Robotnik appears and makes off with the Chaos Emeralds, leaving Sonic to contend with Chaos 4.

The battle with Chaos 4 is fought over water. Use the lily pads to stay out of the water, and jump immediately if you slip and fall. Chaos 4 attacks if he senses you sitting in the water.

Hop around the lake. Chaos 4 uses a variety of distance attacks that consist of multidirectional shock waves.

When Chaos 4 stops attacking and pokes his head up, use the Homing Attack.

Just as the Chaos before him, Chaos 4 breaks into small pieces, then reforms. Keep out of his way until he pops up, then let him have it.

When Chaos 6 is frozen, attack him. Repeat the process four times to win the fight.

Use 2 or 3 to pick up a deactivated satellite, then run at the monster and press 2 or 3 again to throw it. If it strikes Chaos, he freezes.

To defeat the monster, first attack and deactivate one of the satellites.

Chaos 6 begins the fight by trying to suck Sonic into its maw. Run and jump against the wind until it subsides.

Work the perimeter of the large area, where there are a few rings. Don’t get close early in the fight.

When the monster emits long tendrils, stay still until you must move to avoid one. When the tendrils retract, run and jump from the swinging tail.

Fourth Boss: Chaos 6

One of the toughest Chaos monsters is Chaos 6, which Sonic faces aboard the Egg Carrier.

When Chaos 6 is frozen, attack him. Repeat the process four times to win the fight.
Fifth Boss: Egg Viper

The nastiest of Dr. Robotnik’s evil toys, the Egg Viper waits for Sonic after his descent into Final Egg.

**CHARACTER CONFLICTS**

In addition to the true bosses that Sonic must defeat to advance through the game, he also winds up in scuffles with Knuckles and E-102 Gamma. Both are pushovers as long as you stay mobile and don’t let them pound on you.

These are story points, more than battles: When you strike each character three times, the battle ends, and the story progresses.
Station Square

When you complete Casinopolis, the Ice Stone appears in a nearby alley.

It takes a Light-Speed Dash to open Casinopolis. The nearby switch produces the rings.

After Sky Chase Act 1, Sonic meets Amy in Station Square.

When you complete Windy Valley, the manhole opens.

In the courtyard where you fought Chaos 0, on the left as you enter, is the Weight Stone.

In the room above the hotel’s front desk is the Crystal Ring.

In the hotel, use the Light-Speed Dash to reach the small room over the front desk.

The entrance to Emerald Coast is past the pool.

When you complete Twinkle Park, the Employee ID Card appears in the grass outside.

After you meet Amy the first time, go to her near the entrance to Twinkle Park. The level opens.

Use the Employee ID Card to open Speed Highway. Visit a Chao Garden to release the animals you’ve rescued.

When you complete Speed Highway, you spot one of Robotnik’s robots capturing Amy. Follow them to the Mystic Ruins.

Swap the Weight Stone for the special Chao egg. Leave the store with the egg.

Through the manhole are the Light-Speed Shoes.
**Mystic Ruins**

*before Chaos 6*

- Use the Ancient Light power to enter Red Mountain.
- When Amy is taken onto the Egg Carrier, enter the cave past the Ice Crystal pedestal and follow a path inside to an open door.
- Cross the pool and climb the ladder to enter the Icecap Action Stage.
- Place the Ice Crystal on the pedestal to open the ice cave.
- Place the Wind Stone on the pedestal to open Windy Valley.
- When you approach Tails’ workshop, Dr. Robotnik appears in the Egg Hornet.
- Dr. Robotnik appears after you tame Knuckles. Now you have to fight Chaos 4.
- When you complete Ice Cap, Sonic meets Knuckles near the waterfall.
- In the new area, Sonic receives the Ancient Light.
- When you follow Amy and her captor to the Mystic Ruins, the Egg Carrier whisks them away.
- When you bring the Ice Crystal from Station Square to the Mystic Ruins, the nearby cliffs reveal an opening.
- When you defeat Robotnik’s Egg Hornet, the Wind Stone appears near Tails’ workshop.
- When you complete Ice Cap, Sonic meets Knuckles near the waterfall.

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**SONIC THE HEDGEHOG’S ADVENTURE FIELDS**
Egg Carrier

After Red Mountain and Sky Chase Act 2, Sonic and Tails explore the Egg Carrier, and it transforms.

After the ship reverts to its original form, explore the large deck area and face Chaos 6.

When you step on the switch that the control chair conceals, the Egg Carrier reverts to its original form.

After the Egg Carrier transforms, Sonic can enter the Sky Deck.

Use a Light-Speed Dash to reach the upper bridge area after defeating E-102 Gamma.

Spelling out "EGGMAN" in the ship's interior opens the Egg Carrier Chao Garden.

After he defeats E-102 Gamma, Sonic can enter the bridge's lower part.

Jump in the cockpit, it slides forward to reveal a switch.

Robotnik commands E-102 Gamma to take care of Sonic and company.

Robotnik confronts the gang after Sky Deck.

After Sky Deck, use the lift to ride up to the Egg Carrier exterior.

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**Mystic Ruins (after Chaos 6)**

- When Sonic defeats Chaos 6, he falls from the Egg Carrier to a new part of Mystic Ruins. Enter the temple to find Lost World.
- Follow Robotnik to discover a passage constructed nearby.
- When Sonic completes Lost World, he has a fiery vision.
- Approach the figures near the shrine to hear Tikal’s lament.
- Through the passage is a locked door guarding Final Egg.
- Step on the buttons in sequence: middle-left, lower-left, lower-right, middle-right. The door to Final Egg opens.
- When Sonic completes Lost World, he exits to see Dr. Robotnik flying.
- When Sonic defeats Chaos 6, he falls from the Egg Carrier to a new part of Mystic Ruins. Enter the temple to find Lost World.

**Shrine of the Master Emerald**
Emerald Coast

The first level of the game is a mad dash along the coastline as Sonic sets off to rescue the crash-landed Tails. Use your Homing Attack to take care of the enemies, but don’t bounce off any walkways in the process. At this early stage, approach each new obstacle with caution. Don’t get too cocky too soon—the ocean here is an unforgiving, bottomless pit.

**EMBLEM GOALS**

<table>
<thead>
<tr>
<th>RANK</th>
<th>CONDITIONS</th>
</tr>
</thead>
<tbody>
<tr>
<td>C</td>
<td>Rescue Tails!</td>
</tr>
<tr>
<td>B</td>
<td>Collect 50 rings and destroy the Capsule.</td>
</tr>
<tr>
<td>A</td>
<td>Destroy the Capsule within two minutes.</td>
</tr>
</tbody>
</table>

**Rings**
- 626 + (5~200)

**Items**
- Extra Life (x4)
- High-Speed Shoes

**Enemies**
- Kiki
- Rhino Tank
- Sweeper

**Animals**
- Penguin
- Seal
- Beaver
- Rabbit
- Koala

- Below the rubber-railed walkway, collect more rings before using the springpad.
- Run onto the dash panel to get pushed through the loop.
- Watch out for Kiki near the first point marker.
- Roll through the third point marker, and make a hard left as soon as you clear the corner ahead.
- Use the dash panel to sail to the next point marker.
- Cut across the coastline by using the small island as a stepping stone.
- Use your Homing Attack to clear the beach of enemies.
- Use the springpad to sail to the next point marker.
- Home in from the apex of a leap to pick Kiki from the treetop.
- Roll through the second point marker, and make a hard right as soon as you clear the corner ahead.
- Follow the pathway through another loop, which shoots you to the next area.
- Off the side of the grassy area is an Item Box holding an Extra Life.
- Run the grassy area of more Kiki trouble.
- Use your Homing Attack to move quickly up the bridge incline.
- Bottom off the rubber-railed walkway, move quickly up the bridge incline.
- Use your Homing Attack to clear the beach of enemies.
- Hug the right-hand wall up the steep slope, and watch out for the spike trap ahead.
**TIMER TIPS**

In addition to the shortcuts, notice the sloping paths and loops throughout the level. Roll down slopes, breaking out of the roll when you begin to lose momentum on steeper inclines. Run, don’t roll, through loops for less hangtime. The same holds true for those dash panels that toss you out over the water to a new section of the level.

- Unless you’re in a hurry, let the bridge stop bouncing before you jump for the rings.
- Stand slightly off to the left to start your run through the point marker.
- The killer whale tears up the dock in Sonic’s wake.
- Avoid rolling, and you’ll stay in front of the whale and hit the dash panels in the dock’s corners.
- Off the dock, touch another point marker and watch for Kiki on the right.
- Circle around the island to the right and break open the Item Boxes.

**SONIC THE HEDGEHOG’S ACTION STAGES**

Rolling along the broken bridge allows you to skip over the gaps.

Unless you’re in a hurry, let the bridge stop bouncing before you jump for the rings.

Avoid rolling, and you’ll stay in front of the whale and hit the dash panels in the dock’s corners.

Off the dock, touch another point marker and watch for Kiki on the right.

Circle around the island to the right and break open the Item Boxes.

When Sonic acquires the Ancient Light upgrade later in the game, you can target Kiki from below.

Avoid Kiki on the high ledge your first time through the level; just run into the cave.

On the island’s other side are another Item Box and Kiki in a low tree.

Rolling along the broken bridge allows you to skip over the gaps.

Jump from the ledge with the springpad and target the Item Box with the Extra Life.
Avoid the wide loop by cutting across the beach on the left. Jump through the deep water.

The wide loop can cause Sonic to lose several seconds.

Through the tunnel below Kiki’s ledge, two Sweepers patrol the pond. The floating pads are unstable.

Avoid the wide loop by cutting across the beach on the left. Jump through the deep water.

At the far end of the sloped wall, Kiki guards an Item Box on a low ledge.

While rolling along the sloped wall, arc upward and strike the High-Speed Shoes Item Box from below.

When you use the shoes, keep running high along the wall. Don’t jump, just angle into the tunnel at a run.

Run through the high tunnel near the waterfall, and Sonic rockets above the pond to claim an Extra Life.

Follow the path upward to find Kiki near a point marker.

Across the pond, watch those spikes and don’t overlook the Item Box on the right.
If you’re after the B Emblem, jump the last point marker without triggering it. If you lose a life between here and the end of the level, it’s easier to get the required 50 rings if you begin from the second-to-last point marker.

Don’t slip over the low rail when you take care of Kiki.

In the grassy area above the ramp, take care of Kiki first.

Beneath the ramp waits an Extra Life.

Cut the corners ever so slightly along the final beach, but don’t go wading.

Through the spike traps, look for the waiting Kiki.

Through the spike traps, look for the waiting Kiki.

Bail off the ramp’s side to explore the beach. The springpad in the distance is an alternate route.

The downed Tails waits at the far end of the winding beach.

Whether you use jump panels, springpads, or a combination, Sonic eventually arrives at the high walkway.

Tikal is always on hand to explain new contraptions, such as the jump panels.

Drop off at pad number three to break open the case.
The Windy Valley is a tricky excursion through a level of dizzying heights and dangerous speeds. As long as you're not racing the clock, take a cautious approach. Leon's phase in and out of a general area. Don't get caught looking at the scenery where one is apt to appear.

### Rings
- 248 + (5~200)

### Items
- Magnetic Shield (x4)
- Shield
- High-Speed Shoes

### Enemies
- Leon
- Boa Boa

### Animals
- Parrot
- Partridge
- Robin
- Mole
- Seal

#### Start
- From the ledge with Leon, jump and target the small fans in order.

- Leon appears on the left-hand ledge, though it comes down to the main path.

- The wind past the Boa Boa carries Sonic to a small grassy area near the first point marker.

- Downhill, a giant Boa Boa circles. Target its head as it comes around.

- From the small grassy area, jump to a pathway below.

- Beyond the Item Box with the shield, you can smash through the wall to backtrack.

- Downhill from the second point marker, you must run through the gate to catch the current.

#### Timer Tips
There are only a few shortcuts through Windy Valley, and time in the tornado tends to drag, so take advantage of the downhill runs. Roll Sonic into a ball and steer him along the downward walkways as much as possible. You must break into a run to properly use the long-distance dash panels, and also to stick to the path when the descent becomes reckless.
Windy Valley

Follow the upper path into the hollow, where another springpad hurls Sonic from the eye of the storm.

Bounce up to the hanging bridge.

Jump and use a Homing Attack to strike the springpad at its center.

Use the jump panels to move quickly upward through the tornado.

Descending the walkway, look off to the left. Leap to the small island using the springpad.

Follow the walkway onto the springpads below the structure.

Leon is also in the vicinity, sometimes waiting in the rocky area ahead.

Take care of the Boa Boa circling in the open area.

Once out of the tornado, Sonic drops to a new section of the level.

Don’t stroll past the Item Box without claiming the High-Speed Shoes.

The alternate route also has an Extra Life. Use the springpad to rejoin the main route.

Across the ring chain waits a magnetic shield in an Item Box.

To take the alternate route near the rocket, you must learn to do the Light-Speed Dash, which you won’t learn until after you complete this stage for the first time.

Step onto the rocket platform, and Sonic streaks to a distant ledge.

Using the springpad tosses Sonic toward an Extra Life. The long hangtime keeps this from being a shortcut.

Keep on running past the dash panels to make it through the windy gateway.

Step onto the rocket platform, and Sonic streaks to a distant ledge.

Across the ring chain waits a magnetic shield in an Item Box.

Watch for Leon when you pop up through the hole in the floor.
Float along the air currents to slip past the obstacles on the lower walkways. Jump just behind the spiked ball to target the Extra Life and magnetic shield.

A springpad on the upper ledge lets you easily reach the magnetic shield.

At the large stone structure, use the springpad to reach the ledge above the wider area, where Leon patrols.

If you roll onto the first set of springpads outside the tall structure, Sonic can make it to the top in one mighty bound.

After you enter the structure, Sonic heads for a new section of the level.

Open the random ring Item Box before climbing into the windy structure.

Follow the plummeting path. At the final windy gate, resist the urge to jump. You can run onto the wind current from the walkway.

The series of springpads drops Sonic to a small grassy area. That point marker is the last of the level.

If you roll onto the first set of springpads outside the tall structure, Sonic can make it to the top in one mighty bound.

Follow the walkway, running—not rolling—onto the dash panels in front of the steep wall.

Relax and ride the wind to the level’s final platform.

The B Emblem
If you’re trying for the B Emblem, jump the final point marker without activating it. Between that marker and the level’s end is one last wicked wind ride. Should you perish, it’s doubtful you’ll be able to collect the required 50 rings. A random ring Item Box is next to the level timer, but don’t count on getting 40 rings from it when you need them!

THE B EMBLEM

A TERRIBLE TWOSOME
Getting the Extra Life and the magnetic shield from the side-by-side Item Boxes below the walkway is risky. The spiked ball is so quick that it’s hard to target and destroy both Item Boxes before the trap makes a full turn. It’s not uncommon for Sonic to get clobbered between attacks.

Jump behind the spiked ball and do two Homing Attacks as fast as you can tap 1. Resist the urge to move after the second attack as the trap swings overhead. Jump back to the walkway on the opposite side of the obstacle.

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Casinopolis

Casinopolis is Sonic’s big chance to strike it rich—the load of rings available translates into a bunch of extra lives. You must collect 400 rings to exit the Casino, but why stop there? The level’s ground floor consists primarily of two pinball games that pay off in rings. By intentionally losing either game, Sonic (and Tails) can drop into the basement to face an impressive gauntlet of traps and enemies. If you’ve learned the Light-Speed Dash, you can avoid most of those obstacles and still collect all the goodies.

**TIMER TIPS**

Collecting 400 rings within five minutes requires luck, because the quickest way to the goal is a chance game of pinball. It pays to have a winning system, and one of the pinball games (Card and Pinball) is perfectly suited to the task. As the level begins, turn around and go into the purple transporter just a few feet away. That’s the entrance to Card and Pinball.

While you’re playing, don’t take the scenic trip to the second stage of the pinball game. The entrance to the second stage is at the top of the board, so don’t try any tilting in that vicinity.

To rack up a bunch of rings in a hurry, use the left-hand flipper almost exclusively. When the Sonic-ball plays over to the left side, flex the flipper and hold it up so you can catch the ball behind the flipper. When the ball is at a standstill behind the flipper, release the control. Let the ball slide about halfway down the flipper, then whack it. Your target is the opening to the right of the three small panels above—a transparent tube that scores a card and also loops Sonic back around so you can catch him with the left-hand flipper again.

When you get a feel for the timing, you can fire the Sonic-ball round and round, and quickly build a poker hand from the cards you strike. Luck of the draw is involved, but it’s not something you have to try 10 times to make happen. When you master the flipper trick, it happens easily.

While you’re working on the timing, realize that it’s better to miss to the left of the transparent passage than to the right. To the left are three small panels, side by side. Striking all three scores a decent number of rings, and you can usually get two at one time by gently applying a little analog thumb pad tilt.

After you collect 400 rings, let the ball pass without striking it. Instead of falling into the basement, you fall back into the Casino, near the vault.

**PLAYING SLOT PINBALL**

When you activate the Slot and Pinball machine by striking the target at the top center of the game board, the lights on either side of the pinball tumblers start flashing. The flashing lights are a timing guide. Press three times to stop each tumbler in turn on three consecutive flashes of the lights.
Eventually, you enter the second large fan room. More rings. More tunnels. Check the map a few more times.

When you're satisfied with your haul, head for the wider area on the map, away from the fan rooms.

You can collect a ton of rings in the tunnels. Refer to the map, and watch out for more spiked balls.

Quickly clear the wide tunnel by charging the Light-Speed Dash, then jumping before you release it.

Awnings in front of the upper passages let you get inside easily.

The large fan turns off and on, carrying Sonic and Tails upward on the current.

Stop and wait for any animals to catch up, and don't go beneath the spiked balls.

You may have to do two separate dashes in the tunnel, the second beginning as you reach the smart bomb.

Do a Light-Speed Dash up the tunnel to collect the rings and destroy the Bladed Spinner.

If you don’t hit any of the three Sonic-balls in the pinball games, both Sonic and Tails drop into the sewer.

Shake yourself off and climb the ladder. Perhaps you could use a shower?

WWW.PRIMAGAMES.COM
Icecap feels like the quickest level in the game, mostly because of the out-of-control snowboard run that culminates the action. The route to the snowboard hill is relatively direct, but there’s plenty to do and see if you’re not on the clock.

**TIMER TIPS**
Getting through Icecap quickly depends on a clean run through the first section of the level. Use the shortcuts and don’t worry about the spike traps knocking off rings. Just keep moving forward.

When you hit the snowboard slope, it’s primarily a matter of keeping off the walls. That includes the sides of the ramps, which require skill to use. Trying to use the ramps slows you down more than it increases your speed. It’s too easy to hit the side of a ramp and lose momentum.

Even if you make it onto and off a ramp cleanly, your hang time off the jump eats up more of the clock than if you’d just kept your feet on the ground.

**USING THE ICICLE PATHS**
To jump from one icicle to the next, Sonic has to circle around so the target icicle is behind him, then use  and  to make the transfer. It’s easier if you carefully line up the camera before jumping, instead of letting it swing around at random while you try to line up a jump.

**RING GOALS**
- **Rings:** 739 + (2–80)
- **Items:** Extra Life
- **Enemies:** Ice Bot, Boa Boa
- **Animals:** Penguin, Seal, Beaver, Gorilla, Mole

**EMBLEM GOALS**
- **RANK**
  - C: Get the Chaos Emerald!
  - B: Collect 50 rings and break the Capsule.
  - A: Break the Capsule within four minutes.

** используемый в документе:**

**SONIC THE HEDGEHOG’S ACTION STAGES**

**Icecap**

The start of the level is a vast, snowy field.

At the high end of the field are the only two random ring Item Boxes in the level.

Use two quick Homing Attacks to free the animal from each Ice Bot.

From the ledge where the Light-Speed Dash leaves Sonic, use the jump panels to arrive at the same tunnel where the rocket drops you.

Hop on top of the ledge with the icicles, and walk along the base of the wall.

Follow the ledges above the icicles to reach the Extra Life Item Box.

The exit path leads to a rocket ride and another tunnel across the snow field.

Use a Light-Speed Dash as a shortcut to cross the line of rings.

Use the springpad to enter the small cave, and chill out the Ice Bot below.

Jump and use a Homing Attack to strike the springpads in their center, and Sonic grabs an icicle.

**get the Chaos Emerald!**

**collect 50 rings and break the Capsule.**

**break the Capsule within four minutes.**

**RINGS**

739 + (2–80)

**ITEMS**

Extra Life

**ENEMIES**

Ice Bot, Boa Boa

**ANIMALS**

Penguin, Seal, Beaver, Gorilla, Mole
The pathway up the walls of the cave has several spiked traps. Wait for them to retract before jumping past.

Don’t drop all the way to ground level if you’re racing the clock. As long as you have some rings, hitting the spikes is no big deal.

The exit path leads to a rocket ride and another tunnel across the snow field.

The icicle path is longer this time. Adjust the camera as you go, and take your time.

The first time you pass it, the wooden bridge is a dead end. You can hop up and break open the Item Boxes, however.

Using the jump panels causes a huge icicle to drop from the ceiling, creating a path.

The switch on the floor activates an icy bridge. Run in a straight line.

You can hop down to deal with the Boa Boa as long as you’re not racing the clock.

Follow the path to the gateway. How you open it affects which snowboard you use.

You can hop down to deal with the Boa Boa as long as you’re not racing the clock.

Follow the path along the wall, and use the jump panels to return to the wooden bridge.

Far below, a Boa Boa circles. Watch out for icy patches as you approach!
Icecap

Hitting the ramps is tricky, but it's the only way to reach the upper ledges in the area.

Once the camera swings around, you have a better shot at some rings. Don't swerve too radically if you're trying to beat the clock.

As the snowboard run begins, Sonic leaps on his board and races impending doom. …

Keep away from the walls as much as possible, especially when you can't see what's ahead.

If you're after the B Emblem and still need a few rings, swerve hard left at this juncture.

The narrow tunnel is a good opportunity to collect rings quickly.

The less air you get, the faster you get down the slope.

Hitting chunks of ice slows you down, but nothing like striking a solid object.

Sonic will flash some moves when you jump from a ramp—as long as you're not in a hurry.

Hitting chunks of ice slows you down, but nothing like striking a solid object.

Sonic is after the B Emblem and still need a few rings, swerve hard left at this juncture.

The narrow tunnel is a good opportunity to collect rings quickly.

The less air you get, the faster you get down the slope.
Twinkle Park has a more open feel than some other Action Stages, and it’s rare that you forfeit a life because of a single misstep. You’re more likely to face a backtrack than a quick demise. That can be time-consuming, but at least you’re likely to leave with a net gain in lives!

EMBLEM GOALS

<table>
<thead>
<tr>
<th>RANK</th>
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<tr>
<td>C</td>
<td>Destroy the Capsule and rescue the animals!</td>
</tr>
<tr>
<td>B</td>
<td>Collect 50 rings and destroy the Capsule.</td>
</tr>
<tr>
<td>A</td>
<td>Destroy the Capsule in less than three minutes.</td>
</tr>
</tbody>
</table>

**Twinkle Park**

- **Rings**: 448 + (7~280)
- **Items**: Extra Life (x4), Shield, Invincibility, Shield (x2), Smart Bomb
- **Enemies**: Cart Kiki, Buyoon, Kiki
- **Animals**: Rabbit, Deer, Kangaroo, Koala, Elephant

** TIMER TIPS **

Twinkle Park’s size makes it one of the harder timed tests, especially considering that you have to navigate the beginning race course before you reach the main part of the level. The doors to the race course open when you’re seated, and you need to get going as soon as possible. Get into a car quickly!

On the course, hit every dash panel you can while avoiding the walls and the other Cart Kiki. The cars on the course generally head toward you when they first come into sight. You have a second to judge their positions and adjust your course to slip past them along the wall. Your vehicle can usually mow down Kikis, but it’s best to avoid enemies when you’re racing the clock. No sense letting a lucky little monkey ruin your run!

Sonic takes a wild roller coaster ride to Twinkle Park proper.

The course concludes with an impressive double loop. When Sonic disembarks, jump down the hole in the floor.

Use the dash panels to accelerate every chance you get.

There’s an Extra Life Item Box on the downward slope of one big run.

Grab the Extra Life floating in the middle of the track.

You can run down a Kiki if you need to, but hitting one at less than full throttle costs you rings.

Hitting Item Boxes with Smart Bombs destroys nearby Kikis, giving you a clean run at the dash panels ahead.

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Sonic takes a wild roller coaster ride to Twinkle Park proper.

The course concludes with an impressive double loop. When Sonic disembarks, jump down the hole in the floor.
**Twinkle Park**

At the end of the Cart Kiki ride, step into the hole in the floor.

Kikis in Twinkle Park generally sit atop Boom Barrels, which detonate when you get too close.

Use ² to shoot Sonic toward the 10 pins. Aim with ³ at the foremost pin.

Wait for the Buyoon to shrink, then use your Homing Attack from above.

A lonely Sweeper flits about the small pool.

The quickest route is to drop over the pool’s edge to the area below.

The pond is shallow and patrolled by Sweepers.

Scoring a strike opens the door, and the crown beyond drops rings. More rings drop if you strike the foremost pin.

The area near the pool is crawling with Kikis and covered with rings. Make haste for the springpads when you’re on the clock.

Roll through the dash panels on the big ramp, angling from right to left, and you can get high enough to target the Invincibility Shield.

The area near the pool lets you jump to the area below and charge through the spiked-ball passage. Not having to pause to navigate the obstacles or worry about Kikis in the area saves a ton of time.

The area near the pool is crawling with Kikis and covered with rings. Make haste for the springpads when you’re on the clock.

Head left inside the carousel room to grab the shield. Roll to the right when you need speed.

Beyond the second bowling game, you may come under Kiki attack while collecting rings.

Three Kikis wait on the stairs. Don’t start your Homing Attack too soon, or you come up short of the farthest in the bunch.

A lonely Sweeper flits about the small pool.

Two more Buyoons wait near the next point marker.

Pluck Kikis from the barrels near the ramp. If you’re in a hurry, think of the Invincibility Shield just ahead.

Scoring a strike opens the door, and the crown beyond drops rings. More rings drop if you strike the foremost pin.

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The area near the pool lets you jump to the area below and charge through the spiked-ball passage. Not having to pause to navigate the obstacles or worry about Kikis in the area saves a ton of time.

The pond is shallow and patrolled by Sweepers.

Twinkle Park

**TIMER TIPS**

Getting the Invincibility Shield above the pool lets you jump to the area below and charge through the spiked-ball passage. Not having to pause to navigate the obstacles or worry about Kikis in the area saves a ton of time.

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Head left inside the carousel room to grab the shield. Roll to the right when you need speed.

A lonely Sweeper flits about the small pool.

The quickest route is to drop over the pool’s edge to the area below.

The pond is shallow and patrolled by Sweepers.
Twinkle Park

A switch above the windows causes a row of rings to appear. Use the Light-Speed Dash to pick them all up.

One last Buoyon and a pair of Kikis guard the goal.

Target the Kiki amid the barrel obstruction, then hustle to the nearby parapet and out of harm’s way.

With the Kiki out of the way and the animals rescued, jump from atop the barrel to get the Invincibility Shield.

Break up the Kiki party past the spiked balls. Stand on the stair rail to jump and target the Extra Life Item Box.

On the far side of the building, a springpad shoots Sonic to the courtyard near the level timer.

Use the ring Item Box to hasten the trip between parapets.

One last Buoyon and a pair of Kikis guard the goal.

A Kiki hides on the ledge to the left, up the ramp and past the lone spiked ball.

The level’s biggest shortcut is from the highest platform to the building ledge, then out around the short section of fence.

Jump out past the end of the fence, then back to the ledge on the far side. Use a small burst of speed—not the springpad—to get to the courtyard.

Past the point marker, a springpad tosses Sonic toward a platform with rings.

Target the Kiki amid the barrel obstruction, then hustle to the nearby parapet and out of harm’s way.

Turn around and target the Extra Life Item Box from the ring platform, but don’t fall overboard.

A switch above the windows causes a row of rings to appear. Use the Light-Speed Dash to pick them all up.
Speed Highway

The Speed Highway is a reckless romp of twisting roadways and dizzying heights, with almost as many pick-ups as enemies. At this level, Sonic’s adventure makes some serious demands on your skills, but the risks are worth it. During your first time through, see all the sights and roll around a lot until you get a feel for the highway. When the roads turn sideways or invert entirely, you must run (not roll) for Sonic to stick to the pavement.

**TIMER TIPS**

Instead of a couple of major shortcuts, Speed Highway has a bunch of little ones. You must make a clean run through the level and cut almost every corner to beat the clock. The biggest timesaver is the pair of High-Speed Shoes high on the wall near the level’s center. If you can grab the shoes and keep running across the wall and onto the roadway beyond, you’re on your way to that A Emblem.

**RING GOALS**

- **C** Destroy the Capsule and rescue the animals.
- **B** Collect 50 rings and destroy the Capsule.
- **A** Destroy the Capsule within two minutes and thirty seconds.

**RINGS**

- 756 + (5–200)

**ITEMS**

- Magnetic Shield (x2)
- Shield (x3)
- Invincibility Shield
- High-Speed Shoes (x7)
- Smart Bomb

**ENEMIES**

- Cop Speeders (x2)
- Bladed Spinners (x3)
- Spiky Spinners
- Electro Spinner

**ANIMALS**

- Rabbit
- Kangaroo
- Deer
- Koala
- Robin
### Speed Highway

Optionally, return to the start of the level and jump off to clear the first loop of rings.

Drop to the highway between the two buildings after you have all the goodies.

Hop on the platform and ride it up to the new section of highway.

Run onto the beam in front of the moving platform to shave off a couple of seconds, but be careful!

If you roll through the dash panels on the road ramp, you can sail over the glass ceiling. Free the animals from the Bladed Spinners.

Climb to the tower’s top and claim the Extra Life. Use your Homing Attack so you can bounce backward from the dangerous ledge.

