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# SHADOW<sup>TM</sup> THE HEDGEHOG



BASED ON A GAME  
RATED BY THE  
**ESRB**





# SHADOW™ THE HEDGEHOG

## PRIMA OFFICIAL GAME GUIDE

### Prima Games

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## STARTING OUT

## BASIC TRAINING

## CONTROL

The controller actions below are the most basic of actions. If you can perform these actions, you should be able to get through the game. Getting through the game isn't too difficult, but if you want to get all A rankings, you will need to know some more advanced techniques. Play the very first stage of the game to get used to these controller actions. You will find that while running, you may lose control and run into obstacles while speeding through the level. Once you master the basic functions of controlling Shadow, you will be ready to go through the game and explore everything that the game has to offer.



GAMECUBE™



PLAYSTATION®2



XBOX®

**Left Analog Stick**  
Character Movement

**X Button**  
Special Action

**Y Button**  
Special Attack

**R Button**  
Strafe

**B Button**  
Attack / Shoot

**A Button**  
Jump

**Left Analog Stick**  
Character Movement

**R1 Button**  
Strafe

**○ Button**  
Special Action

**△ Button**  
Special Attack

**□ Button**  
Attack / Shoot

**× Button**  
Jump

**Left Thumbstick**  
Character Movement

**Y button**  
Special Attack

**R button**  
Strafe

**X button**  
Attack / Shoot

**B button**  
Special Action

**A button**  
Jump



## Jumping

If you played first, and then read this, you may notice that there are different types of jumps you can perform. The first is a basic jump that enables you to jump straight up or slightly forward. Even basic jumping can be used as an attack. After you jump up, a shield will form around Shadow. On the way down, Shadow can damage enemies. You probably won't use this technique for defeating the enemies in the game, but it's good to know.

### Jump Dash

The second type of jump is called a **Jump Dash**. To perform a Jump Dash, you must press the Jump button to jump normally, and while in mid-air, press the Jump button again. The longer you hold the Jump button down after performing a Jump Dash, the farther Shadow will travel. Be careful when using it near edges and places that you can fall. The Jump Dash has a couple of other applications as well. The first is the Homing Attack and the second is the Triangle Jump.

### Homing Attack

The **Homing Attack** is a Jump Dash toward the enemy. After you have hit an enemy with the Homing Attack, Shadow will bounce off that enemy. While you are in mid air, you can do another Homing Attack by pressing the Jump button again. Do this as many times as you like to remain airborne. Most of the enemies will be defeated using a weapon, but some enemies have to be defeated using the Homing Attack. Besides attacking

enemies, you can also use it to get to other areas or bounce off enemies as a shortcut.



You can land on enemies after a jump.



Jump Dash to go farther.



The Homing Attack can be used as a shortcut.





### Triangle Jump

The **Triangle Jump** is the second use of the Jump Dash. Jump Dashing toward a wall starts a Triangle Jump. To continue the Triangle Jump, the walls must be fairly close together. After Jump Dashing toward a wall, you can run along the wall a little, and Jump Dash to the opposite wall. Some of you may fall when trying to land on the ledge at the end of a Triangle Jumping hallway, because instead of running along to the end, you will jump off. Always make sure that you run along the wall to the end, and don't forget that you have only a few moments to run along the wall before you are forced off.



You can run along the wall after Triangle Jumping.



### Attacking

**S**hadow can attack on the ground or in the air. When you don't have a weapon, Shadow will do some punches, and end with a Crescent Kick while on the ground and just a Jump Kick in the air. If you have a weapon, though, Shadow will remain suspended in the air while using it. Close combat-type weapons will not keep you in the air, but all others will. There are six weapon types: **Close Combat**, **Gun**, **Cannon**, **Lock-on**, **Vacuum** and **Laser**.



You can pause in mid air while shooting.



### Special Actions

**T**here are a number of special actions you can do, and all of them are useful. If you are playing the game without performing any special actions, you will not find everything that there is to offer. Some of these special actions include: **Sliding**, **Light Dash**, **Spin Dash**, **Swapping Weapons** and **Commandeering Vehicles**. If you have a weapon in your hand, stand over another weapon and press the special Action button. Commandeering a vehicle is accomplished by simply pressing the button when near a vehicle. You can disembark by pressing the same button.



Commandeer a vehicle using this button.





## Sliding

**Sliding** can be done while you are in a full run. Some useful situations where you can slide is when a door is ajar or in Glyphic Canyon when debris is coming at you. Sliding isn't something that should be used primarily, but it is useful in the situations outlined above. The reason that you only want to be specific on where you slide is for the simple fact that you are already in a run when you perform this action.

## Light Dash

The **Light Dash** is a special action that you should use in multiple places. To use the Light Dash, wait until you are next to a group of Rings, and press the special Action button. Shadow will fly along the line of Rings at a very high speed. You can use the Light Dash to speed through a level, but a better use for it is when you are looking for a shortcut.

## Spin Dash

When you are on the ground, press and hold the special Action button to make Shadow spin along the ground. Release the button, and Shadow will spin forward. This is very useful on a number of levels, because you can use it to reach top speed very quickly. Besides the normal **Spin Dash**, Shadow has the Dark Spin Dash. When you perform a Spin Dash while on red slime, it is called a Dark Spin Dash. The red slime is the Black Arms transport system that Shadow can make use of with his Spin Dash.



Slide to get under obstacles.



Light Dash when you see a line of Rings.



Spin Dash to gain speed.



Use the Dark Spin Dash to access the alien's transport network.





## Chaos Actions

To perform a Chaos Action, you will need to press the button when either your Dark or Hero Gauge is full. In addition to using a special attack, you can press this button to drop the currently held weapon. Filling up the gauges is simple. For the Dark Gauge, you must defeat the forces of good. Defeating the forces of darkness fills the Hero Gauge. For the most part, Black Arms are evil and GUN is good, but if it's Eggman's forces, it may be good or evil. Take a look at the game play screen, and you will notice the two gauges at the top. The red gauge on the left is the Dark Gauge, and the blue gauge on the right is the Hero Gauge. When the red gauge is full, you can use the **Chaos Blast** to obliterate the enemies nearby. When the blue gauge is filled, you will have access to **Chaos Control**. **Chaos Control** lets you skip portions of a stage or slows down time during a boss battle. **Chaos Control** is very useful for getting through the Normal Missions.



Chaos Control can be used to skip sections of the stage in addition to obliterating enemies.



**STAGE 01**  
WESTOPOLIS

**STAGE 02**  
DIGITAL CIRCUIT

**STAGE 02**  
GLYPHIC CANYON

**STAGE 02**  
LETHAL HIGHWAY  
BOSS: BLACK BULL

**STAGE 03**  
CRYPTIC CASTLE  
BOSS: EGG BREAKER

**STAGE 03**  
PRISON ISLAND

**STAGE 03**  
CIRCUS PARK

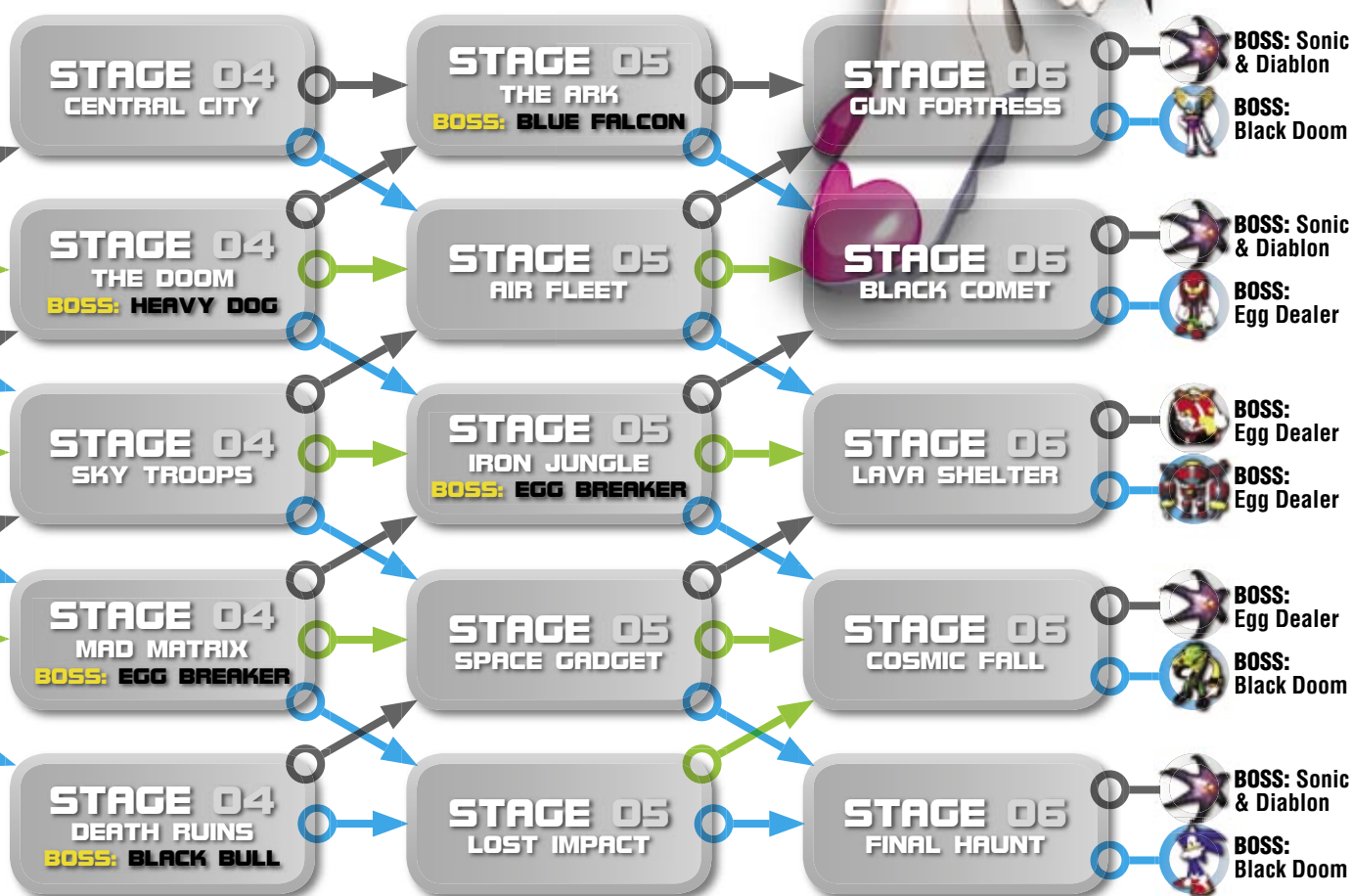
## Story Mode Route Map





## The Route Map

There are **326** possible paths in Shadow the Hedgehog, and depending on your performance during a stage, you will be able to get to different stages. Below is a story map. Whenever you take on a stage, there are two to three missions available. If you pass the stage in a certain way, the path will move toward the next stage on that route. For example, if you play Westopolis, and finish it with the Dark Mission, you will go to Digital Circuit as the second stage. However, if you finished Westopolis on Normal Mission, you will go to Glyphic Canyon as your second stage.







### Getting an A Ranking

An A ranking requires you to achieve a certain number of points or objectives on a stage. Each time you play a stage, there will be three scores: **Dark**, **Normal** and **Hero**. Those scores and the time bonus determine your final score at the end of a stage. Here is the formula for getting the stage score.

Formula (Score)	Level Score
Hero - Dark + Normal + Time Bonus =	Hero Score
Dark - Hero + Normal + Time Bonus =	Dark Score
Normal + Time Bonus =	Normal Score



### Secret Keys

Throughout every stage in the game 5 keys are hidden as well as a secret door. Sometimes the keys are well-hidden but there is a reason for it. When you have obtained the five secret keys in the stage, enter the door and you may find a warp hole, weapons, turrets, switches or alternate paths. Most of the rewards are worth it. Don't worry about getting to the secret door when you first start the stage, because they are only used to make a stage easier to complete. A perfectionist will want to find and collect every key in the game. The locations of the keys can be found in the walkthrough beginning on the next page.



Five keys are needed to open a secret door.



### Checkpoints

Checkpoints are very useful throughout a stage, because if you die, you will start back at the last checkpoint that you touched. The second more useful purpose is that it works like a teleporter. All the checkpoints are connected in a stage, meaning that you can warp to a previous one once you've been there. This is useful for many reasons. An example of this is the first stage Westopolis. Say that you get to the end and only one enemy remains to finish the Hero or Dark Mission. You can use the checkpoint to go back to a previous checkpoint in the stage. To teleport stand on the checkpoint and press the special Action button. This will bring up a list of the checkpoints. Once you have selected a checkpoint, confirm your selection by pressing the Jump button.



Use the checkpoint to teleport.



# SHADOW™ THE HEDGEHOG

STAGE	NAME	PAGE
Stage 1	Westopolis	10
Stage 2	Digital Circuit	12
	Glyphic Canyon	14
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## WALKTHROUGH





## STAGE 01

## WESTOPOLIS

MISSION

## TYPE

## OBJECTIVE

A

## RANKING

Dark

Annihilate the GUN Forces!

30,000 pts.

Normal

Find the Chaos Emerald!

32,000 pts.

Hero

Protect the escape pod from the black creatures!

30,000 pts.



## NORMAL MISSION

To complete the Normal Mission, all that is required of you is that you reach the **Goal Ring** with the **Chaos Emerald** in it. Missions like these don't require you to finish off any of the Black Arms or GUN Soldiers, but sometimes defeating them will make it easier for you to get through the stage faster.

## Normal Mission Tip

Only defeat the Black Arms in this stage to power up your **Chaos Control** that is the **Hero Gauge**. Chaos Control will allow you skip a vast part of the stage; therefore, cutting down on your time and giving you a larger bonus at the end.



## DARK MISSION

The Doom's Eye instructs you to defeat **35** of the GUN Forces. To do this you must defeat every GUN Soldier as you advance through the stage. If you aren't sure which one is a GUN Soldier, it's the humans and robots. To get an A ranking on this mission, try to avoid killing the Black Arms, because at the end, it will affect your score for that mission at the end. The chart below shows how many GUN Soldiers you should have defeated by the time you reach the checkpoint. What makes the Dark Mission a little easier than the Hero Mission is that you can use the **Chaos Blast** to take out a group of enemies when it becomes available.

DARK MISSION  
PROGRESSION CHART

Checkpoint #2 10 / 35

Checkpoint #3 20 / 35

Checkpoint #4 26 / 35

Checkpoint #5 33 / 35

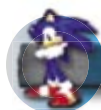


Use Chaos Control to skip multiple parts of the level.



Use the Chaos Blast to defeat GUN Forces around you.



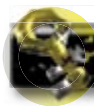


## HERO MISSION

**S**onic accompanies you on this mission, and to complete it, you will need to defeat **45** Black Arms. It is a little more difficult to get an A ranking, because there are more enemies to defeat. If you use **Chaos Control**, you may miss a few. Another aspect of doing the Hero Mission that is absent from the Dark Mission is that some enemies fall from the sky. If you go too quickly through the stage, you may miss some. Use the checkpoint chart below, so that you can keep track of where the enemies you may have missed are located. Remember that the checkpoint is how many of the Black Arms are defeated by the time you reach that checkpoint.

### HERO MISSION PROGRESSION CHART

Checkpoint #2	23 / 45
Checkpoint #3	29 / 45
Checkpoint #4	33 / 45
Checkpoint #5	42 / 45



## SECRET KEY LOCATIONS

### Secret Door Location:

- To the right of checkpoint #4

### Reward:

- GUN Military Vehicle

### Key #1



### Key #2



### Key #3



### Key #4



### Key #5



• **Key #1:** Right before you jump to the **second checkpoint** using the **Dash Panel**, to your right is a hidden section. Jump over the pit and over to the wall on the left. Run along the wall to reach the area on the other side with the key.

• **Key #2** Right after the **second checkpoint**, use the **Pulley** to reach the upper portion, where the key is located.

• **Key #3** To get this key you are going to need to be quick. Before the **third checkpoint** you will see two GUN Beetles that lead to a ledge. From the high part of the road, bounce off of the two GUN Beetles using the **Homing Attack**. **Triangle Jump** to the wall, and run along the side to reach the ledge with the key. If you are too slow, laser beams will obliterate the GUN Beetles.

• **Key #4** To the left of the **third checkpoint** is a caged area. Use your **Spin Dash** to roll underneath, and break the dumpster in the back to find the key underneath.

• **Key #5** Pass up the **Goal Ring** with the **Chaos Emerald**, and use the **Dash Panel** to launch yourself between the buildings. As you are falling, the key will be on the right side. If you fail to get it, use **checkpoint #6** to warp back to **checkpoint #5** and try again.





## STAGE 02

## DIGITAL CIRCUIT

MISSION

TYPE	OBJECTIVE	A RANKING
Dark	Destroy the core program!	10,000 pts.
Normal	None	N/A
Hero	Find the Chaos Emerald!	16,000 pts.



## GENERAL STAGE TIPS

Whether or not you are trying to complete the Dark or the Hero mission, you will need to get to the end quickly. While the platform portions of this stage are present, there are a number of objects that you can interact with that you won't find on other stages. Throughout the walkthrough, those objects will be pointed out. After the initial Light Speed Circuit, you will arrive on a platform with two flying GUN Beetles. Defeat them so that you will have a weapon to use to destroy enemies that may present problems.

**Spotlights**

Spotlights in the digital world pull you toward them. By jumping into a spotlight, you will be transported instantly toward it. The first spotlight is after you meet **Rouge** for the first time. Later in the stage, you will need to destroy a GUN Beetle in order to get the spotlight to focus on you.

**Firewalls**

Firewalls are found during your runs on the Light Speed Circuit. Before each firewall, you will have a chance to avoid it. You can do this by controlling your shadow to the side path that may be on the right or the left. If you hit a firewall, you will lose some **Rings**.



**Destroy these first couple of GUN Beetles to get their weapons.**

**Light Beams**

You can use beams of light in two ways. The first is as a pole. When you see a green beam of light that goes vertical, climb it as if you were climbing or sliding down a pole. The second way the light beams will be used is to get up to higher locations. These types of light beams will move up and then disappear when they reach the top. Just jump up to grab onto them, and jump off when you are near the top.