Wait until one of the Bladed Spinners beneath the glass is in range, then attack it to break through the barrier.

Power up and jump to the roof of the second building from the flat section between the two buildings.

If you get up above the Shields, you can steer down to the ledge as Sonic begins to drop. Take the Extra Life and the rings.

Before you slip down the steep slope, jump and land on the flat section of roadway above.

Jump off the upper section of roadway to collect rings, then jump back up again.

Jump the gaps in the upper roadway to reach the distant Magnetic Shields.

At the beginning of the level, bail over the side of the roadway to bypass the loop. You drop faster if you don’t ball up.

From the tall ramp leading between the towers, jump over the side to one of the buildings’ sloped rooftops below.

A burst of speed shoots Sonic up the building’s side to the next section of sloped roof.

Climb to the top and take the Extra Life from the Item Box.

From this position on the sloped wall, gather more speed and launch upward toward the three Item Boxes.
Another pair of High-Speed Shoes is in the vicinity. Don’t let the sudden speed make you lose control!

Don’t miss the Extra Life at the end of the short section of highway.

Another Spiky Spinner guards a random-ring Item Box on the lower level.

At the end of the road, a contraption lifts Sonic to the upper highway.

A burst of speed from this position lets Sonic reach the rings on the platform just below.

Follow the highway to the helipad, landing short of the copter’s spinning blades. Jump to the copter’s landing strut, and Sonic grabs hold of it.

Cop Speeders and Bladed Spinners guard the area below the bell, near a shield.

If you ring the bell, you’re rewarded with rings of another sort.

If you drop downward, you reach an Invincibility Shield, which is handy for dealing with the enemies below.

If you run at a slightly upward angle, you can claim the High-Speed Shoes from the Item Box.

Here, there is a pair of Spiky Spinners. Use the Homing Attack on them from above.

Around one corner of the building is another pair of High-Speed Shoes.

Expect immediate resistance from a Cop Speeder when you arrive near the Extra Life.

Past the point marker, run onto the building’s side.

From the roadway, jump in the direction of the building you just ran across to land on the rooftop below.

Cop Speeders and Bladed Spinners guard the area below the bell, near a shield.
Speed Highway

Past the point marker, expect a Cop Speeder and two Bladed Spinners to offer resistance.

If you run through the inverted roadway without falling, you can spring to a high platform. Target the line of Bladed Spinners through midair.

You can jump obstacles protruding from the wall, but don’t hop into the blades.

When you step onto the glass floor, it gives way, and Sonic starts running down the wall below.

Angle back toward the center of the wall when you have the High-Speed Shoes, and pluck the Extra Life as well.

When the roadway rolls over, you can stop and drop to a rooftop below. Arrive ready for action.

Instead of going all the way to the Extra Life, use the row of Bladed Spinners to lead you toward the lower platform. Drop and make haste to the rocket ride.

A Magnetic Shield waits in the Item Box near the moving platform.

A Magnetic Shield! Whack! (Right near a pole...).

The downward trip goes faster if you can grab the High-Speed Shoes from the wall.

Another rocket ride lifts you toward the level’s next section.

At the end of the line of Bladed Spinners is a small platform with an Extra Life. Below is a hostile area with a Smart Bomb.

A Magnetic Shield! Whack! (Right near a pole...).

Jump up beneath the Smart Bomb as the enemies move in to take care of business.

The downward trip goes faster if you can grab the High-Speed Shoes from the wall.

Past the point marker, expect a Cop Speeder and two Bladed Spinners to offer resistance.

When the roadway rolls over, you can stop and drop to a rooftop below. Arrive ready for action.

Instead of going all the way to the Extra Life, use the row of Bladed Spinners to lead you toward the lower platform. Drop and make haste to the rocket ride.

A Magnetic Shield waits in the Item Box near the moving platform.

A Magnetic Shield! Whack! (Right near a pole...).
As the street section begins, roll right and onto the dash panel. Hug the right-hand wall to make it to the rooftop. The rooftop with the five-ring Item Box is a prime spot for getting at many of the goodies in the area.

From the ledge across the street, past the rooftop with the five-ring Item Box, you can jump and target the Extra Life. Jump into the fountain, which carries Sonic aloft. Use ◀ to angle toward the goal.

Run along the road, then roll and arc upward to reach the nearby ledge with the random-ring Item Boxes. Jump to the rooftop from the ledge with the three Item Boxes. The High-Speed Shoes below are an easy target.

Follow the right-hand lane around, through both sets of tunnels, and head for the fountain. It’ll be close. Collect the Extra Life before heading for the goal.

The fastest way through this section is the roadway. Get in the right-hand lane and get rolling.

Expect more Cart Kiki trouble as you explore the street near the fountain.

A Bladed Spinner patrols the narrow street. As you make your way down the congested streets, Cop Speeders arrive to reduce your ring total.

The rooftop with the five-ring Item Box is a prime spot for getting at many of the goodies in the area.

As the street section begins, roll right and onto the dash panel. Hug the right-hand wall to make it to the rooftop.

More High-Speed Shoes, just in case you feel the need for speed. They aren’t in a good position to help you beat the clock, unfortunately.

The final section of the level is a city street crawling with cars.

It’s easiest to get at the Shield from the rooftop across the street. Wait for the Electro Spinners to discharge, then rush in for a Homing Attack.
Red Mountain

The area in and around Red Mountain is one of the most hazardous in the game. The unforgiving heights of the initial climb give way to floors of molten lava once you reach the interior, making the B Emblem almost as hard to achieve as the A Emblem. Go slowly until you have no other choice. The ground collapsing beneath your feet is a good indicator that it’s time to shake a leg.

**TIMER TIPS**

You have to reach the end of Red Mountain in three minutes to score the A Emblem. The good news is that you know early on if you’re going to come close. You must cover the distance between the beginning of the level and the first tram ride almost flawlessly to have a shot at the A Emblem, and you should drop inside the mountain with at least 1:30 left. The final hall is merciless, but if you can make it to the last point marker with a couple of lives and 20 seconds remaining, there is hope.

**EMBLEM GOALS**

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<tr>
<th>RANK</th>
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<tr>
<td>C</td>
<td>Chase the Egg Carrier!</td>
</tr>
<tr>
<td>B</td>
<td>Collect 50 rings and destroy the Capsule.</td>
</tr>
<tr>
<td>A</td>
<td>Destroy the Capsule within three minutes.</td>
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</table>

**Rings**

534 + (6–240)

**Items**

- Extra Life (x8)
- Shield (x2)

**Enemies**

- Gora
- Kiki
- Bladed Spinner

**Animals**

- Gorilla
- Elephant
- Lion
- Parrot
- Mole

**Cross the bridge and get a charge to roll up the hazardous slope.**
Red Mountain

SONIC THE HEDGEHOG'S ACTION STAGES

**Red Mountain**

- **Attack the Gora from above as the pyrotechnics fade.**
- **The High-Speed Shoes below the bridge can be dangerous, considering where you're headed.**
- **Use the series of springpads to ascend the mountain.**
- **Up top, crash the Bladed Spinners and check beneath the bridge before crossing over.**
- **Jump up underneath Kiki on the monkey bars to rescue the animal within it.**
- **From the apex of the first rocket ride, lean to hit the springpad for a shortcut.**
- **Step on the switch, then ride the rocket up to the clearing.**
- **As you approach, let the timing of the spiked ball dictate whether you run beneath the obstacle or jump wide and above it.**
- **From the rocket's apex, you can break the Item Box or for speed, lean toward the springpad on the right.**
- **A pair of Bladed Spinners waits in the clearing, and Kikis guard the ramp beyond.**
- **From the apex of the first rocket ride, lean to hit the springpad for a shortcut.**
- **Defeat the crowd of Kikis and step onto the rocket platform.**

**Round the corner to the right, being mindful of the spiked balls. If you fall over the cliff, you land on a ledge below with a Gora.**

**Jump above the monkey bars to grab hold. If you're in a hurry, jump over this set.**

**Attack the Gora from above as the pyrotechnics fade.**

**The High-Speed Shoes below the bridge can be dangerous, considering where you're headed.**

**Use the series of springpads to ascend the mountain.**

**Up top, crash the Bladed Spinners and check beneath the bridge before crossing over.**

**Jump up underneath Kiki on the monkey bars to rescue the animal within it.**

**Step on the switch, then ride the rocket up to the clearing.**

**As you approach, let the timing of the spiked ball dictate whether you run beneath the obstacle or jump wide and above it.**

**From the rocket's apex, you can break the Item Box or for speed, lean toward the springpad on the right.**

**A pair of Bladed Spinners waits in the clearing, and Kikis guard the ramp beyond.**

**From the apex of the first rocket ride, lean to hit the springpad for a shortcut.**

**Defeat the crowd of Kikis and step onto the rocket platform.**

**Round the corner to the right, being mindful of the spiked balls. If you fall over the cliff, you land on a ledge below with a Gora.**

**Jump above the monkey bars to grab hold. If you're in a hurry, jump over this set.**
The rocket ride from the high ledge drops you near the final tram. Lean left as you fall.

Run onto the back of the right-hand springpad to snag the random Item Box above.

Through the point marker, Kiki always gets off a good shot. Dodge to Sonic’s left before jumping to target Kiki.

Lean toward the lava pool from the apex of the rocket ride and open the Extra Life Item Box as you fall.

The flaming statue guarding the monkey bars has a limited range of attack. Get as close as you can, then jump up and over it.

The series of jump panels leaves you on the ledge near the long row of Bladed Spinners.

You can either stay and fight the Gora on the low ledge or lean toward the springpad as you fall to make a quick escape.

Just past the Extra Life is a ledge with a jump panel. That helps shave off a few seconds.

Cross the Bladed Spinners and target the ledge with the Extra Life.

If you fall below the row of Bladed Spinners, a long ramp lets you climb toward the tilting ledges.

To ascend the platforms, wait until the one above you starts to tilt downward, then jump up.

Expect the Kikis to begin bombing as you hop to their ledge.

When the bridge breaks, drop down for a few more rings.

Cross the line of Bladed Spinners to the tilting platforms.

Navigate the small ledges, being mindful of the flaming statues. If you’re in a hurry, you can hop along the opposite ledges.

The final tram ride drops you at the platform where you enter the mountain.

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Cross the Bladed Spinners and target the ledge with the Extra Life.
If you're racing the clock, jump across the rocks without targeting the Bladed Spinners. If you try to cross them too quickly, you fall in the lava.

Lean to the left as you sail to the island, and the volcano erupts.

If you're going for the B Emblem, this is the last point marker you should activate.

Hop the rocks, opening a Shield Item Box en route.

If you're racing the clock, jump across the rocks without targeting the Bladed Spinners. If you try to cross them too quickly, you fall in the lava.

When the path opens into the huge cave, look left to spy on Extra Life.

The pair of Goras on the small island can prove taxing. Get some air for your approach, and crack a ring Item Box if the Goras score a hit.

The camera angle can make the Gora near the cells a real pest. Use the flame rings to judge its position from a distance.

Hug the wall on the right as the lava washes onto the shore.

Roll along the edge of the path near the wall as the lava encroaches.

Cross the row of Bladed Spinners and watch for the Kikis waiting on the destination island.

Jump from the top of the ramp to target the High-Speed Shoes Item Box (don't use the Light-Speed Dash).

Along the low road, a Gora plays near a volatile lava pool.

Lean to the left as you sail to the island, and the volcano erupts.

If you're going for the B Emblem, this is the last point marker you should activate.

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Hug the wall on the right as the lava washes onto the shore.
Sky Deck is a dizzying level, made more difficult because the Egg Carrier keeps changing altitude. When the alarm sounds, hold your position or grab onto something and let the ship stabilize before continuing. As you travel along the deck’s lower portion (not the undercarriage, but after you destroy the first turret) the wind current blows from left to right, toward the large flaps along that edge of the ship. If you’re near that edge and unable to grab hold when the ship shifts, run and jump toward the ground to keep from being swept overboard.

**EMBLEM GOALS**

<table>
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<tr>
<th>RANK</th>
<th>CONDITIONS</th>
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<tr>
<td>C</td>
<td>Rescue the animals and destroy the Capsule!</td>
</tr>
<tr>
<td>B</td>
<td>Collect 50 rings and destroy the Capsule.</td>
</tr>
<tr>
<td>A</td>
<td>Destroy the Capsule within five minutes.</td>
</tr>
</tbody>
</table>

**Rings**

641 + (8–320)

**Items**

- Extra Life (x8)
- Magnetic Shield (x9)
- Shield (x5)
- Invincibility Shield (x4)
- Smart Bomb (x2)
- High-Speed Shoes

**Enemies**

- Spiky Spinner
- Bladed Spinner
- Electro Spinner

**Animals**

- Parrot
- Partridge
- Robin
- Skunk
- Lion

Each level of the walkway comes complete with a Magnetic Shield and a set of instructions: Destroy the big gun.

When the monkey bars give way, it’s critical that you jump from the height of the swing and reach the second level.

Climb the ladder. This first set of spiked balls isn’t much of an obstacle.

Hurdle the obstacles with quick little jumps before the turret gun blasts the walkway to pieces.

Wait for the ship to reach a constant altitude before you try crossing the row of Bladed Spinners.

Use the springpad atop the ladder to shortcut past a pair of Extra Lives.

Jump backward as the pillars rotate to move between them.

As you cross the monkey bars, jump up and destroy the waiting Bladed Spinner.

Try to rescue the animals from the Bladed Spinners before taking the Extra Life from the lower platform.

Drop off the nearby pillar to get at the Extra Life, but don’t hit the dash panel before claiming the prize.

When the monkey bars give way, it’s critical that you jump from the height of the swing and reach the second level.

Each level of the walkway comes complete with a Magnetic Shield and a set of instructions: Destroy the big gun.
Sky Deck

The first major shortcut begins across the short row of Bladed Spinners. Let the ship stabilize before crossing, and be ready to "pop" to the platform from the last Bladed Spinners.

Sonic is fired at a point marker to begin the level's next section. Don't use the dash panel if you're racing the clock!

Don't use the rocket until after a hook passes by, or Sonic may grab it and waste time riding around on it.

You can cut corners by jumping, and can climb to the third level without a ladder.

Even if you shortcut past the ramps successfully, this route takes longer than the true shortcut.

The rocket ride drops Sonic atop a Smart Bomb capsule, destroying the nearby Electro Spinners. Jump over and take the Invincibility Shield.

The dash panel sends you down a ring-filled ramp protected by dangerous spiked balls. Hop over the dash panel and off the ledge.

The Invincibility Shield lets you mow through the enemies (if you didn't use a Smart Bomb on them).

Across the springpads, adjust in midair to make Sonic crack out the High-Speed Shoes.

The Invincibility Shield lets you hurry around the walkway, then disregard the spiked balls as you climb.

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Don't move as you arrive on the small ledge. Wait for the ship to stabilize. The winds here are treacherous.

Rush up to the rocket and blast the big gun before it blasts you.

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Wait until Sonic is over the platform, then press to let go of the crane.

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**Sky Deck**

**RUNNING THE GAUNTLET**

The windy area of Sky Deck is a bear to explore, but it’s not too bad if you cross at high speed. When the ship rises into the light, target that first trio of turrets, then hurry along the less-dangerous edge of the Egg Carrier to reach the ramp at the far end. Roll all the way to the ramp without stopping to take out any guns or enemies. Even if you take a hit, scoop up a couple of rings and keep moving. When you reach the monkey bars, jump off them to the upper area and tag the nearby point marker.
The flight deck is dangerous, as sections of the deck collapse while you advance. Use the dash panels to shoot across the danger zone. You don’t have to run forward to escape from the rectangular pits. You can turn and jump up the side wall instead. It’s slower than running forward, but you can lose a ton of lives in this small section unless you use caution.

Timer Tips
Completing the Sky Deck in five minutes is one of the easiest mad dashes in the game, unless you have a problem with midair trajectories. You can cut your time in three major ways:

1. Use the Smart Bomb and Invincibility Shield near the level’s start.
2. Roll past the turrets on the deck’s lower section, weaving between them to reach the ladder. It’s risky, but it comes between two point markers.
3. Race up the final part of the level before it tilts and forces you into a dangerous climb.

The flight deck area
Crossing the flight deck is dangerous, as sections of the deck collapse while you advance. Use the dash panels to shoot across the danger zone. You don’t have to run forward to escape from the rectangular pits. You can turn and jump up the side wall instead. It’s slower than running forward, but you can lose a ton of lives in this small section unless you use caution.

The big gun fires several blasts at one tower, then pivots to pick another target. Once you see where it’s aiming, jump up and deliver a rocket.

A Shield is on the windy edge, but it’s hardly worth the risk.

On the Sky Deck’s most dangerously windy section, there are Invincibility and Magnetic Shields.

Past the flight deck, a nasty nest of turrets guards another big gun. Take out the upper turrets near the rocket platforms.

Notice the different directions of the spacecraft. They attack in front of them and can be attacked to release animals.

The springpad tosses you up to grab a set of monkey bars near the flight deck. Tag the point marker quickly.

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On the Sky Deck’s most dangerously windy section, there are Invincibility and Magnetic Shields.
Let go of the crane in the adjacent area. If you’re in a hurry, forget about the rings and climb a nearby ramp.

Run across the floor as the ship tilts. Round the corner and stand still until the tilting stops.

Dodge the obstacles and ride up the elevator in the corner.

Dodge the obstacles and ride up the corner.

Take out the Electro Spinners on the upper walkway. Turn the corner, and use the dash panel only if you’re in a hurry.

The central item box moves up and down. Jump high to target the Invincibility Shield in the item box, then take the Shield and rings.

Two more Electro Spinners are in the area. One is helping guard a trio of item boxes.

From the center of the platform, jump up. Sonic grabs the crane’s hook.

Hop over the dash panel and around the corner to the right.

From the ledge above the ramp, jump atop the moving obstacles to reach the upward-pointing roller path.

Two more Electro Spinners are in the area. One is helping guard a trio of item boxes.

To your right as this section of the level begins is a turret on top of an Invincibility Shield.

A Magnetic Shiled is under the turret to Sonic’s left.

Use the dash panels in the area to find the ladder, and climb to the upper walkway. Jump over the enemy if you’re in a hurry.

When the ship tilts (when you jump from the ledge past the roller path), use monkey bars and springpads to ascend.

To get at the Extra Life, duck around the corner where it’s hanging before the ship starts to tilt.

Sky Deck
SONIC THE HEDGEHOG’S ACTION STAGES

Sky Deck

Jump from the center of a switchback walkway to drop to the platform below.

When the ship tilts, use the monkey bars and springpads to make a slow climb to the point marker.

Follow the enclosed pathway to the Capsule.

Step on the switch and give the door a half-second to open before entering. It’s possible to rush and climb atop the walkway.
Lost World

As you near the final showdown with Dr. Robotnik, the leisurely pace of Lost World seems like the calm before the storm. The level comprises several large and dangerous areas, but if you’re not racing the clock, you can work your way through at a cautious pace.

**EMBLEM GOALS**

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<td>C</td>
<td>Go to the center of the ruins!</td>
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<tr>
<td>B</td>
<td>Collect 50 rings and destroy the Capsule.</td>
</tr>
<tr>
<td>A</td>
<td>Destroy the Capsule within four minutes and thirty seconds.</td>
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**TIMER TIPS**

The requirement to get to the Capsule in under four and a half minutes makes this the toughest A Emblem for Sonic to obtain. Quickly defeat the large water room puzzle, then make all the right moves in the final area where Sonic climbs the lighted panels. You can shave off seconds in several other small ways, but there’s little room for error.

- **Wait for the pillars to rotate from in front of you, then use the Light-Speed Dash to traverse each section of tunnel.**
- **Use the preceding dash panel to roll up and fire down the rotating passage. Avoid the flames as you rush forward.**
- **If you slip into the spikes while gathering rings, leap to safety before the second hit costs Sonic a life.**
- **Getting the High-Speed Shoes near the spikes is dangerous. If you’re in a hurry, you shouldn’t be down there.**
- **Light-Speed Dash from the slope to crack the ring Item Box, hopefully dropping to the pedestal below.**
- **A Leon waits just past the point marker. If you restart from that point, he’s on top of you.**
- **A pit is at the end of the tunnel. Dash or run and jump to reach the far ledge.**
- **At the end of the hall, roll into a ball and soar across the spikes to the point marker.**
- **The two Leons in this area get stuck behind the last pillar on the left as you near the lawn.**
- **Wait for the Boa Boa to circle around before targeting its noggin.**

**Rings**

489 + (7~280)

**Items**

- Extra Life (x2)
- Shield (x3)
- Magnetic Shield (x4)
- High-Speed Shoes

**Enemies**

- Gora
- Boa Boa
- Leon

**Animals**

- Gorilla
- Elephant
- Lion
- Mole
- Penguin
**THE SOUND OF DANGER**

When you start raising the water level in the room, you can occasionally fall off one walkway and land on another below. You may still be alive, but you’re in danger of drowning. When Sonic’s air supply ebbs, the music changes. At that point, get some air in a hurry. If you can’t climb out of the water, jump up as high as you can. If you can break the water’s surface, you get enough of a breath to keep going.

**CAN’T THIS THING GO ANY FASTER?**

The big water snake is a ponderous transport, especially if you’re racing the clock, but be patient. You want the following sequence: the first water-level switch, then a snake ride, the first door switch, the second water-level switch, then another snake ride. Jump off at the second door switch, then climb to the third water-level switch. From there, jump to the approaching head of the snake and roll toward its tail. It’s easy to jump to the last door switch from the end of the snake.

The snake passes the exit walkway twice, the first time below a safe jumping distance. You can jump up and target the ring Item Box near the Gora on that first pass. That gets you to the door a few seconds faster, though you must battle with the Gora to make it happen.
Lost World

**IN THE DARK**
Aligning the lights and mirrors in the dark room takes too much time if you're on the clock. Negotiating the room in the dark is hazardous, but you must do it to get the A Emblem. Use the Goras and flame darts as markers. Jump over that first Gora and target the second one from above when it is farthest from you.

- **Flame darts crisscross the point from which you must Light-Speed Dash.**
- **On the clock, go right for the springpad on the first landing and cross the water.**
- **Hop across the boxes to the Shield. You can jump from there to target a nearby springpad.**
- **Race down the hall, past the obstacles, to the closed door at the far end.**
- **Ride the rapids over the waterfall, dropping to the small island.**
- **You don't have to use the mirrors after you get the general layout of the room. The indirect light is enough to get you through.**
- **Through the mirror room, a Leon guards the point marker.**
- **Adjust another mirror to better see the gaps in the path.**
- **The outside walkway is treacherous as it narrows and tilts toward the cliff. Proceed with caution.**
- **In the dark chamber, adjusting the lights toward the mirrors illuminates the path ahead.**
- **Attack the Gora from above, in the direction of the path.**
- **Follow the path and adjust the mirror. Aiming for the lower part of the mirror helps it quickly lock on.**
- **The Gora across the gap likes to knock you over. Wait until it's far from the edge before jumping over.**

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For speed's sake, do not touch the mirrors. Use the flames to guide you.

Farther along the path is a Magnetic Shield. Double back after you have it, avoiding the rolling blocks.
SONIC THE HEDGEHOG’S ACTION STAGES

**Lost World**

A pair of Goras is in the chamber with the panels on the walls.

Use the switch closest to the entrance to light a path, and take a right where the pathway divides.

Using the same switch repeatedly cycles it through a pattern where panels align and light up, allowing Sonic to climb.

If you’re trying for the B Emblem, notice that there are 27 rings in the final Light-Speed Dash before the end of the level. After you go through the loop and enter the level’s final room, you can’t get back out, even if you restart. You appear inside the level’s final chamber, where there are no rings.

The Extra Life is easy to reach. Other pathways lead to rings and ring Item Boxes.

The water near the Boa Boa and hut is deep enough to slow you if you try to run through it. Roll and jump.

If you want the Magnetic Shield, be on the right side of the hall as Sonic runs toward the camera.

Use a Light-Speed Dash to trigger the nearby switch, and zip along the row of rings.

Atop the hut is a Shield. Leons are lurking. The switches realign the panels.

Use the switch closest to the entrance to light a path, and take a right where the pathway divides.

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There’s no stopping in the rolling boulder hall—and no rolling for Sonic, just a flat-out foot race.

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FOR ONCE, A FORTUITOUS LANDING

If you miss when you try to jump into the high box with the row of rings leading into the passage, you often fall and land on the lip of a ledge. That ledge is near the switch that activates the row of rings and allows you to Light-Speed Dash to the end of the level. The camera doesn’t zoom in until you jump inside the ledge’s lip, so keep your cool and you might yet beat the clock. If you get twitchy at that point, you slip over the edge and drop to the ground floor of the large room.

THE LIT PANELS IN A HURRY

Enter the room and angle left, toward the switch in the water with the Gora beside it. As long as you have any rings, ignore the Gora and jump atop the switch. As the panels realign, jump into the air and trigger the switch a second time. If the Gora closes in, attack it before returning to jump on the switch a third time. Stay on the switch.

When you hit the switch the third time, the panels change color before they align and light up. When you see the color change, jump down and head for the lowest panel. Run up the wall, angling to the right at the top panel to drop to a ledge. Break the boxes there and run through to the switch beyond.

Jump on the second switch. Note the color change. Jump off and run up, angling to the right at the uppermost panel. Jump into the open box with the trail of rings leading down into it. Even if you miss, hug the wall as you fall. The odds are good that you land on a ledge, which is near where you want to be.

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There’s no stopping in the rolling boulder hall—and no rolling for Sonic, just a flat-out foot race.

FOR ONCE, A FORTUITOUS LANDING

If you miss when you try to jump into the high box with the row of rings leading into the passage, you often fall and land on the lip of a ledge. That ledge is near the switch that activates the row of rings and allows you to Light-Speed Dash to the end of the level. The camera doesn’t zoom in until you jump inside the ledge’s lip, so keep your cool and you might yet beat the clock. If you get twitchy at that point, you slip over the edge and drop to the ground floor of the large room.

THE LIT PANELS IN A HURRY

Enter the room and angle left, toward the switch in the water with the Gora beside it. As long as you have any rings, ignore the Gora and jump atop the switch. As the panels realign, jump into the air and trigger the switch a second time. If the Gora closes in, attack it before returning to jump on the switch a third time. Stay on the switch.

When you hit the switch the third time, the panels change color before they align and light up. When you see the color change, jump down and head for the lowest panel. Run up the wall, angling to the right at the top panel to drop to a ledge. Break the boxes there and run through to the switch beyond.

Jump on the second switch. Note the color change. Jump off and run up, angling to the right at the uppermost panel. Jump into the open box with the trail of rings leading down into it. Even if you miss, hug the wall as you fall. The odds are good that you land on a ledge, which is near where you want to be.
Final Egg

This is it, the Final Egg. Robotnik has retreated deep within his lair, stung by his personal defeats and those of his Chaos monster. Sonic must get to the bottom to stay on top, although completing the level is only half the battle. A showdown looms against Robotnik and his malicious contraption, the Egg Viper. A stockpile of lives is your best defense, and the bunch of Extra Lives in the vicinity can help.

**EMBLEM GOALS**

<table>
<thead>
<tr>
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<tr>
<td>C</td>
<td>Go to the center of the base!</td>
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<tr>
<td>B</td>
<td>Collect 50 rings and destroy the Capsule.</td>
</tr>
<tr>
<td>A</td>
<td>Destroy the Capsule within four minutes and thirty seconds.</td>
</tr>
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**TIMERAHR TIPS**

As in the previous level, Final Egg has some large puzzle rooms that can eat up time. Make the most of the few long straightaways and choose the shortest route when the paths diverge. There aren’t too many tricky ways to cut corners. This last run is all about demonstrating your mastery of the controls.

**Rings**

751 + (12–480)

**Items**

- Extra Life (x16)
- Magnetic Shield (x3)
- High-Speed Shoes (x3)

**Enemies**

- Egg Keeper
- Bladed Spinner
- Electro Spinner
- Beat

**Animals**

- Rabbit
- Deer
- Kangaroo
- Gorilla
- Mole
Final Egg

Dodge past more arms to reach the chamber at the end of the corridor.

Follow the corridor, weaving past the mechanical arms that extend to shake loose your rings.

To get back to the upper level, jump left, right, then left again.

Across the Bladed Spinners, to the right, is another Extra Life and two more random-ring Item Boxes.

Destroy the second Bladed Spinner, then lean toward the distant walkway to reach it safely.

Crack more ring Item Boxes before crossing the Bladed Spinners.

Take out the lowest laser by pressing against the nearby wall and powering up for a Light-Speed Dash.

Stand near the laser guards and do a Light-Speed Dash to get at the Extra Life and ring Item Boxes.

Inside the room, get above the Electro Spinners to use your Homing Attack.

You should hit the second point marker with 30 seconds on the clock.

If you’re not in a hurry, investigate the lower level. Jump off the corner of the second platform on the left.

You should land on a platform below, near three random-ring Item Boxes.

Even when you master the conveyor belts, you need luck and timing to run beneath the rollers unscathed.

Use a full Light-Speed Dash to target the springpad. Let Sonic soar to the end of the trajectory before dropping to the upper level.

From the conveyor belt’s left edge, jump to the motionless walkway nearby.
Final Egg

If you start to climb the walls, jump off to reach the floor and keep moving forward.

Use the single set of dash panels in the rotating tunnel to cut down your time.

Follow the line of Bladed Spinners to a nearby Extra Life.

Jump from the platform when you regain control, heading toward the spotlight.

Use the Item Box on the small ledge as your final target. Step onto the platform through the portal.

Cross the line of Bladed Spinners to the nearby irregular walkway.

To save time, jump from near the entrance and target the closest Bladed Spinner. It's a stretch, but it avoids the platforms.

The Extra Life in the hall makes a convenient target, helping to get you out of the tunnel above.

Use D to run forward, and accentuate each turn in the hall to save time.

The floor switch opens the chamber, giving Sonic access to the level's lowest areas.

Be bold to get past the swinging hammers. If you're on the clock, don't wait for the platforms to float up and down.
Final Egg

SONIC THE HEDGEHOG’S ACTION STAGES

From the lowest platform (the low camera angle) jump to the central area and head to the right. Enter the elevator.

Through the point marker, jump to the descending platforms. When you have the timing, jump before the next platform appears.

If you're in no hurry, rescue the animals in the lower corridor from the Spiky Spinners.
Final Egg

In one corner of the room, a springpad lifts you to another Extra Life Item Box.

If you have the time, pick up the Extra Life in the Item Box.

If you’re not in a hurry, stay and stem the tide of Beats. Otherwise, roll through the crowd to avoid unwanted targeting.

Put on the brakes as you enter via the fans—Bladed Spinners await your arrival.

Run onto the dash panel and let Sonic sail to the beam overhead. The Item Boxes contain rings, High-Speed Shoes, and a Magnetic Shield.

A pair of Bladed Spinners guards the small room and the not-so-hidden ring Item Boxes.

If you keep popping Beats, they stop flooding the room.

The end of the hall marks an important juncture in the time trial. Drop down at the end.

For experts only: Drop to reach the Extra Life on the narrow beam and return via the springpad.

Follow the fans. The straight line is easier to negotiate than the weaving path. The lower door opens as you approach.

Float atop the fans, moving from one to the other when Sonic rises in the updraft.

In one corner of the room, a springpad lifts you to another Extra Life Item Box.

From where the small pipes run close together, you can reach the beam with an Extra Life and more High-Speed Shoes.

If you're not in a hurry, stay and stem the tide of Beats. Otherwise, roll through the crowd to avoid unwanted targeting.

Put on the brakes as you enter via the fans—Bladed Spinners await your arrival.

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For experts only: Drop to reach the Extra Life on the narrow beam and return via the springpad.

Follow the fans. The straight line is easier to negotiate than the weaving path. The lower door opens as you approach.

Float atop the fans, moving from one to the other when Sonic rises in the updraft.
At the end of the upper hall is another tall room, with High-Speed Shoes at the bottom.

Hop the pipe at the end of the corridor to drop into a ring-filled room.

Use the springpads to return to the platform above.

From the upper platform, jump and target Extra Life and random-ring Item Boxes.

If you're in a hurry, fall along the wall at right as you enter and land on the upper platform. Cross the fans to the corridor.

If you drop down at the end of the previous corridor instead of hopping over the pipe, you land in the upper hall.

After you collect all the rings, ride the rocket to the platform above.
From the narrow ledge atop the ladders, run and jump to the wide area. Four Extra Lives are waiting.

Climb to the top of the center ladder and jump off, hugging the wall.

Begin on the right-hand ladder and climb to the crossing beam. From there, jump over and grab on above the central obstacle.

Before you face Dr. Robotnik, pad your Extra Life total. The platform in the room slowly goes up and down. When it lowers, jump aboard.

Even if you're racing the clock, make time to quickly take out the last of the enemies. They don't let you pass easily.

By rolling up the slope near the practice dummies, you'll reach the rings atop the wide pipe.

Run and jump from the top of the structure to reach the ring alcove across the chasm. Jump back near the practice dummies.

If you're exploring, use a Light-Speed Dash to cross the line of rings.

Across the row of rings wait an Item Box containing an Extra Life and two more with random rings.

Use the dark room wall's slope to reach the wide ledge overhead.

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SONIC THE HEDGEHOG'S ACTION STAGES

Final Egg

Approach the portal and battle the Egg Viper.

One last Light-Speed Dash carries Sonic to the bad egg's inner sanctum door.

To save time, dash across the chasm to the sloped surface nearby.

In the final Beat room, approach the huge doors, which open onto a dark chamber. Deal with the Egg Keeper and Bladed Spinners.

Another burst of speed carries you up the slope to the top of the structure. Keep running off the other side.

Through the point marker, an Egg Keeper waits to the right.
The twin-tailed fox named Miles “Tails” Prower is one of the most versatile characters in Sonic Adventure DX: Director’s Cut™. You can play as Tails before any of Sonic’s other buddies. Once rescued from Emerald Coast at the beginning of Sonic’s adventure, Tails becomes a playable character, ready for action.

All of Tails’s Action Stages are races, either against the clock, against Sonic, or against Dr. Robotnik. When you make it to Tails’s final level (Speed Highway), you have to outrace Robotnik to a downed missile, then battle to save Station Square from the Egg Walker.

Miles “Tails” Prower idolizes Sonic, and gains some self-confidence as he helps to foil Robotnik’s evil plans. Tails’s story begins when his plane, the Tornado, experiences engine trouble over Station Square and he has to make an emergency landing in Emerald Coast.

After Sonic rescues him, Tails sets out on his own to undo Dr. Robotnik’s evil plan, racing to find missing Chaos Emeralds before he does. The Emeralds are at the end of each Action Stage.

Basic Movement

Prower’s biggest asset is his ability to fly a considerable distance. He also finds one of his permanent upgrades (the Jet Anklet) before starting his first Action Stage, augmenting his already impressive hangtime.

You don’t need to hold the entire time Tails is in the air. If you jump and tap , Tails starts flying. If you hold , Tails rises through the air and quickly tires out. When he sighs, he starts falling. Aim for solid ground if this happens.

If you don’t want to gain altitude, keep tapping and let him glide. He covers a greater horizontal distance than if you keep holding . This is useful in Action Stages such as Windy Valley, where most of the path lies below you. You can cut out huge chunks of the level by taking a few risks. Thanks to Tails’s aerial skills, Sonic never has much chance in their races unless Tails falls off the level.

Advanced Movement: Winning Races

Tails’s biggest asset is his flying ability, which reaches maximum effectiveness when you find the Jet Anklet at the game’s beginning. Tails loses altitude quickly when you angle him downward, especially if you also release .

Keep a few things in mind about the green and black dash rings that form shortcuts across Tails’s Action Stages: You don’t have to be headed in the “correct” direction when you enter a dash ring. Like the dash panels on the ground, the rings always propel Tails in one direction, regardless of which way he enters. It’s better to overshoot a ring than to try to adjust in mid-air and come up short.

If you glide past a dash ring and the next dash ring in the chain is out of reach, make a tight 180-degree U-turn into the nearby dash ring and enter it from the other side. You shoot out of it and into the next dash ring.
You don’t have to enter the first dash ring in a row to get the desired effect. Any ring in the chain propels you to the end of that line. The rings recharge Tails’s power, meaning that he comes out of a row of rings fully charged, able to fly as far as if you touched ground and rested.

If Tails loses a life, both Tails and his race opponents reset to the last point marker Tails triggered, so avoid triggering the last point marker in an Action Stage. Tails can overtake just about any opponent if he has enough time, but his job gets tough if both start from a point too close to the finish line.

While flying, Tails can only climb until he strikes something with his head. You can’t fly up to a ledge, bang your head on its underside, then continue to gain altitude. If you’re flying from a low point to a high point, avoid all obstacles along the way.

Combat Primer

Tails’s main attack is a quick flick of the tail, which is enough to destroy most enemies. The trick is to get close enough to inflict a blow without getting hit. Tails must be on solid ground for an effective attack. Because he can fly, it’s easy to plop down beside an enemy and whack it before it can react.

When Tails encounters Bladed Spinners, remember that there’s always a nearby Invincibility Shield to be used while mowing them down. It’s risky to jump up beneath a Bladed Spinner or drop on it from above. It’s easier to safely scurry under a Bladed Spinner.

Advanced Combat

When Tails receives the Rhythm Badge upgrade, he can perform a continuous tail attack, spinning in a circle that destroys any encroaching enemies. This is useful in the later Action Stages, when a mob of Cop Speeders might otherwise flatten the little fox. Drop from the sky behind an enemy (or in the middle of a group of them), and take them out by spinning as soon as you hit the ground.

Permanent Upgrades

Speed is Tails’s primary concern, so it’s good that he finds the Jet Anklet before entering his first Action Stage. When he gets the Rhythm Badge near the end of his adventure, he becomes almost as formidable a fighter as Sonic.

Jet Anklet

Tails finds the Jet Anklet, which gives him added air time, in Station Square immediately after the game begins. Tikal points out that the Anklet lets Tails fly faster, which means he can cover greater horizontal distances. The farther and higher you fly at takeoff, the farther you can glide before Tails’s power fades. This is evident in Speed Highway, where flight paths that would be impossible to follow without the Jet Anklet become helpful shortcuts with it.

Rhythm Badge

Tails finds the Rhythm Badge halfway through his Mystic Temple Action Stage. With the Rhythm Badge, Tails can perform continuous tail attacks, spinning in a vicious circle that destroys any incoming enemies.
**First Boss: Egg Hornet**

Tails encounters the Egg Hornet the first time he visits his workshop in Mystic Ruins.

- When Tails ventures up the stairs, Robotnik appears and threatens him with the Egg Hornet.
- Tails’s flying ability gets him above the Hornet’s incoming missiles.
- When Robotnik attempts to crush you with the Hornet, jump and fly to one side until he’s buried in the ground. Run up to whack him as he grinds away.

**Second Boss: Chaos 4**

After Tails and Knuckles roughhouse near the waterfall in Mystic Ruins, Dr. Robotnik summons Chaos 4.

- Chaos 4 is fought over water. Keep Tails out of the pond as much as possible; it’s Chaos 4’s element.
- Chaos 4 attacks quickly when Tails lands. Drop on a ring, but jump immediately to dodge Chaos 4’s attack.
- Don’t fly farther than you need to, and stick close to Chaos 4. Chaos 4 is temporarily vulnerable when it rises. Quickly land near it and attack.
- Jump clear when you hit the beast. The reforming energy balls can hurt you. It takes four hits to sink Chaos 4.

**Third Boss: Egg Walker**

Tails’s showdown after Speed Highway is a face-off with Egg Walker in Station Square.

- Be on guard as the showdown begins. Robotnik likes to launch a volley of missiles at a distance.
- Robotnik’s missiles are big, but they don’t home in on Tails, who easily rises above each incoming barrage.
- Stay below Egg Walker as much as you can and wait for one of the footpads to flash. Attack it when it does.
- The main body of the Walker drops to ground level. Attack it with a solid tail swipe.
- While you’re under the Walker, Robotnik stamps out shock waves. Float above them until they subside, and be ready to jump again when you land.
- As the fight continues, you must hit more than one flashing footpad. To lower the Walker for the final time, hit three flashing footpads quickly.
Tails's adventure begins when Sonic rescues him from Emerald Coast. After Tails completes Windy Valley, he can fly and bop the big light to open Casinopolis. When you complete Casinopolis, the Ice Crystal appears in the alley. Follow the tunnel through the cliff, and place the Ice Stone in the pedestal to open Icecap. After Icecap, check near the waterfall to square off against Knuckles.

Tails nears his workshop the first time, he must battle the Egg Hornet. After the battle with Chaos 4, return to Tails's workshop to enter Sky Chase Act 1. When Tails defeats the Egg Hornet, the Wind Stone appears near Tails's workshop. Place the Wind Stone on the pedestal and jump into the updraft to visit Windy Valley.

When the scuffle with Knuckles is done, Dr. Robotnik appears, and Tails must battle Chaos 4. When Big runs after Froggy, return to the workshop. Tails launches his improved aircraft into Sky Chase Act 2. After Tails completes Windy Valley, he can fly and bop the big light to open Casinopolis.

When you return from Sand Hill with Froggy, Big The Cat makes a grand entrance. Follow the tunnel through the cliff, and place the Ice Stone in the pedestal to open Icecap. After you return from Sand Hill with Froggy, Big The Cat makes a grand entrance.

After Casinopolis, take the Ice Stone to the Mystic Ruins. The cliff collapses. When you complete Casinopolis, the Ice Crystal appears in the alley. Follow the tunnel through the cliff, and place the Ice Stone in the pedestal to open Icecap.

When the scuffle with Knuckles is done, Dr. Robotnik appears, and Tails must battle Chaos 4. When Big runs after Froggy, return to the workshop. Tails launches his improved aircraft into Sky Chase Act 2. After Tails completes Windy Valley, he can fly and bop the big light to open Casinopolis.

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After the first Sky Chase, Tails crashes near the Mystic Temple, and Froggy makes off with the Chaos Emerald.

Follow Froggy to the sandy dead end. Fly up and jump on the plunger to release the sand below, then enter Sand Hill.

After Tails defeats Sky Deck, he can take the lift up to the forward section of the Egg Carrier.

On the forward section of the Egg Carrier after Sky Deck, Tails must battle E-102 Gamma.

Tails is transported to the Mystic Temple when he finds Froggy at the end of Sand Hill.

The Rhythm Badge, Tails’s second permanent upgrade, is near the huge temple.

After Sky Chase Act 2, Tails makes a crash landing on the Egg Carrier. Explore the ship until it transforms.

After the ship transforms, the entrance to Sky Deck is available.

Tikal waits at the steps of the temple to talk with Tails.
Windy Valley

Tails’s objective in Windy Valley is to race his blue buddy, Sonic, to the finish line. Although Sonic’s speed can’t match Tails’s flying ability, the small platforms and narrow walkways of the level work against the fox. Get familiar with Tails’s special abilities if you find yourself failing at this Action Stage.

**Tip**

Tails can pick up the Jet Anklet before entering this Action Stage. Possessing the Jet Anklet makes Windy Valley a breeze.

**Rings**

142 + (3-120)

**Items**

- Extra Life
- High-Speed Shoes (x3)

**Enemies**

- Leon

**Animals**

- Parrot
- Partridge
- Robin
- Mole
- Seal

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**EMBLEM GOALS**

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**Cut several corners at once by hopping over the side of the platform to the walkway below.**

**Jump from the walkway above to fly to the top of the structure. Fly from there to enter the row of dash rings.**

**The green and black rings are the air-based equivalent of dash panels, sending Tails streaking along the path.**

**More High-Speed Shoes, but they’re not in a good location for zipping through the level.**

---

Tails doesn’t need a row of rings to make it to the nearby platform.

Tails’s flying ability lets him go anywhere.
COME BACK HERE!

If you’re looking around, collecting powerups, and saving animals, Sonic beats you to the finish line, but there’s a way to rob him of his victory. Watch the race progress bar at the bottom of the screen. When Sonic gets close to the finish, jump over the edge of a walkway and use up an Extra Life on purpose. You reappear at the last point marker you touched, and Sonic also is reset to that point. Use the Extra Life near the end of the level to repeat this trick as many times as you want without lowering your reserve of lives.
Casinopolis

After Windy Valley, Casinopolis is a piece of cake. Its biggest advantage is that there is solid ground underneath you at all times! Don’t get too cocky, though. Sonic is still capable of giving you a run for your money—or your Emerald, as the case may be. As long as you move quickly through the windy chambers, you shouldn’t have any problem beating your spiky blue buddy to the finish line.

The tunnel from the second windy chamber to the room near the level’s end is lined with spiked balls. Hug the wall.

The best place to collect rings is the tunnel between the two windy rooms, where there are no obstacles.

The second Extra Life is in the highest tunnel leading off the second windy room. You may have to jump out to claim it.

You can also collect a fair number of rings in the windy rooms, although it’s more time-consuming than grabbing them in the tunnels.

You can jump up along the ramp and crack open some ring Item Boxes.

Tails begins his Casinopolis adventure by dropping into the underground sewer.

Get in the air to move quickly up the ramp, angling for the Item Box above.

The first Extra Life is in the highest tunnel leading off the second windy room. You may have to jump out to claim it.

If you go for the Extra Life, you might wind up losing it to the nearby spiked balls—watch out for them!

Fly above the final series of traps, collecting Shields just in case.

The first Item Box holds a Smart Bomb, which clears the Bladed Spinner from the corridor.

Drop past the obstacles and watch out for the spikes between you and the goal.

The first Extra Life sits above the entrance of the first windy chamber.

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Rings
371

Items
- Extra Life (x2)
- Shield (x3)
- Smart Bomb

Enemies
- Bladed Spinner

Animals
- Parrot
- Partridge
- Robin
- Koala
- Rabbit
Tails’s version of Icecap is pure high-speed snowboarding. Prepare to be seriously challenged, because earning the A and B Emblems is no easy feat. In contrast to Sonic’s trip through this Action Stage, Tails needs all the air he can get, hitting every ramp and taking advantage of smaller rises in the course.

Keep leaning downhill with ◆. Sharp turns are necessary, but digging in also costs you time. Move smoothly and watch the course, accentuating every little hill with a jump while leaning forward. Press ◆ as you launch off the large ramps. Tails has wicked midair stunts to show you, and the trickier he gets, the farther he flies!

**Rings**

- **566**
- **No Items**
- **No Enemies**
- **No Animals**

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**Embed Goal**

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Get air when you can. There’s nuance to the snowy course.

The first group of rings is screen left as Tails comes down the hill, but the next three groups are on the right.

Lean forward as the camera shifts behind Tails, and sweep to the right as you land to hit a dash panel.
You’ve been down this road before with Sonic. Be ready for the tight left turns in each cave.

When you spy a ramp ahead, don’t go crazy steering toward it. Ease off and make a nice sweeping approach.

Press 1 along the length of a ramp rather than trying to time a jump as you fly off.

Make up for lost time by coming out of the turn onto the ramp ahead.

Of all the obstacles, trees are the most forgiving.

What? No style points?

“All right, Tails!” means you’ve taken the lead. “Hey, hey, hey!” means Sonic has.

You’ve been down this road before with Sonic. Be ready for the tight left turns in each cave.

When you spy a ramp ahead, don’t go crazy steering toward it. Ease off and make a nice sweeping approach.

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What? No style points?

“All right, Tails!” means you’ve taken the lead. “Hey, hey, hey!” means Sonic has.
Sky Deck

Though Sky Deck is as bottomless for Tails as it is for Sonic, Tails has a chance at flying to safety. After you play through this section as Sonic, playing as a character with wings seems almost unsportsmanlike. You shouldn’t have trouble beating the faster version of Sonic to score the A Emblem.

Fly to the rocket in two safe steps without using the crane, then fly upward to reach the top walkway in the final area. You have time to grab each rotating pillar, but flying past one or two of them is satisfying (and saves time, too)!

**EMBLEM GOALS**

**RANK** | **CONDITIONS**
--- | ---
C | Beat Sonic to the Capsule and break it!
B | Collect 50 rings and beat Sonic.
A | Beat an even faster Sonic.

**Rings**

249 + (8-320)

**Items**

- Extra Life (x4)
- Invincibility Shield (x3)
- Magnetic Shield (x2)
- Shield (x2)
- High-Speed Shoes

**Enemies**

- Bladed Spinner
- Spiky Spinner

**Animals**

- Parrot
- Partridge
- Robin
- Lion
- Skunk

The Item Boxes on the lower path hold an Extra Life and an Invincibility Shield to help you rescue nearby animals.

Unless you have a good lead on Sonic, don’t waste time going for these High-Speed Shoes.

You don’t need this dash ring if you backtrack away from the springpad.

Do not overshoot the Extra Life. Strike the dash panel beyond the Item Box.

Fly to the platform and from there to the platform with the rocket ride on it.

Hop up and crack out the Magnetic Shield. Tails’s Sky Deck holds easy rings.

The rocket ride drops you atop the Invincibility Shield. Fly to the lower path and head right.
Sky Deck

There’s nothing below you, so don’t let the Spiky Spinner knock you off the platform.

If you don’t have an Invincibility Shield, wait for Sonic to free the animals, but watch out for the big gun.

In Tails’s version of Sky Deck, unlike Sonic’s, no spiked balls guard the ladder.

Below the non-spiked ladder waits an Extra Life. You can easily float down from above.

The Item Box on the uppermost tower base contains an Invincibility Shield, handy for taking out nearby enemies.

The two lower base sections hold Item Boxes containing Shields, but falling—not enemies—is the biggest danger you face.

If you’re after the B Emblem, notice that the second-tier walkway has a guaranteed 60 rings in easy-to-reach Item Boxes.
This version of Speed Highway lacks a few of the city blocks seen in Sonic’s adventure and includes a few new dash rings, which makes it the perfect course for Tails. It’s impossible to explore thoroughly before Robotnik reaches the finish, and resetting from the later point markers rarely works, as the bad doctor is fast. The best strategy for getting the B and A Emblems is to get the Extra Life, then concentrate on learning the collection of shortcuts.

**EMBLEM GOALS**

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<tr>
<td>B</td>
<td>Collect 50 rings and beat Dr. Robotnik.</td>
</tr>
<tr>
<td>A</td>
<td>Beat an even faster Dr. Robotnik.</td>
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**Rings**

- 535 + (3–120)

**Items**

- Extra Life (x4)
- Magnetic Shield (x3)
- Shield (x3)
- High-Speed Shoes (x3)

**Enemies**

- Spiky Spinner
- Cart Kiki
- Bladed Spinner

**Animals**

- Deer
- Kangaroo
- Rabbit
- Gorilla
- Robin

---

Jump beneath the Bladed Spinners to take them out.

Crack open the Shield and double back to the rooftop with the first of the shortcuts.

Jump and fly up along the row of rings from the building’s corner. Turn left at the highway.

Spin your tail in the wide-open area, and don’t stop until the sirens fade and the Cop Speeders are gone.

Watch for the pair of Spiky Spinners when you fly past the spiked balls.

Get your High-Speed Shoes here!

Thump the Cop Speeder and take the Shield from the Item Box. The first shortcut is off this rooftop.

Past the corner of the building, a Cop Speeder begins pursuit, but it’s too slow to keep you from the dash ring.

This should be the only point marker you activate when going for the B or A Emblems.
Instead of flying, jump to reach the Extra Life, and you get a better camera angle. You can also reach the distant road from that platform.

The shortcut lets you bypass this unfortunate area.

A wicked Cop Speeder duo has taken the place of the Bladed Spinner. Run, jump, and fly over the dash ring to reach the distant ledge.

The Shield here hardly makes up for the abuse you take trying to get it.

The second Extra Life.

A pair of Bladed Spinners lurks above and below the glass. Jump from this level into the row of dash rings.

Below the Extra Life is another pair of Cop Speeders. Run and jump to fly over the hoop to the roadway beyond.

Even if you spend most of your time in the air, the High-Speed Shoes increase your movement speed. They’re a better bet than the dash rings.

Grab a few rings, then go off-road to the right. Aim as if to fly between the tall buildings, then grab a ring.

Fly over and grab the Magnetic Shield, which helps you grab dozens of loose rings in the level.

The second Extra Life.

Drop inside the open circular roof and land on a ledge that connects to the outside.

A wicked Cop Speeder duo has taken the place of the Bladed Spinner. Run, jump, and fly over the dash ring to reach the distant ledge.

The shortcut lets you bypass this unfortunate area.

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The second Extra Life.
Speed Highway

When time grows short, fly over the Spiky Spinners to the far end of this area. Bypass the rocket and fly to the long narrow building’s ledge.

If you’re after the B or A Emblem, bypass the final point marker along the shortcut.

If you’ve run a good race so far, don’t get ring-greedy. Aim for the platforms.

From the direction of the longer route, you can see the shortcut ring low and left.

The long route is less intuitive. Use the platforms below if you fly for unsafe distances.

The low road is well aligned, with easy-to-hit platforms below you.

Even if you’re just getting a feel for the level and not trying to win, make it at least this far. Grab the Magnetic Shield.

Make it to the Extra Life before Robotnik crosses the finish line.

As long as you have the time, it’s safer to ride the final lift system for a few seconds than to rush across the platforms.

If you get too low to fly up, lifts along the way can carry you to a more advantageous height.

If you’re after the B or A Emblem, bypass the final point marker along the shortcut.

Two Cop Speeders wait on the building ledge. Stay close to the wall.

Grab the High-Speed Shoes without triggering the point marker. If you have to reset from here, it’s impossible to beat Robotnik.

The low road is well aligned, with easy-to-hit platforms below you.
Knuckles is the bruiser of the bunch. He’s a feisty echidna who prefers to fly fist-first into any situation. Knuckles’s task is to locate the Shards of the missing Master Emerald. A sixth sense of sorts helps him in his quest, letting him know when he is near an Emerald Shard.

In each of Knuckles’s Action Stages, he must locate three Shards under various conditions. To earn the B and A Emblems, he must do it under some challenging situations. If anyone can do it, it’ll be Knuckles!

Knuckles’s Story

Knuckles has one of the most important roles in the Sonic Adventure DX: Director’s Cut™ story, because he was involved from the beginning. Knuckles was the appointed guardian of the Master Emerald, a lonely task that he performed on an island floating in the sky. After an extended period of vigilance, Knuckles let down his guard for a quick echidna nap.

Dr. Robotnik was waiting for Knuckles’s attention to waver. Robotnik’s latest and greatest creation, Chaos, is powered by the seven Chaos Emeralds, which also control the Master Emerald.

Unfortunately, messing with the Master Emerald (and the attending seven Chaos Emeralds) caused the floating island to plunge from the sky into the sea. This catastrophe scattered the Chaos Emeralds across the game world and shattered the Master Emerald.

Basic Movement

Use ② to jump into the air, then press it again when Knuckles is balled up to stretch into a superhero-like glide. While gliding, Knuckles can quickly explore his Action Stages.

Knuckles spends most of his adventure seeking out the three Shards of the Master Emerald hidden in each of his Action Stages. When Knuckles approaches a Shard, the radar at the screen’s bottom changes from blue to red and pulses more quickly.

As the game begins, the Shards are most often out in the open, possibly atop a high ledge or in an inconspicuous chamber. As the game progresses, enemies and certain inanimate objects may also hold Shards. Knuckles must destroy the enemy or the Shard’s container to collect the Shard.

Knuckles can climb almost any wall or cliff face. This is a handy way to reach high-altitude areas or get a better view of the Action Stage.

Advanced Movement: The A Emblems

The hardest part of Knuckles’s adventuring is collecting the A Emblems. His standard B Emblem task is a cinch—just don’t activate any Hint Orbs in the Action Stage, which usually streak off in the direction of a missing Shard.

Getting the A Emblems requires strategy. The easiest way to do this is in Trial Mode, but you can play in Adventure Mode if you’re actively collecting rings and Extra Lives to make up for the ones you lose by following our tips.

From the beginning of the Action Stage, seek out the first Shard. Don’t pick it up—just get close enough so you know where it is. If it’s not in the open, stand so your radar is red and practically vibrating to make sure you know exactly where it is.

When you locate the first Shard, restart the level and pick up that Shard as fast as you can. Every Shard you collect acts as a point marker—you begin the game there when you restart, which you should do again, immediately after you locate the second Shard. Continue finding Shards and restarting until you know exactly where all three are and can get them in under a minute for the A Emblem.

Tip

If you think that the Shard might be in a nearby enemy, back off until your radar changes from red to pink and leans toward green. Stop and stand still. If the Shard is inside the enemy, the enemy’s movement makes your radar fluctuate even though you’re standing still.

Shards can be hidden inside objects and enemies.

If you’re trying for the A Emblem, restart the Action Stage when you learn the Shard’s location.
Knuckles’s basic attack is a punch combination that begins with a running start and finishes with an oversized fist. It’s effective against enemies that don’t have perimeter defense mechanisms. Attacking enemies from behind gives Knuckles an advantage in combat.

**Advanced Combat**

When Knuckles is gliding, he can fly into objects and break them, but he seldom damages enemies in this manner without taking damage himself. To attack an enemy from above, glide in above the enemy, spiral downward, then tuck into a ball when you’re above your foe. Most enemies you hit while falling like that are destroyed, and Knuckles rarely takes a hit in the bargain.

When you come to the Bladed Spinner, get underneath the machine and jump up to smash it open.

Knuckles has his Fighting Glove, he can perform the Maximum Heat Knuckles Attack. This attack annihilates practically any enemy in the game. A charged-up Maximum Heat Knuckles Attack is as powerful as Sonic’s Light-Speed Attack. That sounds extreme, but wait until you see where the Fighting Glove is located…

Knuckles has only two permanent upgrades, but they are arguably the coolest upgrades in the game!

**Shovel Claw**

Knuckles’s Shovel Claw allows him to dig into the earth and uncover all manner of goodies: Master Emerald Shards, golden rings, animals, and even Extra Lives. If you pass a small open earthen area, attempt to dig in it by holding 2 while pressing 1. Knuckles either digs or complains that “It’s no use.”

Dig frequently—you only find helpful items or nothing at all; you’re never surprised by a buried spike or enemy. If you uncover a few rings, dig again. You might find more!

**Fighting Gloves**

Knuckles finds his Fighting Gloves on a high, narrow ledge above the temple area of Mystic Ruins. Power up the gloves by holding down 2 until an aura glows around Knuckles. Point Knuckles toward an enemy and release 2 to send the enemy into next week. It’s rare that an enemy can defend itself, especially if you attack from outside the enemy’s patrol area and wait until its back is turned.

Knuckles has more boss battles than any other character except Sonic. He faces the even-numbered incarnations of Chaos (2, 4 and 6), but Knuckles is up to the task.

**First Boss: Chaos 2**

Knuckles is the only character in Sonic Adventure DX: Director’s Cut™ to face Chaos 2. This battle occurs when he follows Dr. Robotnik up the right-hand elevator in the Station Square hotel.
Second Boss: Chaos 4

Chaos 4 appears after Knuckles and Sonic get into their tussle near the waterfall. Fighting over the pond is one of Knuckles’s tougher tests. Hopefully, by the time you face Chaos 4 as Knuckles, you’ve seen the Chaos monster’s fourth incarnation while playing as another character. Knuckles has trouble getting out of the pond if he falls in. Make quick stops on the lilypads and wait for the monster to peek up. You can land beside Chaos 4 and use Knuckles’s punching attack, if you’re willing to risk getting hit. Alternately, ball up and drop on the monster from above. You have to score four hits to sink the beast.