**Jump into the lights path, and it will pull you in.**



**Avoid the firewalls at all costs.**



**Use the beams of light like a pole.**



**Ride the beams of light to get to higher locations.**





## DARK MISSION

When you reach the **Chaos Emerald**, the stage isn't complete yet. From the checkpoint, go to the right or left, and use the light to go up. Land on the platform at the top and jump to another moving block. Next, jump toward the middle and use your **Homing Attack** toward the spring that will bounce you up to the Warp Hole.



Use the light to go up.

In the next section, you must first destroy the flying GUN Beetles to remove the blocks. After getting to the big open area, go to the right ramp and use the **Spin Dash** to get up the slope leading to the spring. The spring will bounce you high enough to land on a moving block. From there, use the beam of light to go up and jump to another block. When it reaches the light beam pole, climb up the pole and land on the ledge with the flying GUN Beetles. Destroy the four robots on that ledge before continuing to the top. Once you reach the top, destroy the core and the mission will end.

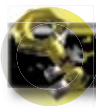


Destroy the GUN Beetles at the top before going for the core.



## HERO MISSION

There is nothing to this mission except for getting the **Chaos Emerald** as fast as possible. Follow the general tips for this stage, and in no time, you will finish with an A ranking.



## SECRET KEY LOCATIONS

### Secret Door Location:

- To the left of checkpoint #4

### Reward:

- Warp hole to secret Light Speed Circuit area

### Key #1



### Key #2



### Key #3



### Key #4



### Key #5



- **Key #1:** In the Light Speed Circuit after the **second checkpoint**, take the first path on the right to get the key.

- **Key #2** After coming out of the second Light Speed Circuit, you will see four flying GUN Beetles. The key is located on the lower level below the entrance to the next Light Speed Circuit.

- **Key #3** Just after the **fourth checkpoint**, hang on to the light beam, and ride it up to where the key is located.

- **Key #4** After the **fifth checkpoint** in the area where you need to hit the flying GUN Robots, destroy the first three, and then land on the platform with the key. It's located on a platform near the two flying GUN Beetles.

- **Key #5** After the **seventh checkpoint**, use the **searchlight** to go up. Once you reach the height, point forward and use the **Homing Attack** to reach the highest green platform that will lead to the key.





## STAGE 02

## GLYPHIC CANYON

MISSION

TYPE	OBJECTIVE	A RANKING
Dark	Activate all the jewels!	24,000 pts.
Normal	Find the Chaos Emerald!	28,000 pts.
Hero	Drive off the black creatures!	26,000 pts.



## NORMAL MISSION

The Normal Mission objective is to reach the **Chaos Emerald** as fast as possible. This means defeating the Black Arms that stand in your way, and using the **Light Dash** to skip over jumping areas. If you follow the basic tips for advancing through a stage while using speed, you should have no problem getting an A ranking.



Use the Light Dash to get by platform jumping areas.



## DARK MISSION

The object of the Dark Mission is to activate all the jewels in the temple. There are only five of them, and to activate each jewel, you only need to touch it. One thing that you must not do is to defeat many of the Black Arms in this stage. If you do, you might not be able to get the last jewel.

## Jewel #1

The first jewel is inside of the building just after the **third checkpoint**. You shouldn't miss this one at all.

## Jewel #2

Pass up the Secret Room, and use the air to lift you up to the second jewel. You will go high enough, so don't worry about missing this one.

## Jewel #3

It's in the room after the **sixth checkpoint**.

## Jewel #4

Jump across the platforms following the **seventh checkpoint** to find this one.



## Jewel #5

Defeat the Black Arms in the area to unlock the spring, and then use the spring to bounce up to the last jewel.

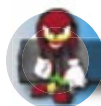


Use the air to reach this one.



If you defeat too many Black Arms, this jewel won't be possible.





## HERO MISSION

**Y**ou must help **Knuckles** get rid of **60** Black Arms. The stage does not deviate or split, except in a few spots, so just make sure you are defeating all the Black Arms in each area you enter. Most of the Black Arms you defeat are small larva types that show up everywhere. A key to getting them all is to never take shortcuts. Early in the stage you can choose to take the higher or lower path. If you opt to take the higher path, you will miss some of the Black Arms. A second place that you can miss a bunch of Black Arms is after the door to the secret room. After being lifted by the air to the second jewel, be careful not to hit the **Dash Panel**, otherwise you will miss a few.

### HERO MISSION PROGRESSION CHART

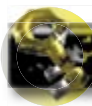
Checkpoint #2	15 / 60
Checkpoint #3	15 / 60
Checkpoint #4	25 / 60
Checkpoint #5	27 / 60
Checkpoint #6	34 / 60
Checkpoint #7	44 / 60



Defeat the Death Leech.

This group of enemies is located below the jewel.

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## SECRET KEY LOCATIONS

### Secret Door Location:

- After checkpoint #5

### Reward:

- Black Volt that you can ride to checkpoint #6

### Key #1



### Key #2



### Key #3



### Key #4



### Key #5



- **Key #1:** In the first area right after **Knuckles** joins you. Look to the right side behind the broken pillar.
- **Key #2** Propel yourself off the first **Dash Panel**. When you reach the area where you can either go down or up, look on the top portion for the key.
- **Key #3** After the **third checkpoint**, blow away the wall to the left before entering the door.

- **Key #4** Use the spring after the **sixth checkpoint** to reach the next part of the path. Turn around and jump to the roof where the key is.

- **Key #5** This one is on the left side below the **Chaos Emerald**.





## STAGE 02

## LETHAL HIGHWAY

MISSION

TYPE	OBJECTIVE	A RANKING
Dark	Escape from the city!	22,000 pts.
Normal	None	N/A
Hero	Stop the Alien's Tank!	22,000 pts.



## DARK MISSION

The object of the Dark Mission is to escape the city, meaning that your only objective is to reach the **Goal Ring**. You can increase your rank, if you are able to kill enough Black Arms to gain **Chaos Control**. Once you know the stage, make sure that you watch out for the Death Leech and the bombs that will blow up part of the highway. If the explosion takes out the highway before you can cross, you will be forced to take a different, longer route to the end. Avoiding these pitfalls is essential to getting an A ranking.



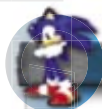
Get by the explosions before they destroy the highway.



Defeat the Black Arms to gain the Chaos Control.



A green shield is halfway depleted.



## HERO MISSION

Stopping the alien tank is some feat, because this thing is fast. Take your time in the first portion of the stage to stockpile a lot of ammo for one weapon type. The **Sub-Machine Gun** seems to be the most plentiful at the start, so go for that. Even though it appears that you aren't doing any damage to it, you are. Make sure that you get a lot of shots in while you are chasing it down the highway. Fortunately for you, it stops occasionally. When it does, make sure that you blast it as much as possible or get some weapons from nearby enemies. If you are having some trouble matching the tank's speed, you could use a vehicle, like the motorcycle or the car. You don't really need them, however.







## BLACK BULL

**A RANKING**  
01:40 & below

**B**egin this fight by doing a 180, and find the Black Arms Soldiers if they're there. Defeat those soldiers, take their weapons, and go after Black Bull. The blue gauge goes up very quickly, and once you have it, use the **Chaos Control** to finish it off. Other ways that you can hit Black Bull is to bounce off the Black Wings and him. Black Bull has two different flame attacks, and both of them are ridiculously easy to avoid. You will definitely get an A ranking within three tries.



Grab the defeated Black Arm Soldiers' weapons.



Dodge its flame attacks.



Bounce off of the Black Wings using the Homing Attack.



Chaos Control will finish it off.



## SECRET KEY LOCATIONS

### Secret Door Location:

- In the second room area past Checkpoint #2

### Reward:

- Pair of Gatling Guns

### Key #1



### Key #2



### Key #3



### Key #4



### Key #5



• **Key #1:** Run down the highway after **checkpoint #1** as fast as you can, and get by the bomb before it explodes, so you stay on the top level. The key is shortly after that.

• **Key #2** Use the **Chaos Blast** in the room just after **checkpoint #2** to destroy the nearly indestructible substance.

• **Key #3** After coming out of the first room just beyond **checkpoint #2**, a piece of the highway will fall, and the **Black Tank** will fly across. Go back to where the tank came from to get the key underneath the car.

• **Key #4** Following **checkpoint #3**, you will get to a point with a chain link fence and two **Dash Panels**. Use the dash panels to bridge the gap. Turn around and drop straight off the edge for the key.

• **Key #5** After grinding the red vine, you will see the **Black Tank** materialize. Go behind where it came from, and destroy the broken down car to find the key.





## STAGE 03

## CRYPTIC CASTLE

MISSION

## TYPE

## OBJECTIVE

A

## RANKING

Dark

Light all giant lanterns!

14,000 pts.

Normal

Escape the mysterious castle!

18,000 pts.

Hero

Find Cream!

18,000 pts.



## NORMAL MISSION

After running down the first slope, you will find yourself in a room with a large block on the floor. Stand next to it, and press the **special action button** twice to lift it up and flip it over. Underneath is a hole that you can drop down to reach the **first checkpoint**.

## Balloons

When you see a **balloon**, jump up and grab the handle to take off. The balloon will circle a set path, and return to its starting position. You can jump off the balloon at anytime, so be careful and wait until you have something to land on.



To flip up these blocks, press down the special action button twice.



Wait until there is a place to land before you drop off.

## Torches and Lighting Fires

Throughout this stage, you will find **torches** and **small lanterns**. After you light a lantern, something will happen, like a balloon spring appearing or a wall opening up. Some of these lanterns are required to advance through the stage.

## Riding a Black Hawk

The **Black Hawk** is a bird-like creature that Shadow can commandeer. To be able to use it, you must first deplete its energy. There are actually two Black Hawks on this level, and when you ride them, they will actually end up at different checkpoints. If you are flying from the top



Light the lanterns to advance in the stage.

portion where the giant lantern is, it will end on the left side. The Black Hawk from the bottom will end up on a ledge to the right.

## Finishing the Stage

In the room with the fake Cheeses, run to the door directly opposite of where you entered. Break it down, defeat the Egg Pierrot, and **Triangle Jump** across to the other side. After you lift the block at the end, grind down the pipe. When you reach the end, you will be at the **Goal Ring**.



Tame the Black Hawk first to get on.



Grind on the rail with Speed to avoid the Walker.





## DARK MISSION

The purpose of the Dark Mission is to light all five giant lanterns in Eggman's Castle. The lanterns aren't easy to find, so use the descriptions below in order to reach them all.

### Giant Lantern #1

The first one is located right after you meet Eggman for the first time. Just grab one of the blue flames near by to light the lantern.

### Giant Lantern #2

Ride the balloon after the **second checkpoint**, and jump off as it is going over the middle tower. Light the torch to expand the balloon spring, and use that spring to get to the area with the lantern.

### Giant Lantern #3

After using the **Spin Dash** on the red trail after the fifth checkpoint, ride the balloon and drop off as soon as you are over the balloon spring. You will land on it, and spring to the area with the giant lantern. Don't worry if you miss, because you can always use the rail near the locked door to ride up to the same area.

### Giant Lantern #4

This lantern is in the same room as the fake Cheese. The only way to reach the final lantern is to light this one. If you don't have a flame, don't worry about it, because you can get one by dropping down to the left and using the spring to get on top. After lighting it, a wall will open up to the left of where you entered. Break down the door to reach the area leading to the final lantern.

### Giant Lantern #5

After exiting the fake Cheeses room and breaking down the door, you will find another balloon. Grab a blue torch, and use the balloon. Light the three lanterns in this room as the balloon circles by. After you have lit them all, you will be able to advance to the next section where you can use a **Black Hawk** to fly to the final giant lantern.



This lantern is the easiest to find.



Drop from the balloon when you are over the middle tower.



Drop from the balloon onto the balloon spring to reach the lantern.

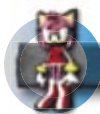


If you don't have a flame, you can reach one by bouncing on the spring.



Lean to the right or left to light the torches.





## HERO MISSION

### Finding Cream

After the second balloon ride, grind down the rail and break down the door. You will wind up in a room with **Amy** who is looking for **Cream**. Cream is located behind a cracked wall on the left side of the room farthest from where you came in.

### Finding Cheese

You will end up in a large room with a lot of Chao that look like Cheese. Don't worry about any of them, because none of them are Cheese. Facing the giant lantern, go to the right and approach the wall. The wall will slide backward, and when it stops, you will find Cheese.



Cream is located behind this wall.



This wall will move back upon approach.



## EGG BREAKER

**A RANKING**  
02:00 & below

The trick to fighting this boss is to jump up when he lands to avoid the shock waves. There will be a bunch of Egg Pawns with guns lurking around, so defeat them to get their weapons first. Use those weapons to defeat him. You'll get hit if you attempt to get it while he is attacking. If you venture out too far, he will throw his spiked ball at you, creating a shock wave as well. Once you have the weapon, fire at the Egg Breaker while you are in the air avoiding his attack.



Watch out for his spiked ball when he is far away.



After his attack, fire while shadow is in mid-air.



## SECRET KEY LOCATIONS

### Secret Door Location:

- After checkpoint #4, reached by balloon spring

### Reward:

- Shortcut leading to checkpoint #6

### Key #1



### Key #2



### Key #3



### Key #4



### Key #5



- **Key #1:** After using the first balloon, grind up the rail to the top portion of the castle. Walk along the roof to the left to get the key that is on a ledge.

- **Key #2** After the **fifth checkpoint**, you will use the **Spin Dash** to get to another part of the castle and end up near a balloon. Before you grab onto the balloon, backtrack a bit, and at the end, destroy the Black Arm Soldier to open the box containing the key.

- **Key #3** After the **fifth checkpoint**, you will open a door by lighting torches. Walk down the hall, break the wall to get into a larger room, and break the wall on the right to reveal a chamber containing the key.

- **Key #4** If you are going down the dark route, you will find yourself aboard a **Black Hawk**. The key is located in mid-air on the right side. Be sure not to miss it.

- **Key #5** The final key can be found if you are taking the normal path. While you are grinding down the rails, and the Giant Walker is chasing you, the perspective will change so that you are grinding toward the camera. The key can be found on the left rail just before you are launched to the goal.



# PRISON ISLAND



MISSION

## TYPE

Dark

Normal

Hero

## OBJECTIVE

Eliminate the GUN Beetles!

Find the Chaos Emerald!

Find the top secret disks!

A

## RANKING

28,000 pts.

28,000 pts.

22,000 pts.



## NORMAL MISSION

The purpose of the Normal Mission is to get to the **Chaos Emerald** as fast as possible. To do this target the Black Arms to raise the **Hero Gauge**, so that you can use **Chaos Control** and blast your way through.

### Alternate Paths

There are two alternate paths within this level. They are both accessed while you are on the **Air Saucer**. You can get to the first alternate path by riding the Air Saucer after the **second checkpoint** and jumping when you are on the ramp next to the flying GUN Beetle. The second alternate path is located after the **fourth checkpoint**. Ride the saucer until you reach the area with some Black Arms on the right. The panel in the middle of the toxic river is a **Jump Panel** that will lead you to the other path.

### Jump Panels

Throughout the stage you will find **Jump Panels**. To use a Jump Panel, just land on it, wait and then jump. It will launch you high into the air. You can use the Jump Panel while on the **Air Saucer** as well.



Jump when the Air Saucer is over the ramp.



Use the Jump Panel to get to the second alternate section.



Jump Panels will launch you high into the air.





### DARK MISSION

The object of this mission is to defeat **40** GUN Beetles. This can be a confusing level, because of the multiple paths. But to finish this stage the dark way, just follow the normal path. Below is a chart showing how many GUN Beetles are defeated by a certain checkpoint. Keep in mind that there are actually more GUN Beetles than 40, so if you miss a couple, don't worry about it.

#### DARK MISSION PROGRESSION CHART

Checkpoint #2	5 / 40
Checkpoint #3	12 / 40
Checkpoint #4	18 / 40
Checkpoint #5	39 / 40



### HERO MISSION

The object of this mission is to help **Charmy** find the top-secret disks hidden around Prison Island. The disks are pretty tricky to find, but fortunately, there are only five of them. Take a look at the helpful guide to getting all the disks.

#### Disk #1

This is the easiest of the five, because it is right in front of you just after you meet Charmy for the first time.

#### Disk #2

You will see a pipe to grind on and a **Pulley** to pull yourself up. Use the Pulley and **Triangle Jump** to the platform with the disk. Don't fret if you fall, because you will still be able to get the disk anyway.



Don't miss the GUN Beetles while riding the air saucer.



You should find this one easily.



Triangle Jump to reach the disk.





You can find this one by taking the second.



Avoid the Goal Ring and get the disk beyond.



The final disk is at the end of the stage.

### Disk #3

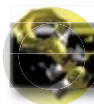
Take the second fork in the river while riding the Air Saucer to reach this top-secret disk. If you didn't make it to this path, warp back to **checkpoint #4**.

### Disk #4

After the fifth checkpoint you will see the **Goal Ring** and a **Dash Ring**. Jump through the **Dash Ring** and **Triangle Jump** on the top portion to avoid the goal. At the end is **Disk #4**.

### Disk #5

After getting on the **Air Saucer** after **checkpoint #7**, ride it to the end of the path where you will find the final disk.



## SECRET KEY LOCATIONS

### Secret Door Location:

- After checkpoint #3  
Just follow the path

### Reward:

- Tank Cannon

### Key #1



### Key #2



### Key #3



### Key #4



### Key #5



- **Key #1:** Make sure that you avoid the jumping panel after the **first checkpoint**, and you will find the key hidden inside of a GUN Box.

- **Key #2** Ride the first **Air Saucer** and jump to take the alternate path. When you arrive at the new location, a locked box containing the key is guarded by many of the **Black Arms**. Defeat them, and get the key from inside.

- **Key #3** Right after the **third checkpoint** and before the secret door, look to your left, and the key is located in the GUN Box.

- **Key #4** After the **fourth checkpoint**, you will ride an air saucer down the river of waste and end up in an area with many GUN Beetles. On the right side is a panel that you can flip over to reveal a key underneath.

- **Key #5** The final key can be found after the **sixth checkpoint**. Ride the **Air Saucer** through the waste until you come to a point with a long path in the middle with pipes on either side. Guide the saucer to the right, and grind along the pipe while on the Air Saucer to get the key.





## STAGE 03

## CIRCUS PARK

MISSION

## TYPE

## OBJECTIVE

A

## RANKING

Dark

Eliminate the GUN Beetles!

30,000 pts.

Normal

Find the Chaos Emerald!

23,000 pts.

Hero

Collect 400 Rings!

26,000 pts.