Third Boss: Chaos 6

Knuckles’s final contest is a showdown with Chaos 6 aboard the Egg Carrier. Chaos 6 is a tough gelatinous customer, but no match for everyone’s favorite echidna. To defeat Chaos 6, freeze it, then crack it while it’s defenseless. Glide away from Chaos 6 until its suction subsides. Attack one of the small satellites and pick it up. Run and use © to throw it at Chaos 6. When the monster freezes, attack it quickly. It takes four hits to knock the beast to bits. When Chaos 6 emits long tendrils, stand still until you must move. When the tendrils retract, jump and glide away to avoid the swinging tail.

CHARACTER CONFLICTS

Sonic is the only character that Knuckles has a problem with, and that’s because he thinks the hedgehog is holding a Master Emerald Shard. Keep circling in mid-air until you can drop down close to Sonic and give him a punch or three, at which point the fight ends. If you stand on the ground too long, Sonic connects with a Homing Attack.
Glide over and bop the big yellow light to open up Casinopolis.

After you complete Speed Highway, follow the rings up the wall across from the Casino.

After some harsh words with Robotnik, Knuckles has the pleasure of facing Chaos 2.

Once out of Casinopolis, check the front desk at the hotel. Follow Robotnik up the right-hand elevator.

To get into the action, Knuckles begins by smashing through the courtyard barrier.

Advance through the courtyard, and the door to Speed Highway opens.

After Casinopolis, Knuckles has the first of many strange visions.

Circle the temple and approach Tik'ol and her father to get more of the story.

After some harsh words with Robotnik, Knuckles has the pleasure of facing Chaos 2.
**Mystic Ruins**

Knuckles notices one of Robotnik’s robots and gives chase. Take the ore cart to the Mystic Temple and jungle.

Use the Monkey Destruction Switch to open Red Mountain.

When Knuckles returns from Red Mountain, he and Sonic wrestle near the waterfall.

After Knuckles’s disagreement with Sonic, Robotnik arrives, and Knuckles must battle Chaos 4.

Near the caged monkey, Knuckles finds his first item upgrade: the Shovel Claw.

Use the Shovel Claw to dig into the earthen mound and uncover the Monkey Destruction Switch.

Set the Monkey Destruction Switch in the vicinity of the caged Kiki.

When Knuckles returns from Red Mountain, he and Sonic wrestle near the waterfall.

After surviving Chaos 2, Knuckles checks out the Mystic Ruins.

When Knuckles has a vision of the Shrine of the Master Emerald, things are OK.

When Knuckles later sees the shrine, the area is a burning ruin.

Approach the small figures in front of the burning shrine to get more of the story.

**Shrine of the Master Emerald**

Knuckles sees Tikal, who is worried about the course of action her father is set upon.

For his grand finale, Knuckles replaces the missing pieces of the Master Emerald, restoring the island to its rightful place in the sky.

When Knuckles returns from Lost World, he attempts to rebuild the Master Emerald. Some pieces are missing.

When the shrine is a burning ruin, things are OK.

Approach the small figures in front of the burning shrine to get more of the story.
**Mystic Ruins**

**TEMPLE AND JUNGLE**

- **Dig in the dirt, and Knuckles comes up with a silver statue.**
- **The gold statue fits in one of the fixtures near the temple’s portal.**
- **When both statues are placed in the appropriate fixtures, the portal to Lost World opens between them.**
- **Knuckles is back from Lost World, and the Master Emerald is missing pieces. Knuckles follows one of the evil Robotnik’s henchmen.**
- **When Knuckles enters the tunnel to the Egg Carrier, the ship lifts off.**
- **Arriving above the jungle, hot on the trail of the robot, Knuckles notices a gold statue.**
- **High on the cliffs, Knuckles finds the Fighting Gloves, which allow him to do the Maximum Heat Knuckles Attack.**
- **Check the small dark path near the temple to find the second temple key.**
- **Once airborne, explore the Egg Carrier until it transforms.**
- **When Knuckles’s vision has passed, check the large circular area of the ship for trouble.**
- **In the dry end, Knuckles discovers an open doorway.**
- **The portal in the pool leads to Knuckles’s Sky Deck Action Stage.**
- **Knuckles fights his final boss, the formidable Chaos 6, here.**
- **When Knuckles completes Sky Deck, Tikal returns to impart a grim vision.**
- **After the ship transforms, check the swimming pool area.**

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**Egg Carrier**

- **When Knuckles enters the tunnel to the Egg Carrier, the ship lifts off.**
- **Arriving above the jungle, hot on the trail of the robot, Knuckles notices a gold statue.**
- **High on the cliffs, Knuckles finds the Fighting Gloves, which allow him to do the Maximum Heat Knuckles Attack.**
- **Check the small dark path near the temple to find the second temple key.**
- **Once airborne, explore the Egg Carrier until it transforms.**
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- **Knuckles fights his final boss, the formidable Chaos 6, here.**
- **When Knuckles completes Sky Deck, Tikal returns to impart a grim vision.**
- **After the ship transforms, check the swimming pool area.**
Knuckles’s version of Speed Highway is a quick trip along the Action Stage’s ground-level city streets. The more you can stay above the ground by gliding from the face of one building to the next, the better off you are. The street is swarming with Cop Speeders, only one of which carries an Emerald Shard. Also, notice that the area near the fountain is devoid of possible Emerald locations. Sweep that area. If your radar fails to light up, move to one of the adjoining areas.

**Rings**

185 + (1–40)

**Items**

- Extra Life (x3)
- Magnetic Shield
- Shield (x3)

**Enemies**

- Cop Speeder
- Spiky Spinner
- Bladed Spinner
- Electro Spinner

**Animals**

- Rabbit
- Deer
- Kangaroo
- Koala
- Robin

**EMBLEM GOALS**

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<tr>
<td>A</td>
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**Tips**

- Stay out of the traffic while you’re rescuing animals.
- None of the Cap Speeders in this area carry Emerald Shards.
- Expect more Cop Speeder trouble near the fountain.
- With all the hostile traffic in the area, the Shield is a handy item to have.
- Be prepared for a Cop Speeder ambush as you approach the corner of the building on Knuckles’s left.
- There’s an Extra Life on the ledge facing the clock.
- Expect hot pursuit when you come into the new section of the city street, toward the clock.
- Two more Cop Speeders wait outside the tunnels.
- Expect more Cop Speeder resistance as you round the bend in the roadway.
- The Spiky Spinner on the rooftop’s lower level might also be hiding an Emerald Shard.
- There’s further resistance where the side street branches to the right.
- The Cop Speeder near the Extra Life doesn’t have an Emerald.
- Take the Extra Life from the Item Box after the coast is clear.
That Spiky Spinner might be hiding an Emerald Shard. Smash it.

It’s possible for either of those Electro Spinners to be carrying an Emerald Shard. Run underneath them to check.

The Cop Speeder in the dead end of the side street is the only one in the level that might have an Emerald Shard.

Claim the Extra Life from the dead end before you discover the final Emerald.

There’s a Magnetic Shield on the low ledge facing the side street.

That Spiky Spinner might be hiding an Emerald Shard. Smash it.

It’s possible for either of those Electro Spinners to be carrying an Emerald Shard. Run underneath them to check.

The Cop Speeder in the dead end of the side street is the only one in the level that might have an Emerald Shard.

Claim the Extra Life from the dead end before you discover the final Emerald.

There’s a Magnetic Shield on the low ledge facing the side street.
Casinopolis is the smallest of Knuckles’s Action Stages, but it has a vertical component that keeps your Emerald radar from constantly pulsing. The springpads on the floor level toss you into the heights—don’t adjust your trajectory when using them. One of the pads drops you in the crow’s nest of a pirate ship. From there you can climb to the rafters. The other pad leaves you near a switch-and-trapdoor combo. Both positions give you excellent height for gliding around the room, allowing you to scout out the missing Shards.

**Rings**

185 + (1–40)

**Items**

- Extra Life (x2)
- Invincibility Shield
- Shield (x4)
- High-Speed Shoes

**Enemies**

- Pirate
- Bladed Spinner
- Electro Spinner

**Animals**

- Parrot
- Partridge
- Robin
- Koala
- Rabbit

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You find an Emerald Shard station and a Shield in the shakedown room.

The Bladed Spinners might be carrying an Emerald Shard, but the Electro Spinner isn’t.

The detonating barrel can hurl Knuckles, unharmed, to a possible Emerald Shard overhead.

---

It’s possible that the Bladed Spinner near the springpad holds an Emerald.

Jump on the barrel to climb near the central statue. A crack in its foot might hide an Emerald.
Casinopolis

If an Emerald Shard is beneath the trapdoor, it sits in the middle of the room, near the Shield. Grab that Shield before heading through the trapdoor.

As you face the small wooden bridge, one of the three nearby Bladed Spinners may have an Emerald Shard. The Bladed Spinner near the top is a possible Emerald Shard holder.

Under one of the lion’s paws is a new pair of High-Speed Shoes.

Under the other paw is an Invincibility Shield. That and the nearby springpad help you take an Emerald Shard from the lion’s mouth—if one is there.

If you climb up the rope, the Bladed Spinner near the top is a possible Emerald Shard holder.

None of the four Pirates on the burning boat holds an Emerald Shard, but one may be sitting on the deck.

The Pirate on the wooden section never holds an Emerald Shard.

From the upper tier, the barrel explodes to drop you near the switch and trapdoor.

A radar reading in the vicinity of the switch means there’s an Emerald below.

Climb the gears and axles to an Extra Life on a ledge high above.

If an Emerald Shard is beneath the trapdoor, it sits in the middle of the room, near the Shield.

The lonely Bladed Spinner near the huge lion is a possible Emerald Shard holder.

Under one of the lion’s paws is a new pair of High-Speed Shoes.

Under the other paw is an Invincibility Shield. That and the nearby springpad help you take an Emerald Shard from the lion’s mouth—if one is there.

None of the four Pirates on the burning boat holds an Emerald Shard, but one may be sitting on the deck.

If you climb up the rope, the Bladed Spinner near the top is a possible Emerald Shard holder.

The Pirate on the wooden section never holds an Emerald Shard.
From the crow’s nest of the burning boat, climb into the rafters and snag an Extra Life.
Red Mountain is big. The tall piles of rocks and earth make it impossible to get a good look around, forcing you to patrol for Emerald Shards in the air.

It’s also a confusing stage: The huge cylinder that rises to the lava pool isn’t much of a landmark, because it’s at one end of the level, the rest of which spreads out away from it. The ladders serve as decent points of reference, as does the semicircular area containing the three Bladed Spinners. Past that is a collapsible bridge with flaming statues below, then low ledges near the tall Kiki plateau. Dig into the earth. Rings, powerups, and animals to rescue can be dug out of places where Emerald Shards are not.

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**Rings**

277 + (3~120)

**Items**

- Extra Life (x4)
- Invincibility Shield
- Shield

**Enemies**

- Bladed Spinner
- Kiki
- Gora

**Animals**

- Gorilla
- Elephant
- Lion
- Mole
- Parrot

The mad-bombing Kiki atop the high rock tower has no Emerald Shards, but you can dig up his plateau.

The pair of Bladed Spinners near the unstable rock bridge may hold Emerald Shards.

When you’re near the lava pool, grab that Extra Life.

None of the four Bladed Spinners in the lava pool area holds an Emerald Shard.

The Bladed Spinner patrolling between the lower rock formations never has an Emerald Shard.

If there’s an Emerald Shard around here, the Bladed Spinner near the series of ledges doesn’t have it.

The large ledge at the base of the huge mountain holds an Extra Life Item Box.

Check all three of the Bladed Spinners near the semicircular landmark for Emerald Shards.

Should you venture to the edge of the level, an Extra Life’s your reward.

Either the Bladed Spinner or the Kiki on the small low ledge at the level’s edge may be hiding an Emerald Shard.

An Invincibility Shield Item Box can be below a small ledge.

The Bladed Spinner or the Kiki on the small low ledge at the level’s edge may be hiding an Emerald Shard.
The Kiki on the earthen ledge near the lava has a weak bomb-throwing arm, but no Emerald Shard.

No Gora in the level holds an Emerald Shard.

The Kiki on the ledge high above the lava doesn’t carry an Emerald Shard.

The Gora is a washout when it comes to Emerald Shards.

As you stand at the ladder ledge and look toward the huge lava cylinder, a Shield hangs in midair.

The three Bladed Spinners hovering near the tilting platforms can’t carry Emerald Shards.
Lost World

Knuckles’s version of the Lost World Action Stage is a tiny area crawling with Leons and loaded with spike traps. Get a move on as the level begins. The Leons on the patio don’t let you sit there unharmed for more than a couple of seconds. Get some rings, then turn your attention to the reptiles.

The Emerald Shards are on high ledges or stuck to the walls, in the vicinity of some hideous row of spikes. Restarting at one of those points is hazardous, because you have no rings when you do. Don’t be too quick to jump into the air when you reset during the A Emblem race.

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**Rings**

$103 + (5-200)$

**Items**

- Smart Bomb

**Enemies**

- Leon
- Gora

**Animals**

- Lion
- Elephant
- Koala
- Mole
- Penguin

---

The passage on the wall leads to a chamber above the gazebo area.

You can climb on the vertical tunnel’s walls to reach the Smart Bomb and dispose of the Gora in the lower chamber.

On the patio, smash the center box to access a passageway.

The Gora near the small gazebo never has an Emerald Shard, but you can dig near the hall and in front of the small structure.

The Gora on the ledge can’t carry an Emerald Shard, but there’s occasionally one sitting between the spikes.

Any of the three Leons lurking in the pool might be hiding an Emerald Shard.

A Leon near the switch by the mission’s start may hold an Emerald Shard.
Lost World

The Gora keeping company with the Leon never holds an Emerald Shard.

The Gora on the ledge above the boxed-off passage may be hiding an Emerald Shard.

Avoid resetting near spikes like these when you’re after the A Emblem.

The Leon on the Gora’s high ledge may hold an Emerald Shard.

A pair of Leons lurks on the patio, and either might have an Emerald Shard.

If your echidna-sense is going crazy, and it’s not because of the Gora above, check the boxed-off passage.

If the Leon with the Gora never holds an Emerald Shard, check the boxed-off passage.
No wonder the ship was pitching up and down so radically during the other characters’ adventures—someone left an echidna at the controls! During Knuckles’s Sky Deck Action Stage, you must open two sets of doors by manipulating a lever near where you begin. Push the lever in the direction of the doors you want to open. When you’re pushing on the lever, wait until you hear the debris crashing before you stop pushing. That’s how you know the doors are open without wasting time checking on them.

**Rings**
- 131 + (4~160)

**Items**
- Extra Life
- Shield (x3)
- High-Speed Shoes

**Enemies**
- Spikey Spinner
- Electro Spinner

**Animals**
- Parrot
- Partridge
- Robin
- Lion
- Skunk

---

When you’re after the A Emblem, push the switch away from the large chamber. That opens the doors below.

The Electro Spinner near the set of three doors holds no Emerald Shards, but the right-hand door might hide one. The Electro Spinners here don’t hold Emerald Shards, but the spiked turret might.

Just as you saw on the other side of the room, there are Electro Spinners without Emerald Shards and a spiked turret that might have one.

Below the central walkway in the first chamber, the group of Electro Spinners might be harboring an Emerald Shard.

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**EMBLEM GOALS**

<table>
<thead>
<tr>
<th>RANK</th>
<th>CONDITIONS</th>
</tr>
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<tbody>
<tr>
<td>A</td>
<td>Find the Emeralds within two minutes.</td>
</tr>
<tr>
<td>B</td>
<td>Find the Emeralds without using Hint Orbs.</td>
</tr>
<tr>
<td>C</td>
<td>Find the three Emeralds!</td>
</tr>
</tbody>
</table>

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High-Speed Shoes are close at hand, in case you need them.

From the start of the stage, climb the wall to the left to discover an Extra Life.
The Spiky Spinner on the upper walkway never has an Emerald Shard.

Neither of the two Electro Spinners on the upper ledge carries a Shard.

In the set of doors in the far chamber, you might find an Emerald Shard in the Electro Spinner or the middle door.

The right-hand door in this set of three holds a Shield.

The Spiky Spinner guarding the Shield is a possible Emerald Shard holder.

Neither of the two Electro Spinners on the upper ledge carries a Shard.
Amy Rose is an intriguing mix of grace and power. She flips through the air with carefree ease, only to land hammer-first on some unsuspecting Beat. Most of Amy’s missions, like Tails’s, require speed, even though she’s not always on the clock. Instead of racing opponents like her twin-tailed friend, Amy is usually chased through her Action Stages by Zero, the often invincible robot.

**Amy’s Story**

At the game’s start, Amy is mindlessly strolling the streets of Station Square. Her humdrum afternoon is interrupted by the arrival of a small bluebird named Birdy, who falls out of the sky and lands exhausted at Amy’s feet. Amy’s concern for Birdy quickly changes to alarm as Dr. Robotnik’s relentless robot servant, Zero, drops from the sky in hot pursuit of the bird. Birdy, it turns out, escaped from Robotnik’s Egg Carrier, and Zero has come to retrieve him, no matter who or what stands in its way.

**Basic Movement**

Amy’s movement is less complicated than most of the other characters’. She cannot jump, but can manage short hops that are helpful for ascending short inclines in a hurry. When she lands from her hop, she usually draws her Hammer.

**Advanced Movement: Put the Hammer Down**

When Amy draws her Hammer, her movement options increase. You can draw her Hammer by running in a straight line until she gets up to speed, at which point she pulls out the Hammer. She also pulls out the Hammer after landing from a short hop on level ground.

By using the Hammer while running, Amy can flip through the air. Running and Hammering gets you where you’re going much faster.

If you run and Hammer an enemy or an Item Box, Amy can get a high jump out of it. When you’re racing the clock, that can be an advantage that lets you hurdle obstructions or enemies.

**The Little Metal Barrel**

In some Action Stages, you see a small metal barrel that Amy can hide beneath. Doing so is not recommended. Zero is rarely fooled, and tends to pound the area near the barrel with shock waves, knocking Amy’s rings loose. Stay out from under the barrel unless you’re using it as a step in Final Egg.
Combat Primer

Amy’s combat skills are not as developed as those of Sonic, Knuckles, or Tails. Almost invariably, a Kiki gets off a couple of bombs while you’re running toward it, so weave and hop as you advance, waiting for the Hammer to pop out. When it does, jump into the air and Hammer in the direction of a Kiki, even if you’re far away. Amy executes a low-trajectory Hammer Attack that no Kiki can withstand.

You can also hop toward the enemy, which draws Amy’s Hammer more quickly than running toward the enemy. Move up to some little monkey, hop to draw the Hammer, then show your foe the business end of the mallet. A Kiki’s biggest weakness is that it must wait for its bomb to detonate before it can throw another. Dodge a Kiki bomb, then attack before the bomb detonates somewhere behind you.

Advanced Combat

You can attack Zero, but you can’t destroy it until the end of Amy’s adventure. During her story, you can beat Zero until it smokes, but it keeps getting up and coming back for more. When it starts smoking and turns black, it’s too dangerous for Amy. Leave the area! When you meet Zero, it’s greenish again, and you can beat on it some more.

Don’t stand directly in front of Zero or run away from it in a straight line; the fiend locks on and fires quickly. Most of the time, Zero extends a long arm to grab at Birdy, but it can also slap the ground to emit a shock wave. Expect this shock wave attack after you batter the ‘bot black.

Zero’s shock wave is thin and dissipates quickly, but the robot usually rattles off four or five in a row, forcing you to make little hops to hang onto Amy’s rings.

Amy’s basic combat skills can get her through almost any situation, but she can upgrade her weapon twice by playing the Hedgehog Hammer Game in the Egg Carrier.

The first time she plays the game, she gains the ability to do the Spin Hammer Attack. If you move in a circle, slowly at first, then faster, Amy spins in a circle, extending her Hammer to form a protective barrier around her.

Amy receives her Long Hammer after playing the Hedgehog Hammer Game again toward the end of her adventure. The Long Hammer lets her leap and attack from a greater distance, and gives her an extended range when she’s attacking near an enemy.

PERMANENT UPGRADES: HEDGEHOG HAMMER GAME

Amy earns both of her permanent item upgrades by setting high scores on Dr. Robotnik’s Hedgehog Hammer Game, in the chamber near Amy’s cell in the Egg Carrier. Amy earns 500 points for hitting a yellow Super Sonic doll and 100 points for a blue Sonic doll. She loses 200 points if she hits a red Robotnik doll.

Hit as many yellow Super Sonic dolls as possible. Hitting a blue doll is fine, but don’t whack at a blue doll that pops up between two Robotniks—the risk of losing points isn’t worth the 100 points for doing it right.

The game has quick cycles dominated by one type of doll. You go through a cycle where you see almost nothing but Robotnik dolls. After it passes, you see several Super Sonic dolls. If you don’t get twitchy through the Robotnik parade, you can clean up on the Super Sonics that follow and beat the Doctor’s high score of 2,000 points.

When you top 2,000 points, let the time run out. When the timer expires, Amy gets the Warrior Feather, which gives her the ability to perform the Spin Hammer Attack.

After completing Hot Shelter but before Final Egg, return to the Egg Carrier to play the Hedgehog Hammer Game again. You must top 3,000 points to win the Long Hammer, so you might have to play a couple of times. Avoid hitting any Robotniks. Swing at a blue Sonic or two if it seems safe.
The Showdown with Zero

Amy ends her adventure by battling Zero on the Egg Carrier’s deck. It’s easier than running from Zero through the Adventure Stages; all Amy has to do is knock Zero against the electric ropes that encircle the ring.

When Amy swats Zero into the hot wires, its body gets an unhealthy jolt, and the top of its green noggin flips back to reveal a big, blue button. Hit that button four times, and Zero goes boom.

Hammer Zero into the electrical ropes, and it crackles with an overload of juice. When Zero flips its lid, jump up and Hammer the blue button under it. Zero attacks with shock waves; keep some distance between Zero and Amy to hop over them. When Zero’s almost finished, it sends an electric “jump rope” after Amy, which she must skip to survive. Run along in the same direction that the rope is turning as you jump to easily avoid it.

Grabbing the Balloon

Amy ends each Action Stage by grabbing a ring that hangs below a large yellow Balloon. It’s simple if Zero is not hot on your heels. To grab the Balloon ring, stand on the circular shadow beneath the Balloon, jump up, and hold down ®. Amy grabs hold of the Balloon.

Racing the Clock: The A Emblems

Between the unfriendly layouts of some of the Action Stages and Zero’s relentless pursuit of Birdy, Amy’s A Emblems are almost as hard to collect as her blue beau’s. Most of the difficulty stems from the differences between Amy’s controls and those of any other character. Don’t try to get the A Emblems right off the bat. Experience Hot Shelter and the relative ease of Final Egg, then come back for the A Emblems after you earn her upgrades and master her Hammer.

To get the A Emblem in Twinkle Park, use the High-Speed Shoes near the pool to get to all three door switches. At the end of the level, you have to move cleanly over the Kiki and the barrels past it and up the steep slope without the spiked balls hitting you.

In Hot Shelter, use the powerups without going too far off the beaten path. There are three Invincibility Shields, four sets of High-Speed Shoes, and two Smart Bombs. At two points during the level an Invincibility Shield and High-Speed Shoes are side-by-side. Those come in handy, as does the last Smart Bomb, which detonates the crowd of Kikis waiting near the Balloon at the end of the stage.

In Final Egg, go through the first door on the right in the octagonal room, trigger the point marker there, then use the little barrel as a stepping stool to get up to the ledge.

Amy Rose

Boss Battles
Amy’s adventure begins when Birdy escapes from the Egg Carrier and falls at her feet. Zero the robot chases the bird.

Check the area near the Casino. Amy meets Sonic for the first time.

When Amy returns to the Egg Carrier after Final Egg, she goes into her boss battle with Zero. Come back before Final Egg to get the Long Hammer.

Amy can open the cell with the special Chao egg.

Hammer the small switch to open the Hot Shelter door.

Don’t ditch the egg. Hatch it properly and feed it before returning to the Egg Carrier via the dock portal.

After Amy’s vision, Dr. Robotnik confronts her as she attempts to flee the Egg Carrier.

Before she enters Final Egg, Amy should return to the Egg Carrier through the brightly lighted tunnel in Mystic Ruins. Use the raft then the yellow lift or the tram to get inside the ship.

When you get the Chao egg, take it to Dr. Robotnik’s Chao Garden.

Replay the Hedgehog Hammer Game before entering Final Egg. Beat 3,000 points, and Amy receives the Long Hammer.

Win the Hedgehog Hammer Game the first time, and Amy gets the Warrior Feather.

When Zero takes Amy aboard the Egg Carrier, E-102 Gamma befriends her and sets her free.

Return to the street near Twinkle Park. Amy meets Sonic and hides in Twinkle Park.

Zero is waiting here when Amy returns to Station Square. The robot abducts her and takes her to the Egg Carrier.
The long hall leads to Amy’s final action stage, Final Egg.

Use the raft below the train station to return to the Egg Carrier before playing Final Egg.

After Hot Shelter, Amy is transported to the Mystic Temple. Exit through the corridor.

When Amy leaves the temple area, she appears near the Shrine of the Master Emerald.

Near the shrine, meet Tikal and some happy Chao. But wait—what’s that in the water?
Even though it’s Amy’s first Action Stage, Twinkle Park is a demanding trek. The mirrored rooms are a nightmare, and Zero follows hot on Amy’s heels the whole time. In the open area by the pool, practice smacking Zero around, and get used to the distance that Amy can cover when she attacks after jumping first.

**Rings**
168 + (5~200)

**Items**
Extra Life
Shield

**Enemies**
Kiki
Buyoon

**Animals**
Rabbit
Deer
Kangaroo
Koala
Elephant

**Timer Tips**
Completing Twinkle Park within two minutes is one of Amy’s tighter time tests. The Action Stage is one long straightaway that you have to cleanly negotiate. That sounds simple enough, but there are no easy shortcuts or alternate paths, so every second spent running into an enemy or getting stuck against a mirror makes it that much harder to get to the Balloon in time. Use the High-Speed Shoes and negotiate the mirrored halls by running in the direction toward which the camera points.
**MISSING THE POINT (MARKER)**

You’d think that when you’re after the B Emblem and lose a life, you’d rather start farther back in the stage. Twinkle Park is the exception to that rule. Hit the final point marker (past the point where the doors slam shut behind you), and leave the ring Item Boxes in the courtyard intact if you don’t need them to reach 50 rings. If you lose a life before the level’s end, you have a chance, after restarting, to get the 50 rings you need in that final area.

---

A Kiki waits on the other side of the exit door. Stay to the right while the camera adjusts.

The rings near the stairs sit atop a pit. Wait for the spiked ball at the top of the stairs to rise before hopping beneath it.

Hop up the ramp to get at the Kikis before they begin bombing.

The second mirrored hall is a sticky spot. Hold 🟦 to the left, and adjust up and down to stay off the walls.

Drop to the lowest step, then jump and hammer in midair to get past the spikes.

If you’re after the B Emblem and have 20 or more rings, don’t break any Item Boxes past this point.

Zero drops into the area, hot on Amy’s heels. Don’t hide in the metal can near the Buyoon; it won’t help.

Zero reappears up top as you approach the last set of spiked balls. You can back up and run around it.

To get to the Balloon, stand on the small shadow below it and jump up.

Near the Balloon, four crazy Kikis await your arrival. Keep moving and take them out while avoiding Zero.

With the Kiki under control, you can shake Zero long enough to climb up near the steps and jump for the Extra Life.

Run around the near corner and hammer the Kiki before you scoop up the rings.

The first mirrored room is a straight dash beside the spiked balls, with Zero in pursuit.

In the final area, jump past the Kikis before the final mirrored room. Use the reflection to time your jump over the pit.

The rings near the stairs sit atop a pit. Wait for the spiked ball at the top of the stairs to rise before hopping beneath it.

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Hot Shelter

Of the three characters (Gamma, Big, and Amy) who get to explore Hot Shelter, Amy’s excursion is the most thorough. Zero is right behind her for most of the level, but the abundance of powerups helps Amy stay one step ahead of the robot’s laser sight.

**Items**
- Extra Life (x4)
- Invincibility Shield (x3)
- Smart Bomb
- Magnetic Shield
- Shield (x5)
- High-Speed Shoes (x4)

**Enemies**
- Egg Keeper
- Kiki
- Leon

**Animals**
- Penguin
- Seal
- Otter
- Deer
- Skunk

**Timer Tips**
The longest of Amy’s Action Stages, Hot Shelter also has a long time limit. The level is full of tiny shortcuts and minor obstacles. String enough of them together to shave seconds off the clock. Follow this game plan:

1. Stay out of the pool in the hall.
2. Don’t wait for the raft to rise before jumping on it.
3. Immediately push the ladder.
4. Jump atop the first set of gears from the low ledge.
5. When the long walkway moves, run along it as it repositions.
6. Drop the power cubes on top of their sockets the first time.
7. Even with Zero breathing down your neck, quickly work the door cranks. After the door is halfway open, let go of the crank. The door continues to rise.

**Rings**

<table>
<thead>
<tr>
<th>Rank</th>
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<th>Emblems</th>
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<tbody>
<tr>
<td>C</td>
<td>Evade Zero and grab the Balloon!</td>
<td></td>
</tr>
<tr>
<td>B</td>
<td>Collect 50 rings and grab the Balloon.</td>
<td></td>
</tr>
<tr>
<td>A</td>
<td>Grab the Balloon within 6 minutes, 30 seconds.</td>
<td></td>
</tr>
</tbody>
</table>
When racing the clock, jump from the shaft’s lower doorway to the top of the nearby gears.

Hammer open the stalls near the point marker for a couple dozen rings.

When you step on the switch, the bridge repositions. Jump back and run toward the far end of the bridge while it moves.

Blow through the spiked ball barrier and free the animals from the three Kikis.

Ride up the thin gear to the point marker’s right and step on the switch to reverse the mechanism.

Cross the slowly rotating gears to the point marker.

The Kiki on the corner is precise and quick. You should have the Invincibility Shield when you reach it.

You should be able to whack Zero and spin the door open before the robot targets you.

In the center stall of the second bathroom is an Extra Life. Wash your hands before returning to work.

After you clean out the Kikis and enter one of the stalls, Zero disappears from the area.