## NORMAL MISSION

This is the speed mission, so go out and bust up Eggman's Robots. This will help you fill up the **Hero Gauge**. **Chaos Control** is a fast way to advance through the stage. However, there are other speed methods as well, such as **Triangle Jumping** across a long hallway or completely skipping sections all together. The only way that you will get up to speed is to play the level multiple times, and find your own patterns and techniques.



## DARK MISSION

Eggman needs your help in eliminating the GUN that have invaded his amusement park. Destroy **20 Beetles** and the mission ends. While this number may seem low, you won't defeat your final GUN Beetle until later in the level. The chart below shows how many GUN Beetles you should have defeated by a certain checkpoint. Many of them are placed in areas that you would not go, if you're attempting to finish the stage normally.

DARK MISSION  
PROGRESSION CHART

Checkpoint #2 04 / 20

Checkpoint #3 10 / 20

Checkpoint #4 13 / 20

Checkpoint #5 15 / 20



## HERO MISSION

The object of this mission type is to help Tails collect **400 Rings**. There aren't 400 Rings in the level, but there are lots of bonus chances for Rings. The bonus chances happen a lot, but you need to look for them. For example, you can bounce off Eggman's nose, participate in a shooting gallery or jump through a hoop.



Use any speed method that you know like Light Dash to clear this stage quickly.



Some GUN Beetles are found in places that you don't need to get to.

## Shooting Gallery

The shooting gallery looks like a clock. Make sure you have ammo left in your weapon and shoot the clock. When you do, it will begin to tick down. You have a certain time limit in which to shoot balloons. Depending on how many balloons you hit, you will get bonus **Rings**. As you hit balloons, a green gauge will fill up around the clocks hands. Fill it up completely, and





Fill up the clock's gauge for a massive bonus.

you will receive a bonus of **50 Rings**. You can hit any balloon but the purple one, which makes the bonus gauge decrease. So, it's a good idea to avoid that one.

### Eggman's Nose

There are certain places in the level where you need to jump on Eggman's nose, which are in a couple of places on the stage. In some cases, it requires skill. For example, one place where you can miss this type of bonus is after **checkpoint #3**. When you reach the end of the ramp, you will see a purple spherical spring. Jump up and use the **Homing Attack** on it to reach the upper ramp. At the end, you will land on the nose of Eggman. If you miss, you are forced to take the less lucrative bottom path.

### Flaming Hoops

Pass through a flaming hoop, and you will receive a bonus of **5 Rings**. There are only a couple of places where these hoops can be found, but any little bit helps. Look for easy opportunities to get bonus **Rings** this way.



You will get 50 Rings, if you can land on Eggman's nose.



Pass through the fire hoop for some bonus Rings.

## SECRET KEY LOCATIONS

### Secret Door Location:

- Triangle Jump through hallway after checkpoint #4

### Reward:

- Shooting gallery with only yellow balloons

### Key #1



### Key #2



### Key #3



### Key #4



### Key #5



- **Key #1:** Following **checkpoint #2**, the paths go to the left and right. To get the key, you need to jump toward the hole in the center and use the **Homing Attack** to bounce off of the spring.

- **Key #2** Right before **checkpoint #3**, turn around and find the key in Eggman's box.

- **Key #3** Grind the ropes with the four shooting gallery boards and then drop to the bottom with the two Beetles. The key is in the back.

- **Key #4** Use the rocket after grinding down the long string of ropes. When you reach the other side, drop down to the bottom level, turn around and jump to the key.

- **Key #5** Exit the circus tent and ride the roller coaster. You can get the key by holding left while riding it.





## STAGE 04

## CENTRAL CITY

MISSION

TYPE	OBJECTIVE	A RANKING
Dark	Set off the giant bomb!	28,000 pts.
Normal	None	N/A
Hero	Dispose of the small bombs!	18,000 pts.



## GENERAL STAGE TIPS

This stage is a timed stage of sorts, because of the bombs placed in the city. When you reach the stage for the first time, you will have eight minutes to complete it. One thing about this area is that it can get very confusing at times. But if you follow a set path, and not run around frantically, you should finish the stage pretty easily. Once you see a giant bomb, you can detonate it by hitting it multiple times.



## DARK MISSION

The object is to detonate five giant bombs in the city. There are only five of them, but they are not easy to find, unless you plan your path out.

## Giant Bomb #1

Begin by heading toward the Doom's Eye when you begin the stage. Go straight ahead and blow up the dynamite to the right. This will destroy the wall behind it, revealing a **Wide Spring**. Spring up to the upper portion. After touching **checkpoint #1**, you will see the first bomb.

## Giant Bomb #2

After the first bomb, continue forward along the top part of the roof. **Triangle Jump** through the narrow hallway, and on the other side, you will find the second giant bomb.

## Giant Bomb #3

The second bomb destroys the wall ahead. Run forward and grab the rocket. The rocket drops you to the lower level. If you go backward, you'll see a blue light. Touch the light, and your blue gauge fills up to maximum. Use the **Chaos Control**, and you'll wind up at the third checkpoint. The giant bomb is on a building locked in a cage. To get the cage open, defeat the GUN Trooper.



Detonate bombs by hitting them with attacks.



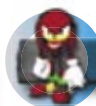
Destroy the wall to reveal a Wide Spring.



Triangle Jump through this portion.







## HERO MISSION



Stay in the GUN Vehicle to go over the toxic waste.

### Giant Bomb #4

From the **checkpoint** in the area, run into the tunnel, and get into the **GUN Vehicle** at the end, and turn right at the three-way intersection. You'll want to use the GUN Vehicle because it can travel over the toxic waste. The fourth giant bomb is locked in a cage. Destroy the GUN Trooper to get the cage open, so you can detonate the bomb.

### Giant Bomb #5

After the fourth giant bomb, destroy the dynamite next to the wall behind it to reveal a pole going up. Be careful, because the small fires can still hurt you. Run forward, avoiding the enemies, and ride the rocket to the next section. Get into the **GUN Vehicle**, ride it to the end of the toxic waste section, and destroy the debris on the right to reveal a spring. Destroy the GUN Trooper to open the cage and detonate the final bomb.



The debris on the right hides a spring.

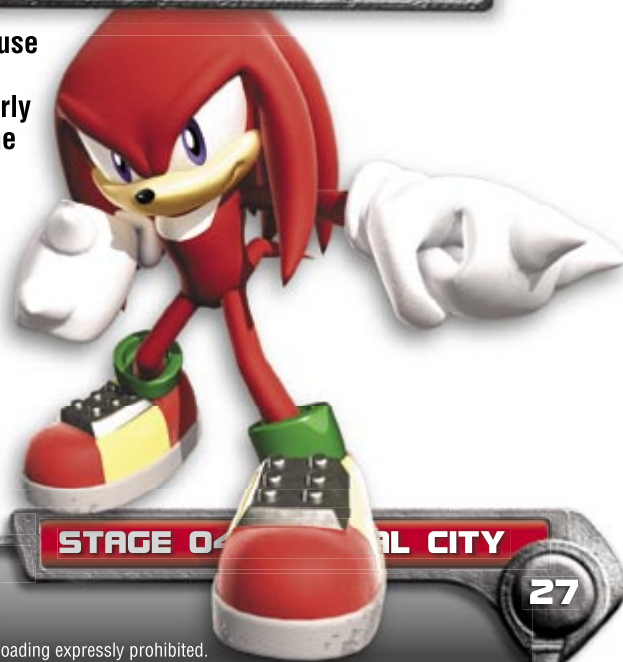
Immediately after beginning the stage, go toward **Knuckles**, and continue in that direction until you reach a Black Arm Soldier. Defeat the Black Arm Soldier, and take its **Vacuum Pod**. This is the weapon you need in order to dispose of the small bombs. There are more than **20 bombs**, but some of them explode when you get close no matter what. The chart below is sort of a guide, but yours may vary, so don't freak out! The main point of this mission is to follow a planned route through the city. Unlike the giant bombs, you will want to remain on the bottom section.

### HERO MISSION PROGRESSION CHART

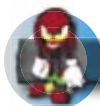
Checkpoint #2	4
Checkpoint #3	12
Checkpoint #4	14
Checkpoint #5	18



You need to use the Vacuum Pod to properly dispose of the bombs.







## HERO MISSION CONTINUED

After you arrive in the wide open area, turn left where a small bomb will detonate, and go through the tunnel. Follow the path until you reach the locked giant bomb, and destroy the wall behind it by using the dynamite. Climb up the pole, and you will find yourself at **checkpoint #4**.

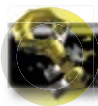


Go through the tunnel to get more of the small bombs.

After **checkpoint #5**, get in the **GUN Vehicle** and travel through the waste. While you are aboard the GUN Vehicle, the bombs will detonate pretty quickly, so make sure you collect them from as far away as possible.



Ride the GUN Vehicle through the toxic waste and get the bombs.



## SECRET KEY LOCATIONS

### Secret Door Location:

- End of tunnel in area after checkpoint #3

### Reward:

- Air saucer



Key #1



Key #2



Key #3



Key #4



Key #5

• **Key #1:** Hang onto the bottom of the helicopter, and jump off when it rises high enough for you to jump to the roof. Defeat the Black Arms Soldiers, and the key in the locked box will be yours.

• **Key #2** Next to the **third checkpoint** is a near unbreakable substance. You can break it by using the **Chaos Blast**.

• **Key #3** After the **fourth checkpoint**, defeat the Black Arms Soldiers and Wings to unlock the spring. Use the spring to launch up to the ledge with the small bomb. Jump over to the ledge with the key after that.

• **Key #4** Located next to the fifth giant bomb located in a locked box. You must defeat the GUN Beetles to unlock it.

• **Key #5** After the **sixth checkpoint**, destroy one of the building's walls to reveal the key behind it. The wall you need to destroy will be on the left side, if you are moving forward through the stage. You will need a bazooka-type weapon or a bomb in order to destroy the wall.



## THE DOOM



MISSION

## TYPE

Dark

Normal

Hero

## OBJECTIVE

Annihilate the GUN Forces!

Escape from the GUN Raid!

Save the captured researchers!

A

## RANKING

28,000 pts.

30,000 pts.

4,500 pts.



## NORMAL MISSION

In this mission you want to use speed, and that means taking as many shortcuts as possible. In the room with **checkpoint #2**, you will want to activate the lift, and get the **Grenade Launcher** out of the GUN container. This weapon is capable of destroying the cracked walls. Use the Grenade Launcher on the cracked wall below, destroy the GUN Trooper, and with its weapon, continue until you reach the long room with two more GUN Troopers.

From the room with the two GUN Troopers and **checkpoint #4**, go straight through the door. When you reach the fan room with the three GUN Troopers, go right and down the slope. At the bottom of the slope, go through the cracked wall to the right, bounce off the three flying **GUN Beetles** to cross the gap, and go through the door to enter another fan room.

From that fan room, go to your left through the unlocked door. You will wind up in a room with a lift. Ride the lifts all the way to the top, and in the final room, you will reach the **Goal Ring**. If you have avoided confrontation, you should finish in less than three minutes and get an A ranking.



Use the Grenade Launcher on the cracked wall.



Use the Homing Attack to get across quickly.



Ride the lift to the top section.





### DARK MISSION

**Y**ou must defeat **60** GUN Soldiers to clear the Dark Mission. This place is a maze, so you are going to need a planned path in order to get through. Grab some weapons in the first room, and in the following room, slide under the door to reach **checkpoint #1**. In the next room, defeat the four GUN Soldiers, and go through the door to find the Doom's Eye.

In the next room, soldiers will break through the walls on either side. Defeat them and continue forward. At the end of this hallway, grab the bomb out of the **Bomb Server**, and use it to blow up the cracked wall on the left. Go through the door, defeat the soldiers and touch the **checkpoint #2**.

In the room with the elevator, destroy the three GUN Troopers in the room, and activate the elevator so that you can go up. Continue taking the elevators to the top portion of this area of the facility, and destroy all the GUN Soldiers. You should have **26** defeated at this point. Once that is complete, go back to bottom of the room with **checkpoint #3**, and go through the door on the right side (while facing them).



Defeat the four GUN Soldiers in the first big room.



Use the bomb on the cracked wall to the left.



Make sure that you go up for more GUN Soldiers.





After going through the door, you will eventually reach a room with a **Bomb Server**. Use a bomb to destroy the cracked wall. Next, make your way past the fans. After the fan rooms, go through the door to your right. Defeat the GUN Trooper and the soldiers that come out of the wall before touching **checkpoint #4**. If you go into the opening where the soldiers came out of, you will come to a point where you need to **Triangle Jump** across. At the end near a wounded researcher is a switch that activates the elevator.

Go straight through the next door, and when you come out to a fan area, go right through the door. Run down the ramp to the next area. If you would like to set up a new checkpoint, it is located directly ahead through the broken wall.

In the area with three flying GUN Beetles, use your **Homing Attack** to bounce off them to reach the other side. After passing through the door into a room with giant fans, go left through the door to reach **checkpoint #6**.

After the **sixth checkpoint**, you will enter an open room. This room has four GUN Soldiers in it. Go through the other entrance to defeat two more GUN Soldiers. Activate the switch for the elevator. You should have defeated **56** GUN Soldiers when you get on the lift.

### DARK MISSION PROGRESSION CHART

Checkpoint #2	14 / 60
Checkpoint #3	19 / 60
Checkpoint #4	35 / 60
Checkpoint #5	45 / 60
Checkpoint #6	50 / 60



This switch activates the elevator.



You should have defeated 50 GUN Soldiers.



Heal units are used to cure the researchers.



### HERO MISSION

Maria would like you to save the captured researchers. There are only **10** of them, but it can take a while, because you not only have to find them, but you have to find a **Heal Unit**. Whenever you find a **Heal Unit**, use it on an injured researcher. The first Heal Unit and researcher are in the first room.



## Researcher #2 and #3

From the first researcher and **Heal Unit**, continue into the next room, and slide under the wall to get to the next area with **checkpoint #1**. When you go through the door, you will end up in a larger room. This room has a **Heal Unit** and two researchers.

## Researcher #4

Exit the large room with the two researchers, and go through the other door. You will arrive in a new area. Go left and some GUN Soldiers will burst through the walls on either side. Don't worry about where they came from! Go through the door instead. At the end of the path, you will find a **Bomb Server**. Use the bombs to destroy the cracked wall on the left, and go through the door to reach another long room with a **Heal Unit**. The injured researcher is behind a cracked wall just left of the Heal Unit.

## Researcher #5

Just go straight through the door past **checkpoint #2**, and you will find a researcher. The **Heal Unit** is located to the left guarded by two GUN soldiers.

## Researcher #6 and #7

After entering the open room with the green rail, activate the elevator by touching the switch and go up. This path will eventually lead to a dead end, but you will find a **Heal Unit** and two injured researchers.

## Researcher #8

Return to the bottom of the room where you hit the switch for the elevator, and go through the door on the right. Slide under the opening, and in the next room is an injured researcher. The **Heal Unit** is on the other side of the moving platform.

## Researcher #9 and #10

After rescuing the eighth researcher, go back to the side with the **Heal Unit** and the **Bomb Server**. Use a bomb to destroy the cracked wall. This will lead to a series of fan areas. When you get through these areas, go through the door on the right. You will arrive in a long room with two GUN Troopers. Destroy the two GUN Soldiers that burst out of the wall, and heal the researcher within. To get to the final researcher, you must **Triangle Jump** across the gap further ahead.



The injured researcher is behind the broken wall.



The final researcher is just beyond the gap.





## HEAVY DOG

**A RANKING**  
01:50 & below

The longest part of this battle will be destroying one of his guns, because you will have to use your **Homing Attack**. Once you have destroyed one, it will fall to the ground. Pick up the **4-Shot RPG**, and use it on him. To use the Missile Launcher, hold down the fire button to lock on. You can lock on to multiple targets at a time. Once more parts are destroyed, he will drop more Missile Launchers. Heavy Dog uses the missiles on you, but you can avoid them pretty easily by moving constantly. The main threat that you will have to worry about is his **Particle Cannon**. It disperses over a long range. As long as you can keep at least one ring in your possession, you have nothing to worry about.



Use your Homing Attack to disable one of the guns.



Steal its 4-Shot RPG and take him out.



Avoid the missiles by moving around.



Watch out for the Particle Cannon!

## SECRET KEY LOCATIONS

### Secret Door Location:

- Accessed by Pulley in fan room w/GUN breaking through the walls

### Reward:

- A switch

### Key #1



### Key #2



### Key #3



### Key #4



### Key #5



- **Key #1:** Exit the starting room and activate the elevator. Get in and go to the upper level. When the elevator descends, get on top of it and jump to the key when it rises again.

- **Key #2** You will enter a long sloped hallway where you can flip a piece of floor onto a GUN Beetle. **Spin Dash** up the incline and then jump to reach the key located on the catwalk.

- **Key #3** When you reach the first **Bomb Server**, destroy the cracked wall to the right to reveal the location of the key.

- **Key #4** Enter the fan room after the **second checkpoint**, and use the **Pulley** to get to the upper level. Use the wind from the fan blowing up there to reach the key.

- **Key #5** Continue up the elevators after the **third checkpoint**, and when you reach the room with green containers in the right corner, use them as a stepladder to the rafter above. Destroy the containers, and the key is behind them.





## STAGE 04

## SKY TROOPS

MISSION

## TYPE

## OBJECTIVE

A

## RANKING

Dark

Take out Eggman's Fleet!

16,000 pts.

Normal

Get to Eggman's Flagship!

25,000 pts.

Hero

Destroy all temple jewels!

30,000 pts.



## NORMAL MISSION

The purpose of this mission is to make it through the stage as fast as possible. This means that you don't stop for anything. Killing the Black Arms is a good way to lower your time, because by doing so, you will gain the power of **Chaos Control**.



## DARK MISSION

Doom's Eye would like you to destroy Eggman's fleet. This is possible by using their special cannons. Whenever you see one of Eggman's ships, a cannon will be located nearby. Press the action button to get inside, and use it to destroy Eggman's ships one by one. Make sure you don't get hit; otherwise the ships will not be destroyed. You're on target when you see a small X-like shape on the object that the gun is pointed at. Your first order of business is to destroy the turrets on Eggman's ships, and go for the body of the ship itself.

## Eggman Ship #1

This one is located just after the **first checkpoint**. This is an easy target, and should help you get acquainted with how to use the **Cell Cannon**.

## Eggman Ship #2

Another easy to find ship, this one is in your way, so don't worry about missing it. When you are firing at it, aim a little ahead of where it's going to be, because it is moving to the left. The turrets are a little hidden as well, making it a more difficult shot.