On the high ledge halfway down the shaft sits an Extra Life and an Invincibility Shield. The shifting camera angle makes this tough, but the goal is to land on that ledge.

On the ledge behind the tower sit a Magnetic Shield and High-Speed Shoes, as well as some rings.

You have to Hammer these side-by-side Kikis blindly to keep them from throwing bombs.

There’s a Shield in the intersection. Don’t crack the Item Box unless you need it.
In the large chamber, place the power cubes atop the fixtures. Zero comes crashing through a wall, creating the exit.

The rocket ride lets you float down through several ring Item Boxes and an Extra Life. Adjust your trajectory as Amy falls.

As you approach the trio of Kikis, Zero appears behind you. Smacking Zero with your Hammer buys you some breathing room.

Up the stairs sits a Shield. You can jump safely down to the small lift platform off to the left.

Run past the Kiki and into the lift, activating it before Zero closes in.

The Kiki near the portal has been watching too much TV. Free the animals and stay on guard.

Shortly after you dispose of the Kiki, a Leon materializes in the same vicinity.

Don’t mess with the Leon if you’re racing the clock. Head to the springpad.
The landing below the ramp gives you little room to deal with the Egg Keeper. Don’t let it smack you overboard.

The eight Kikis near the Balloon have gathered near a Smart Bomb. Silly Kikis.

At the top of the ramp waits a Kiki. Jump over it and cut the corner if you’re in a hurry.

The springpad near the power cube puzzle tosses you to the rafters. Land on the center beam and take the Extra Life.

The eight Kikis near the Balloon have gathered near a Smart Bomb. Silly Kikis.

Completing the puzzle opens the hall to the exit room.

Below the ramp are Item Boxes containing an Invincibility Shield, a Shield, and High-Speed Shoes, all of which save time.

Complete the puzzle with Zero in attendance. Smash Zero before picking up each piece.

On the high center beam is a missing piece to the power cube puzzle below.
The last chapter of Amy’s adventure is the leaner version of Final Egg. This Action Stage is a footrace with Zero that leaves little room for error. By now, you should have Amy’s Long Hammer and Warrior Feather from the Hedgehog Hammer Game. This is the last chance you get to heap abuse on Zero before the final boss battle, so be fully equipped. You finally get to put one of those little hiding barrels to good use—by using it as a step into the last Balloon room.

**RINGS**
- 72 + (4~160)

**ITEMS**
- Extra Life (x2)

**ENEMIES**
- Egg Keeper
- Bladed Spinner

**ANIMALS**
- Rabbit
- Deer
- Kangaroo
- Gorilla
- Mole

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**_TIMER TIPS**
Two-and-a-half minutes isn’t a generous time limit for completing Final Egg, but it’s realistic. Use Amy’s Long Hammer to propel her down the straightaways and to make short work of the Egg Keepers blocking the path. At the final such barrier in the level, run and attack the Egg Keeper on the lower left. The momentum vaults Amy over the uppermost laser beam.

Also, for what might be the first time, the little metal barrel comes in handy. Zero won’t be fooled if you hide under it, but you can position the barrel below the ledge in the penultimate room and use it as a step to reach the final corridor.

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**THE EGG KEEPERS IN THE CORRIDOR CAN BE ACTIVATED INDIVIDUALLY, IF YOU CAREFULLY APPROACH EACH.**

**THE GIANT METAL CLAWS HAVE AN IMPRESSIVE REACH. WEAVE AND RUN TO THE POINT MARKER TO AVOID GETTING PINCHED.**

**PASS BY THE ROTATING SPIKE BALLS ALONG THE RAILING.**

**BE QUICK TO FREE THE ANIMALS FROM THE TWO BLADED SPINNERS WITH ZERO IN PURSUIT.**

**WEAVE AROUND THE LASERS WHEN YOU’RE NOT IN A HURRY.**

**STEP ON THE FLOOR Switch WHEN YOU ARRIVE AND POUND ON ZERO WHILE YOU WAIT FOR THE ELEVATOR.**

**WAIT FOR THE CLAW TO RETRACT, THEN RUSH FORWARD TO NAB THE EXTRA LIFE.**

**IN THE NARROWER CORRIDOR, YOU SHOULD GIVE ZERO A WHACK BEFORE ATTACKING THE LOWEST EGG KEEPER.**

**WHEN RACING THE CLOCK, YOU CAN JUMP BETWEEN THE BROADLY SPACED LASER BEAMS.**

**THE RAT'S NEST**

- (x4)
- (x4)
- (x4)
- (x8)
- (x8)
- (x4)
- (x2)
- (x8)
Moving the can below the ledge lets you step into the upper corridor. Hammer the Bladed Spinner.

If you get under the can, Zero punishes you. That's OK. Move the can over below the ledge before coming out of hiding.

In the octagonal room, try the first door on the right as you enter. You find the point marker.

When you exit the car, Zero crashes through the wall on your left. The path is to the right.

Check the lineup of random ring Item Boxes, then grab the Balloon to make good your escape.

If you attack the lower left Egg Keeper from a run, Amy vaults over the obstruction.

If Robotnik's going to leave those Extra Lives lying around, you might as well help yourself.

Dispose of the Bladed Spinners and enter the hall. Zero relents as you move to the next chamber.

Zero crashes through the wall on the right as you enter. Draw Zero away from the can and whack it, then get beneath it.

If you get under the can, Zero punishes you. That's OK. Move the can over below the ledge before coming out of hiding.

Moving the can below the ledge lets you step into the upper corridor. Hammer the Bladed Spinner.
E-102 Gamma

Remember all of those times in *Sonic Adventure DX: Director’s Cut* that you raced against the clock for an A Emblem, wishing you could turn back time? Well, wish no longer—E-102 Gamma is the robot for you. Instead of a timer that counts up from 0:00, E-102 Gamma has a timer that counts down. He can add time to his clock by freeing animals, and he gets extra time when he targets many enemies simultaneously.

E-102 Gamma’s A Emblems are among the toughest to earn in the game; the only way to earn them is to learn how to sweep E-102 Gamma’s targeting beam as you stomp through the Action Stages.

Gamma’s Story

E-102 Gamma begins the game as one of a legion of E-series robots in the service of their creator, Dr. Robotnik. Their first order of business is to capture Big The Cat’s buddy, Froggy, who somehow figures prominently in Robotnik’s evil plans.

When E-102 Gamma questions Robotnik’s authority (and sanity), he is moved by the plight of Amy Rose, whom he meets while she’s a captive on the Egg Carrier. Shortly after he meets Amy, she saves him from demolition, and E-102 Gamma has a change of heart. From that point on, he sets about destroying E-series robots and freeing birds trapped inside them.

Basic Movement

E-102 Gamma’s basic mode of locomotion is a stilted walk, which becomes a tank-like roll when he runs. Gamma bounces uncontrollably when rolling over rough terrain, which wastes time. Prevent him from rolling if an environmental obstacle is ahead.

Advanced Movement

E-102 Gamma acquires Jet Booster early in his adventure. It allows him to fly into the air and stay aloft for a considerable distance. There’s seldom any strategic advantage to sending him that high into the sky.

Combat Primer

The more enemies that E-102 Gamma can target in a single pass, the more time gets added to his clock. You can only target enemies for a few seconds before you have to fire or forfeit your attack, so be quick on the trigger. As the game progresses, Gamma’s foes aren’t arranged in convenient shooting-gallery groups, but moving past a small group of enemies without destroying them often allows you to target the enemies you passed and another group of enemies ahead for big-time bonuses. Boa Boas are the best enemies to focus E-102 Gamma’s firepower upon, because each of the snaky foes’ segments can be locked on to and destroyed.

Advanced Combat: The A Emblems

Gamma’s toughest tests are the A Emblems, especially when you leave the Robotnik’s target range. Be prepared for some sanity-testing trials. Red Mountain is almost impossible, requiring you to think vertically as well as horizontally. Shoot up into the air with your Pre-Jet Booster to target airborne and ground enemies simultaneously and increase your time total.

When you’re going for the A Emblems, every advantage is worth the trouble, even if it’s just targeting an extra enemy in a large mob. Over the course of the level, doing so can mean an extra 10 seconds on the clock. Considering that you have a boss battle against an E-series robot at the end of three of the five Action Stages, every second is precious.
PERMANENT UPGRADES

E-102 Gamma receives a pair of helpful upgrades that accentuate his strengths by helping him target several enemies at once. Both of the upgrades are available early in the game, located in separate small rooms on the Egg Carrier.

Jet Booster

After Emerald Coast, while E-102 Gamma is still under Robotnik’s control, the mad doctor instructs him to get the Jet Booster before fighting Sonic on deck. The Jet Booster allows E-102 Gamma to fly higher, so he can bypass difficult terrain and increase his targeting opportunities.

Laser Blaster

When E-102 Gamma drops into Mystic Ruins after the fight with Sonic, backtrack to the Egg Carrier by using the nearby raft and tram. On the Egg Carrier’s upper walkway, across from the room where you acquired the Jet Booster, drop to the floor and grab the Laser Blaster. Now E-102 Gamma can target in a wider arc and hold his shot a bit longer before he has to fire or lose the charge.

E-102 Gamma has to beat many bosses. His final three Action Stages conclude with battles against the increasingly difficult E-series robots. The final boss fight against E-101 Mark II ranks as the toughest boss battle in the game after Sonic’s scrap with the Egg Viper.

First Boss: E-101 Beta

E-101 Beta is a moderately tough foe, but you can target and fire faster than it can.

Target E-101’s missiles, as well as the robot itself. Keep your distance and use your speed to your advantage.

Second Boss: E-103 Delta

E-102 Gamma must defeat E-103 Delta to complete the Windy Valley Action Stage.

E-103 is quicker on the draw than E-101. Use the open space to keep your distance and stay out of trouble.

If you don’t let 103 get on top of you, you’ll have enough time to target and destroy its homing missiles.

After you take out any threatening missiles, lock on to 103 and fire!
Third Boss: E-104 Epsilon

E-104 isn’t a tough boss—you’ve seen its kind before. But the time it takes to destroy it might stand between you and the A Emblem for Red Mountain.

Close the gap on Epsilon. It can fire homing missiles more quickly than its predecessors.

If you stand too far away, Epsilon continues to fire missiles, which interfere with your ability to target the robot.

To quickly end the battle with Epsilon, get near it. When you score a hit, wait just long enough for E-104 to shake it off, then fire again.

If you’re not pressed for time, you don’t need to stay on top of 104. Just face it to quickly target any missiles.

Fourth Boss: E-105 Zeta

The mighty E-105 Zeta looks more impressive than it is. Keep moving around the perimeter walkway, and its homing missiles almost never lock onto you. And because it sits still, your own attacks easily find their mark.

To defeat E-105, take out all the large turrets surrounding the robot.

Don’t get fancy with this battle. Run around the rink and flash your targeting laser toward the robot when you can.

When E-105 launches a volley of missiles, keep moving to lure them off course, or target and destroy them.

Each time you blow off a turret, E-105’s energy level drops. When the turrets are all gone, so is E-105.

Fifth Boss: E-101 Mark II

The latest and greatest E-series robot is a worthy opponent; it’s only vulnerable after it unleashes its most devastating attacks.

E-101 Mark II is a powerhouse.

The Mark II’s most dangerous attack is nasty, but it telegraphs it by zipping backward to put some distance between the two of you.

When the Mark II rushes forward, get out of its way by leaning hard to one side as you jump and use the Jet Booster.

When the Mark II retreats to a position above the ring, jump and use your Jet Booster to move back and forth across the area and avoid its attack.

When the Mark II is finished, so is Gamma’s adventure.
Egg Carrier

E-102 Gamma begins his existence as a servant of his creator, Dr. Robotnik.

Approach Robotnik, and he shows you to the first Action Stage, Final Egg.

When E-102 Gamma completes Final Egg, locate Robotnik in the small area below.

Robotnik pits E-102 Gamma against E-101 Beta for his own amusement.

Station Square

When E-102 Gamma arrives in Station Square on his Froggy hunt, blow open the barrier and enter Emerald Coast.

Shrine of the Master Emerald

Tikal appears to E-102 Gamma at the end of Emerald Coast, and the robot has a vision.

Approach the shrine to meet Tikal, and hear the happy sound of contented Chao.
Egg Carrier

E-101 Beta is back with a vengeance. E-101 Mark II is E-102 Gamma’s final boss.

Approach Robotnik, and he shows you to the first Action Stage, Final Egg.

E-101 Beta is back with a vengeance. E-101 Mark II is E-102 Gamma’s final boss.

E-102 Gamma remembers the battle with Sonic differently.

After he defeats E-101 Beta, E-102 Gamma and the other E-series robots are given a directive: Find Froggy.

It’s E-102 Gamma who delivers Froggy, after completing Emerald Coast.

While backtracking from Mystic Ruins, use the tram to enter the ship’s interior.

Robotnik summons E-102 Gamma to the deck and instructs him to pick up his first permanent upgrade, the Jet Booster, on the way.

E-102 Gamma remembers the battle with Sonic differently.

When you have the Jet Booster, ride the large gold lift up to the deck area.

The center door is the entrance to the last of E-102 Gamma’s Action Stages, Hot Shelter.

The Laser Blaster, E-102 Gamma’s second and final upgrade, is in the emergency drainage room.

When Dr. Robotnik tells E-102 Gamma to get Birdy from Amy, the robot makes a wrong turn.

Moved by Amy’s plight, E-102 Gamma frees her and Birdy.

When you have the Jet Booster, ride the large gold lift up to the deck area.

E-102 Gamma can get the special Chao egg from the cell next to Amy’s.

The center door is the entrance to the last of E-102 Gamma’s Action Stages, Hot Shelter.
Mystic Ruins

After E-102 Gamma leaves the Egg Carrier, he questions the merits of serving a madman.

Place the Wind Stone in the fixture to open E-102 Gamma’s third Action Stage, Windy Valley.

In the adjacent area of the Mystic Ruins, shoot the monkey in the cage to open Red Mountain.

When E-102 Gamma exits Red Mountain, he reasons that the remaining E-series robots must be on the Egg Carrier. Use the raft and tram to return.

After you have the Laser Blaster, return to the Mystic Ruins. Claim the Wind Stone near Tails’s workshop.

Upon arriving in Mystic Ruins, head to the Egg Carrier for a weapon upgrade.

When you exit Windy Valley, the wall of the cliff collapses.

Upon arriving in Mystic Ruins, head to the Egg Carrier for a weapon upgrade.

After E-102 Gamma leaves the Egg Carrier, he questions the merits of serving a madman.

In the adjacent area of the Mystic Ruins, shoot the monkey in the cage to open Red Mountain.
The immobile dolls on this practice range are an introduction to E-102 Gamma’s targeting system. The Action Stage is tiny, and the timer is generous. Your goal is to pop up as many targets as possible within target range.

By doing so, you get used to the amount of time your weapon can hold a charge. Fire before the target cubes change from blue to purple, or you aren’t able to hit all the dolls you targeted.

**Tip**

There’s no reason to fly to the little island near the point marker and shoot the target dolls there. You can hit all the dolls you need without taking the risk of flying to the island.

---

**Final Egg**

The immobile dolls on this practice range are an introduction to E-102 Gamma’s targeting system. The Action Stage is tiny, and the timer is generous. Your goal is to pop up as many targets as possible within target range.

By doing so, you get used to the amount of time your weapon can hold a charge. Fire before the target cubes change from blue to purple, or you aren’t able to hit all the dolls you targeted.

---

**EMBLEM GOALS**

**RANK**

**CONDITIONS**

- **C**  Destroy the “Sonic doll”!
- **B**  Collect 50 rings and destroy the “Sonic doll.”
- **A**  Destroy the “Sonic doll” with more than 150 seconds left on the clock.

---

**Rings** 120

**Items**  None

**Enemies**  Target Doll

**Animals**  None

---

Walk near the springpads and target another group of dolls. Search for rings on the ledge above.

Hop up on the box near the point marker to include another doll in your targeted group.

If you run down the length of the lower level near the railing, another set of targets emerges.

Don’t target every doll down the highway—you risk losing your lock on the first dolls you targeted.

At the end of the row of dolls are ring Item Boxes. After you have them, drop to the lower landing.

Use the springpad to land on the floating platform, and run along the row of dolls above to pop them all up.

---

Advance to trigger more dolls. If you approach the hall, you can simultaneously target as many as five dolls.

Follow the path, rounding the corner left, then right, to activate as many targets as possible.

---

Don’t target every doll down the highway—you risk losing your lock on the first dolls you targeted.

At the end of the row of dolls are ring Item Boxes. After you have them, drop to the lower landing.

Use the springpad to land on the floating platform, and run along the row of dolls above to pop them all up.
Emerald Coast

Emerald Coast is E-102 Gamma’s first real Action Stage, and it’s a challenge (especially when you’re going for the A Emblem). There are large groups of enemies to target, and one of the biggest is near Froggy. Even if you’re already 20 seconds or more over the time limit as you approach the final area, taking out the Kikis on the ledge may save your metal behind. Don’t forget about the Jet Booster on your back. Increase the number of enemies you can target by getting into the air once in a while.

Rings
---
170 + (1–40)

Items
---
Extra Life

Enemies
---
Kiki
Rhino Tank

Animals
---
Penguin
Seal
Otter
Rabbit
Koala

EMBLEM GOALS

<table>
<thead>
<tr>
<th>RANK</th>
<th>CONDITIONS</th>
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<tbody>
<tr>
<td>C</td>
<td>Catch Froggy!</td>
</tr>
<tr>
<td>B</td>
<td>Collect 50 rings and catch Froggy.</td>
</tr>
<tr>
<td>A</td>
<td>Catch Froggy with more than 180 seconds remaining.</td>
</tr>
</tbody>
</table>

Don’t target enemies until you head a short distance down the beach. You can target more Kikis that way.

Destroying groups of Kikis in the final area adds time to your clock. Take the marked path, because the dirt slope is hard for E-102 to negotiate.

An Extra Life sits over the ledge’s side. You don’t have to get close to target it.

When racing the clock, you can target more enemies if you boost up and scan the ledge’s length. You might pick up the Rhino Tank below.

Target the Kikis on the bridge from close range and jump up to include those on the bridge.

Use the springpad and your Jet Booster to clear the umbrella. Watch out for the Kikis (unless you targeted them from below).

A couple of Kikis wait past the turn. Don’t be distracted by the ring Item Box.

Don’t target enemies until you head a short distance down the beach. You can target more Kikis that way.

If you’re racing the clock, it takes too much time to blast each Kiki. Bail to the beach below.

From the springpad, pass the first Rhino Tank and boost up near the Kikis to target nearby enemies.

E-102 Gamma moves quickly over shallow water. You can scan most of the coast from near the small island.

When racing the clock, you can target more enemies if you boost up and scan the ledge’s length. You might pick up the Rhino Tank below.

If you’re racing the clock, it takes too much time to blast each Kiki. Bail to the beach below.
Now that E-102 Gamma has found Froggy and decided that Dr. Robotnik might not be the world’s greatest employer, it’s off to rescue the rest of the E-series robots from their servitude. You see Boa Boas as you progress through the Action Stage; target each segment of a Boa Boa as it revolves in midair for big time bonuses. E-103 Delta waits at the end of Windy Valley. It’s one of the weakest bosses in the game, but the battle is a valuable learning experience for fighting other E-series robots.

EMBLEM GOALS

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<tr>
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<tbody>
<tr>
<td>C</td>
<td>Destroy E-103 Delta!</td>
</tr>
<tr>
<td>B</td>
<td>Collect 50 rings and destroy E-103 Delta.</td>
</tr>
<tr>
<td>A</td>
<td>Destroy E-103 Delta with more than 150 seconds remaining.</td>
</tr>
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</table>

**Rings**

101 + (3~120)

**Items**

- Extra Life (x2)
- Invincibility Shield
- Magnetic Shield
- High-Speed Shoes

**Enemies**

- Boa Boa
- Leon
- Rhino Tank

**Animals**

- Parrot
- Partridge
- Robin
- Seal
- Mole

If you shoot the Rhino Tank on the bridge, the other Rhino Tanks attack you and make your landing difficult.

Stand on the small bluff near the bridge and jump high to Jet Boost over. Target the Boa Boa at the top of the pillar.

The Boa Boas make this one of the easiest time tests in the game. Enjoy.

The segmented Boa Boas make for one long row of targets.

If you don’t lock onto it while flying near it, target and destroy the Boa Boa to add time to the clock.

Use the Jet Booster as you fall to collect the Invincibility Shield and Magnetic Shield, which help you earn that B Emblem.

This Boa Boa is too high in the air to target from the ground. Hover at its level to lock onto it.

A pair of Leons lurks here. Use the little ledges to draw out the Leons, and leap to safety before targeting.

Wade into the crowd of enemies.

Lock onto the Extra Life atop the high pillar when you fly over it. It’s tough to jump up and target the Extra Life from below.

Jump over the side of the bridge to target the High-Speed Shoes and land on the springpad.

The springpad bounces you in the air, letting you lock onto several targets below.

The segmented Boa Boas make for one long row of targets.

The Rhino Tanks on the bridge don’t bother you if you fly above them.

Target and destroy the Boa Boa to add time to the clock if you didn’t lock onto it while flying near it.

The Boa Boas make this one of the easiest time tests in the game. Enjoy.

Use the little ledges to draw out the Leons, and leap to safety before targeting.
These Boa Boas are seconds of time waiting to be added to your clock. Blowing open the hole past the Boa Boa is the quick route, but you get other goodies if you backtrack.

From the Extra Life area, Jet Boost around the corner to the left, angling for the brownish grating below. Blow open the wall.

You should be able to make it over the low wall to the small upper area. Take the Extra Life and the rings.

From the ledge, jump high and use your Jet Booster at the peak of the jump. Steer close to the cliff, but don’t hit it or you lose momentum.

Tag the point marker and blow open the wall. Another Boa Boa waits around the bend.

The Boa Boa ahead is floating over the water. Don’t wait too long to target it or you fall and drown.

Approach E-103 Delta in the clearing, and the battle is on.

Jet Boost above the bridge and target the Rhino Tank en route.

You must aim high and to the right off the final springpad to target the stage’s only random-ring Item Box.

From the Extra Life area, Jet Boost around the corner to the left, angling for the brownish grating below. Blow open the wall.

The Boa Boa ahead is floating over the water. Don’t wait too long to target it or you fall and drown.

Approach E-103 Delta in the clearing, and the battle is on.

Jet Boost above the bridge and target the Rhino Tank en route.

You must aim high and to the right off the final springpad to target the stage’s only random-ring Item Box.
E-102 Gamma’s Red Mountain Action Stage is a nasty little trek with far too many rock walls to open and knock down. It’s not always in your best interests to target too far ahead, because you might omit an enemy from the target group, but you must anticipate the barriers and roll through them as they explode.

That’s especially true when you’re going for the A Emblem. Target the sections of the rock walls along the edge of the lava lake while you’re airborne. They have to come down, and you should be en route to the passages beyond them. The same is true for the huge rock slabs that must fall for you to reach the final area. Get up in the air and take them out as you fly toward them. You may take a little lava dip in the process, but getting the A Emblem doesn’t require you to have a single ring at the end of the stage.

When you’re after the B Emblem, however, slow and steady progress, punctuated by prudent grouping of enemy targets, easily wins the race.

---

**EMBLEM GOALS**

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<tr>
<td>C</td>
<td>Destroy E-104 Epsilon!</td>
</tr>
<tr>
<td>B</td>
<td>Collect 50 rings and destroy E-104 Epsilon.</td>
</tr>
<tr>
<td>A</td>
<td>Destroy E-104 Epsilon with more than 180 seconds remaining.</td>
</tr>
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</table>

---

**Rings**

- 163 + (1~40)

**Items**

- Extra Life
- Shield

**Enemies**

- Kiki
- Bladed Spinner

**Animals**

- Gorilla
- Lion
- Elephant
- Parrot
- Mole

---

If you’re not after the A Emblem, get the Extra Life. The ramp lets you Jet Boost past the lava pool.

If you Jet Boost to the ledge from the springpad jump, you can target another high Bladed Spinner in this group and bypass a wall below.

Four Bladed Spinners huddle near the level’s lone Shield.

Run, roll, and scoot along the embankment above the unstable ground to save yourself some time.

If you’re after the B Emblem, however, slow and steady progress, punctuated by prudent grouping of enemy targets, easily wins the race.
Blast when you hit the ground in the narrow tunnel. You need to clear the obstructions ahead ASAP.

Hop over the ledge and blast at the rocks and Bladed Spinners. Jet into the air as the slab falls.

The four Bladed Spinners circle the final slab. Target them from the air if you’re after that A Emblem.

When you land in the far area, advance toward E-104 Epsilon to start the fight. Target, let E-104 Epsilon recover for an instant, and fire again.
Hot Shelter

Hot Shelter is E-102 Gamma’s last and toughest Action Stage. This stage doesn’t have a lot of large groups of enemies, so you need to quickly move through.

When you’re racing the clock for the A Emblem, the train ride eats time, but you can make it up by defeating large groups of enemies at the end of the level. Keep moving forward on the train. The two tracks move back and forth to show you the easiest path, but you can also get up on top of the cars and run or Jet Boost along. You must be on the train with more than two minutes left on the clock to have any shot at the A Emblem.

A few large groups of enemies wait near the end of the level as you fall through a giant cylindrical structure. Locking onto large groups of enemies while in free fall is tricky business, but if you pull it off, your timer thanks you. E-105 Zeta waits for you at the end of the stage, and the timer ticks down until you beat him.

---

**Rings**

| Rings | 336 + (4~160) |

**Items**

- Extra Life (x4)
- Invincibility Shield
- Smart Bomb
- Magnetic Shield (x4)
- Shield (x4)

**Enemies**

- Egg Keeper
- Kiki
- Leon

**Animals**

- Penguin
- Seal
- Otter
- Deer
- Skunk

---

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<tr>
<td>C</td>
<td>Destroy E-105 Zeta!</td>
</tr>
<tr>
<td>B</td>
<td>Collect 50 rings and destroy E-105 Zeta.</td>
</tr>
<tr>
<td>A</td>
<td>Destroy E-105 Zeta with more than 120 seconds remaining.</td>
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When you drop through the door, target the opposite wall as you fall, aiming for the open door ledge you fall past.

You pick up an Extra Life and a Magnetic Shield from the ledge on your way down.

A Leon patrols inside one of the bathrooms.

You can target the Kiki without opening the doors.

When you’re after the A Emblem, jump from the point marker to reach the top of the gears, then Jet Boost over the gap.

When you’re after the A Emblem, jump from the point marker to reach the top of the gears, then Jet Boost over the gap.

Ride the gear up and punch the Kiki near the switch, then shoot the switch.

The springpad bounces you into the air. If you’re after the A Emblem, target the enemies below and sail over the obstruction.

Rush forward as you detonate the barrier beyond the point marker. A springpad is ahead.

Clean out the Kikis in the opposite restroom.

Target surrounding enemies by spinning in a circle in the hall intersection. Destroy them before the Kikis throw bombs.

Jump from the top of the gear and Jet Boost to one of the low springpads to reach the ledge above.

In the huge circular chamber, target the switch from a distance. Wait near the door at the end of the walkway as it positions.

When you’re after the A Emblem, jump from the point marker to reach the top of the gears, then Jet Boost over the gap.

Rush forward as you detonate the barrier beyond the point marker. A springpad is ahead.

Clean out the Kikis in the opposite restroom.

Target surrounding enemies by spinning in a circle in the hall intersection. Destroy them before the Kikis throw bombs.

Jump from the top of the gear and Jet Boost to one of the low springpads to reach the ledge above.

Ride the gear up and punch the Kiki near the switch, then shoot the switch.
When racing the clock, Jet Boost from the slope leading up to the boxes and target the obstructions in the area.

A Leon is past the massive series of explosions.

Lean forward while flying off the springpad and apply Jet Boost to target the wall when it's in range.

Mow down the line of Kikis through the open portal and target the barrier beyond as you move.

If you're after the A Emblem, don't slow down in this area.

A pair of Egg Keepers waits past the dash panels.

Land, then turn around and target the Kikis.

If you're racing the clock, don't mess with the Leons, but be on guard while you activate the next claw.

Near the Extra Life is a Magnetic Shield. While you're in midair, sweep the ledge for targets.

The huge metal claw drops you onto the train. Now the real fun begins.

Storm the ledge but watch out for Leons. The center structure hides a floor switch.

Stand on the platform and shoot the switch from there. The claw quickly arrives.

A Leon is past the massive series of explosions.

Land on the switch below, and a large claw carries you to the upper level. Make an effort to target the Extra Life as you go.

Near the Extra Life is a Magnetic Shield. While you're in midair, sweep the ledge for targets.

A Leon is past the massive series of explosions.

Mow down the line of Kikis through the open portal and target the barrier beyond as you move.

If you're after the A Emblem, don't slow down in this area.

A pair of Egg Keepers waits past the dash panels.

Land, then turn around and target the Kikis.

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Near the Extra Life is a Magnetic Shield. While you're in midair, sweep the ledge for targets.

The huge metal claw drops you onto the train. Now the real fun begins.

Storm the ledge but watch out for Leons. The center structure hides a floor switch.

Stand on the platform and shoot the switch from there. The claw quickly arrives.
Move forward until you spy the trainload of Kikis coming up on the other track, then cross over.

Follow the train, blowing up the obstructions on the cars in front of you.

On the train, detonate the Kikis and the Smart Bomb nearby. A Shield hides in the rubble.

If you’re after the A Emblem, rush through the Leons and the spiked obstruction. You take one hit, but keep going.

A couple of Kikis guard the stack of boxes, which explodes to reveal an opening in the floor. Use that Jet Boost.

If you’ve got the time and the skills, venture forward to open the cargo doors and target everything inside when the trains pass.

Blast your way forward through the obstructions.

It’s easiest to reach the top of this car from the low ledge at its end. The Egg Keepers appear too late to be viable targets.

When you spy the point marker, hop over and target the Kikis as you cross to the first train.