## Eggman Ship #3

After the **fourth checkpoint**, take the lower path, and you will find his third battleship. This one is the easiest to hit, but because of its proximity, it makes it easier for you to get hit.



Destroy the turrets on the battleship first.

## Eggman Ship #4

After defeating the third battleship, you will come up to a line of rings above a speed boost panel. Use the **Light Dash** to reach the fourth **Cell Cannon** and the fourth battleship.

## Eggman Ship #5

This is the Flagship, and it is equipped with eight turrets: three on each side and two in the middle. Lucky for you, there are two **Cell Cannons** at your disposal in case you lose one. Take out the center turrets first, otherwise the battle will be much more difficult. If you obtained all five keys, you can use a **Black Volt** to take it down easier.

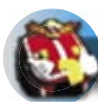


Destroy the shells fired from Eggman's cruisers.



Light Dash here to reach the fourth ship.





## HERO MISSION

**N**ot much of a Hero Mission, because Eggman is a jerk. He is the lesser of two evils, so help him to disable the flying fortress of the Black Arms by destroying the **temple jewels**. Whenever you find a temple jewel, be sure to destroy it. Once you have destroyed all five, the temple will fall.

### Temple Jewel #1

This one is located behind the door after **checkpoint #2**. Watch out for the Black Arms guarding the jewel. These soldiers have a weapon that fires a ring laser that has a wide range. Watch out!

### Temple Jewel #2

This one is located after **checkpoint #3**. After you break the jewel, two enemies must be defeated in order to open the door. To defeat the Black Arms Soldier with the shield, you must use the **Homing Attack**.



**Watch out for the Ring Shot.**



**This guy must be defeated without weapons.**

### Temple Jewel #3

This jewel is on the bottom level guarded by two large Black Arms. Defeat the Black Arms and the jewel is yours.

### Temple Jewel #4

Right after the **fifth checkpoint**, you will enter another room with a jewel. Defeat the enemies in this room, and continue to the end of the stage where the final jewel is located.

### Temple Jewel #5

The last jewel is located at the end of the stage near Eggman's flagship. You can get to it easily by going to one of the **Cell Cannons**, and jump on the rising platform to raise you up to the last jewel.



**Hop on the rising platform.**



## SECRET KEY LOCATIONS

### Secret Door Location:

- Just after checkpoint #6

### Reward:

- Black Volt

### Key #1



### Key #2



### Key #3



### Key #4



### Key #5



• **Key #1:** After the **second checkpoint** you can use a **GUN Jump Vehicle** to jump higher. When you come to the opening with one Black Arm Soldier, look to the left to get the key.

• **Key #2** Reach the area with the second Eggman battleship, and look to the left of the steps to find it.

• **Key #3** After the **fourth checkpoint**, take the bottom path, and look to the right before the cannon.

• **Key #4** The key is located next to the **Cell Cannon** where the fourth battleship is.

• **Key #5** After the **sixth checkpoint**, fly the **Black Volt** until the end of the cave, but drop off it before exiting. If you drop off the edge, you will land on a platform with the key.

**Collect the five keys for access to the Black Volt!**







## STAGE 04

## MAD MATRIX

MISSION

## TYPE

## OBJECTIVE

A

## RANKING

Dark

Activate all bombs!

4,000 pts.

Normal

Escape the digital realm!

27,000 pts.

Hero

Access all terminals!

3,000 pts.



## NORMAL MISSION

Throughout this stage you will see colored tiles. When you step on a tile, it will change colors. To trigger the mechanism that they are attached to you must match up the colors. The color pattern changes as follows:



After the first checkpoint, ride the beams of light up to the top of this tower. Make sure you get the weapons from the Egg Pawns, because you will need the gun to shoot the colored tiles and match them up. Once you reach the end of this section, the blue terminal will be activated. Activating the terminals doesn't matter for the normal mission, but it is good to know where you started so that you don't find yourself backtracking.

Your goal is to make it to the **Red Tower**. That is where you will be able to escape. Once you are in the main chamber with the **Goal Ring**, use the wind to float over to the right or left side with the Egg Pawn, and step on the colored platform. When all the colors line up, you will be taken to the **Goal Ring**.



## DARK MISSION

This is a particularly confusing mission, because of the Light Speed Circuit. This entire stage seems like some alternate universe in the world of Tron. After exiting the **Blue Tower**, you will wind up in a large area. All the bombs you must detonate are in this area. You must detonate **30 bombs**, and it will become very time consuming. Don't worry, though, because the points needed for an A ranking isn't that high.



You start out at the blue tower.

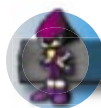


Float over to the right or left here.



Detonate the bombs in this space.





## HERO MISSION

In this mission you must help **Espio** access all the terminals in each tower. The first tower is the **Blue Tower**, and this is where you start. The tips for getting through the Blue Tower is in the Normal Mission section. Once you exit the Blue Tower, make your way to the other towers and access the terminals of each.

### Yellow Tower

After the **third checkpoint**, you will jump across to some rising and descending blocks. Just past those blocks is another platform with different colored blocks. Turn all the colored tiles yellow by stepping on the red ones. Match the colors at the top, and **Light Dash** to the exit of the tower.

### Green Tower

The first couple of sections in this tower are pretty easy. You must match up the colors in order to remove the barriers. After getting by the **Black Hawks** in the beginning section, you will see a long, straight path hovering in the air. Remember that the colors change in a certain order. Jump onto the yellow and change them all to green. After the platform rises, you will arrive at the **fifth checkpoint**.

The next mechanism that is activated is a moving platform. While you are on the platform, you must shoot one of the colors on either side to match the colors that remove the barrier ahead. Jump off the platform and get ready for the next section.

*(continued)*



Turn the red tiles yellow to speed things up.



Shoot the colored tiles ahead of you.



Get a weapon out of the container, and activate the next platform. You will need to shoot multiple color tiles while the platform is moving. Don't forget that you can move to the side while aiming forward by holding down the **R Button** (GC), **R Trigger** (Xbox) or **R1 Button** (PS2). When you see the color tiles on the floor, jump off, and line them up to make that platform rise. You can also use your **Homing Attack** on the spring for a faster route to the top.

## Red Tower

After entering the **Red Tower**, you will see a bunch of colored tiles and Egg Pawns to either side. Match the colors on the tiles to raise the platform, and **Triangle Jump** between the blocks to reach the other side where the Light Speed Circuit is.

In the large area after the Light Speed Circuit, float up to the top using the large wind column, and make your way to the center area above the large sphere. Don't touch the warp hole, or you will be sent out of the tower.



Rotate the camera and hold down the **R Button** (GC), **R Trigger** (Xbox) or **R1 Button** (PS2) to aim forward while moving.



Triangle Jump to the other side.







## EGG BREAKER

**A RANKING**  
03:20 & below

**T**his version of the Egg Breaker is a little more difficult. The minions have explosive weapons, and the **RPG's** that they use aren't that great for damaging him. Your focus should be to use the springs to get to the higher level above the boss. On the blocks floating around, there are Egg Pawns that have the **Egg Guns** you will need. Defeat those robots, and take their guns for use against the Egg Breaker. While you are attacking the Egg Breaker, watch out for his other attack. It is a bunch of large spheres that surround him and fires off in all directions. The RPG-wielding Egg Pawns will still be annoying, but as long as you have at least one ring, you can live.



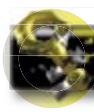
**Watch out for the blasts from the Egg Pawns with RPGs!**



**Get to the high ground.**



**Watch out for his sphere attack.**



## SECRET KEY LOCATIONS

### Secret Door Location:

- In light speed area where green and orange coincide

### Reward:

- A circuit leading to Red Tower directly

### Key #1



### Key #2



### Key #3



### Key #4



### Key #5



- **Key #1:** This one is in the blue area next to a Light Speed Circuit that connects the green area.

- **Key #2** This one is in the **Yellow Tower**. After jumping on the rising and descending blocks, line up the colors, and as the platform rises, the key will come to you if you are on the correct side.

- **Key #3** While riding the second platform in the green tower, deactivate the first shield by lining up the colors, and maneuver behind the switch that you just hit to get the key.

- **Key #4** It's the first of two in the **Red Tower**. When you see the two Egg Pawns on the platforms to the right and left, destroy them and a block will come out from below. Ride it to get to the key.

- **Key #5** In the final area of the **Red Tower**, you can float around. Float all the way to the back behind the warp hole, and you will see a lone block with the key on it.





## STAGE 04

## DEATH RUINS

MISSION

TYPE	OBJECTIVE	A RANKING
Dark	Escape from the forest!	35,000 pts.
Normal	None	N/A
Hero	Drive off the black aliens!	32,000 pts.

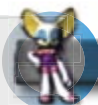


## DARK MISSION

The Dark Mission is the speed mission for the Death Ruins. To do this as fast as possible, you are going to need to defeat as many Black Arms as you can to fill up the **Hero Gauge**. Use the **Triangle Jumping** areas to your advantage to cut down on your times and to avoid any optional areas. If you want to explore this stage completely, do it in the select mode after you have completed it once.



A master of the Triangle Jump will make this mission short.



## HERO MISSION

GUN has driven the Black Arms into the jungle, and it's your job as a hero to get rid of the remaining ones. There are only **50** of them, but they are easily missed. During the first grinding portion, **Rouge** will mention some aliens are below. Jump off the vine to the left, and land on the platform where the Black Arms are. The others aren't easily missed, but if you go too fast or don't backtrack sometimes, you may miss some. After the fifth checkpoint, you will slide down a pole. Make sure you defeat the Black Leech on the way down. As for missing **checkpoint #3**, don't worry about it, because you will not need to reach it to complete the Hero Mission.



Jump off of the vine to the left platform with Black Arms.

HERO MISSION  
PROGRESSION CHART

Checkpoint #2	06 / 50
Checkpoint #3	10 / 50
Checkpoint #4	19 / 50
Checkpoint #5	36 / 50







Defeat the Black Leech on the way down.



## BLACK BULL

**A RANKING**  
02:00 & below

Perhaps the **Black Arms** should get a new weapon, because the Black Bull is a joke. Begin the battle by destroying three Black Arms Soldiers. Remember to take their weapons. After you have enough ammo, use one of the springs to reach the rail where the Black Bull's eye is. When you have a clear shot, jump up and fire at will. You will fill up the **Hero Gauge** very quickly with this strategy. After it's filled, land on the rail, use the **Chaos Control** and jump up to finish him for good. You don't actually need to use Chaos Control, but the effect is cool, so why not.



Defeat the Black Arms Soldiers first.



Use Chaos Control to defeat it.

## SECRET KEY LOCATIONS

### Secret Door Location:

- Drop off to second set of ledges in grinding area

### Reward:

- Hidden passage with item boxes

### Key #1



### Key #2



### Key #3



### Key #4



### Key #5



- **Key #1:** Use the **Pulley** after the first save point and use the spring to reach the extending grass. When the extending grass stretches over the platform with the key, hit the jump button to get off.
- **Key #2** Grind the vine after the **3rd checkpoint** and jump down to the first ledge on the right. From there drop down to the left of the spring to a platform with a spring leading to a second vine and jump off the vine before the speed ring to land on a ledge with the key.
- **Key #3** After **checkpoint #5** you will see red slime and a **Spring**. Destroy the wall to the right of the **Spring** to get the key.
- **Key #4** In the **Triangle Jumping** section after **checkpoint #5**, you need to start by standing on the sand bags to get enough height and in mid **Jump Dash** while Triangle Jumping, get the key.
- **Key #5** In the area with five Black Arms Soldiers, destroy one of the walls in the back to the right or left and get the key on the platform in the back.





## STAGE 05

## THE ARK

## MISSION

TYPE	OBJECTIVE	<b>A</b> RANKING
Dark	Destroy the Ark's defenses!	36,000 pts.
Normal	Get aboard the Ark!	37,000 pts.
Hero	None	N/A



## NORMAL MISSION

The Normal Mission is the easier of the two, because you only need to reach the end. This means that once you are aboard the **Black Volt**, don't disembark until you reach the end of the stage. The toughest part will be keeping the Black Volt's health at full, but lucky for you, there are two places where you can restore its energy. If you put the pedal to the metal, you can finish this mission in three to four minutes.



## DARK MISSION

## Defense Unit #1

At the end of the runway, get one of the guns out of the containers, and hop aboard the Black Volt. When you see the first platform with the lit rails, jump off and you will arrive at the **second checkpoint**. Standing next to the **Black Volt**, destroy the first defense satellite.

## Defense Unit #2

It's right next to the **fifth checkpoint**. You can use the **Black Volt**, but it's easier to just tag it from the walkway with your weapon.

## Defense Unit #3

After passing the platform with the secret door, you will approach this **Defense Unit**. You can either land on the platform and destroy it from there, or take it slow and do it from the **Black Volt**. Both ways work just as well, so destroy it by whatever means you feel comfortable with.

## Defense Unit #4

The last one must be destroyed while on the **Black Volt**. You will fly into a yellow energy area after a series of **Dash Rings**. Don't use the rings, because you will want to take it slow to destroy this last unit. Be careful -- the final unit is guarded by four GUN Cruisers.



Make sure you don't miss the places to fill up the Black Volt's health.



You can use another Black Volt by landing.



Destroy the defense unit from the ground.



Tag this one from the walkway.



Use the method you like best.





Advance slowly to destroy the final defense unit.



## BLUE FALCON

**A RANKING**  
01:50 & below

**S**tart by getting the pistol out of the weapon container, and use the spring to get to the upper level. Destroy his missile launchers, and pick them up after they're dropped. Your main focus should be to remain on the top portion, because that is where you can do the most damage. His **Particle Beam Cannon** is easy to dodge, due to the range that you have to avoid it. Once you have his weapon, focus on destroying him. If you don't have a weapon, you can hit him by using a **Homing Attack**. Watch out! When you are on the lower level, he will throw grenades at you.



Get the pistol at the start.



Use the spring to reach the top level.



Use his own weapons against him.

## SECRET KEY LOCATIONS

### Secret Door Location:

- Located after checkpoint #5
- Reward:**
- Three extra lives

### Key #1



### Key #2



### Key #3



### Key #4



### Key #5



• **Key #1:** Right when you begin the stage, turn around ... the key is right behind you.

• **Key #2** Drop down to the **fourth platform** with the turrets and the squadrons of GUN Beetles. Just below the level with two turrets is the key.

• **Key #3** After the **fourth checkpoint**, you must go through the energy core, and you will see a small platform. Drop down to that platform to get the key. Wait until you are almost to one of the barriers to drop down.

• **Key #4** After you pass by the second **Defense Unit**, you will see another floating platform. Land on it, and get the key at the end of the tunnel.

• **Key #5** When you reach the **Chaos Emerald** at the end, pass it up and get the key at the end of the tunnel.





STAGE 05

# AIR FLEET

MISSION

TYPE	OBJECTIVE	RANKING
Dark	Destroy the President's escape pod!	20,000 pts.
Normal	Find the Chaos Emerald!	20,000 pts.
Hero	Protect the escape pod from the black creatures!	33,000 pts.



## NORMAL MISSION

The Normal Mission requires you to get to the **Chaos Emerald** as fast as possible. Just like the other speed runs, filling up your **Hero Gauge** will allow you to skip portions of the stage. Try to have the gauge filled when you are going through the heavy jumping portions.

### Switches

There are two paths in this stage that the President's ship can take. When you see a junction switch, fire at it to change the track. If it is blue, the President's ship is headed to safety. Red means that the President is headed for danger. Guide the ship to safety for the Hero Mission and red for the Dark Mission.

### Fans

Throughout the facility, there are fans that will try to blow you backward. To keep from being blown away, grab on to the bars and hang on until the wind stops. After the wind stops, **Spin Dash** forward and jump over the laser beams to exit the area.

### Electrified Rails

You can't grind along these rails, because they are electrically charged! The only way you can do this is with an **Air Saucer**. Or, you can fill your gauge up and grind while you are invulnerable. These electrically charged rails save a little time, but more importantly, they often lead to a weapons cache.



Use the Chaos Control to get by jumping areas.



Use the junction switch to your advantage.



Use the Air Saucer to ride the electrified rail.



Avoid being blown backward by hanging on to the bars.





### Trouble Spots

The first trouble spot occurs after the third checkpoint. Once you are outside of the facility, you will see moving platforms. Jump across to the third one. **Spin Dash** along the wall between the lasers, and grab onto the pole and climb up. It is fairly simple to do, but at least a couple of you will fall at least once.

The second trouble spot isn't too much trouble, but it is one of those instant death deals that no one likes. Jump across the platforms on the bottom level, then onto the rising and falling block to get to the second level. As it rises, use the rings to **Light Dash** across. When you reach the highest section, use your **Homing Attack** to bounce across via the flying GUN Beetles.



Jump Dash through the laser beams.



Bounce across the GUN Beetles at the end of this section.



## DARK MISSION

There is only one object to defeat, and that is the President's ship. Your best bet is to turn the switch to red every time, because it will lead the ship into areas where it is unprotected. The GUN Trooper seems like protection, but all they really do is keep your ammo at full. When you reach the outside portion of the level for the first time, instead of grinding along the rail, jump over to where the flying GUN Beetles are, and do some major damage from there. You should have a lot of ammo stocked up from fighting the GUN Trooper.

### Prime opportunities

The best chances to hit the President's ship is when it is rotating along the rail or when you have access to a cannon. To get an A ranking, you will need to finish it off before it gets to the end. Or, you can burn through the stage, and try to destroy it on the final elevator. If you have been damaging it throughout the stage, you will at least pass the Dark Mission for this stage.

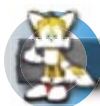


Be sure not to squander the opportunity smash the President's escape craft.



Use the cannons placed in the level to damage the President's escape craft severely.





### HERO MISSION

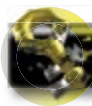
The object of this mission is to destroy **35** Black Arms Soldiers. This is an easy task, as long as you guide the President's escape pod in the right direction. When you are advancing through the level, make sure that the switch is green.

#### HERO MISSION PROGRESSION CHART

Checkpoint #1	07 / 35
Checkpoint #2	20 / 35
Checkpoint #3	21 / 35
Checkpoint #4	24 / 35
Checkpoint #5	30 / 35
Checkpoint #6	33 / 35
Checkpoint #7	33 / 35



Always take the safe path.