Ledges full of Kikis! Avoid the Shield if you picked up the Magnetic Shield.

Follow the train, blowing up the obstructions on the cars in front of you.

Jump high and Jet Boost over the obstacle, targeting the Kiki crowd beyond it.

Jump and target the Shield as you wait for the low car to position itself. Run along the low cars in the direction you were headed.

Ledges full of Kikis! Avoid the Shield if you picked up the Magnetic Shield.

Target the Extra Life above the obstacle, then let off the Jet Boost to fall past the obstacle near the perimeter.

As you fall, Jet Boost to slow near each set of ledges. The first has a Magnetic Shield as well as several ring Item Boxes.
Hot Shelter

The floor level offers Kiki trouble, but you should have an Invincibility Shield when you reach it.

Target the ledge above the door as you fall. On it are an Extra Life, a Magnetic Shield, and an Invincibility Shield.

If you're after the A Emblem, Jet Boost into the opening just below the Magnetic Shield to find a point marker and a hall leading to the boss.

Next to E-101 Mark II, E-105 Zeta is the biggest and baddest of the E-series robots. Check E-102 Gamma's boss section for more details.
Big The Cat

Of all of the characters in Sonic Adventure DX: Director’s Cut™, Big The Cat is the most...singular. While the other characters spend their time dashing, gliding, and hammering through their Action Stages, Big doesn’t want to do anything strenuous. Most of his Action Stages require Big to catch his amphibious friend, Froggy, with his ever-present fishing rod.

Big The Cat’s Story

Big and Froggy live in a small hut in the Mystic Ruins jungle. Life for them is one big fish feast, until Froggy gets the urge for a midnight snack and gobbles down a Chaos Emerald. After that, the panicked frog winds up lost and the target of Dr. Robotnik’s mechanical Beats. Only Big The Cat, with his superior fishing skills, can seek out his friend and bring him home.

Basic Movement

Big is not the most athletic of characters. He moves with a loping gait, punctuated by expressions of hunger. He doesn’t like to do anything more physically demanding than casting his fishing line into the water. He is strong, and can lift huge boulders to smash through the ice in Icecap.

Combat Primer

Big’s method of attack is among the most unusual in the game: He uses his fishing pole to pop Kikis from a distance! Aim the fishing pole target behind and to the right of a Kiki (Big is a lefty), so the arc of the fishing line passes from left to right across the Kiki when it is cast.

Big can also run up to a Kiki and whack it over the head with his fishing pole, but Big’s girth often prevents him from reacting quickly enough to dodge the Kiki’s bombs. It’s better to attack from a distance and fish for Kikis.
Fishing in Sonic Adventure DX: Director’s Cut™ requires patience and finesse. You also want to collect all Big’s powerups to regularly catch huge fish. The large fish (2,000 grams and up) that you need to catch to earn an A Emblem are rare. They also snap your line as they struggle, unless you’re careful. Every snapped line costs you an Extra Life.

**Selecting the Proper Fish**

Look into nearby ponds and pools to estimate the weight of the fish by their size. You need to land a fish of at least 1,000 grams for the B Emblems, and a monster mackerel over 2,000 grams to earn an A Emblem.

Fish weighing 1,000 grams are common. Any of the long, slender eel or squid that seem to be of above-average size are probably at least 1,200 grams.

It’s easy to waste time catching 1,800-gram and 1,900-gram fish, unless you generate a 2,000-gram fish yourself with our time-tested Froggy catch-and-release method (see below).

Froggy usually appears in one location, labeled on the maps for each Action Stage. If you’re after the A Emblem, find Froggy first. That accomplished, check the fishing pools in the immediate area for particular fish: sharks (including hammerheads), marlins, or big green cods. There are other 2,000-gram fish, but the largest versions of these species are of A Emblem-weight class more often than other fish.

**BIG FISH V. HUGE FISH: A HEAVY QUESTION**

To visually gauge the weight of a green cod, look for a fish that’s almost as big as Big himself. Compare it with Big’s tummy by swimming up to the fish. The Cod has to be wide as well as long to come in over 2,000 grams. If you see one, you’ll know it.

You’re probably nervous about turning your back on the thing. It looks as if it would have no problem eating Big for lunch, instead of vice versa.

When it comes to 2,000-gram sharks or marlin, you also want to find fish that are not only long but wide. When you look down on them, 2,000-gram sharks and marlin appear chubby, but they don’t have to be as dangerously huge as the cod. A 2,000-gram shark or marlin might look smaller than another species of fish that weighs less than 2,000 grams.

**Catching and Releasing Froggy**

If you look around Froggy’s immediate area and see no fish that look like they weigh 2,000 grams, catch Froggy and release him.

Cast into Froggy’s pool and coax him over to the lure with short, quick taps on 8. If you’re successful at getting his attention, he breaks out of his small swimming circle and heads toward the lure. When he bites the lure, hammer on 8 and move 89 erratically. The lure should pop out of Froggy’s mouth.

If everything works, all the fish in the Action Stage respawn at once. Check the nearby fishing holes. Are there any huge fish? No? Hook and release Froggy again. Eventually, you see a 2,000-gram fish. Now all you have to do is catch it!

**Where the Fish Run Free...or Don't**

Getting a fish interested in your lure is the easy part, especially if you’ve been diligent about collecting Big’s powerups. Drag the lure slowly through the fish’s area, giving it a little action with taps on 8. Over-cast and let the lure sink to attract fish at the bottom of the pond. The fish breaks from its pattern when it notices the lure. When it bites, move 87 toward you to set the hook. “HIT!” appears on the screen when you get a solid strike, and Big exclaims, “Something’s biting.”

Fish weighing more than 2,000 grams love to run, and they fight you all the way in. With that in mind, try to hook fish near walls or embankments. Instead of running out 30 meters of line before it starts to tire, the fish runs seven or eight meters before hitting a dead end. The fish’s biggest energy surge comes after being hooked, and it loses that boost when you trick it into pressing its face up against a wall.
Big has one boss challenge: fishing Froggy from Chaos 6’s gelatinous body. If you have all Big’s permanent upgrades, this is your easiest fight with Chaos 6, because the boss has been toned down so as not to heap too much abuse on the friendly feline.

If you don’t quickly finish off Chaos 6, it becomes a tougher foe. You have four or five good chances to hit the Froggy target as Chaos 6 stalks Big around the ring before attacking. Let Chaos 6 get close, and cast as if your buddy’s green hide depended on it. It does.

When reeling in the biggest fish, you have to take up the line quickly (use ① rather than ②) when the tension meter isn’t maxed out. If you use ② with the bigger fish, you see the line growing longer and the tension increasing at the same time! Reel in using ① in short, controlled bursts. When the fish fights, let off ① to silence the alarm, then use ② to work the line from side to side, breaking the fish’s concentration. When the tension on the line dips back to the halfway point, begin another series of quick bursts on ①. The fish may run two or three times, depending on its size and spirit, but each repeat is less dramatic than the one before, and it’s easier to reel up any line you have to let out during the run.

**Landing Your Little Buddy**

If you can haul in a 2,000-gram fish, landing Froggy is simple. Let him run if he wants, then gently reel him in so as not to scare him.

If you land a 2,000-gram fish and Froggy snaps your line, you don’t have to catch another huge fish to get your A Emblem—just Froggy. Also, if the lure is sitting in front of a fish and it’s not going for it, it’s probably because Froggy has already zeroed in on the line. Yank the line from the water, or you may get a hit you don’t want or need.

**PERMANENT UPGRADES**

You need all the lure powerups to catch an A Emblem fish. We’ve landed big enough fish without all the lures, but it’s generally because the fish tired itself out and just happened to be 2,040 grams. If you lay paws on all the lure powerups as well as the Power Fishing Rod and the Life Belt, landing a huge fish goes from fluke to regular occurrence.

**Power Fishing Rod**

Big’s cattail-pattern fishing pole is under the bed in his gazebo. Push the bed aside.

**Life Belt**

The Life Belt is in the ice cave before the ladder to Icecap. It lets Big float and fish at the same time.

**Lure Powerups**

There are four lure powerups, three of which are in Adventure Fields. The last one is in the Icecap Action Stage. Consult the Adventure Field and Action Stage maps for the exact locations.

---

**Big The Cat’s Boss Battle**

A large fish may run several times. Be ready to let tension off the line if the meter shoots up.

Use this trick after Big has his Life Belt and can wade into the water to fish. Hook a fish that is no more than 10 meters away to keep from having to struggle with it for half an hour. If you have to over-cast and let the line sink, you can get away with more distance.

If the fish reels off about 30 meters of line despite your best efforts, don’t sweat it. Just let it run. You don’t have much of a choice. When the fish tires, your warning alarm stops ringing and the tension meter dips back to about half-tension. Move ① from side to side to tug the line back and forth. The fish starts fighting from side to side instead of pulling away from you. This takes a little more tension off the line so you can start reeling him in.

With Big’s bull’s-eye well past the monster, the lure should hit the mark about halfway up Chaos 6’s gelatinous body. Mission accomplished.
Station Square

Stand next to the car and hold down ② for a couple of seconds. Release ② to lift the car and drop down the hole under it.

Explore Station Square to spot Froggy hopping under a car.

On your way back from the Icecap, stop and hang out with Sonic. He’s off to save Amy from Zero.

Hop onto the box underneath the car to reach the balcony.

After Icecap, you spot Froggy in the street, heading toward Emerald Coast. Follow him.

Big gets his first permanent upgrade right off the bat: A lure powerup that lets you attract bigger fish.

After Icecap, pursue Froggy to Emerald Coast.

When you exit Twinkle Park, the Ice Stone appears behind the Twinkle Park lift. Run and jump to it from the water.

The balcony door is a back way into Twinkle Park. To enter, follow the glass corridor to the far side.

After you catch Froggy at the end of Emerald Coast, E-102 Gamma snatches him. Follow Gamma to the Egg Carrier via the raft and tram.
Mystic Ruins

**Another lure powerup is at the bottom of the skeleton chamber in Icecap. It's the only upgrade found in an Action Stage.**

**Inside the entrance to Icecap waits the Life Belt, which keeps Big afloat. You no longer have to fish from shore.**

**Big's adventure begins in the Mystic Ruins when a strange light in the sky awakens him and Froggy.**

**Push Big's bed to reveal a hole and drop into it.**

**Below Big's bed is the Power Fishing Rod, which makes fishing easier.**

**To reach a lure power-up, cross the stream, then head to the right when the pathway branches into the forest. The path is hard to see in the shade.**

**To reach Big's hut (and the Power Fishing Rod) bear right at this junction.**

**Place the Ice Stone on the fixture to open Icecap.**

**After Twinkle Park, you can get a tip from Knuckles, who's hanging out by the waterfall.**

**When Big exits Icecap to the area near the waterfall, he finds Tails and Froggy, who hops in the direction of Emerald Coast.**

**To reach a lure power-up, cross the stream, then head to the right when the pathway branches into the forest. The path is hard to see in the shade.**

**After Twinkle Park, you can get a tip from Knuckles, who's hanging out by the waterfall.**

**When Big exits Icecap to the area near the waterfall, he finds Tails and Froggy, who hops in the direction of Emerald Coast.**

**Place the Ice Stone through the opening in the rock wall after completing Twinkle Park.**
Shrine of the Master Emerald

When Big completes Hot Shelter, Tikal appears and brings him a vision. Approach the shrine to meet with Tikal and hear her revelation concerning the Chaos Emeralds.

Egg Carrier

When you arrive on the Egg Carrier after Emerald Coast, check the prison cells before entering Hot Shelter. The door on the right leads to the cells where Amy was once imprisoned.

Froggy is forced to relinquish his Chaos Emerald in the large circular arena. As the Egg Carrier goes down in flames, Big and his buddy escape. When you exit Hot Shelter with Froggy, ride the golden lift up to the deck of the Egg Carrier. Hop on the plunger switch and take the lure powerup from the first cell.

To win back your buddy and complete Big's adventure, defeat Chaos 6.
Twinkle Park

Twinkle Park gives Big a chance to get his furry feet wet, fishing in the small pool where you can see everything that’s happening in a tidy little area. Although 2,000-gram fish are too tough for Big to catch with his current gear, this is a prime place to experiment after you get some of the lure upgrades.

If you’re going to fish from poolside, stand on the edge or on the lower lip. To catch larger fish, float in the center of the pool with the Life Belt. That way, a fleeing fish can’t draw out 30 meters of your fishing line before hitting a wall.

Icecap

Icecap is Big’s largest Action Stage. Froggy is in the small pool near the level’s start. That’s convenient when you’re going for the C Emblem, but not good when you’re in search of bigger fish. Froggy’s small pool is only one of half a dozen places where fish appear. You can spawn larger fish in Froggy’s pond if you catch and release him, but save yourself some time and trouble by checking out the other fishing holes.

The ponds freeze over after you break through them. Don’t spend an unnecessary amount of time underwater, or you may become trapped under the frozen surface of the water and unable to break out from below.

You can enter or leave the water through the small opening near the skeleton trapped in the ice in the largest chamber. That small gap doesn’t freeze, and it lets you move quickly from Froggy’s primary pool to the rest of the level.

Don’t adjust your trajectory while using the springpads in Icecap. Jump instead of walking when Big’s on ice.

Explore the level. This is the only Action Stage in the game that holds a permanent upgrade (a lure powerup) for one of the characters.
Icecap

When you explore on dry land, watch out for the small rows of spikes at the base of some walls.

Jump and crash through the ice near the stage’s start to find Froggy’s favorite pond.

Find more High-Speed Shoes here. If you’re coming from the opposite direction, use the small upward curl of the path to go up the long slope.

An Extra Life and some ring Item Boxes wait on the ledge above the level’s starting point.

Run and jump from the high wooden bridge to reach the lower ledge nearby.

The High-Speed Shoes aren’t necessary, but they help you move through the stage more quickly.

Head up the rocks above the starting area to find a small pool containing an underwater passage to the upper area of the large chamber.

On the opposite side of the ice-encrusted spine is a fishing hole.

The small crack in the large chamber between the skeleton and the path never freezes.

If you crack the ice near the skeleton, you fall into a large underwater cave.

Jump and crack the ice on the high ledge or use the nearby boulder to break through it.

The springpad takes you on a ricocheting journey that drops Big on the ledge near the uppermost fishing hole.

If you swim through the passageway from the pool above the level’s starting point, you reach a high ledge near a wooden slope.

From the floor, snag the Invincibility Shield with your pole, then cross the spikes to use the springpads.

The main chamber features part of the huge skeleton and two of the level’s six fishing spots.

Float to the back of the cave, and the camera zooms in to let you fish a spot in the back.

An Extra Life and some ring Item Boxes wait on the ledge above the level’s starting point.

From the floor, snag the Invincibility Shield with your pole, then cross the spikes to use the springpads.
Emerald Coast

Emerald Coast is large, but it’s an easy stage in which to find large fish. Catch and release Froggy in the small cove near the stage’s start, then run across the small sandbar to scan the sea for monster-sized marine life.

The few Kikis in the area are more hostile than those Big has seen previously, so immediately deal with them. Pop the one on the sandbar if you’re going to scout for larger fish. If you don’t take out the sandbar Kiki immediately, you risk having to do it after spying a giant fish. That causes all the fish to respawn (and turns that big fish into a “one that got away” story).

Tikal speaks highly of a secret room, but it’s a mediocre place to fish. The fish have too much room to run, even if you’re on the center island, and Froggy’s too far away to conveniently catch and release. Plenty of fish around the island meet your Emblem needs.

Note

Not only do the fish respawn every time you catch and release Froggy, but they also respawn when you take out a Kiki.

**EMBLEM GOALS**

<table>
<thead>
<tr>
<th>RANK</th>
<th>CONDITIONS</th>
</tr>
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<tbody>
<tr>
<td>C</td>
<td>Fish for and catch Froggy.</td>
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**Rings**

92

**Items**

- Extra Life

**Enemies**

- Kiki

**Animals**

- Penguin
- Seal
- Otter
- Rabbit
- Koala

---

An Extra Life waits on the short grassy trail.

Check this location as well as the fishing holes on either side of the sandbar when you catch and release Froggy.

Froggy swims beside the large lighthouse pillar.

As the level begins, Big is caught in a nasty Kiki crossfire. Scoop up some loose rings and don’t spare the rod.

Take a deep breath before you navigate the underwater passage, and note where the tunnel is when you come out. It’s tough to find it when you exit.

Fish here with your back to the large pillar. Otherwise, the fish (and Froggy) run toward it and use it as a haven.

Pop the Kiki at the end of the sandbar from a distance. If you go any closer than the tree on the left, it lobbs bombs.

If you don’t fish from the central island in the hidden chamber, a hooked fish runs around the island, pulling out too much line.

Tikal mentions a Secret Room, which is inside the nearby rock formation.

Tikal speaks highly of a secret room, but it’s a mediocre place to fish. The fish have too much room to run, even if you’re on the center island, and Froggy’s too far away to conveniently catch and release. Plenty of fish around the island meet your Emblem needs.
Hot Shelter

The key to success in Hot Shelter is not making it harder than it is. Froggy filters into the central chamber when you step on the Drainage Release Switch, and nearby fishing holes let you generate a big fish through the catch-and-release method. The raft in that circular room makes a great fishing spot—large white sharks and hammerheads are prone to pop up near it. You won't be able to catch Froggy in the upstairs area, but the pool in its center spawns king-size versions of remarkable fish.

**Rings**
- 126 + (1–40)

**Items**
- Extra Life
- Shield (x2)
- High-Speed Shoes

**Enemies**
- Kiki

**Animals**
- Penguin
- Seal
- Otter
- Rabbit
- Koala

**Rings**
- 126 + (1–40)

**Items**
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- Shield (x2)
- High-Speed Shoes

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You can pop the Shield Item Box from a distance and save yourself the trouble of dealing with the Kikis.

Take out the Kiki in the hall with a cast.

Fishing from the Kiki's raft keeps the big fish from getting too far after you hook them.

The Kiki on the raft can't throw his bombs far enough to hit you. Cast into the water to the raft's right, then guide the target behind it to pop the Kiki.

When you enter the chamber for the first time, you see Froggy trapped in one of the perimeter aquariums.

There's an Extra Life by the door, which remains sealed for Big's version of Hot Shelter.

Use the switch to empty him into the circular chamber.

When you enter the chamber for the first time, you see Froggy trapped in one of the perimeter aquariums.
Hot Shelter

Through the checkpoint in the upstairs area, climb up on the boxes and cast across the top of the plug.

When the view changes to an animation, give the line an upward tug to pull the plug.

Two Kikis wait in the upper area on a grating above the emptied pools.

Removing the plug floods Froggy's chamber and allows you to explore the level's higher areas. After you do it, it can't be undone.

Submerge to reach the springpad, and bounce up toward the opening in the wall.

Position yourself over the springpad and hold down ② to swim down to it.

At the far corner of the area are more High-Speed Shoes.

Stand on the glass and trick the Kiki into shattering the aquarium with a thrown bomb.

There's another Kiki in the central area, but you need him to blow up the aquarium glass. Don't pop him until he does!

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The Sub Games

Sonic Adventure DX: Director’s Cut™ features several small Sub Games that help further the plot, as in the Sky Chases, or offer a fun diversion from the more intense Action Stages. In the Twinkle Circuit Sub Game, for instance, you race a Cart Kiki around a race course that’s similar to the one Sonic encounters in the first part of his Twinkle Park Action Stage. If you beat the Sub Game’s high score, you earn a Sonic Emblem.

Note
To see a Sub Game’s high score, look in the Emblem Results Menu for the Sub Game in Trial Mode.

Twinkle Circuit

Sky Chase Act 1

Sonic and Tails embark on Sky Chase Act 1 in pursuit of the Egg Carrier. The episode is destined to end badly, but they get another shot later in the game.

If the character you’re playing as doesn’t usually have access to the Twinkle Park Action Stage, look for a Pass Card in the grass next to the Twinkle Park entrance to gain admittance. All characters’ adventures must be complete before you enter.

The Tornado has plenty of firepower. Pick off enemy aircraft until you get close to the Egg Carrier.

The Egg Carrier unleashes a barrage of defensive missiles at our heroes. Concentrate fire on the Egg Carrier to destroy the missiles as you close in.

This Sky Chase ends when a monstrous blast from the Egg Carrier shears off the Tornado’s wing. You can’t do anything about it now, but you’ll get payback in Act 2.
Sky Chase Act II

Sonic and Tails are back after the Egg Carrier in Sky Chase Act 2, and this time they don’t stop until they board Robotnik’s flying fortress.

Sky Chase Act 2 features more enemies in the sky and more threats from the Egg Carrier itself.

Use the Tornado 2’s new target lock by holding down 1 and moving the crosshairs over enemies to target them. Release 1 to fire.

Faced with the Tornado 2’s new homing weapon, the Egg Carrier’s defenses magically become fish in a barrel.

When the Tornado 2 clears the Egg Carrier, target the weapon when the huge doors open. Watch out for incoming missiles!

Watch out for the missiles and mines below the Egg Carrier.
Icecap Snowboarding

Both Sonic and Tails can experience the thrill of Icecap’s snowboarding segment as a Sub Game.
Sand Hill (Tails)

Tails can open this Sub Game by flying to the ledge above the big sandy obstruction in the Mystic Ruins forest. While racing through Sand Hill, you must pass through a gate every three seconds or the scoring multiplier resets.

Sand Hill (Sonic)

Sonic can enter the Sand Hill Sub Game through the same entrance Tails uses, but Sonic has to use the grassy slope outside the sandy cave in the Mystic Ruins forest to get airborne and reach the switch on the ledge. His course is different from Tails’s, but you still must pass through a gate every three seconds or the scoring multiplier resets.
Mission Mode

After you complete each character’s adventure (including Super Sonic’s—see the next section of this guide), you can access Mission Mode from the Main Menu. Mission Mode is an all-new Director’s Cut™ feature that was not included in the original Sonic Adventure for the Dreamcast.

To complete Mission Mode, you must find 60 Mission Cards with the six main characters (Sonic, Tails, Knuckles, Amy, E-102, and Big), and follow the instructions on the card to complete the mission. Each mission is unique to a character—Sonic can’t perform one of Knuckles’s missions, for instance. The game saves your progress after you find each Mission Card and complete each mission.

Tip
Mission Cards are found only in Adventure Fields.

Number of Missions Per Character

<table>
<thead>
<tr>
<th>Character</th>
<th>Missions</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sonic</td>
<td>25</td>
</tr>
<tr>
<td>Tails</td>
<td>8</td>
</tr>
<tr>
<td>Knuckles</td>
<td>9</td>
</tr>
<tr>
<td>Amy</td>
<td>5</td>
</tr>
<tr>
<td>E-102</td>
<td>5</td>
</tr>
<tr>
<td>Big</td>
<td>8</td>
</tr>
<tr>
<td>TOTAL</td>
<td>60</td>
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Mission Mode Missions

<table>
<thead>
<tr>
<th>Mission #</th>
<th>Character</th>
<th>Card Location</th>
<th>Card Text</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Sonic</td>
<td>Station Square (in front of train station)</td>
<td>Bring the man who is standing in front of the hamburger shop!</td>
</tr>
<tr>
<td>2</td>
<td>Sonic</td>
<td>Mystic Ruins (top of train depot steps)</td>
<td>Get the balloon in the skies of Mystic Ruins!</td>
</tr>
<tr>
<td>3</td>
<td>Sonic</td>
<td>Station Square (hotel pool area)</td>
<td>Collect 100 rings and go to Sonic’s billboard by the pool!</td>
</tr>
<tr>
<td>4</td>
<td>Tails</td>
<td>Mystic Ruins (near the train)</td>
<td>Weeds are growing all over the place! I must get rid of them!</td>
</tr>
<tr>
<td>5</td>
<td>Knuckles</td>
<td>Station Square (near Casinopolis entrance)</td>
<td>I lost my balloon! It’s way up there now!</td>
</tr>
<tr>
<td>6</td>
<td>Amy</td>
<td>Mystic Ruins (near train station)</td>
<td>He is going to drown! Help the man in the water!</td>
</tr>
<tr>
<td>7</td>
<td>E-102</td>
<td>Mystic Ruins (near the mine cart to the temple area)</td>
<td>Lonely Metal Sonic needs a friend…Look carefully.</td>
</tr>
<tr>
<td>8</td>
<td>Big</td>
<td>Station Square (near Twin Park elevator and train station)</td>
<td>The medallion fell under there! No illegal parking please!</td>
</tr>
<tr>
<td>9</td>
<td>Sonic</td>
<td>Station Square (behind Twin Park elevator)</td>
<td>Get the balloon floating behind the waterfall at the emerald sea.</td>
</tr>
<tr>
<td>10</td>
<td>Tails</td>
<td>Station Square (hotel lobby)</td>
<td>What is that sparkling in the water?</td>
</tr>
<tr>
<td>11</td>
<td>Sonic</td>
<td>Mystic Ruins (near waterfall by train station)</td>
<td>Destroy the windmill and proceed. Find the balloon in orbit!</td>
</tr>
<tr>
<td>12</td>
<td>Knuckles</td>
<td>Mystic Ruins (in the Egg Hornet arena)</td>
<td>Who is Chao a good friend with? And what is hidden underneath it?</td>
</tr>
<tr>
<td>13</td>
<td>Sonic</td>
<td>Station Square (Casinopolis entrance area)</td>
<td>I can’t take a shower like this! Do something!</td>
</tr>
<tr>
<td>14</td>
<td>Big</td>
<td>Station Square (near Twin Park elevator and train station)</td>
<td>I am the keeper of this hotel! Catch me if you can!</td>
</tr>
<tr>
<td>15</td>
<td>Sonic</td>
<td>Mystic Ruins (near the train station fence)</td>
<td>My medallions got swept away by the tornado! Somebody help me get them back!</td>
</tr>
<tr>
<td>16</td>
<td>Tails</td>
<td>Mystic Ruins (near cave entrance to Chao garden)</td>
<td>Get the flags from the floating islands!</td>
</tr>
<tr>
<td>17</td>
<td>Sonic</td>
<td>Station Square (in shop near cul-de-sac)</td>
<td>Aim and shoot all the medallions with a Sonic Ball.</td>
</tr>
<tr>
<td>18</td>
<td>Amy</td>
<td>Station Square (train station)</td>
<td>During the night, at the amusement park, pace your jumps on top of one of the tables.</td>
</tr>
<tr>
<td>19</td>
<td>Amy</td>
<td>Station Square (on music store owning near train station)</td>
<td>What is behind that mirror?</td>
</tr>
<tr>
<td>20</td>
<td>Sonic</td>
<td>Mystic Ruins (in pool of water near Icecap entrance)</td>
<td>Get all the medallions within the time limit! It’s really slippery, so be careful!</td>
</tr>
<tr>
<td>21</td>
<td>E-102</td>
<td>Mystic Ruins (near entrance to Final Egg)</td>
<td>Protect the Sonic doll from the Spinners surrounding it!</td>
</tr>
<tr>
<td>22</td>
<td>Big</td>
<td>Station Square (hotel lobby)</td>
<td>Find the flag hidden in the secret passage under the emerald ocean!</td>
</tr>
<tr>
<td>23</td>
<td>Sonic</td>
<td>Station Square (near Twin Park entrance)</td>
<td>Go around the wooden horse and collect 10 balloons!</td>
</tr>
<tr>
<td>24</td>
<td>Tails</td>
<td>Station Square (near Casinopolis entrance and Ice Key)</td>
<td>“I hate this dark and filthy place!” Can you find it?</td>
</tr>
<tr>
<td>25</td>
<td>Knuckles</td>
<td>Station Square (in cul-de-sac, near entrance to Speed Highway and Town Hall)</td>
<td>What is hidden under the lion’s right hand?</td>
</tr>
<tr>
<td>26</td>
<td>Knuckles</td>
<td>Station Square (in cul-de-sac, near entrance to Speed Highway and Town Hall)</td>
<td>What is that on top of the ship’s mast that the pirates are protecting?</td>
</tr>
<tr>
<td>27</td>
<td>Sonic</td>
<td>Station Square (in diner near cul-de-sac)</td>
<td>Collect 100 rings and head to the heliport!</td>
</tr>
<tr>
<td>No.</td>
<td>Character</td>
<td>Location/Scenario</td>
<td>Description/Goal</td>
</tr>
<tr>
<td>-----</td>
<td>-----------</td>
<td>-----------------------------------------------------------------------------------</td>
<td>----------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>28</td>
<td>Sonic</td>
<td>Station Square (above hotel doorway)</td>
<td>During the morning traffic, use the fountain to get the balloon.</td>
</tr>
<tr>
<td>29</td>
<td>Big</td>
<td>Station Square (cul-de-sac)</td>
<td>I am the keeper of this canal! Catch me if you can!</td>
</tr>
<tr>
<td>30</td>
<td>Sonic</td>
<td>Mystic Ruins (near forest temple)</td>
<td>A fugitive has escaped from the jail of burning hell! Find the fugitive!</td>
</tr>
<tr>
<td>31</td>
<td>Tails</td>
<td>Station Square (on top of train station clock)</td>
<td>Get the balloon as you float in the air along with the trash!</td>
</tr>
<tr>
<td>32</td>
<td>Knuckles</td>
<td>Mystic Ruins (near the bridge to Angel Island, by the entrance to Icecap/Red Mountain)</td>
<td>Can you get the balloon that is hidden under the bridge?</td>
</tr>
<tr>
<td>33</td>
<td>Sonic</td>
<td>Egg Carrier (pool area)</td>
<td>Shoot yourself out of the cannon and get the balloon!</td>
</tr>
<tr>
<td>34</td>
<td>Sonic</td>
<td>Egg Carrier (upper deck)</td>
<td>Can you get the balloon that is hidden on the ship’s bridge?</td>
</tr>
<tr>
<td>35</td>
<td>Big</td>
<td>Mystic Ruins (near where Knuckles dug for the monkey switch)</td>
<td>I am the keeper of this icy lake! Catch me if you can!</td>
</tr>
<tr>
<td>36</td>
<td>Sonic</td>
<td>Egg Carrier (near entrance to Chao Garden/Hot Shelter/Prison)</td>
<td>Fighter aircraft are flying everywhere. Somebody get me out of here!</td>
</tr>
<tr>
<td>37</td>
<td>Tails</td>
<td>Mystic Ruins (near mine car to temple)</td>
<td>Fly over the jungle and get all the balloons!</td>
</tr>
<tr>
<td>38</td>
<td>Tails</td>
<td>Mystic Ruins</td>
<td>A message from an ancient people: In the direction where the burning arrow is pointing, you will see….</td>
</tr>
<tr>
<td>39</td>
<td>E-102</td>
<td>Station Square (secret hotel lobby room)</td>
<td>Treasure hunt at the beach! Find all the medallions under a time limit!</td>
</tr>
<tr>
<td>40</td>
<td>Sonic</td>
<td>Mystic Ruins (Tails’s workshop)</td>
<td>What is hidden in the area that the giant snake is staring at?</td>
</tr>
<tr>
<td>41</td>
<td>Sonic</td>
<td>Mystic Ruins (forest temple)</td>
<td>Look carefully just as you fall from the waterfall!</td>
</tr>
<tr>
<td>42</td>
<td>E-102</td>
<td>Egg Carrier (prison cell)</td>
<td>I can’t get into the bathroom. How could I’ve let something like this happen to me?</td>
</tr>
<tr>
<td>43</td>
<td>Amy</td>
<td>Egg Carrier (prison cell)</td>
<td>Fortress of steel. High jump on 3 narrow paths. Be careful not to fall.</td>
</tr>
<tr>
<td>44</td>
<td>Big</td>
<td>Egg Carrier (to the right of the pool entrance)</td>
<td>I am the keeper of this ship! Catch me if you can!</td>
</tr>
<tr>
<td>45</td>
<td>Sonic</td>
<td>Mystic Ruins (near Sand Hill entrance)</td>
<td>Go to a place where the rings are laid in the shape of Sonic’s face!</td>
</tr>
<tr>
<td>46</td>
<td>Sonic</td>
<td>Mystic Ruins (where Big finds Lure powerup)</td>
<td>A secret base that’s full of mechanical traps. Pay attention, and you might see….</td>
</tr>
<tr>
<td>47</td>
<td>Tails</td>
<td>Mystic Ruins (near Tails’s house)</td>
<td>Get 10 balloons on the field under the time limit!</td>
</tr>
<tr>
<td>48</td>
<td>Knuckles</td>
<td>Station Square (atop lamp post in cul-de-sac)</td>
<td>Can you get the medallion that the giant Sonic is staring at?</td>
</tr>
<tr>
<td>49</td>
<td>Sonic</td>
<td>Station Square (sewer under cul-de-sac)</td>
<td>Search through the track and get all the flags!</td>
</tr>
<tr>
<td>50</td>
<td>Amy</td>
<td>Mystic Ruins (near Final Egg entrance)</td>
<td>Select a road that splits into 5 paths before time runs out!</td>
</tr>
<tr>
<td>51</td>
<td>E-102</td>
<td>Mystic Ruins (atop forest temple)</td>
<td>Gunman of the Windy Valley! Destroy all the Spinners under a time limit!</td>
</tr>
<tr>
<td>52</td>
<td>Big</td>
<td>Mystic Ruins (in Big’s hut)</td>
<td>Get 3 flags in the jungle under the time limit!</td>
</tr>
<tr>
<td>53</td>
<td>Sonic</td>
<td>Mystic Ruins (near Icecap/Red Mountain entrance where Sonic gets Light-Speed Shoes)</td>
<td>Get the balloon with 3 super high jumps using the ski slope!</td>
</tr>
<tr>
<td>54</td>
<td>Knuckles</td>
<td>Mystic Ruins (near forest temple, where Knuckles gets his Fighting Gloves)</td>
<td>Slide downhill in a blizzard and get all the flags!</td>
</tr>
<tr>
<td>55</td>
<td>Sonic</td>
<td>Station Square (up Twinkle Park elevator and to the left)</td>
<td>Run down the building to get all the balloons!</td>
</tr>
<tr>
<td>56</td>
<td>Knuckles</td>
<td>Mystic Ruins (near train station, behind a tree near fallen rock)</td>
<td>Relentless eruptions occur in the flaming canyon. What could be hidden in the area she’s staring at?</td>
</tr>
<tr>
<td>57</td>
<td>Sonic</td>
<td>Mystic Ruins (near entrance to Icecap/Red Mountain, behind a rock on Angel Island)</td>
<td>Peak of the volcanic mountain! Watch out for the lava!</td>
</tr>
<tr>
<td>58</td>
<td>Sonic</td>
<td>Mystic Ruins (at the bottom of the forest temple area ladder)</td>
<td>The big rock starts rolling after you! Try to get all the flags!</td>
</tr>
<tr>
<td>59</td>
<td>Knuckles</td>
<td>Egg Carrier (pool area)</td>
<td>Watch out for the barrels and find the hidden flag inside the container!</td>
</tr>
<tr>
<td>60</td>
<td>Big</td>
<td>Mystic Ruins (on the train tracks near the station)</td>
<td>Something is hidden inside the dinosaur’s mouth. Can you find it?</td>
</tr>
</tbody>
</table>
The Final Showdown:
Super Sonic vs. Perfect Chaos