### SECRET KEY LOCATIONS

#### Secret Door Location:

- Located before checkpoint #1

#### Reward:

- Air saucer to weapons room

#### Key #1



#### Key #2



#### Key #3



#### Key #4



#### Key #5



- **Key #1:** After using the **Pulley** to go up above the secret door, **Triangle Jump** through the hallway and enter through the top door.
- **Key #2** On the first junction, take the danger path, and destroy the containers on the left side of the room with the appearing GUN Trooper to get the key.
- **Key #3** After the **third checkpoint**, it is located in the large circular room. You have to use your **Spin Dash** on the red slime to reach the upper level where the key is.
- **Key #4** After the **fourth checkpoint**, take the safe path, and destroy the container next to the first GUN Turret.
- **Key #5** It's after the **seventh checkpoint** in the large circular room on the top level between two large GUN containers. Once again, you must use the **Spin Dash** on the red slime to reach the top.



## IRON JUNGLE



MISSION

## TYPE

Dark

Normal

Hero

## OBJECTIVE

Eliminate the GUN Beetles!

Find the entrance to Eggman's base!

Shoot down Eggman's airship!

A

## RANKING

30,000 pts.

30,000 pts.

28,000 pts.

BASIC TRAINING | WALKTHROUGH | EXTRA MODES | APPENDIX



## NORMAL MISSION

This is a mission to get to the **Goal Ring** as fast as possible. Your best chance to get an A ranking is after you parachute down for the first time. When you reach that part of the stage, you will want to have a full **Hero Gauge**. You can fill the blue gauge by destroying Eggman's pawns. Once you have reached the area after using **Chaos Control**, use the **Homing Attack** to bounce across the items and **Light Dash** along the Rings. After the **fifth checkpoint**, you can go to the top or the bottom. If you can stay on the top, it will be much faster, because the only enemy that you will need to defeat is a Big Foot. If you end up on the bottom, jump up to each bar and **Ring**. The rest of the stage after that is very straightforward.



Try to have your Hero Gauge filled at this point.



Light Dash across these Rings for a shortcut.



## DARK MISSION

You need to destroy **28** GUN Beetles. The stage isn't that big, but in order to defeat all the enemies, you will need to get to the very end near the **Goal Ring**. You don't need to take any alternate paths except for after the **fifth checkpoint**, where you will want to take the top path to reach the rest of the GUN Beetles.

DARK MISSION  
PROGRESSION CHART

Save Point #2	05 / 28
Save Point #3	09 / 28
Save Point #4	14 / 28
Save Point #5	16 / 28
Save Point #7	23 / 28



Take the top path after the fifth checkpoint.





## HERO MISSION

This is the most difficult of the three because of the speed of Eggman's airship. To beat this mission you will need to take advantage of three prime opportunities. There is one **Machine Gun Turret** in the stage, and to get to it quickly, you will need a full **Hero Gauge** to arrive before Eggman.

### Opportunity #1

Right after the **first checkpoint**, you will find a **Jump Vehicle**. Use the hopper to reach the higher levels, and while grinding the rail, shoot at the Egg Balloon. You should be able to do some good damage, but not nearly enough to finish him. Make sure that you don't destroy the first two Egg Pawns in the stage.

### Opportunity #2

After you defeat the Egg Pawns in the large room and the Shadow Androids, use the **Pulley** to go up and hop on the rocket to fly over the large gap. At this point, the Egg Balloon should be passing in front of you. While you are parachuting down, attack like crazy with whatever weapon is in your hand.

### Opportunity #3

If you neglected to destroy the first two Egg Pawns, you will have a full **Hero Gauge** after destroying them when you land from the parachute drop. Doing this will advance Shadow all the way to the top of the next area. Use your **Homing Attack** to bounce across the items, and **Light Dash** across to the **fourth checkpoint**. Run forward, flip the block over to destroy the flying GUN Beetles, and get in the machine's gun turret. The machine gun is a great way to do major damage to the Egg Balloon.

### Opportunity #4

After the **fifth checkpoint**, you can use the **Homing Attack** to bounce across the flying GUN Beetles. Another option is to take the lower route by grinding along the rail. The Egg Balloon will descend at this point, so grind along the rail and blast away.

### Opportunity #5

Your final chance is right before the **Goal Ring**. Destroy the GUN Beetle and get its **Semi-Auto Rifle**. From the final checkpoint, fire away! If you did enough damage previously, the Egg Balloon should go down.



Shoot at the balloon while grinding the rail.



Attack the Egg Balloon while floating down.



Use the Gun Turret to deal major damage.



Take the lower path to attack the Egg Balloon.



Use the Semi-Auto Rifle to hit the Egg Balloon.





## EGG BREAKER

**A**

**RANKING**

00:45 & below

This is probably the easiest boss in the game. While it seems like you will be doing a lot of work, avoid most of it by immediately running backward and get into the turret. Begin to blast the Egg Breaker, and you should be able to damage it more than halfway. After the turret is destroyed, run to the other one, and use that to finish him off. If you find yourself with a big gun, you will need to use the rockets to glide down to hit him. The second form is easy enough to defeat as long as you jump over the shock waves when he lands. Be sure to avoid his lasers, also.



Retreat to the turret and blast the Egg Breaker.



You should be able to damage him halfway.



Avoid the lasers.



Attack as you are descending.



## SECRET KEY LOCATIONS

### Secret Door Location:

- In room with Shadow Androids after checkpoint #2

### Reward:

- Tank Cannon

### Key #1



### Key #2



### Key #3



### Key #4



### Key #5



• **Key #1:** Use the **Homing Attack** on the flying GUN Beetle to the left just after the **third checkpoint**. Look behind the objects in the alcove.

• **Key #2** The key is located behind the door in the second room with the Shadow Androids. This is just before the **fifth checkpoint**.

• **Key #3** After the **fifth checkpoint**, the Egg Balloon will descend. Take the lower path, and in the room with the Shadow Androids, get the key that is located behind the boxes.

• **Key #4** Go behind the spring in the room after the **sixth checkpoint** and look on a ledge behind the **Spring**. You may need to do some camera work.

• **Key #5** Destroy the barrels next to the **Goal Ring** to find the last key.





STAGE 05

# SPACE GADGET

MISSION

TYPE	OBJECTIVE	A RANKING
Dark	Destroy the defense systems!	20,000 pts.
Normal	Find the Chaos Emerald!	26,000 pts.
Hero	Find the Chaos Emerald!	34,000 pts.



## NORMAL & HERO MISSION

These two missions are the exact same mission, except that there are time restrictions placed on the Hero version. When you begin the stage, you will see a timer that represents Sonic. If you can get to the **Chaos Emerald** before Sonic, you will get the Hero Mission. If not, you will have to settle for the Normal one. Since the Hero Mission is all about speed, you will want to avoid the path of the **Defense Units**. From the second Defense Unit, continue straight past the second checkpoint and use the **Dash Ring**. The Normal Mission is a bit tougher to get an A ranking on, so go the route of the Defense Units for that one.

### Speed Tip

Inside of the Ark there are two spots in which you can cut down on your time. The first is when you reach the second room while riding the air saucer. Jump off it, and use the **Homing Attack** to bounce off of the Black Wings to reach the platform on the other side.

The second is when you reach the room with lasers. Use the Black Wings to get to the door on the other side. If you don't make it, you probably will not complete the Hero Mission.



Take the upper path for the Hero Mission.



The lower path must be taken for an A ranking in the Normal Mission.



Bounce off of the Black Wings to reach the other side quickly.





## DARK MISSION

### Defense Unit #1

After touching the **first checkpoint**, go forward a bit, and you will reach the first **Defense Unit**. Don't worry about weaponry, because there are two weapon containers nearby.

### Defense Unit #2

The second **Defense Unit** is on the left side of the path after a gravity switch. Once this Defense Unit is destroyed, the defense barriers that serve as a floor will disappear. When this happens, take the lowest path. You will change gravity, and end up on a platform with red liquid.

### Defense Unit #3

If you took the bottom path from Defense Unit #2, you will end up at **checkpoint #6**, where you reach the internal part of the facility. In the second room is a **Defense Unit** behind a protective barrier. Destroy the unit, drop down to the bottom level, and touch the switch to activate the lift that will take you to the door.

### Defense Unit #4

Do not touch the gravity device in the third room. Continue to the fourth. Inside of the fourth room is another **Defense Unit**. Once you destroy the Defense Unit, the barriers acting as a floor will disappear. Fire at the unit from the door that you are going to use as an exit.



Destroy this one, and the floor disappears.



Do not touch this gravity switch.





## Defense Unit #5

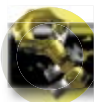
When you enter the fifth room, you will be forced to change gravity. Make it through the sixth room, and when you go through the door, you will arrive at the **seventh checkpoint**. After entering the next room, touch the gravity switch straight ahead to flip the room upside down, and use the spring to get to another gravity unit. You should have a clear shot at the **Defense Unit**. After that, drop down to the bottom of the room.

## Defense Unit #6

After you jump to the bottom of the room with the **fifth Defense Unit**, use the spring to bounce up into the hole, when you are falling toward the door. When you reach the room with lasers, wait until after the lasers fire. Be sure not to fall. Through the next door at the end is the **final checkpoint**. In the next room, drop to the bottom and bounce on the triple spring to reach high ground. Destroy the **Defense Unit** from the back.



Destroy the Defense Unit from behind.



## SECRET KEY LOCATIONS

### Secret Door Location:

- Before checkpoint #4 (Hero path)

### Reward:

- Shortcut

### Key #1



### Key #2



### Key #3



### Key #4



### Key #5



• **Key #1:** After the first gravity change device, jump on to the path above the 4 **Black Hawks**. Use the **Spin Dash** and then jump to get extra height.

• **Key #2:** Up above the path near the **second checkpoint**.

• **Key #3** After the **sixth checkpoint** (lower path), In the room with the lasers, stand on top of the barriers and jump to the key on the side of the room above the green energy.

• **Key #4** After the **eighth checkpoint**, it is in the room with a defense unit and a lot of barriers. Use the **Spin Dash** against the wall and then jump to get the height needed to reach the key.

• **Key #5** Grind the rail after the **fourth checkpoint**, and when you jump through the gravity changer, make sure that you fall all the way down toward the **Chaos Emerald**. The key is in mid air right before it.



# LOST IMPACT



MISSION

## TYPE

Dark

Normal

Hero

## OBJECTIVE

None

Get to Gerald's Laboratory!

Defeat the Artificial Chaos!

A

## RANKING

N/A

34,000 pts.

16,000 pts.



## NORMAL MISSION

The object of the Normal Mission is to reach **Gerald's Laboratory**. There are no shortcuts, only speed. Follow the instructions for the Hero Mission, and you will reach the goal after the **seventh checkpoint**. Just a word of warning: The Hero Mission is the tough one, so if you can complete it, you will easily be able to finish this one. Just ride the lifts from one location to the next as fast as you can until the mission is complete.

**Don't waste your time with any enemies while on the GUN Lift.**



## HERO MISSION

The object of this mission is to defeat the Artificial Chaos throughout the facility. There are **35** enemies, and to get them all in a relatively decent time, you are going to need some tricks. The GUN Soldiers will not attack you, so you don't worry about them. If you do defeat them, you are just losing part of your Hero score at the end.

### 1st Checkpoint

After touching the **first checkpoint**, enter the room ahead to the right, and break open the weapon container for the **Grenade Launcher**. This gun is useful because it can destroy the Artificial Chaos quickly. Next, activate the lift and go up. There are two floors there. Once you are finished up top, drop down, and ride the **Gun Lift**. While riding this lift, you can speed up by pressing the action button and fire with the action / shoot button. This next section has four Artificial Chaos.



**Just defeat the enemies that are necessary.**



**Destroy the Artificial Chaos while on the Gun Lift.**



## 2nd Checkpoint

Get on the **GUN Lift** for the second section, and destroy the four Artificial Chaos before getting off.

## 3rd Checkpoint

Go up the lift straight ahead from the **checkpoint**, and destroy the three Artificial Chaos. The tricky one is the Artificial Chaos in between levels. You can easily take him out when you're on the pole. Once that is taken care of, go down to the bottom, and enter the door that is on your left side (with your back against the lift).

After going through the door, you will enter a fan room. Go to the right, and destroy the **Artificial Chaos** inside. Head back to the fan room, but enter through the other door. You can run by the Artificial Chaos, and destroy it easily by flipping pieces of flooring onto it. Your next step is to enter a second fan room. Getting to the next checkpoint is straightforward: When you enter, destroy the bomb next to the two Artificial Chaos to easily destroy them. The other door in this room will lead to one more Artificial Chaos.

## 4th Checkpoint and 5th Checkpoint

Jump on the **GUN Lift** to destroy four more Artificial Chaos before the next checkpoint. After the **fifth checkpoint**, get on the other Gun Lift, which takes you outside. Move slowly when entering inside of the facility, because there is an Artificial Chaos waiting.



This Artificial Chaos can be tricky.



Use the flooring to get rid of this Artificial Chaos.



Don't miss the ones hiding in the shadows.





### 6th Checkpoint

Enter the room where you need to activate the switch. Defeat the Artificial Chaos in the next room. This lift will have you going down instead of up. When you reach the bottom, you will arrive at the **seventh checkpoint**.

### 7th Checkpoint

Get on the lift, which takes you down another corridor. Hopefully you have destroyed every one of the Artificial Chaos up to this point. By the **eighth checkpoint**, you should have defeated **33** of the Artificial Chaos.

### HERO MISSION PROGRESSION CHART

Checkpoint #1	01 / 35
Checkpoint #2	08 / 35
Checkpoint #3	12 / 35
Checkpoint #4	21 / 35
Checkpoint #5	25 / 35
Checkpoint #6	26 / 35
Checkpoint #7	27 / 35
Checkpoint #8	33 / 35



### SECRET KEY LOCATIONS

#### Secret Door Location:

- Use Pulley in fan room with Artificial Chaos

#### Reward:

- A military GUN Vehicle

#### Key #1



#### Key #2



#### Key #3



#### Key #4



#### Key #5



- **Key #1:** Use the elevator in the room with the **first checkpoint**, and make your way to the top level. Once you are at the top, climb the pole, and you will see the key in mid air.
- **Key #2** Take the door on the right after the **third checkpoint**, and go to the last room in that section. Don't destroy anything in that room, because you will need to use the tallest objects to reach the key that is suspended in mid air.
- **Key #3** Ride the **GUN Lift** after the fifth checkpoint, and when you get outside, stop and jump to the right. The Rocket will take you up to the platform with the key.
- **Key #4** Jump up above the green rail in the same room as the **eighth checkpoint**. To get there, you need to head near the door, jump on the railing and move up to the ledge where the key is.
- **Key #5** Take the door on the right side in the room with the **eighth checkpoint**, and break through the wall using the **Grenade Launcher** or a bomb. Behind the wall is the key.





## STAGE 06

## GUN FORTRESS

MISSION

TYPE	OBJECTIVE	A RANKING
Dark	Destroy the core of the base!	20,000 pts.
Normal	None	N/A
Hero	Find the Chaos Emerald!	18,000 pts.



## DARK MISSION

## Core #1

Throughout the base there are three cores. The object is to destroy them all. After the **second checkpoint**, you will enter a long room. At the end on the top of the structure is the first base core. As long as the core is active, robots will continue to attack you indefinitely. An easy way to take it out is to use the **Gun Turret** when you enter the room.

## Core #2

Go through the door after the **fourth checkpoint**, and make your way through the surveillance area. Once you enter the core room, destroy the two Missile Foots. Use the **Gun Turrets** on either side to take out the core.

## Core #3

To get here you need to take the difficult surveillance area after the **sixth checkpoint**. Once you arrive in the core room, lift the floor piece on the right or left to destroy the Trooper. Go to the **Gun Turret** quickly. This is the most difficult of the cores, because everything in this room regenerates. Just get rid of the core as quickly as possible.

(For Boss information turn to page **70**)



Use the gun turret to take out the core.



Destroy the GUN Beetles first.



Lift the floor piece to destroy the Missile Foot quickly.





## HERO MISSION

The object is to reach the **Chaos Emerald** in the base. Use the **HMMWV** to go as far as you can before it runs out of energy. After going through the automatic door, and entering the large circular room, go to the middle area and use the **Gun Turret** to destroy the GUN Beetles along the exterior. Grab onto the pulley to get to the outer area.

After getting **Rouge**, use the **Pulley** to get over the laser wall. The perspective will change, and you will see a target. That target is a surveillance camera, and you will be shot if you stand still.

After you pass the first core, jump over to the pole and slide down. You need to be careful of the lasers that are moving back and forth. To get by them, wait until after they pass the center and move to the outside. You can get by all three of them as long as you don't pause.

After sliding down the pole past the lasers, get into the **Jump Vehicle**. If you don't use it to get by the laser beams, you will need to use the fan to get over them. You will enter another large circular room.



Use the HMMWV to go as far as you can.



Don't stand still, or you will be shot.



Don't pause when going down.





Use the Jump Vehicle to keep from getting lifted.



Move to the left and right to avoid the lasers.

The **Pulley**, after the **fifth checkpoint**, is a long one. While you are descending, move left and right to avoid the laser beams and getting kicked off. When you enter through the door, grind the rails, and you will eventually reach the **sixth checkpoint**.

In the room with the **sixth checkpoint**, hop on top of the containers, and jump up using the bars in the corner. Hop over the blue barrier at the top, and enter the military vehicle. Mow down the GUN Troopers while closing walls in your way. Once you reach the blue barrier, hop out and continue on the path. You will reach the **Chaos Emerald**.

(For Boss information turn to page 71)



Jump onto the containers to find the other route.



## SECRET KEY LOCATIONS

### Secret Door Location:

- Take the top route after checkpoint #4

### Reward:

- A military vehicle and hidden shortcut

### Key #1



### Key #2



### Key #3



### Key #4



### Key #5



• **Key #1:** From the start of the stage, it is located on the left side behind the large containers.

• **Key #2** After using the pulley in the first large room, get the key that is located to the right between two large containers.

• **Key #3** In the second large room after getting the **Jump Vehicle**, go up to the second level past the **Pulley**, and find the key sitting on the ground next to the barriers.

• **Key #4** The key is located behind the second core after the **fourth checkpoint**. This one is easy to miss, especially if you are going for speed.

• **Key #5** After using the **Pulley** to go up after the secret door, you will arrive at a hallway with two walls on either side. Use the **Triangle Jump** to get past the three laser beams at the end, and land in the area with the key.



## BLACK COMET



MISSION

## TYPE

Dark

Normal

Hero

## OBJECTIVE

Exterminate the GUN Forces!

None

Find the Center of the Black Comet!

A

## RANKING

28,000 pts.

N/A

18,000 pts.



## DARK MISSION

You must defeat **50** GUN Soldiers to finish the Dark Mission on this stage. Throughout the stage, you will be riding on the air saucer often. There are very few places that you need to divert from the main path in order to find GUN Soldiers. After the **first checkpoint**, ride the air saucer to the right of the tunnel farther down, and get onto the land on the right. This will lead to two GUN Troopers. When you reach the next air saucer, you should have defeated six GUN Soldiers.

After the **fifth checkpoint**, you will get on an **Air Saucer** and ride through a canal. There's a lot of flying Big Fooths in the canal, but on the upper paths, there are more GUN Beetles as well. When you reach the end, avoid going into the warp hole, so that you can get the Troopers that you missed.

After the **sixth checkpoint**, you will come up to a red vine. If you were going for the Hero path, a shortcut would be present here. Since you are not, make sure to get to every portion of this area and defeat all the GUN Soldiers.

In the large area with the Gold Worms, defeat the Black Assassin Soldiers in order to lower the barrier. When you reach the next area that you can walk on, **Light Dash** across to the door and touch the **seventh checkpoint**.

(For Boss information turn to page 70)

DARK MISSION  
PROGRESSION CHART

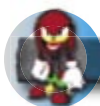
Checkpoint #2	06 / 50
Checkpoint #3	09 / 50
Checkpoint #4	10 / 50
Checkpoint #5	20 / 50
Checkpoint #6	34 / 50
Checkpoint #7	44 / 50



Ride the Air Saucer to the right of this area.



You must defeat the Black Assassin Soldiers.



## HERO MISSION

You must reach the center of the comet. Begin by using the air saucer after the **first checkpoint**, and go underneath the bridge that is straight ahead. If you keep continuing straight, you will eventually reach the **second checkpoint**.

From the **second checkpoint**, get on the air saucer, and go straight ahead until you reach two GUN Troopers. From there, go to the right to get **Knuckles**, and use the speed ramp to boost yourself to another platform. Activate the switch when you get there, and ride the platforms up to the next level.

After going through the blue door, you will drop down to a lower area. Run down the path, and at the end, get on the **Air Saucer**. Ride it to the other shore, and run down the hallway. After using the saucer to get to the land on the right, destroy the Black Assassin, and jump across the platforms to the other side. Enter the warp hole.

The next part after the **fourth checkpoint** is a straight path. When you see a wide open area, you will need to be on an **Air Saucer**. Use the **Dash Ring** to get into the sea of black, and go to the left to get on the land. At the end of a long path with many GUN Beetles, you will enter a warp hole. *(continued)*



Go straight ahead from the start.







Drop straight down from the second torch as a shortcut.

After the **sixth checkpoint**, you will enter a large circular area. Grind down the first red vine, and walk along the path until you reach the second torch. From there, drop straight down, and you will land where you need to be.

When you reach the next air saucer, go straight in the large area and defeat the three Black Steel Soldiers to lower the barrier. When you reach the land again, Light Dash using the **Rings**, and go through the door to the **seventh checkpoint**. You should be able to get to the end pretty easily from here.

(For Boss information turn to page 72)



## SECRET KEY LOCATIONS

### Secret Door Location:

- Follow left path after fourth checkpoint

### Reward:

- An assortment of weapons

### Key #1



### Key #2



### Key #3



### Key #4



### Key #5



- **Key #1:** When you begin the stage, take the route that leads you to the GUN Beetles. Before jumping onto the second air saucer, destroy the alien substance to the left behind the GUN Beetle to find the key.
- **Key #2** Get on the air saucer after the **second checkpoint**, and navigate to the rear of the area where the key is hidden.
- **Key #3** Look to your left after going through the big blue door following the large grinding section.
- **Key #4** The key is on the path just before you drop down to the bottom level following the **seventh checkpoint**.
- **Key #5** Use the air saucer to navigate the black ooze near the **Chaos Emerald**, and you will find the final key.



STAGE 06

# LAVA SHELTER

MISSION

TYPE	OBJECTIVE	A RANKING
Dark	Activate the volcanic defense systems!	26,000 pts.
Normal	None	N/A
Hero	Find the center of the base!	32,000 pts.



## DARK MISSION

You need to activate the **Volcanic Defense Systems** throughout Eggman's base. All you have to do is just shoot it a bunch of times. Whenever you activate one, the lava will rise, making it especially difficult to get through. The Dark Mission path is especially difficult compared to the Hero Mission.

### Volcanic Defense System #1

You will run straight into this one. After it is activated, jump across the platforms to the left to reach the door leading to the **second checkpoint**. Make sure you defeat the Egg Pierrot near the door from a distance.

### Volcanic Defense System #2

Before you reach the second **Volcanic Defense System**, you will fall down into a room with a bunch of bars that stretch from either side. If you fail to grab on, you will be taking a lava bath. After the second mechanism is activated, grind the rail to the right to get to the **third checkpoint**.

After the **third checkpoint**, you have to take the top portion in order to avoid the lava. If you are good at **Triangle Jumping**, it's a faster alternative. If not, you can grab on to the bars that stretch from side to side. After grinding the rail, make sure you jump off to the left with Eggman's Pawn, since the rest of the rail is underneath the lava.

Don't miss any of the bars, or you will fall to your doom!



Shoot the Volcanic Defense Systems to activate them.



Defeat the Egg Pierrot from a distance.



Triangle Jump to get across this area more quickly.





### Volcanic Defense System #3

This one is located after the **fourth checkpoint**. After it is activated, jump across the platforms to the left and across the protruding platforms. Go through the first door, and you will arrive at the **fifth checkpoint**.

### Volcanic Defense System #4

Jump across the lava area, and avoid the moving lasers by jumping when they are in the raised position. Go through the door to enter the room with the fourth mechanism. After the fourth mechanism is activated, jump across the platforms ahead. Make your way up to the top of the area. Be careful, because some of the platforms will move in and out from the wall.

### Volcanic Defense System #5

After making it up to the top of this area, the **Volcanic Defense System** is straight ahead at the bottom of the path. You will need to defeat many Shadow Androids that are guarding the device.

(For Boss information turn to page **72**)



Jump across the platforms.



It's a long way up to the top.



Many Shadow Androids guard this final defense system.



## HERO MISSION

Completing the Hero Mission is simple. You must make it to the center of the base. After the first grinding portion, hit the switch and go through the door. Touch the first checkpoint.

You will be much better off if you can **Triangle Jump** through the hallway, and get through the top door. If you aren't able to, you will need to take the more difficult bottom route. You will need to grind forward on the rail, but be careful, because the platforms ahead will sink into the lava and rise up. Make sure you begin your jump as they are rising.

You will come across a bunch of Eggman's **Volcanic Defense Systems**. Don't activate any of them, because doing so will just impede your progress. Grind the rail past the second checkpoint, and jump up to the line of rings. **Light Dash** to get by more quickly, and use the **Pulley** to go up.



Hit the switch to open the door.



These platforms will sink and rise.



Make use of the Light Dash to get through more quickly.

You will enter another **Triangle Jump** portion after the **third checkpoint**. If you can stay on the top, things will be much easier. If not, you must jump across the platforms protruding from the walls, and use the fans to get to the higher platforms. This will take you to the third of Eggman's **Volcanic Defense Systems**.

Pass Eggman's **Volcanic Defense System**, and use the **Pulley** to go up. Through the door is the seventh checkpoint. In the next section, grind the rail and make sure you jump to the rail with the rings on them to avoid Eggman's Pawns.

(For Boss information turn to page 72)



Use the fans to reach the higher platforms.



Jump to the rail with the rings.



## SECRET KEY LOCATIONS

### Secret Door Location:

- Located before Checkpoint #1

### Reward:

- Air saucer shortcut to first Volcanic Defense System

### Key #1



### Key #2



### Key #3



### Key #4



### Key #5



• **Key #1:** After the **first checkpoint**, **Triangle Jump** through the hallway, and go through the top door. The key will be sitting on the middle rail.

• **Key #2** Use the **Pulley** to go up after the **second checkpoint**, and pull up the grate to reveal another path. In the next area, run down the path and find the key at the end.

• **Key #3** Take the top path after the **third checkpoint** to reach it. It is on the center rail. If you are going for the Dark Mission, you will find this key automatically.

• **Key #4** After making it up to the top area after the fourth mechanism, you will find the key automatically.

• **Key #5** After the long grinding section, you will arrive at the final portion with three rails before the **Chaos Emerald**. The key is located on the right rail.



## COSMIC FALL



MISSION

TYPE	OBJECTIVE
Dark	Find the Chaos Emerald!
Normal	None
Hero	Find the computer room!

A

RANKING

24,000 pts.
N/A
15,000 pts.



## DARK MISSION

It doesn't matter which mission you're trying to complete, because you only have **15 minutes**. If you want to score an A ranking, you'll need to take advantage of the shortcuts and speed areas sprinkled throughout the stage. The following tips are for the Dark Mission and reaching the **Chaos Emerald**. Be careful, because the passageways are collapsing, so you'll need to jump from the falling platforms.

Your first shortcut is after the **first checkpoint**. Use the **Dash Panel** and pass through the **Speed Rings**. While you are in mid-air, use the **Light Dash** when you see the line of **Rings**. This will immediately take you to the internal transport. If you miss, jump up the platforms. The upside to missing is that you will get the **Heat Barrier**.

The floating platforms after the **third checkpoint** are spinning. To land safely, stand on the end of the platform and jump to the other one as its edge spins into range. You may need to **Jump Dash** to insure that you land safely. Farther into that section the platforms will begin to fall after you land on them. A small explosion occurs before the drop.

Another annoying section follows the **fourth checkpoint**. This time the platform is spinning, and you must make it to the one after the current platform you're standing on flips upside down. Once you get by that section, you will use another internal transport to get back inside the Ark.

(For Boss information turn to page 72)

Jump Dash from the edge of the platforms.



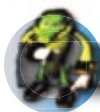
Jump across the falling platforms.



Light Dash when you see the line of Rings.



Jump before the platform flips over completely.



## HERO MISSION

Once you see the **Chaos Emerald**, **Triangle Jump** on to the **Emergency Panels** to land on the platform above the **Chaos Emerald**. From there, **Triangle Jump** to the door, and use the **Dash Panel** to go back outside.

Get on the **Jump Vehicle** after the **sixth checkpoint**. You'll have to jump your way up across the platforms. You will eventually reach a section with **Dash Panels**. When you are launched, you need to guide Shadow onto the next platform. The second Rocket will take you to the computer room.

(For Boss information turn to page 71)



Triangle Jump across the Emergency panels.



Use the Jump Vehicle in this section.



## SECRET KEY LOCATIONS

### Secret Door Location:

- Right after fifth checkpoint

### Reward:

- Switch to open a room with an Extra Life



Key #1



Key #2



Key #3



Key #4



Key #5

- **Key #1:** While riding the transport into the Ark the first time, hold to the left to get the key as you are whizzing by.

- **Key #2** After the **third checkpoint**, stand on the corner of the platform after a piece falls and the key will run right into you.

- **Key #3** Jump across the rotating platforms after the **fourth checkpoint** and stay on the top portion until you reach the final one with the key.

- **Key #4** After the **sixth checkpoint** use the **Jump Vehicle** to reach the top platform area using the **Pulleys**. When you reach the top, turn around and the key is in space over a spinning platform.

- **Key #5** Using a series of **Dash Panels**, you will fall a long way down. Don't bother using the speed circles, but instead, fall down and get the key that is on top of the right pillar before the rocket.



## FINAL HAUNT



MISSION

## TYPE

Dark

Normal

Hero

## OBJECTIVE

Activate all of the Black Comet's Shields!

None

Find Black Doom!

A

## RANKING

18,000 pts.

N/A

25,000 pts.



## DARK MISSION

The object of the Dark Mission is to activate all the **Black Comet's Shields**. You do this by attacking each one so the red ball is on top. Although there are only four shields, it alters the way you get through the stage, when you activate a shield.

## Shield #1

This one can be found after the room with the second checkpoint. After using the **Dark Spin Dash** to get down to the lower level, it is straight ahead. Once it is activated, go to the path on the left, disable the **Black Volt** and get on.

## Shield #2

This one is located after the **fourth checkpoint**. Use the **Black Volt** afterward to reach another area of the Black Comet.



The red energy ball is on top when the shield is activated.



Disable the Black Volt.



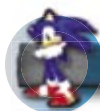
## Shield #3

Find it after the **sixth checkpoint** guarded by two Black Assassin Soldiers.

## Shield #4

This one is located at the very end of the level. If you have activated three shields, you will get the Dark Mission. If not, you can get to Black Doom by touching the **Goal Ring**.

(For Boss information turn to page 70)



## HERO MISSION

The object is to reach **Black Doom**. This is a long stage, and reaching it will take a while, if you don't use any shortcuts. Luckily for you, the entire stage is filled with Black Arms Soldiers. You should be able to fill up the **Hero Gauge** a couple of times. Also, note that throughout the stage there are walls that are slightly off-color. If you use the **Vacuum Pod**, you can pull these pieces out of the wall.

The first section you can pull the wall out is after the **second checkpoint** on the bottom level to the left. There are also an unlimited number of Black Arms Soldiers that will appear. After you have removed the blocks, go up the ramp to the right, so that you can jump to the other side of the room.

If you didn't activate the shield before the large room, you'll be able to use the **Vacuum Pod**. To get the gun out of the locked box, defeat the Black Assassin Soldiers. Pull out the off-colored block, and use the spring to get to the top. To block the lasers, you will need to pull out two more blocks from the wall. In the following room, defeat the Black Arms Soldiers in order to get the platforms to come out. *(continued)*



You have to activate this one to finish the Hero Mission.



Use the Vacuum Pod to pull out the wall.



Block off the lasers with the blocks.





These platforms won't appear unless you defeat the Black Arms first.

Use a **Dash Panel** to reach a circular platform. Be careful, because there will also be Black Arms Soldiers milling about that you'll have to destroy. Once you do, a vertically moving platform will be available to the right. Ride it to the top level, and you'll come to the second secret door and a line of rings. Use your **Light Dash** to collect them.

(For Boss information turn to page 71)



Use the Light Dash to reach the top.

## SECRET KEY LOCATIONS

### Secret Door Location:

- After circular area w/ four Black Arms Soldiers, past seventh checkpoint

### Reward:

- Black Arms Gun Turret

### Key #1



### Key #2



### Key #3



### Key #4



### Key #5



- **Key #1:** Located behind the **second checkpoint** on the bottom level.

- **Key #2** Pass through the large loop after the **third checkpoint**. When you reach the room with the Black Oaks, go up the right ramp and destroy the rock to reveal the key.

- **Key #3** Don't activate the second shield! Just continue forward. The key is located in the back of that room to the right in a secret area.

- **Key #4** Activate the second shield when you reach the area with the large craft and the **Black Arms Cannon**. Then, look to your left.

- **Key #5** Just after the secret door, **Light Dash** up to the next area, and ride the platform to the path on the other side with the key.



## STAGE 06

## BOSSSES



## SONIC &amp; DIABLON



A RANKING

04:00 &amp; below

STAGE	MISSION
GUN Fortress	Dark
Black Comet	Dark
Final Haunt	Dark

You can only defeat Diablon, but Sonic has his uses. For most of the fight Diablon will have a shield around him. If you bounce off of Sonic, you can get high enough to hit Diablon who will fire a laser at you. Only when Diablon is firing the laser can you hit him. After you have dealt enough damage, Diablon will fall to the ground. He has an **Anti-Matter Cannon** with a wide range. You can tell when he is about to fire because he will say, "Charge Complete." When he lifts his hand for the attack, look at the outline, and get out of range. You won't do much damage to him, but each time you hit him, your red gauge will fill up. When it's full, unleash the **Chaos Blast** to do major damage to him. When Diablon is nearly dead, his Arm Swipe Attack will linger longer. Wait until after he has swung his arm, and counterattack when he is stunned.



Bounce off Sonic to get above Diablon's head.



Watch out for the laser beam.



The outline is the range for the Anti-Matter Cannon.



He will try to hit you by swinging his arms.





## BLACK DOOM

**A RANKING**  
02:00 & below

STAGE	MISSION
GUN Fortress	Hero
Cosmic Fall	Hero
Final Haunt	Hero

**B**lack Doom has three main attacks that you need to watch out for. He has **flames**, **meteors** and a **Boomerang Attack**. The Boomerang Attack must be avoided by standing on one of the platforms while the flames or the meteors can be avoided side to side. Black Doom will teleport around the room and attack you. Attack him after he is finished attacking. As he weakens, he will get more attacks by leaving an image of himself. After dealing a couple of hits, he will disappear. Repeat the pattern of waiting for him to attack first. Find weapons in the corners of the room as soon as you can, because you don't have much time in which to defeat him.



Don't get fooled by the apparition.



Dodge the Boomerang by standing on a platform.



Move side to side to evade the flames and the meteors.



Hit him hard with weapons.





## EGG DEALER

**A RANKING**  
03:20 & below

STAGE	MISSION
Black Comet	Hero
Lava Shelter	Hero, Dark
Cosmic Fall	Dark

The Egg Dealer can be the most random, but it is also the easiest to defeat. Even though the Egg Dealer has control of the attack, the person that lines up the final reel is the designated attacker. While it seems like a good idea to attack him as he is coming at you, the best way is to chase him as he initially gets up. When he gets up, you can jump and do a **Homing Attack** to stop the reel. Then, quickly do a Homing Attack again to hit a second one. Sometimes the third attack won't connect. If this happens, just run behind him until you are lined up straight, and then attack. It's weird, because when you fight him this way, the Homing Attack lasts much longer than usual. You should have no problems getting an A ranking after a couple of tries. Below is a list of the reels and what they do.

### EGG DEALER REEL CHART

Reel	Reward
Rings	Rings
Egg Pawn	Egg Pawn
Bomb	Bomb
Missile	Missile
Shadow	Shadow



Stop the reels by hitting the buttons on the front.



Try to get Shadow Fever.



You can attack him from the back as soon as he gets up.



Stop the last reel to send Eggman's attack against himself.



## THE LAST WAY



## MISSION

This is the game's final stage, and to reach it, you need to finish the game by clearing all the stage 6's on both **Hero** and **Dark**. That means you will go through the game at least 10 times. It seems long, but once you are proficient at the game, it will be no problem. Plus, you will want to see all the different endings for Shadow. There is no ranking on this stage -- all that you have to do is reach **Black Doom** at the end within the time limit. Use **Chaos Control** as much as you can.