After playing through all six characters’ adventures, you think that Dr. Robotnik and Chaos are done for, right? Wrong. Chaos has had it with being Robotnik’s flunky. It has the power of the seven Chaos Emeralds now, and nothing and no one is going to control it. It begins a rampage in Station Square that none of Sonic’s friends are able to stop. That’s where Super Sonic comes in.

If you complete each character’s adventure and watch the end credits to save your progress, Super Sonic appears as a playable character on the character selection ring in Adventure Mode.

Super Sonic is the only character who can use the remaining pure energy in the Chaos Emeralds to fight and defeat Chaos, whom the Emeralds’ dark side powers.

What to Do, Where to Go?

To be transformed into Super Sonic, Sonic has to do a bit of legwork. After Tails informs you of impending doom, head for the area of Mystic Ruins near the Red Mountain entrance and go through the cave that opens halfway through the game.

Fighting Perfect Chaos

The showdown with Perfect Chaos is a test of speed—the clock runs while you fight. Instead of seconds, however, your supply of rings ticks away. If it reaches zero, you lose a life. You can pick up additional rings as you fight, but you also have to hit Perfect Chaos six times to defeat it.

Dodge Perfect Chaos’s horrific assault long enough to get up to ramming speed. Super Sonic glows with an awesome energy when he really starts to move. He can only attack Perfect Chaos successfully when he’s in this powered-up state.

Unless you’re in need of more time, don’t go out of your way for rings. Pick up what you can get from the most convenient ramps. The longer it takes you to reach Perfect Chaos, the more withering its assault is.

After you hit Perfect Chaos with three successful attacks, the beast falls apart and reforms for round two. In the second round, it’s an accomplishment to reach the big freak, much less hit it at damaging speed. Even if you run into it and don’t inflict damage, the clock stops as Perfect repositions, giving you a chance to build up speed for another run.
The corners in the Station Square arena (with one exception) are right turns. Round them smoothly.

Don’t go out of your way for rings. Angling too hard for a ramp causes you to lose speed and draw the monster’s fire.

The beast’s breath blast is easy to maneuver around without losing speed.

Tornadoes are tough to avoid, as they have homing properties. Weave between them to get past them and hit Perfect Chaos.

When you ram into Perfect Chaos at lightning speed, Super Sonic spirals up inside the monster and explodes out of its head.

Hit Perfect Chaos six times to beat it. Unless you pick up plenty of rings quickly, you have time for only one unsuccessful run.

When Perfect Chaos falls, order is restored.

Station Square’s seen better days, but the danger is past.
Caring for Chao

Aside from Chaos fighting and ring collecting, there’s another way to enjoy Sonic Adventure DX: Director’s Cut™: raising and racing Chao. You can earn up to five Sonic Emblems by finding Chao in Chao Gardens, feeding them fruit, giving them animals, and raising them to be champion racers in Chao contests.

Pick up an animal in the Chao Garden and hand it to a Chao to transfer some of the animal’s characteristics to the Chao. That’s the practical reason for rescuing animals, and that’s why we told you which animals are in the Action Stages.

**SPECIAL EGGS**
Three special Chao eggs are available in addition to the standard pair of blue Chao eggs found in the Chao Gardens in Station Square, Mystic Ruins, and Egg Carrier. The first special Chao egg is silver, and you get it by pushing the large stone pedestal near the Mystic Ruins waterfall. Another is in a shop in Station Square; swap it with the rock in the nearby courtyard to take it from the shop. The third egg is in the cell next to Amy’s when she’s locked up on the Egg Carrier.

### Yellow Group Animals: Swimming

<table>
<thead>
<tr>
<th>ANIMAL</th>
<th>APPEARANCE CHANGE</th>
<th>ACTION CHANGE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Penguin</td>
<td>Arms and legs turn to fins or become webbed, eyebrows grow</td>
<td>Snuggling</td>
</tr>
<tr>
<td>Seal</td>
<td>Tail changes to look like fins</td>
<td>Dances with raised arms</td>
</tr>
<tr>
<td>Beaver</td>
<td>Brown hair on arms and legs</td>
<td>Swims, turns quickly</td>
</tr>
</tbody>
</table>

### Purple Group Animals: Flying

<table>
<thead>
<tr>
<th>ANIMAL</th>
<th>APPEARANCE CHANGE</th>
<th>ACTION CHANGE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Parrot</td>
<td>Wings and tail turn red, red plume on head</td>
<td>Sings</td>
</tr>
<tr>
<td>Partridge</td>
<td>Gets a spreading green tail and green plume on head</td>
<td>Becomes Conceited</td>
</tr>
<tr>
<td>Robin</td>
<td>Wings and tail turn blue</td>
<td>Dances in circles</td>
</tr>
</tbody>
</table>

### Green Group Animals: Running

<table>
<thead>
<tr>
<th>ANIMAL</th>
<th>APPEARANCE CHANGE</th>
<th>ACTION CHANGE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Rabbit</td>
<td>Grows rabbit legs and ears</td>
<td>Backflips</td>
</tr>
<tr>
<td>Deer</td>
<td>Grows hooves and horns</td>
<td>Bows</td>
</tr>
<tr>
<td>Kangaroo</td>
<td>Green hair grows, long tail</td>
<td>Shadow boxes</td>
</tr>
</tbody>
</table>

### Red Group Animals: Strength

<table>
<thead>
<tr>
<th>ANIMAL</th>
<th>APPEARANCE CHANGE</th>
<th>ACTION CHANGE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Gorilla</td>
<td>Grows long nails, turns purple, grows ears</td>
<td>Beats drum</td>
</tr>
<tr>
<td>Elephant</td>
<td>Arms and legs thicken, ears grow</td>
<td>Does Sumo action</td>
</tr>
<tr>
<td>Lion</td>
<td>Nails and ears grow, mane appears</td>
<td>Washes face like cat</td>
</tr>
</tbody>
</table>
Blue group animals (mole, koala, and skunk) can have a dramatic impact on any of a Chao’s stats.

**Blue Group Animals:**

One Skill Affected Randomly

<table>
<thead>
<tr>
<th>ANIMAL</th>
<th>APPEARANCE CHANGE</th>
<th>ACTION CHANGE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Koala</td>
<td>Nails grow, white hair covers body</td>
<td>Blows trumpet</td>
</tr>
<tr>
<td>Skunk</td>
<td>Grows white and black fur, skunk tail</td>
<td>Draws</td>
</tr>
<tr>
<td>Mole</td>
<td>Nails grow, tail turns pink</td>
<td>Digs holes</td>
</tr>
</tbody>
</table>

**Effects of Chao Fruit**

<table>
<thead>
<tr>
<th>FRUIT NAME</th>
<th>EFFECT IN VMU</th>
<th>EFFECT IN GARDEN</th>
<th>NOTES</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>CHANGE IN ABILITY</td>
<td>HP RECOVERY</td>
<td>CHANGE IN ABILITY</td>
</tr>
<tr>
<td>Coconuts</td>
<td>HP Max +1</td>
<td>HP(1) Recovery</td>
<td>Effects After Approx. 3 Fruit</td>
</tr>
<tr>
<td>ChaoNut</td>
<td>All Skills +4</td>
<td>Full HP Recovery</td>
<td>All Skills+2</td>
</tr>
<tr>
<td>LifeNut</td>
<td>Full Hit Point Recovery &amp; Position Recovery</td>
<td>Mating Up</td>
<td>No Change</td>
</tr>
<tr>
<td>Lemon</td>
<td>Swim(+4)</td>
<td>HP(+2)</td>
<td>Swim(+2)</td>
</tr>
<tr>
<td>Plum</td>
<td>Fly(+4)</td>
<td>HP(+2)</td>
<td>Fly(+2)</td>
</tr>
<tr>
<td>Grape</td>
<td>Run(+4)</td>
<td>HP(+2)</td>
<td>Run(+2)</td>
</tr>
<tr>
<td>Cherry</td>
<td>STR(+4)</td>
<td>HP(+2)</td>
<td>STR(+2)</td>
</tr>
<tr>
<td>StarNut</td>
<td>Punch Power Doubles During That VMU Stage</td>
<td></td>
<td></td>
</tr>
<tr>
<td>HastNut</td>
<td>Distance per Step Doubles (Max of 25m) During That VMU Stage</td>
<td></td>
<td></td>
</tr>
<tr>
<td>LazyNut</td>
<td>Nap (VMU) or Sleep (Garden)</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Effects of Fruit Received From Characters**

<table>
<thead>
<tr>
<th>CHARACTER</th>
<th>RESULT</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sonic</td>
<td>Running (+10)</td>
</tr>
<tr>
<td>Tails</td>
<td>Flying (+10)</td>
</tr>
<tr>
<td>Knuckles</td>
<td>Strength (+10)</td>
</tr>
<tr>
<td>Amy Rose</td>
<td>Full HP Recovery</td>
</tr>
<tr>
<td>Gamma</td>
<td>No Change!</td>
</tr>
<tr>
<td>Big</td>
<td>Swimming (+10)</td>
</tr>
</tbody>
</table>

The Adventure Walk path you choose for your Chao is critical. Don’t bite off more than a Chao can chew. Don’t take your Chao for an Adventure Walk until it has been exposed to plenty of fruit and animals in the Chao Garden. Measure your Chao’s relative skill by entering it in one of the Chao races.

To get all five Chao-related Sonic Emblems, you need a well-rounded Chao. Begin in races that play to your Chao’s strongest characteristics, but eventually you must compete in a race where all aspects of a Chao’s abilities come into play.

**TAKE A WALK, CHAO**

Developing your Chao is a long process involving more than giving it animals. Taking your pet on Adventure Walks in the Game Boy Advance version is the fastest way to help it along, because the fruit is rich and plentiful.

The coconuts you get from the GameCube Chao Gardens are all right, but they only have about half the effect on your pet’s stats as the fruit found in the Game Boy Advance version. Additionally, your Chao can meet with Game Boy Advance game characters on an Adventure Walk and receive a significant boost to one characteristic (unless they run into the non-organic Gamma, who gives them nothing).

**Pearl Course**

Strength is the most important characteristic in the Pearl Course, because your Chao needs to get past some heavy pearls strewn near the finish line. If your Chao isn’t buff enough, it takes a nap before the finish.

**Amethyst Course**

The emphasis in Amethyst is on running, but a wily Chao with good flying ability might opt for a crucial shortcut.

**Sapphire Course**

This long course tests every aspect of your Chao’s abilities. Only the well-rounded need apply.

**Ruby Course**

The Ruby Course only tests swimming. The entire race takes place in a pool.

**Emerald Course**

This is the ultimate test of a Chao’s abilities, combining the Amethyst and Sapphire courses into one long trek. Make sure your pet is well-rested and fed before trying it.
A GOOSE FOR THE CHAO
During the Chao race, you’re given a chance to cheer your Chao onward when it’s the current crowd favorite (represented by a small red arrow overhead). Encourage it to pour on the speed with a few quick taps of 

Critical Adventure Walk Path
Now that you have a buff little racing Chao, transfer it to your Game Boy Advance and take it Adventuring. The parenthetical attribute under each area in the chart below is the skill most needed to complete that section. When it comes to Bullies, Bully A is the toughest, descending to the relatively tame Bully E.

Events By Region (Chao Adventure Walk)

<table>
<thead>
<tr>
<th>STAGE NAME</th>
<th>500M</th>
<th>1000M</th>
<th>1500M</th>
<th>2,000M</th>
<th>2,500M</th>
<th>3,000M</th>
<th>3,500M</th>
</tr>
</thead>
<tbody>
<tr>
<td>Field</td>
<td></td>
<td>Bully A</td>
<td>Bully A</td>
<td>Treasure Chest</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Beach</td>
<td>Bully B</td>
<td></td>
<td>Treasure Chest</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Woods</td>
<td>Treasure Chest</td>
<td></td>
<td>Bully B</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Ocean</td>
<td>Treasure Chest</td>
<td></td>
<td>Big</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Cliff</td>
<td>Bully C</td>
<td>Treasure Chest</td>
<td>Bully B</td>
<td>Sonic</td>
<td>Tails</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Waste</td>
<td>Bully B</td>
<td>Treasure Chest</td>
<td>Bully B</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>City</td>
<td>Bully C</td>
<td>Bully C</td>
<td>Treasure Chest</td>
<td>Treasure Chest</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Desert</td>
<td>Treasure Chest</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Big Tree</td>
<td>Bully B</td>
<td>Bully B</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Jungle</td>
<td>Treasure Chest</td>
<td>Bully D</td>
<td>Treasure Chest</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Tower</td>
<td>Bully C</td>
<td>Gamma</td>
<td>Bully D</td>
<td></td>
<td>Bully E</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Oasis</td>
<td>Bully C</td>
<td>Bully E</td>
<td>Treasure Chest</td>
<td>Bully E</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Shrine</td>
<td>Knuckles</td>
<td>Bully B</td>
<td>Bully C</td>
<td>Bully D</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>River</td>
<td>Bully A</td>
<td>Bully A</td>
<td>Bully A</td>
<td>Bully A</td>
<td>Treasure Chest</td>
<td>Bully E</td>
<td></td>
</tr>
<tr>
<td>Cave</td>
<td>Amy Rose</td>
<td>Bully E</td>
<td>Bully E</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
Unlocking Minigames

All 12 of Sega’s Sonic franchise Game Gear minigames are hidden away in Sonic Adventure DX: Director’s Cut™. Each time you complete 10 missions or collect Sonic Emblems, you unlock a new Game Gear minigame. After you unlock your first minigame (Sonic The Hedgehog), Mini Game Collection appears as a play mode on the Main Menu.

Sonic The Hedgehog

Overview

Sonic The Hedgehog for the Game Gear was Sonic’s first appearance on the Sega handheld console. Sonic races through six levels of three areas each in a quest to stop Dr. Robotnik and his army of robots from carrying out their nefarious plans. Although the gameplay and plot are almost identical to the Sega Genesis game of the same name, the Game Gear title was not a straight port of the Genesis game.

Tips

— Like other Sonic games, this one gives Sonic a bonus score at the end of the level depending on how many golden rings he picks up. The rings keep him from losing a life if an enemy hits him. Unlike many Sonic games, this one doesn’t let Sonic pick up rings that are knocked loose by an enemy.

— If you complete Level 1 or 2 of Areas 1 through 4 with 50 or more rings in your possession, you get to play a bonus minigame.

— You earn an Extra Life for every 50,000 points you earn and for every 100 rings you collect.

— If you find the six Chaos Emeralds hidden in the game, you earn a 120,000-point bonus upon completion. See the table below for instructions on where to find them.

— When you hit the turnstile at the end of the area, stop to remain on the screen while the turnstile flies into the air and lands. You earn a bonus of up to 10,000 points for doing so.

Chaos Emerald Locations

<table>
<thead>
<tr>
<th>Level–Area</th>
<th>Emerald Location</th>
</tr>
</thead>
<tbody>
<tr>
<td>1–2</td>
<td>Jump up and left from the continue point, then go left into a tunnel. Go left through the tunnel until you drop, then go right to find the Chaos Emerald.</td>
</tr>
<tr>
<td>2–1</td>
<td>The Chaos Emerald rests on a low ledge that’s hard to reach. Stand on the nearby bridge and let it collapse under you, then leap off it to reach the ledge with the Emerald.</td>
</tr>
<tr>
<td>3–1</td>
<td>Drop off the ledge next to the waterfall with the rolling log to land on a platform above the river. Walk left off that platform to land on a barrel; walk left off the barrel to find the Chaos Emerald.</td>
</tr>
<tr>
<td>4–2</td>
<td>The Chaos Emerald is in the upper part of the screen just before the level’s end.</td>
</tr>
<tr>
<td>5–2</td>
<td>Go left after going through the teleporter to find the Chaos Emerald.</td>
</tr>
<tr>
<td>6–2</td>
<td>From the level’s start, jump left off the screen to land on a hidden platform. Climb the ladder next to the platform to get a 1-UP, then ride the platform at the bottom of the ladder and jump across a tricky series of platforms. Jump left off the vertically moving platform to find the Chaos Emerald.</td>
</tr>
</tbody>
</table>
**Sonic Drift**

**Overview**

Sonic and friends make their first foray into portable console kart racing. As Sonic, Tails, Amy, or Dr. Robotnik, you race along flat courses inspired by levels from the original *Sonic The Hedgehog*. This game was originally released only in Japan.

**Tips**

- There are three circuits of six courses each. The races become more difficult as the games progresses.
- Master your drift technique while rounding corners. On gradual turns, hold 1 while tapping 2. Hold both 1 and 2 while rounding moderate turns, and release 1 and tap or hold 2 while going around sharp turns.
- To activate your special power, collect two or more rings while racing and press w. Each character has a special power (see Special Abilities). Every time you hit an obstacle or are otherwise forced to stop, you lose one of your rings.
- If you hold down 1 and 2 at the same time for too long, you spin out.
- Use the Item Boxes along the course against your opponents. The blue boxes hold Invincibility Shields that keep you from harm. The orange plungers send you into the air (and over your opponents), and the red boxes give you a High-Speed Shoes boost of velocity.

---

**Sonic Chaos**

**Overview**

*Sonic Chaos* is another platform adventure in the style of previous *Sonic The Hedgehog* games, with an important twist: You can play as Sonic or Tails, each of whom has his own set of levels and objectives. This game was released in Japan as *Sonic and Tails*.

**Tips**

- Like *Sonic The Hedgehog*, the game is divided into six zones of three levels each. The third level is shorter than the other two, with a boss fight at the end.
- Sonic starts with three lives and no continues; he gets one continue for every 50,000 points he earns. Tails starts with five lives and three continues; he earns one continue for every 30,000 points he earns.
- If Sonic collects 100 rings, he gets a 1-UP and is transported to a bonus stage, where he has one minute to capture one of the five Chaos Emeralds. After you get the Emerald (or time expires), you continue the game at the start of the next level. If Sonic has already captured all five Chaos Emeralds from the bonus stages, he gets a 1-UP. Tails can’t enter the bonus stages, and just gets a 1-UP for every 100 rings he collects.
- When given a choice between a high path and a low path, take the high path. It’s usually easier!
- Novice players find Tails easier to control, but Sonic gets to enter those groovy bonus stages. So, play through with both!

---

**Sonic Drift Controls**

<table>
<thead>
<tr>
<th>BUTTON</th>
<th>EFFECT</th>
</tr>
</thead>
<tbody>
<tr>
<td>○ or + Control Pad</td>
<td>Steer kart</td>
</tr>
<tr>
<td>↑</td>
<td>Use special power</td>
</tr>
<tr>
<td>✈</td>
<td>Accelerate</td>
</tr>
<tr>
<td>◗ or ◎</td>
<td>Brake</td>
</tr>
<tr>
<td>◗ or ◎ while rounding a corner</td>
<td>Drift</td>
</tr>
<tr>
<td>◗</td>
<td>Display menu</td>
</tr>
</tbody>
</table>

**Sonic Chaos Controls**

<table>
<thead>
<tr>
<th>BUTTON</th>
<th>EFFECT</th>
</tr>
</thead>
<tbody>
<tr>
<td>○ or + Control Pad</td>
<td>Move Sonic</td>
</tr>
<tr>
<td>↓</td>
<td>Duck</td>
</tr>
<tr>
<td>◗ while running</td>
<td>Roll attack</td>
</tr>
<tr>
<td>+▸▸, ◗, ◘, or ◗</td>
<td>Rev up Spin Dash</td>
</tr>
<tr>
<td>Release ◗ after revving</td>
<td>Spin dash</td>
</tr>
<tr>
<td>+▸▸, ◗, or ◗</td>
<td>Spin jump attack</td>
</tr>
<tr>
<td>+▸▸, ◗, or ◗</td>
<td>Fly (Tails only)</td>
</tr>
<tr>
<td>◗</td>
<td>Display menu during game</td>
</tr>
</tbody>
</table>

**Old-School Cheats!**

Enter these cheats at the title screen when "Press Start" appears.

**Sonic Chaos Cheats**

<table>
<thead>
<tr>
<th>Cheat</th>
<th>Buttons</th>
</tr>
</thead>
<tbody>
<tr>
<td>Level Select</td>
<td>↑, ↑, ↑, ↑, ◗, ◗, ◗, ◗, ◗, ◗, ◗, ◗, ◗, ◗</td>
</tr>
<tr>
<td>Sound Test</td>
<td>↑, ↑, ↑, ↑, ◗, ◗, ◗, ◗, ◗, ◗, ◗</td>
</tr>
</tbody>
</table>

---

**Tip**

Use the + Control Pad to enter the cheats. ◗ is too easily pushed diagonally instead of up, down, left, or right.
**Sonic Spinball**

**Overview**

*Sonic Spinball* is one of the most challenging *Sonic* games ever released! It’s similar in feel to the Casino levels that appear in many *Sonic* games. Sonic bounces around the game’s four zones like a giant pinball to find the Chaos Emeralds, which open portals to boss fights.

**Tips**

— The first two zones have three Chaos Emeralds; the third and fourth zones have five.
— Between stages, you appear in Bonus Cages, where you can boost your score. Collect half the rings in a cage to open the next one. If you don’t escape from the third cage before the timer expires, you lose all your goodies!
— It’s difficult to control Sonic with ○ or the + Control Pad. The best you can hope for is to nudge him in a direction.
— Practice different ways of using the flippers. An extended flipper can hold Sonic in place, for instance. Sonic flies in different directions depending upon where he hits the flipper when you activate it.
— Pressing ○ activates every left flipper in the level; pressing ○ or ○ activates every right flipper in the level.

**Sonic Spinball Controls**

<table>
<thead>
<tr>
<th>BUTTON</th>
<th>EFFECT</th>
</tr>
</thead>
<tbody>
<tr>
<td>○ or + Control Pad</td>
<td>Steer Sonic</td>
</tr>
<tr>
<td>□</td>
<td>Left flipper</td>
</tr>
<tr>
<td>○ or ○</td>
<td>Right flipper</td>
</tr>
<tr>
<td>□</td>
<td>Bring up menu</td>
</tr>
</tbody>
</table>

**Sonic Spinball Cheats**

<table>
<thead>
<tr>
<th>Play These Sounds in Sound Test…</th>
<th>…to Activate This Cheat</th>
</tr>
</thead>
<tbody>
<tr>
<td>0, 2, 1, 5, 6</td>
<td>Level Select</td>
</tr>
<tr>
<td>0, 4, 2, 5, 5, 7</td>
<td>Speed Up Background Music</td>
</tr>
<tr>
<td>0, 9, 0, 1, 6, 8</td>
<td>Turn Off Gravity</td>
</tr>
<tr>
<td>0, 2, 1, 1, 6, 6</td>
<td>Zoomed-In View</td>
</tr>
</tbody>
</table>

**Sonic Labyrinth**

**Overview**

Oh, no! Dr. Robotnik has stolen Sonic’s super-speed sneakers and encased his feet in lead boots! If Sonic wants to recover his speedy sneakers and shut down Robotnik, he must roll through four labyrinths (each of which has four zones), find the Chaos Emeralds at the end of the labyrinths, and defeat the Emeralds’ guardian bosses.

**Tips**

— Make it to the end of each zone within the time limit. Defeat enemies to earn 5-second bonuses, but watch out! If you run into an enemy or obstacle, you lose 10 seconds!
— Use keys to open doors. Each key you find gives you a 30-second bonus. If an enemy or obstacle injures you, your keys scatter around the immediate area. You can pick them up, but you don’t get the time bonus after the first time you pick them up.
— Your average speed (in km/h) determines your bonus at the end of the zone. Speeding through the zone means you get a huge time bonus at the end, but you might overlook helpful items in your haste.
— Master Spin Dashing. It’s the only way to hit enemies or go up ramps. Use it as your primary means of getting around the levels, and get the hang of braking with □, ○, or ○ after Spin Dashing.
— Here’s the Level Select cheat for the original Game Gear game: When the title screen says “Press Start Button,” press ▲, ▲, ▼, ▼, ▼, ▼, ▼, ▼, ▼, ▼, ▼, ▼, ▼, ▼, ▼, ▼, ▼, ▼, ▼, ▼, ▼, ▼, ▼, ▼ (that’s ▲×2, ▼×3, ▼×6, and ▼×9). If you did it right, the sound test option on the Main Menu changes into the Level Select Menu.