## MISSION TIPS

When you reach the GUN Beetle, use the turret to the left side to take it out if you want. Since there is no ranking and the time limit is very short, you can just pass by quickly. The GUN Beetle drops giants, and you can take a couple of those guys out to get their weapons.

Between the **third** and **fourth checkpoint**, you will find yourself trapped in two rooms where you will need to use **Chaos Control**. You should actually be using Chaos Control throughout this place, because 10 minutes just isn't enough time to be lingering around and exploring.



Defeat the enemies here for their weapons.



Use Chaos Control to get out of these sections.

Between the **fifth** and **sixth checkpoints**, you can advance quickly by using the **Homing Attacks** to bounce across the pit with the Black Volts. On the first one, you will need to **Light Dash** on the line of rings. For the second set of **Black Volts**, jump toward the one in the middle, because the one in front sometimes causes Shadow to miss.



Use the Homing Attack on the Black Volts.



## DEVIL DOOM

**A** RANKING  
N/A

Using the Chaos Emeralds Shadow has achieved his ultimate form. Unfortunately for him so has Black Doom. While Shadow is in his super form, he is invincible, but he loses Rings. You can get more **Rings** by shooting the balloons. Focus on getting Rings first, because you will need them early on. Pressing the Jump button dashes, and you will need to dash to avoid Devil Doom's attacks. Super Shadow can shoot normally by pressing the attack button, but if you hold the button down, you can use the **Chaos Spear**. The Chaos Spear has limited range, so you will have to be fairly close to Devil Doom's Eye. Every time that you hit him, his eye will switch places. He has two heads, so just rotate every time that you register a hit.



Shoot the balloons to keep your Ring total up.



Hit the eye normally first.





To give yourself a chance to hit him with the **Chaos Spear**, register a hit normally and then charge the Chaos Spear while **Spin Dashing** around. If you keep your distance just right, you will get a clear shot at his eye. If you get too close to Devil Doom, he will use **Chaos Control**. The good thing about this is that more balloons containing **Rings** will appear. Once you get the strategy down, you can beat him in less than three minutes.



After the first hit, it's easier to connect with the Chaos Spear.





Get too close, and Devil Doom uses Chaos Control.



## CONGRATULATIONS!

You've just helped Shadow solve the mystery of his own past!



### SECRET KEY LOCATIONS

#### Secret Door Location:

- To the right of the first GUN Beetle

#### Reward:

- Warp hole to checkpoint #4

#### Key #1



#### Key #2



#### Key #3



#### Key #4



#### Key #5



• **Key #1:** After leaving the room with the first GUN Beetle that you have to fight, don't use the red slime. Instead, jump down to the left and defeat the worms to get the key.

• **Key #2** From the **second checkpoint** cross over to the left and get the key in the corner.

• **Key #3** Go through the door after the grinding section and jump across the platforms with the Black Arms Soldiers to reach the other side with the key.

• **Key #4** The only way to get to this key is to use **Chaos Control** after the second section, following third checkpoint, so that you barely get through the door but remain on the top. Use the **Homing Attack** on the **Black Hawks** to get to the other side.

• **Key #5** Go through the giant loops after **checkpoint #4**, jump up to the right where the three giants are, and before using the **Dash Panel**, continue forward blasting the debris and defeat the giant to open the cage.



# SHADOW™ THE HEDGEHOG

MODE	NAME	PAGE
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Expert Mode		80

## EXTRA MODES





EXTRA MODE

# 2P PLAY BATTLE MODE

The Two-player Mode pits different versions of Shadow against each other. There are three different versions that you can choose from. The Two-player Mode can either be a one-match game or a three-match game. In a one-match game, you must choose one of the stages. In a three-match game, all three stages are played. The three stages are:

- **Mission Hall**
- **Hidden Lane**
- **Magma Base**

Each of these stages has its own tricks that you can use to defeat the other player. The differences between the three Shadow variants are as follows:

- The top two Shadows are the normal version and can use all the weapons available.
- The middle two Shadows can't switch weapons, but each has a permanent **Sub-Machine Gun**.
- The lower two Shadows have a **Grenade Launcher** that is very slow but causes an explosion.

Use whichever one you think will give you the best chance to win. Remember that you do not have access to **Chaos Control** or **Chaos Blast**. The player that wins the best two out of three will be declared the winner.



Character Selection Screen



Stage Select Screen







## Magma Base

The Magma Base is a pretty basic stage with only one real factor: the lava. If your opponent is in the road area when the Volcanic Defense System is activated, lava will rise and swallow them up. Normal Shadow seems to be the worst due to lack of weapons. One strategy that you can do is to activate the mechanism, get on the **Air Saucer** and blast your opponent. If you are one of the metallic Shadows, this is a good strategy.



Activate the Defense System.



## Mission Hall & Hidden Lane

These are essentially the same, except for a few minor differences. When fighting against your friend, the **Homing Attack** works great, because you always target the enemy. A situation when using the Homing Attack is ineffective is when your opponent is in the **Jump Vehicle**. If this happens, you can get out and attack normally. The Jump Vehicle is relatively slow, so make sure that you move around it with speed, and shoot it with your weapon.



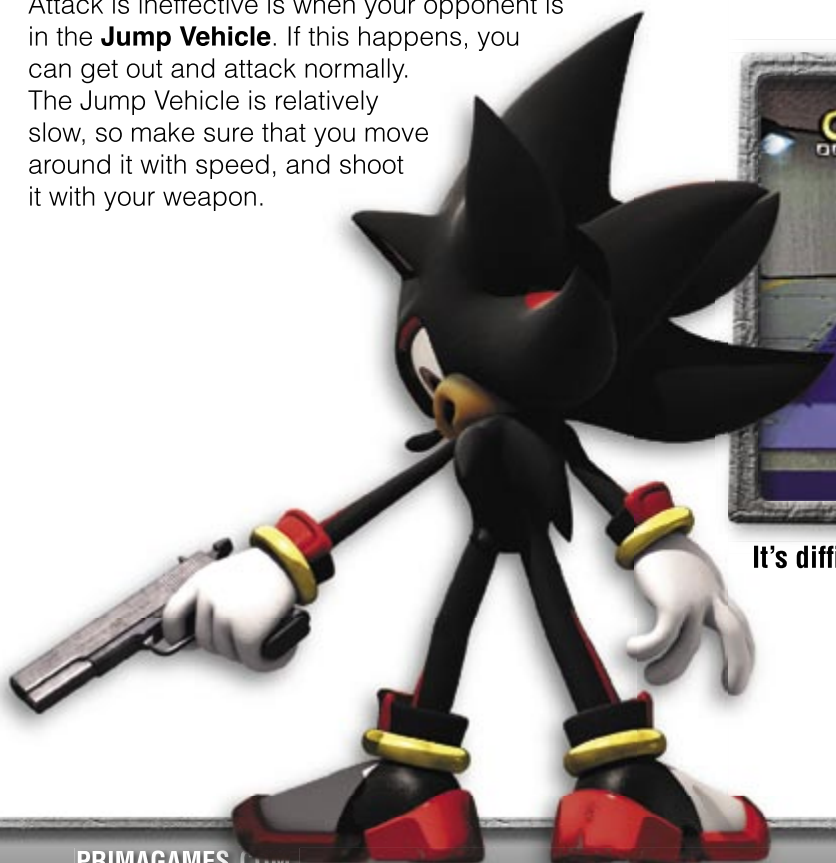
Fire at your opponent from the Air Saucer.



Homing Attack doesn't target the Jump Vehicle.



It's difficult to track a fast-moving hedgehog.







## EXTRA MODE

## EXPERT MODE

## Give me an A Ranking

To unlock the Expert Mode of Shadow the Hedgehog, you will need to get an A ranking on every single stage and boss. Expert Mode is a mode where you have to go through a more difficult version of each stage in order. If you lose all your lives, you will have to start from the beginning. The key to building up your lives is by not losing a life and touching the checkpoints. At first, you will get 10 rings and then 20, but by touching the fifth checkpoint without losing a life, you will get an extra life. This is key to your survival. The most difficult stage in Expert Mode is Cosmic Fall, so make sure that you have many lives accumulated for that one. You should already know the stages pretty well, so here are some tips on each stage and not a full walkthrough.

## STAGE 01 WESTOPOLIS

During the first drop, avoid the helicopters on the way down. When you reach the bottom, continue forward defeating all the Black Arms in your path. By the time you reach the area with a lot of red roots, you will have a full **Hero Gauge**. Be careful, because there are more GUN Soldiers and Black Arms. Laser blasts are also more frequent, so watch out as well. If you didn't have a full Hero Gauge by the area mentioned above, you will need to **Triangle Jump** along the wall and then **Light Dash** at the **Rings**.

## STAGE 02 DIGITAL CIRCUIT

The first thing that you will notice is that there are more firewalls in the Light Speed Circuit. Avoid these at all costs to keep from losing your **Rings**. When you reach the area after the **first checkpoint** and some GUN Beetles, hop on the moving blocks, and **Light Dash** along the **Rings**. Use the spring to get up to the light in the next section. There are some differences in certain sections, but if you take it slow, you will be able to get to the end.



Triangle Jump and Light Dash.



Use the Spring to get up to the light.





## STAGE 02 GLYPHIC CANYON

**G**lyphic Canyon is much easier than Digital Circuit, because the only thing that changes is the way you get across some gaps. There are a few more platforms and **Light Dash** opportunities. In the area where the wind automatically takes you up, there is no wind, meaning that you have to make the jumps manually.



Use the platforms to get across gaps.

## STAGE 02 LETHAL HIGHWAY

**T**he first noticeable difference is the lack of some Rockets. After using the **Pulley** where the first Rocket should be is a locked spring. You must defeat the GUN Beetle flying in the air just beyond. You should have a weapon, so shoot it, and the box will open. Afterward, you need to jump out to the rings, and **Light Dash** the rest of the way. Your hardest jump will be to that of a **Pulley** over nothing. Try to jump toward it and then **Jump Dash** for extra distance.



Jump Dash toward the Pulley in the air.

## STAGE 03 CRYPTIC CASTLE

**Y**ou may notice that the first balloon is gone. Defeat the Egg Pawn, and a **Skull Spring** will appear. Use that spring to bounce up to the top portion, and grind down the rail. After grinding, you notice that you have no flame. Find the flame by destroying the tree to the left or right. After the **fifth checkpoint**, get on the moving platforms, bounce off of the **Black Hawk** and then use the **Light Dash** to make it across to the other side.



Bounce off the Black Hawk and Light Dash.



## STAGE 03 PRISON ISLAND

In the area where the original **Goal Ring** was, defeat the Black Arms and then bounce up. From there, use the **Wide Spring** to bounce high, use the **Homing Attack** on the GUN Beetle and then **Light Dash** across the newly formed rings. Later on in the stage, you will ride an **Air Saucer** that will take you to a platform with a robot. Time your jump and bounce off the two GUN Beetles to get to the other **Air Saucer**.



Bounce off of the GUN Beetle and Light Dash.

## STAGE 03 CIRCUS PARK

Besides the increase in enemies, there are more of those tiny moving platforms. It is important that you are very careful when jumping to them. Take this stage slow, and remember, it's not about time but completion. The most difficult part is after the rope grinding section. You must jump over to the small moving platforms, and do some hoop tricks after that. The **Rings** in mid-air serve as a guide to where to jump to, but it's better if you can just skip this altogether using **Chaos Control** if you can find enough enemies to defeat to raise your **Hero Gauge**.



The fire hoops are especially difficult.

## STAGE 04 CENTRAL CITY

The object of Central City is not to find the **Goal Ring**, but to destroy the **five giant bombs** found throughout the city. The bombs are located in the same places as the Normal Story Mode. There is really not that much of a difference in this stage, except for the fact that you won't have as much freedom of where you can and cannot go. Consider this stage a freebie.



Just destroy the giant bombs.





## STAGE 04 MAD MATRIX

You will be taking on a harder version of **Espio's** mission for this one. Omega claims that he is the strongest, so go out and prove him wrong by accessing the four databases. One thing that you might find different is the color tiles. There are more of them to line up. Besides making the level longer, it should still pose no problems.

### Yellow Tower

Pass through the speed circle, and you will bounce off a **Spring**. Watch out, because you will land on an incomplete platform. Land on one of the tiles, and change them to the same color to make it rise. When you reach the next set of tiles after the **third checkpoint**, it also has incomplete tiles. When you reach the top, you will need to **Jump Dash** to the other side.

### Green Tower

In the Green Tower after the **fourth checkpoint**, you will ride a very large platform. After matching up the colors, make sure you are standing to the far left or right to avoid being knocked off.

### Red Tower

The Red Tower on Expert Mode is not more difficult but different. In the Story Mode after riding the platform up, you had to **Triangle Jump**. This time there is floating blocks. Jump to the first block, and **Jump Dash** to make it to the second block.



There are more color panels.



Watch out for incomplete platforms.



Stand all the way to the side.



Use the Jump Dash.





## STAGE 04 THE DOOM

In this stage, you have to rescue all the wounded researches. For this stage, you will want to use all the shortcuts you used to reach the **Goal Ring** in Story Mode, because all the researchers are in that room.



All the researchers are in the final room.

## STAGE 04 SKY TROOPS

This is another easy Expert Mode stage. Not much has changed, except for the fact that you will be using your **Light Dash** a bit more than usual. One thing to take note of is that after the long Light Dashing section, hold Forward so that you land safely on solid ground.



Hold forward after the long Light Dashing section.

## STAGE 04 DEATH RUINS

Normally there would be some sort of tip, but this stage was easy. Just follow the same path that you would to get an A ranking. The stage is altered a bit but it's easier. One thing that you do want to shoot for is to fill your **Hero Gauge** when you reach the area with the pole that you slide down to reach the final part of the stage.



Have a full gauge at this point in the stage.



## STAGE 05 THE ARK

This is just like the Normal Mission, except for the fact that you can't destroy defense cores to remove the barriers. Just stay on the **Black Volt**, and fly as fast as you can through the stage to reach the **Goal Ring**. Luckily, you can refill the Black Volt's health two times during the stage. If you are having trouble, just get off at various platforms. Once you get off Black Volt, you must re-start the stage at the first chapter. No Black Volt reappears once you get off.



Don't disembark once you are on the Black Volt.

## STAGE 05 AIR FLEET

This stage calls for making good use of the **Chaos Control**. If you can, power it up so that it is full just before the outside sections of the stage. You will need to go through one of them. Neither of them are that difficult, you just need to be a little more careful when jumping. If you got this far, you are plenty good at the game already.



The jumps are a little harder.

## STAGE 05 IRON JUNGLE

The first thing that you will notice is that there are a lot more platforms than before. This is Expert Mode, so you aren't going to be bailed out by Rockets and such. You should hit most of the **checkpoints**, so by the end, you will be getting extra lives.



Jump across platforms.



## STAGE 05 SPACE GADGET

This stage will take you up on the top route. If you were able to beat Sonic in a race, you should finish this stage easy as well. One difference is that at the point where the second defense unit was, there are blocks not barriers. It is also easier to get to the **Key** as well, if you didn't get it.



## STAGE 05 LOST IMPACT

The most noticeable change is the lack of some **GUN Lifts**. When you reach the first part where a GUN Lift used to be, go through the door, and a platform with a rocket will be there. Use the rocket to reach another platform, and use the **Dash Panel** to go forward. After using the Dash Panel, you need to use a series of **Homing Attacks** to reach the other door. The **Goal Ring** is in the area with the **final checkpoint**.



Find the platform by going through the door.

## STAGE 06 GUN FORTRESS

The first part is standard, except it doesn't matter who you defeat. Watch out before the first checkpoint, because there are a number of places to fall. You must jump across each of the small sections. Use the **Jump Dash** to increase your distance. Make it your goal to build up your **Hero Gauge**, so that you can skip some portions of the stage. In the final area before the **Goal Ring**, be sure to defeat the GUN before jumping across the platforms.



Watch out near the first checkpoint.



## STAGE 06 COSMIC FALL

What makes this stage expert is the lack of enemies. Before you could use the **Black Hawks** to get from platform to platform, but now you must use the **Jump Dash**. The good thing is that you aren't timed.

A trick to skip an entire section starts in the inside corridor after the second checkpoint. In the room with the Artificial Chaos, jump down to grab a **Pulley**, and when you reach the upper platform, grab the blue energy core. Use it right away, and ride the transport outside. As soon as Shadow lets go, use **Chaos Control** again, and you will skip an entire section. The spinning platform section is where most people will go crazy. The only tip is to quit, and practice staying on the top area in Select Mode. This jumping section leads to where a key is.

After the **sixth checkpoint** there is no **Jump Vehicle**. Instead, you need to use the **Pulley**. Once you are at the top of the Pulley, wait for the platform to float by, and jump on to it. This is not much harder, but there is more chance for error. The next section is especially tough, because you must jump on a series of moving platforms. This is the most difficult stage so far.



Jump Dash to the platforms.



Use this Pulley for a shortcut.



Wait for the platform to pass by before jumping to it.



## STAGE 06 LAVA SHELTER

This is Expert Mode, so you will need to have mastered the **Triangle Jump**, or you won't be able to pass even the first part of the stage. Try to stay on the top portion, because it's easier. The first couple of Volcanic Defense Systems are active, but the **Goal Ring** is located where the fifth one was. Make sure you don't take the other path, or you will have to start over.

## STAGE 06 BLACK COMET

Just focus on getting either of the gauges filled up. The **Hero Gauge** is important as always, because you will be able to skip massive parts of the stage. This stage has nothing more than an increase in enemies.

## STAGE 06 FINAL HAUNT

Final Haunt is pretty simple compared to Cosmic Fall. Just focus on filling up the **Hero Gauge** and use **Chaos Control**. There are no defense cores to activate, so you will need to get through the stage using the pure Hero path. The **Goal Ring** is where Black Doom was.

## STAGE 06 THE LAST WAY

You didn't play this far just to lose now, so just blast as many of the Black Arms as you can, and use **Chaos Control** to fly through the stage. At the end, you get to see the credits, but more importantly, you can say that you are a Shadow the Hedgehog expert. The only thing left is to beat the game going through all 326 possibilities!



There are no safety zones here.



Build up your Hero Gauge.