**Sonic Labyrinth Controls**

<table>
<thead>
<tr>
<th>BUTTON</th>
<th>EFFECT</th>
</tr>
</thead>
<tbody>
<tr>
<td>○ or + Control Pad</td>
<td>Move</td>
</tr>
<tr>
<td>press □, ○, or ○</td>
<td>Spin Dash</td>
</tr>
<tr>
<td>hold and release □, ○, or ○</td>
<td>Powered-up Spin Dash</td>
</tr>
<tr>
<td>□, ○, or ○ while Spin Dashing</td>
<td>Skid to a stop</td>
</tr>
<tr>
<td>□</td>
<td>Pause</td>
</tr>
<tr>
<td>□</td>
<td>Bring up menu</td>
</tr>
</tbody>
</table>

**Time Limits Per Stage**

<table>
<thead>
<tr>
<th>Stage</th>
<th>Time Limit</th>
</tr>
</thead>
<tbody>
<tr>
<td>1–1 (Sky)</td>
<td>1:00</td>
</tr>
<tr>
<td>1–2 (Sky)</td>
<td>1:00</td>
</tr>
<tr>
<td>1–3 (Sky)</td>
<td>1:00</td>
</tr>
<tr>
<td>1–4 (Sky)</td>
<td>No limit</td>
</tr>
<tr>
<td>2–1 (Sea)</td>
<td>1:15</td>
</tr>
<tr>
<td>2–2 (Sea)</td>
<td>1:15</td>
</tr>
<tr>
<td>2–3 (Sea)</td>
<td>1:15</td>
</tr>
<tr>
<td>2–4 (Sea)</td>
<td>No limit</td>
</tr>
<tr>
<td>3–1 (Factory)</td>
<td>1:30</td>
</tr>
<tr>
<td>3–2 (Factory)</td>
<td>2:00</td>
</tr>
<tr>
<td>3–3 (Factory)</td>
<td>1:30</td>
</tr>
<tr>
<td>3–4 (Factory)</td>
<td>No limit</td>
</tr>
<tr>
<td>4–1 (Castle)</td>
<td>1:30</td>
</tr>
<tr>
<td>4–2 (Castle)</td>
<td>2:30</td>
</tr>
<tr>
<td>4–3 (Castle)</td>
<td>3:00</td>
</tr>
<tr>
<td>4–4 (Castle)</td>
<td>No limit</td>
</tr>
</tbody>
</table>
Overview

This sequel to Sonic The Hedgehog is full of the same high-velocity platform-jumping mayhem as the original. Dr. Robotnik has kidnapped Tails, and it’s up to Sonic to rescue him by zipping through seven zones of three acts apiece.

Tips

— The turnstile at the end of each level shows one of four pictures after you run past it and spin it: Robotnik (gives you nothing), a ring (gives you 10 bonus rings if your ring total is divisible by 10), Sonic (gives you a 1-UP), or Tails (gives you a continue).

— Collect the five Chaos Emeralds hidden in Act 2 of Zones 1 through 5, to unlock the super-secret Zone 7 (see below for a list of Chaos Emerald locations).

— If an enemy hits you, all the rings fly out of Sonic’s pockets. You can recover up to seven of them if you’re quick.

— At the end of each zone’s third act is a boss fight. There are never rings in Act 3 of any zone, so be careful when approaching boss fights.

— To rack up a bunch of Extra Lives, find an act where you can get a 1-UP and 100 rings. Collect both for two Extra Lives. Then sacrifice yourself and play through the level again for two more lives.

Chaos Emerald Locations

<table>
<thead>
<tr>
<th>Zone–Act</th>
<th>Emerald Location</th>
</tr>
</thead>
<tbody>
<tr>
<td>1–2</td>
<td>Jump to the right as the railcar rolls off the ledge. You land at the bottom of a staircase. Climb the stairs to find the Chaos Emerald to the right.</td>
</tr>
<tr>
<td>2–2</td>
<td>Use the hang glider at the start of the act to reach the Chaos Emerald at the top of the screen, halfway through the act. If you have trouble with the glider, run to the right and jump off the springy cloud to the Emerald’s left.</td>
</tr>
<tr>
<td>3–2</td>
<td>Ride a large bubble up the wide shaft to the right of the crab and two lobsters. Jump in the tube to the right of the shaft’s top, and hold while falling to enter a side shaft containing the Chaos Emerald.</td>
</tr>
<tr>
<td>4–2</td>
<td>Use the springpads to take the highest route through this act. When you come to two springs with four columns of rings above them, bounce onto the hill at left and run down the hill. You run off the ledge and land to the right of the two springs. Your momentum takes you to another pair of springs. Use them to reach the top of the tall platform to the right that holds the Chaos Emerald.</td>
</tr>
<tr>
<td>5–2</td>
<td>After the conveyor belts and spikes, jump up and to the left of the fake wall above you to enter a secret passage. Keep going left through another fake wall and use the two large wheels to climb to the passageway above you to the right. Nab the Chaos Emerald.</td>
</tr>
</tbody>
</table>

Sonic The Hedgehog 2 Controls

<table>
<thead>
<tr>
<th>BUTTON</th>
<th>EFFECT</th>
</tr>
</thead>
<tbody>
<tr>
<td>○ or + Control Pad</td>
<td>Move Sonic</td>
</tr>
<tr>
<td>▼</td>
<td>Duck</td>
</tr>
<tr>
<td>◀ while running</td>
<td>Roll attack</td>
</tr>
<tr>
<td>1, 2, or ○</td>
<td>Spin Jump attack</td>
</tr>
<tr>
<td>⊗</td>
<td>Pause</td>
</tr>
<tr>
<td>2</td>
<td>Display menu during game</td>
</tr>
</tbody>
</table>
Sonic The Hedgehog
Triple Trouble

Overview

The unthinkable has happened: Dr. Robotnik has collected all the Chaos Emeralds! As he warms up his Emerald-powered doomsday device, an assistant presses the wrong button and blows it up, sending the Chaos Emeralds flying to the ends of the island.

Sonic and Tails must recover them before Robotnik does, but they’re up against three threats: the evil Dr. Robotnik, the misled Knuckles The Echidna, and the bounty hunter Nack The Weasel. As in Sonic Chaos, both Sonic and Tails are playable characters in the game’s six three-act zones.

Tips

— Many of the usual power-ups (Invincibility Shield, Extra Life, etc.) appear in Triple Trouble, but the game also has several new gadgets that Sonic and Tails can use. The table below has more information.

Dr. Robotnik’s Mean Bean Machine

Overview

Dr. Robotnik has hatched another plan to conquer the world: He’s going to steam the jolly beans of Beanville with his Mean Bean Steaming Machine and turn them into robots that stamp out fun forever! Outwit Robotnik’s 12 robot henchmen and the bad doctor to shut down the Mean Bean Machine.

Tips

— Your goal is to place your beans so that four or more of the same color are touching. This gets rid of the beans and gives you points. If your bean pile hits the screen’s top, your game is over.

— When you get rid of some of your beans, gray beans fall on your opponent’s side of the screen (and vice versa). To eliminate gray beans, you must get rid of the colored beans that touch them.

— You want to match up your beans quickly and flood your opponent’s bean pile with gray beans, but you can score more points and drop more gray beans if you get rid of five or more of the same bean color.

— Don’t wait for the beans to drop into place. When you have one lined up, hold ↓ to drop it quickly.

— Your game isn’t over until the area that the beans fall from is blocked. If you have to pile up beans, do it on the sides of the bean pile, not the center.

Dr. Robotnik’s Mean Bean Machine Controls

<table>
<thead>
<tr>
<th>BUTTON</th>
<th>EFFECT</th>
</tr>
</thead>
<tbody>
<tr>
<td>○ or + Control Pad</td>
<td>Move bean</td>
</tr>
<tr>
<td>▼ ▼ ▼ ▼ ▼ ▼ ▼</td>
<td>Pause game</td>
</tr>
<tr>
<td>▼</td>
<td>Bring up the menu</td>
</tr>
</tbody>
</table>

Level Select Passwords

Choose “Continue” rather than “New Game” after choosing your game mode and enter the following combinations of beans to skip to a level.

Mean Bean Machine Passwords

<table>
<thead>
<tr>
<th>Level</th>
<th>Scenario Mode Password</th>
<th>Puzzle Mode Password</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Choose “New Game”</td>
<td>Choose “New Game”</td>
</tr>
<tr>
<td>2</td>
<td>Yellow, Red, Green, Blue</td>
<td>Green, Yellow, Pink, Gray</td>
</tr>
<tr>
<td>3</td>
<td>Blue, Red, Gray, Orange</td>
<td>Gray, Orange, Gray, Orange</td>
</tr>
<tr>
<td>4</td>
<td>Orange, Pink, Gray, Yellow</td>
<td>Blue, Red, Green, Pink</td>
</tr>
<tr>
<td>5</td>
<td>Blue, Gray, Gray, Orange</td>
<td>Blue, Green, Gray, Pink</td>
</tr>
<tr>
<td>6</td>
<td>Red, Pink, Gray, Green</td>
<td>Pink, Green, Yellow, Pink</td>
</tr>
<tr>
<td>7</td>
<td>Yellow, Blue, Pink, Blue</td>
<td>Blue, Green, Red, Green</td>
</tr>
<tr>
<td>8</td>
<td>Gray, Blue, Red, Orange</td>
<td>Orange, Blue, Red, Orange</td>
</tr>
<tr>
<td>9</td>
<td>Pink, Blue, Red, Orange</td>
<td>Pink, Orange, Yellow, Green</td>
</tr>
<tr>
<td>10</td>
<td>Blue, Yellow, Red, Green</td>
<td>Yellow, Pink, Yellow, Orange</td>
</tr>
<tr>
<td>11</td>
<td>Orange, Pink, Yellow, Blue</td>
<td>Yellow, Gray, Gray, Pink</td>
</tr>
<tr>
<td>12</td>
<td>No password</td>
<td>Red, Pink, Yellow, Blue</td>
</tr>
</tbody>
</table>

Sonic The Hedgehog

Overview

Originally Released: November 1994

Originally Released: November 1993
— To reach the bonus stages where you can grab the five Chaos Emeralds, find the Chaos Emerald powerups. The levels hold twelve of these powerups, and after you trigger one, you can’t trigger it again! See the table below for the powerup locations. You must defeat Nack The Weasel in most of the Chaos Emerald bonus stages.

— The gadgets that you find are usually placed so you can reach a hidden area or valuable item. Look at the surrounding area before activating a gadget.

— The Air Roll is a move unique to Triple Trouble. Master it as soon as possible. It often means the difference between hitting an enemy or being hit yourself.

— Look at the blocks that make up floors and walls. If any seems different from the blocks surrounding it, it may be breakable.

### Sonic The Hedgehog Triple Trouble Controls

<table>
<thead>
<tr>
<th>BUTTON</th>
<th>EFFECT</th>
</tr>
</thead>
<tbody>
<tr>
<td>Circle or + Control Pad</td>
<td>Move Sonic</td>
</tr>
<tr>
<td>Circle</td>
<td>Duck</td>
</tr>
<tr>
<td>Circle while running</td>
<td>Roll attack</td>
</tr>
<tr>
<td>Circle, , or , after revving</td>
<td>Rev up Spin Dash</td>
</tr>
<tr>
<td>Circle, or in the air</td>
<td>Spin Jump attack</td>
</tr>
<tr>
<td>Circle, or in the air</td>
<td>Air Roll attack</td>
</tr>
<tr>
<td>, , or in the air</td>
<td>Fly (Tails only)</td>
</tr>
<tr>
<td>Display menu during game</td>
<td></td>
</tr>
</tbody>
</table>

### Triple Trouble Gadgets

<table>
<thead>
<tr>
<th>Gadget</th>
<th>Who Can Use It?</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>Jet Turbo</td>
<td>Sonic</td>
<td>A powerful rocket that quickly shoots you across the stage for a short time</td>
</tr>
<tr>
<td>Pogo Spring</td>
<td>Sonic, Tails</td>
<td>A spring that bounces you along and lets you reach areas to which you couldn’t otherwise jump</td>
</tr>
<tr>
<td>Snowboard</td>
<td>Sonic</td>
<td>Lets you zip down snowy slopes (press or to hop)</td>
</tr>
<tr>
<td>Super Tails</td>
<td>Tails</td>
<td>Temporarily powers up Tails’s flying ability</td>
</tr>
<tr>
<td>Swim Fin</td>
<td>Sonic</td>
<td>Flippers that function like an underwater Jet Turbo</td>
</tr>
<tr>
<td>Submersible</td>
<td>Tails</td>
<td>An underwater vehicle that makes Tails temporarily invulnerable and keeps him supplied with air</td>
</tr>
</tbody>
</table>

### Chaos Emerald Powerup Locations

<table>
<thead>
<tr>
<th>Zone–Act</th>
<th>Powerup Location</th>
</tr>
</thead>
<tbody>
<tr>
<td>1–1</td>
<td>Take the high road through the act and bounce across the trees in the act’s second half to reach a ledge with the Emerald powerup.</td>
</tr>
<tr>
<td>1–2</td>
<td>Stand on the ledge to the large pool of water’s right, and Spin Dash to the right through the ledge to find the Emerald powerup.</td>
</tr>
<tr>
<td>2–1</td>
<td>The Emerald powerup is atop the last loop before the end of the act; use the spring to the loop’s left to reach the top.</td>
</tr>
<tr>
<td>2–2</td>
<td>Run over the two small hills following a railcar and bridge, and use the spring to reach a high ledge on the screen’s right side, where you find the Emerald powerup.</td>
</tr>
<tr>
<td>3–1</td>
<td>Near the act’s start, drop to a moving platform above a brown pool. A tunnel to the left leads to the Emerald powerup.</td>
</tr>
<tr>
<td>3–2</td>
<td>If you’re Tails, you can fly to this Emerald powerup. If you’re Sonic, use the Pogo Spring near the act’s end to jump across some narrow platforms to reach a crumbling ledge and a tunnel leading to the Emerald powerup.</td>
</tr>
<tr>
<td>4–1</td>
<td>Leap across a series of moving platforms, ending on a vertically moving platform with an enemy. Go right to find the Emerald powerup.</td>
</tr>
<tr>
<td>4–2</td>
<td>Ride a vertically moving platform up to a tunnel about halfway through the act. Spin Dash into the tunnel, avoiding the retracting spikes, to reach the Emerald powerup.</td>
</tr>
<tr>
<td>5–2</td>
<td>Near the level’s end, you reach an air pocket with pipes above and to the left. Take the upper pipe, defeat the enemy inside, hop over the breakable floor to the air pocket to the left, and swim up to find the Emerald powerup surrounded by breakable blocks.</td>
</tr>
<tr>
<td>6–1</td>
<td>Near the act’s end is a high ledge to the left of a pit. The Emerald powerup is on that ledge. Both characters can reach it, but Sonic has a harder time doing so.</td>
</tr>
<tr>
<td>6–2</td>
<td>At the four-way tube intersection, go left. Go right through a transporter, then left to three ring Item Boxes and the Emerald powerup.</td>
</tr>
</tbody>
</table>
Overview

Sonic Drift 2 is a beefed-up version of the original Sonic Drift. It includes three new characters (Metal Sonic, Fang, and Knuckles) and slight changes to the course design, including banked corners.

Tips

— There are three circuits of six courses each. The races become more difficult as the game goes on. See the full course list below.
— Use A and B to take corners. Hold A while tapping B on gradual turns. While rounding intermediate turns, hold both A and B. During sharp turns, release A and tap or hold B.
— Don’t hold down A and B at the same time for too long, or you spin out.
— To activate your special power, collect two or more rings while racing and press w. Each character has a special power. Every time you hit an obstacle or are forced to stop, you lose a ring.
— The items along the tracks are similar to those in Sonic Drift: The blue boxes hold Invincibility Shields that keep you from harm, the orange plungers send you into the air (and over your opponents), and the red boxes give you a High-Speed Shoes boost of velocity.

Sonic Drift 2 Controls

<table>
<thead>
<tr>
<th>BUTTON</th>
<th>EFFECT</th>
</tr>
</thead>
<tbody>
<tr>
<td>or + Control Pad</td>
<td>Steer kart</td>
</tr>
<tr>
<td>↑</td>
<td>Use special power</td>
</tr>
<tr>
<td>A</td>
<td>Accelerate</td>
</tr>
<tr>
<td>B or ↓</td>
<td>Brake</td>
</tr>
<tr>
<td>or B while rounding a corner</td>
<td>Drift</td>
</tr>
<tr>
<td>Z</td>
<td>Display menu</td>
</tr>
</tbody>
</table>

Sonic Drift 2 Course List

<table>
<thead>
<tr>
<th>Course #</th>
<th>Green (Easy)</th>
<th>Yellow (Normal)</th>
<th>Red (Hard)</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Emerald Hill 1</td>
<td>Desert Road 2</td>
<td>Dark Valley 2</td>
</tr>
<tr>
<td>2</td>
<td>Hill Top 1</td>
<td>Rainy Savanna</td>
<td>Quake Cave</td>
</tr>
<tr>
<td>3</td>
<td>Dark Valley 1</td>
<td>Ice Cap</td>
<td>Balloon Panic</td>
</tr>
<tr>
<td>4</td>
<td>Casino Night</td>
<td>Hill Top 2</td>
<td>Emerald Ocean</td>
</tr>
<tr>
<td>5</td>
<td>Desert Road 1</td>
<td>Mystic Ruins</td>
<td>Milky Way</td>
</tr>
<tr>
<td>6</td>
<td>Iron Ruin</td>
<td>Emerald Hill 2</td>
<td>Death Egg</td>
</tr>
</tbody>
</table>

Tails' Skypatrol

Overview

While on a vacation without Sonic, Tails winds up on an island in time to see an evil witch named Witchcart, who claims the island for her own and threatens to turn any dissenters into crystal. Tails must fly through five levels and defeat Witchcart before the island’s inhabitants are transformed into fine stemware!

Tips

— The game constantly scrolls horizontally, so you have to keep moving forward (although you can slow down with ↓). You can swing on poles that reverse your direction, but you can never stop.
— If Tails is hit by an enemy or projectile, press A or B to recover. If he slams into a wall, he falls off the screen’s bottom and loses a life.
— Tails only has a certain amount of energy in his flight meter. Make it to the end of each stage before it expires, or he falls and loses a life. Use → to speed up and get to the end more quickly. Refill the meter by finding candy powerups (see below for a full power-up list).
— If Tails touches any solid surface, be it the ground or a wall, he loses a life. Steer carefully through narrow passageways!
— Tails can use environmental objects, such as balloons and rail carts, to get past certain obstacles. Know them and use them (see below for a list).

Tails' Skypatrol Powerups

<table>
<thead>
<tr>
<th>Powerup</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>Crystals</td>
<td>Collect for bonus points.</td>
</tr>
<tr>
<td>Candy</td>
<td>Refills flight energy meter. More candy means more energy.</td>
</tr>
<tr>
<td>1-UP</td>
<td>Extra Life.</td>
</tr>
<tr>
<td>Star</td>
<td>Temporary invincibility.</td>
</tr>
</tbody>
</table>

Tails' Skypatrol Objects

<table>
<thead>
<tr>
<th>Object</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>Balloon</td>
<td>Float up</td>
</tr>
<tr>
<td>Weight</td>
<td>Fall down</td>
</tr>
<tr>
<td>Rail Cart</td>
<td>Leads you along the rail tracks</td>
</tr>
</tbody>
</table>

Tip

In the original Game Gear version of Tails' Skypatrol, you could hold ↑ and press B, then press → at the title screen to bring up a Secret Options Menu. The menu included background music and sound effects tests, as well as a Level Select.
Overview

For the first time in any Game Gear game, Sonic and Knuckles must work together to destroy Dr. Robotnik’s Silver Castle. Although its name seems to imply that this was the Game Gear version of *Sonic 3D Blast* for the Sega Genesis or Saturn, it was actually closer to *Sonic & Knuckles* for the Genesis. This was one of the last Game Gear games released.

Tips

— Each character has a special attack, activated by pressing ◎ or ◯ a second time after jumping. Sonic performs a vertical Boost Jump that lets him reach high ledges. Knuckles performs a horizontal glide. If he glides into a wall, he can climb it.

— In this game you lose only ten rings if you are hit by an enemy while carrying rings, and you can pick up as many as five of them if you’re quick.

— The game has five zones of three acts each, and in Acts 1 and 2 of each zone is a giant ring that takes you to a special stage. If you collect 50 rings in the special stage, you get a 1-UP (if you entered in Act 1) or a Chaos Emerald (if you entered in Act 2). You only get one shot at each act’s bonus stage.

— After you return from a bonus stage, all the golden rings and powerups in the act respawn. You reappear at the beginning of the act with all the rings you collected before entering the bonus stage. You can collect 100 rings and earn a 1-UP after each bonus stage.

— Watch for wall-mounted buttons. Press them to cause some sort of barrier to disappear, giving you access to hidden areas.

Bonus Stage Ring Locations

<table>
<thead>
<tr>
<th>Zone–Act</th>
<th>Location</th>
</tr>
</thead>
<tbody>
<tr>
<td>1–1</td>
<td>The giant ring is in a tunnel in the pond’s lower right corner near the act’s end.</td>
</tr>
<tr>
<td>1–2</td>
<td>Take the high road when the path splits after the continue point, and head right past a cylinder of spikes to find the giant ring.</td>
</tr>
<tr>
<td>2–1</td>
<td>Duck into either of the two pipes near the level’s end to reach an underground room. The giant ring is on a ledge above the two pipes. Use your special attack to reach it.</td>
</tr>
<tr>
<td>2–2</td>
<td>At the wall of sinkholes near the level’s end, enter the bottom right one to be launched through several of them. When you can move again, go left to bounce around some more. After this, jump up and right to enter a sinkhole that takes you to the ring.</td>
</tr>
<tr>
<td>3–1</td>
<td>The giant ring appears above the disappearing platforms over the lava lake. Get up to the upper-right platform, then jump to the right to find the ring.</td>
</tr>
<tr>
<td>3–2</td>
<td>Stand at the valley’s left side just past the continue point, and prepare for a tough jump. Spin Dash right, then jump right and bounce off a fireball enemy to reach the ledge holding the ring.</td>
</tr>
<tr>
<td>4–1</td>
<td>You see the giant ring in the level’s second half, but the current keeps you from getting it. Go left, climb the ledges, and trigger the continue point at the top. Jump across the dry ledges to the left to find a switch that drains the level of water. Go back down and right to reach the ring.</td>
</tr>
<tr>
<td>4–2</td>
<td>Take the top path, jump over a gap in the floor, and go right through some fake walls. Hop on a spring to enter an overhead pipe, where you find a button. Press it to lower the barrier around the ring, then backtrack to find the ring, which you should have seen earlier in the act.</td>
</tr>
<tr>
<td>5–1</td>
<td>When you reach an area with two teleporters, jump to the top one. When you reappear, jump on each of the six platforms to activate another teleporter that takes you to the ring.</td>
</tr>
<tr>
<td>5–2</td>
<td>Jump down the hole after the two ramps with the spikes between them and hold ➔ as you fall to land on a crumbling ledge. Move right into a teleporter. Use the enemies in the rooms beyond as stepping-stones to get past the spikes, then find the ring.</td>
</tr>
</tbody>
</table>

Sonic Blast Controls

<table>
<thead>
<tr>
<th>BUTTON</th>
<th>EFFECT</th>
</tr>
</thead>
<tbody>
<tr>
<td>◎ or ◯ or Control Pad</td>
<td>Move Sonic</td>
</tr>
<tr>
<td>◯</td>
<td>Duck</td>
</tr>
<tr>
<td>◯ while running</td>
<td>Roll Attack</td>
</tr>
<tr>
<td>◯+◎, ◯, or ◯</td>
<td>Rev up Spin Dash</td>
</tr>
<tr>
<td>release ◯ after revving</td>
<td>Spin Dash</td>
</tr>
<tr>
<td>◎, ◯, or ◯ in the air</td>
<td>Spin Jump attack</td>
</tr>
<tr>
<td>◯, ◯, or ◯</td>
<td>Special attack</td>
</tr>
<tr>
<td>◯</td>
<td>Pause game</td>
</tr>
<tr>
<td>◯</td>
<td>Display menu during game</td>
</tr>
</tbody>
</table>

Originally Released: November 1996
**Overview**

*Tails Adventure* was a puzzle-based platform adventure with some RPG elements thrown in—a far cry from the blistering pace of most *Sonic* games. Tails is relaxing in his hometown on Koko Island when the Great Badoru Kukku XV invades, seeking to collect the Chaos Emeralds on the island so as to hatch a villainous scheme.

**Tips**

— Tails can find and collect 26 items, but can only carry 4 of them at a time into a level. When you find an item, store it at Tails’s house, and return there to pick up new items and drop off old ones.

— During the game, Tails acquires the Sea Fox, a submarine that lets him explore underwater areas. You can pick up several powerups for the Sea Fox.

— Save your game progress with passwords. Find a table of all the original Game Gear passwords under *Tails Adventures Passwords*.

— In this game, unlike most *Sonic* games, you need to do a lot of back-and-forth adventuring. When you find a new item, revisit previous levels to see if you can reach any new areas with it.

— Pick up Chaos Emeralds to increase your ring points (hit points) and flight energy. Pick up rings to refill your ring points; flight energy naturally refills when you land and rest.

### Tails Adventure Items

<table>
<thead>
<tr>
<th>Item</th>
<th>Effect</th>
<th>Where Found</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bomb</td>
<td>Blows up enemies and small stone barriers</td>
<td>You start with it</td>
</tr>
<tr>
<td>Chaos Emeralds</td>
<td>Six non-equipped colored gems that increase maximum ring points (health) and flight energy</td>
<td>Poloy Forest (Red); Volcanic Tunel (Green); Poloy Mountain 1 (Purple); Green Island (White); Caron Forest (Blue); Coco Island (Yellow)</td>
</tr>
<tr>
<td>Combo Bomb</td>
<td>A larger blast radius than the normal Bomb</td>
<td>Caron Forest</td>
</tr>
<tr>
<td>Fang</td>
<td>Increases odds of enemies dropping rings</td>
<td>Poloy Mountain 2</td>
</tr>
<tr>
<td>Hammer</td>
<td>Smashes enemies and small barriers</td>
<td>Volcanic Tunnel</td>
</tr>
<tr>
<td>Helmet</td>
<td>Duck while using it to defend against enemy fire</td>
<td>Poloy Mountain 1</td>
</tr>
<tr>
<td>Item Radar</td>
<td>Tells you if there are any undiscovered items in the level</td>
<td>Poloy Mountain 2</td>
</tr>
<tr>
<td>Knuckles</td>
<td>Lets you punch enemies like Knuckles does</td>
<td>Poloy Mountain 1</td>
</tr>
<tr>
<td>Large Bomb</td>
<td>Destroys all enemies on screen and chatters large barriers, but has a delayed fuse</td>
<td>Poloy Mountain 2</td>
</tr>
<tr>
<td>Mecha Tail</td>
<td>An alternate playable character who can fit into small areas that Tails can’t</td>
<td>Poloy Forest</td>
</tr>
<tr>
<td>Napalm Bomb</td>
<td>Destroy enemies, green blocks, and grass with a wall of flame</td>
<td>Cavern Island</td>
</tr>
<tr>
<td>Night Vision Goggles</td>
<td>Lets Tails see in the dark.</td>
<td>Green Island</td>
</tr>
<tr>
<td>Radio</td>
<td>Controls background music</td>
<td>Poloy Forest</td>
</tr>
<tr>
<td>Remote Bomb</td>
<td>Blows up when it hits an enemy or when you activate it with *</td>
<td>Volcanic Tunnel</td>
</tr>
<tr>
<td>Sonic</td>
<td>Gives Tails Sonic’s Spin Dash, which can shatter barriers</td>
<td>Caron Forest</td>
</tr>
<tr>
<td>Speed Boots</td>
<td>Make Tails run and fly faster</td>
<td>Poloy Forest</td>
</tr>
<tr>
<td>Super Gloves</td>
<td>Lets you lift heavy items</td>
<td>Poloy Mountain 1</td>
</tr>
<tr>
<td>Teleporter</td>
<td>Returns Tails to his house</td>
<td>Coco Island</td>
</tr>
<tr>
<td>Wrench</td>
<td>Reverses the direction of conveyor belts</td>
<td>Battle Fortress</td>
</tr>
</tbody>
</table>

### Sea Fox Powerups

<table>
<thead>
<tr>
<th>Powerup</th>
<th>Effect</th>
<th>Where Found</th>
</tr>
</thead>
<tbody>
<tr>
<td>Air-to-Air Missile</td>
<td>Fires vertically at overhead enemies and obstacles</td>
<td>Cavern Island</td>
</tr>
<tr>
<td>Extra Armor</td>
<td>Invincibility</td>
<td>Volcanic Tunnel</td>
</tr>
<tr>
<td>Extra Speed</td>
<td>Increases Sea Fox’s max speed</td>
<td>Green Island</td>
</tr>
<tr>
<td>Mine</td>
<td>Drop to destroy enemies and obstacles below Sea Fox</td>
<td>Cavern Island</td>
</tr>
<tr>
<td>Proton Torpedo</td>
<td>Powerful weapon</td>
<td>Caron Forest</td>
</tr>
<tr>
<td>Rocket Booster</td>
<td>Lets Sea Fox fly</td>
<td>Poloy Mountain 1</td>
</tr>
<tr>
<td>Spark</td>
<td>Destroy all enemies and mines on the screen</td>
<td>Poloy Forest</td>
</tr>
<tr>
<td>Vulcan Gun</td>
<td>Sea Fox’s default weapon</td>
<td>You start with it</td>
</tr>
</tbody>
</table>

### Tails Adventure Passwords

<table>
<thead>
<tr>
<th>Password</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>A767–AA3A–58A6–ED16</td>
<td>All Chaos Emeralds</td>
</tr>
<tr>
<td>ADE7–AA2A–51A6–6D12</td>
<td>All levels open and all items collected</td>
</tr>
<tr>
<td>D2D1–D4D4–AE11–D6E1</td>
<td>Skip to Level 2</td>
</tr>
<tr>
<td>E721–DC70–BC90–D64F</td>
<td>Skip to Level 4</td>
</tr>
<tr>
<td>AF25–6828–5DB4–7C00</td>
<td>Unlock all levels except Battle Fortress</td>
</tr>
</tbody>
</table>

**Tip**

Use the Helmet and press ↑, ↓, ←, →, and ○ to become invincible!