# SHADOW™ THE HEDGEHOG

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## APPENDIX





## APPENDIX

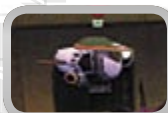
## DATA APPENDIX

## ENEMIES



## GUN FORCES

## DARK POINTS



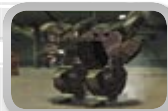
## GUN Beetle

100 pts.



## GUN Trooper

250 pts.



## Giga Trooper

500 pts.

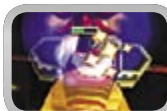
Big Foot  
Type A

500 pts.

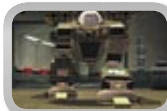


## GUN Soldier

150 pts.

Gold  
Beetle

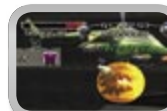
1000 pts.

Big Foot  
Type B

1000 pts.

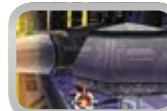
GUN Soldier  
with Shield

200 pts.



## GUN Helicopter

500 pts.

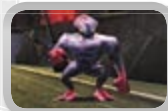
Ark Missile  
Turret

100 pts.



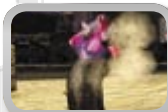
## BLACK ARMS

## HERO POINTS



## Black Warrior

150 pts.



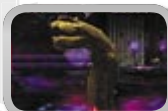
## Sand Worm

400 pts.



## Black Oak

800 pts.



## Death Worm

400 pts.

Black Infantry  
with Shield

200 pts.

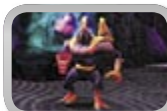


## Death Leech

20 pts.

Black Arms  
Gunship

500 pts.



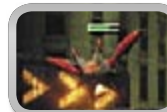
## Black Assassin

400 pts.



## Black Wings

100 pts.

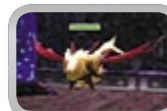


## Black Hawk

200 pts.

Hammer Oak  
(with Hammer)

1000 pts.



## Black Volt

200 pts.



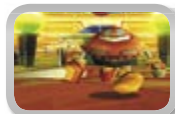


## ENEMIES (CONTINUED)



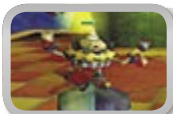
### EGGMAN'S ARMY

HERO/DARK POINTS



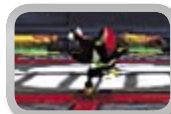
#### Egg Pawn

150 pts.



#### Egg Pierrot

200 pts.



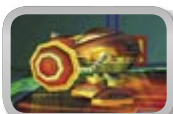
#### Shadow Andriod

300 pts.



#### Egg Cruiser

200 pts.



#### Egg Pawn with Shield

200 pts.

## WEAPONS



#### Survival Knife

Type: Close Combat



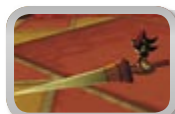
#### Black Sword

Type: Close Combat



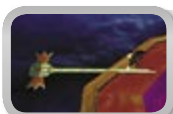
#### Dark Hammer

Type: Close Combat



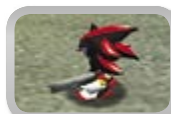
#### Egg Spear

Type: Close Combat



#### Environment Objects

Type: Close Combat



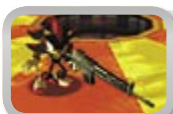
#### Pistol

Type: Gun



#### Sub-Machine Gun

Type: Gun



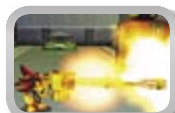
#### Semi-Auto Rifle

Type: Gun



#### Heavy Machine Gun

Type: Gun



#### Gatling Gun

Type: Gun



#### Light Shot

Type: Gun



#### Flash Shot

Type: Gun



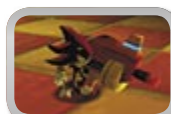
#### Ring Shot

Type: Gun



#### Heavy Shot

Type: Gun



#### Egg Gun

Type: Gun



#### Grenade Launcher

Type: Cannon



#### Bazooka

Type: Cannon



#### Tank Cannon

Type: Cannon



#### Black Barrel

Type: Cannon



#### Big Barrel

Type: Cannon



#### Egg Bazooka

Type: Cannon



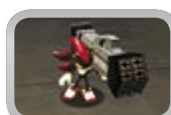
#### RPG

Type: Lock-On



#### 4-Shot RPG

Type: Lock-On



#### 8-Shot RPG

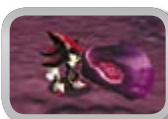
Type: Lock-On

## WEAPONS (CONTINUED)



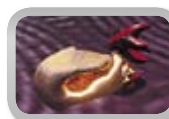
**Worm Shooter**

Type: Lock-On



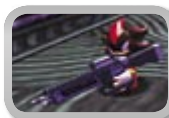
**Wide Worm Shooter**

Type: Lock-On



**Big Worm Shooter**

Type: Lock-On



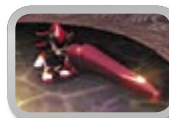
**Laser Rifle**

Type: Laser



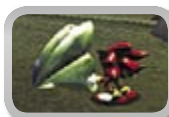
**Splitter**

Type: Laser



**Refractor**

Type: Laser



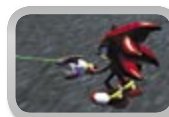
**Vacuum Pod**

Type: Vacuum



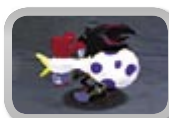
**Samurai Blade**

Type: Special



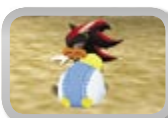
**Satellite Laser**

Type: Special



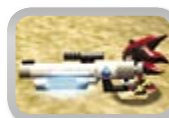
**Vacuum Egg**

Type: Special



**Omochao Gun**

Type: Special



**Heal Cannon**

Type: Special



**Shadow Rifle**

Type: Special

## COMMANDEER



**GUN Vehicle**



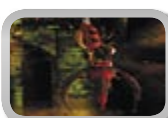
**GUN Motorcycle**



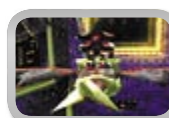
**Convertible**



**HMMWV**



**Black Hawk**



**Black Volt**



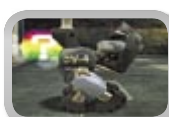
**GUN Cannon**



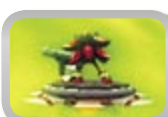
**Black Arms Cannon**



**Jump Vehicle**



**Jump Vehicle  
(with Cannons)**



**Air Saucer**







## STAGE RANKINGS

Stage	Name	Mission	A Rank	B Rank	C Rank	D Rank
<b>01</b>	<b>Westopolis</b>	Hero	30000	25000	15000	5000
		Normal	32000	28000	20000	10000
		Dark	30000	25000	15000	5000
<b>02</b>	<b>Digital Circuit</b>	Hero	16000	12000	8000	4000
		Dark	10000	8000	5000	2000
<b>02</b>	<b>Glyphic Canyon</b>	Hero	26000	20000	15000	5000
		Normal	28000	22000	16000	8000
		Dark	24000	20000	12000	5000
<b>02</b>	<b>Lethal Highway</b>	Hero	22000	18000	12000	8000
		Dark	22000	18000	12000	8000
<b>BOSS</b>	<b>Black Bull</b>	Clear Time	1:40	2:00	2:30	3:00
<b>03</b>	<b>Cryptic Castle</b>	Hero	18000	16000	12000	8000
		Normal	18000	16000	12000	8000
		Dark	14000	12000	8000	5000
<b>BOSS</b>	<b>Egg Breaker</b>	Clear Time	2:00	2:30	3:00	3:30
<b>03</b>	<b>Prison Island</b>	Hero	22000	20000	15000	10000
		Normal	28000	26000	20000	10000
		Dark	28000	26000	20000	10000
<b>03</b>	<b>Circus Park</b>	Hero	26000	22000	16000	10000
		Normal	23000	20000	15000	10000
		Dark	30000	28000	20000	10000
<b>04</b>	<b>Central City</b>	Hero	18000	16000	14000	12000
		Dark	28000	26000	20000	12000
<b>04</b>	<b>The Doom</b>	Hero	4500	4000	3000	2000
		Normal	30000	27000	22000	10000
		Dark	28000	25000	20000	10000
<b>BOSS</b>	<b>Heavy Dog</b>	Clear Time	1:50	2:30	3:00	3:30
<b>04</b>	<b>Sky Troops</b>	Hero	30000	25000	20000	8000
		Normal	25000	20000	15000	8000
		Dark	16000	12000	10000	5000
<b>04</b>	<b>Mad Matrix</b>	Hero	3000	2500	1500	500
		Normal	27000	24000	18000	10000
		Dark	4000	3500	2500	1000
<b>BOSS</b>	<b>Egg Breaker</b>	Clear Time	3:20	4:00	4:30	5:00
<b>04</b>	<b>Death Ruins</b>	Hero	32000	29000	23000	10000
		Dark	35000	32000	25000	10000
<b>BOSS</b>	<b>Black Bull</b>	Clear Time	2:00	2:30	3:00	3:30

## Story Title List

- 001** Punishment, Thy Name is Ruin
- 002** Prologue to World Conquest
- 003** The March to a Darker World
- 004** The Ultimate Ego
- 005** Purification via Ruination
- 006** Apogee of Darkness
- 007** True Soldier of Destruction
- 008** Believe In Yourself
- 009** An Android's Determination
- 010** For Machine, By Machine...
- 011** Revenge at Last
- 012** Ego's Awakening
- 013** Destruction and Scorn
- 014** The Last Remaining Purpose
- 015** The Nightmare's Insulation
- 016** The Nightmare's Sublimation
- 017** The Loner's Choice
- 018** Subjugation in Black
- 019** Replica's Depression
- 020** Machine, Machine
- 021** Disciple from the Darkness
- 022** Beloved Clone
- 023** Revenge Upon the Doctor
- 024** The Ultimate Replica
- 025** Sanction's Demise
- 026** Along With My Home
- 027** The Cleansing of Darkness
- 028** Birth of a God
- 029** The Last Soldier's Grim Fate
- 030** Isolation and Solitude
- 031** Archimedes and the Tortoise
- 032** Where Is My Happiness?
- 033** Seduced By Taste of Blood
- 034** A Machine Made for War
- 035** Original Definition
- 036** Machine Paradise
- 037** Last Will and Testament
- 038** Enveloped in Solitude
- 039** Parricidal Savior
- 040** Copy of a Savior
- 041** Excess of Intellect
- 042** Crystallization of Intellect
- 043** The Ultimate Confrontation
- 044** Miracle of Love
- 045** The World's Demise
- 046** The Ultimate Power
- 047** Dyed in Lovely Darkness...

(CONTINUED)

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DATA APPENDIX

# STAGE RANKINGS

Stage	Name	Mission	A Rank	B Rank	C Rank	D Rank
<b>05</b>	<b>The ARK</b>	Normal	37000	34000	27000	10000
		Dark	36000	33000	26000	10000
<b>BOSS</b>	<b>Blue Falcon</b>	Clear Time	1:50	2:30	3:00	3:30
<b>05</b>	<b>Air Fleet</b>	Hero	33000	28000	20000	10000
		Normal	20000	18000	12000	8000
		Dark	20000	18000	12000	8000
<b>05</b>	<b>Iron Jungle</b>	Hero	28000	24000	15000	10000
		Normal	30000	26000	20000	15000
		Dark	30000	25000	15000	10000
<b>BOSS</b>	<b>Egg Breaker</b>	Clear Time	0:45	1:00	1:30	2:00
<b>05</b>	<b>Space Gadget</b>	Hero	34000	31000	28000	25000
		Normal	26000	23000	15000	10000
		Dark	20000	17000	12000	5000
<b>05</b>	<b>Lost Impact</b>	Hero	16000	13000	10000	5000
		Normal	34000	31000	25000	15000
<b>06</b>	<b>GUN Fortress</b>	Hero	18000	15000	10000	5000
		Dark	20000	18000	12000	5000
<b>BOSS</b>	<b>Black Doom</b>	Clear Time	2:00	3:00	4:00	4:30
<b>BOSS</b>	<b>Sonic &amp; Diablon</b>	Clear Time	4:00	4:30	5:00	6:00
<b>06</b>	<b>Black Comet</b>	Hero	18000	14000	10000	5000
		Dark	28000	24000	18000	8000
<b>BOSS</b>	<b>Egg Dealer</b>	Clear Time	3:20	4:00	5:00	6:00
<b>BOSS</b>	<b>Sonic &amp; Diablon</b>	Clear Time	4:00	4:30	5:00	6:00
<b>06</b>	<b>Lava Shelter</b>	Hero	32000	25000	20000	15000
		Dark	26000	22000	18000	12000
<b>BOSS</b>	<b>Egg Dealer</b>	Clear Time	3:20	4:00	5:00	6:00
<b>BOSS</b>	<b>Egg Dealer</b>	Clear Time	3:20	4:00	5:00	6:00
<b>06</b>	<b>Cosmic Fall</b>	Hero	15000	12000	8000	4000
		Dark	24000	21000	15000	10000
<b>BOSS</b>	<b>Egg Dealer</b>	Clear Time	3:20	4:00	5:00	6:00
<b>BOSS</b>	<b>Black Doom</b>	Clear Time	2:00	3:00	4:00	4:30
<b>06</b>	<b>Final Haunt</b>	Hero	25000	22000	15000	8000
		Dark	18000	15000	10000	5000
<b>BOSS</b>	<b>Black Doom</b>	Clear Time	2:00	3:00	4:00	4:30
<b>BOSS</b>	<b>Sonic &amp; Diablon</b>	Clear Time	4:00	4:30	5:00	6:00

## Story Title List

- 048** Vainglory or Abandonment?
- 049** Messenger of Ruination
- 050** Standing at the Summit
- 051** Controller from the Capsule
- 052** Beyond One's Own Power...
- 053** A Clone's Determination
- 054** Machine Utopia
- 055** A Toast to the Ruler
- 056** Answer from the Black Comet
- 057** Transcendentalism
- 058** Imperialism
- 059** The Weight of One's Crimes
- 060** Imprisoned by the Past...
- 061** The Ultimate World Conquest
- 062** Black Angel
- 063** Under Darkness' Control
- 064** To Love Oneself
- 065** Revenge and Determination
- 066** Birth of the Robot Emperor
- 067** Shadow, the Black Android
- 068** A Solitary Android
- 069** Over the Original
- 070** Machine Sunshine
- 071** Life is Guilty
- 072** Fallen Angel of Despair
- 073** An Eternal Rival...
- 074** This is Just the Beginning
- 075** Crystal of Tragic Knowledge
- 076** Shadow's Second Death...?
- 077** The Legend of Shadow
- 078** Power of Love
- 079** Deep Black
- 080** Walk My Way
- 081** This is Shadow's Way of Life
- 082** A Monarch's Style
- 083** In the Gap of Sadness
- 084** To Be Ignorant of the Past
- 085** At Vengeance's End
- 086** Machine Boys
- 087** Reborn Along with Sorrow
- 088** With a Fate of Self-Denial
- 089** I Am Shadow
- 090** Shining Within Memory...
- 091** The Rise and Fall of the ARK
- 092** Requiem for a Fallen Angel
- 093** Ultimate Shadow
- 094** For Love's Sake

(CONTINUED)





## Story Title List

095	A Heart Awoken from Darkness	142	A Future Taken from the Past	167	Shadow Surpassing Shadow
096	Destruction From Perfection	143	The Devils' Victory Song	168	Dr. Eggman's Miscalculation
097	Darkness' Strongest Soldier	144	One to Succeed a God	169	Along with the ARK
098	Severed Chains	145	Disappointed in Humanity	170	Requiem for the Heavens
099	Retribution Against Humanity	146	Faith Taken from Solitude	171	Sonic Dethroned!
100	To Be Known as 'Ultimate'	147	Planted Memories	172	Justice Reborn in Space
101	Dark Warrior's Advent	148	To Unite Humanity	173	Steel Ruler
102	Arriving at the Ego	149	Isolated Soldier Shadow	174	For the Sake of the Self
103	Determination of a Fake	150	Answer Derived from Truth	175	Farewell to the Past
104	Path to the Machine Empire	151	A Fake's Disposition	176	Steel Paradise
105	Demise Wrought by Tragedy	152	A New World Without Betrayal	177	The Guardian With No Past
106	Turning Sorrow Into Strength	153	Together With Maria...	178	The Ultimate Atonement
107	The Liberated Soldier	154	The Tragedy's Conclusion	179	A Fake's Aspiration
108	Stupefaction's End	155	The Day That Hope Died	180	Machine World
109	Humanity's Folly	156	Dark Destroyer	181	Twilight Ark
110	Surpassing All Else	157	Diabolical Power	182	Compensation for a Miracle
111	Soldier of Grief	158	For Freedom	183	The Strongest Hedgehog
112	Reclaimed Heart	159	At Least, Be Like Shadow...	184	The Ultimate Punisher
113	Fighting Spirit of Steel	160	Seeking a Silent Paradise		
114	Machine Soldier Uprising	161	The Lion's Awakening		
115	The Devil Born From Betrayal	162	Identity		
116	Beyond the Truth of Impact	163	An Android's Rebellion		
117	The Immortal Android	164	A New Empire's Beginning		
118	The New, Coldhearted Empire	165	Bullets from Tears		
119	A Singular Atonement	166	Journey to Nihilility		
120	Spawn of the Devil				
121	Black Doom's Scheme				
122	Subjugating Heaven and Earth				
123	Road of the Dark Soldier				
124	Dark Finale				
125	Realization While On Board				
126	Birth of a Champion				
127	With the Black Arms				
128	The Road to Self-Assurance				
129	The Pursuit of Dr. Eggman				
130	Surpassing His Creator				
131	ARK, Colony of Pathos				
132	Perfection Lost to Darkness				
133	A New Challenge				
134	The Machines' Coup d'Etat				
135	A Vow for the Victims				
136	The Truth of Sadness				
137	The Destined Sonic Showdown				
138	The Black Hero's Rebirth				
139	Truth, Thy Name is Vengeance				
140	Searching for 'Ultimate'				
141	Reborn Hatred for Humanity				

(CONTINUED)



## Story Title List

185	Voyage of Reminiscence	212	At the End of the Journey
186	Wandering's End	213	Surmounting the Nightmare
187	The Ultimate Proof	214	Dawn of the Machines
188	Punisher of Love	215	Wandering for Eternity
189	Messenger from the Darkness	216	At Vagrancy's End
190	The New Ruler	217	The Summit of Power
191	Dark Soldier	218	Under the Name of Love
192	The Road of Light	219	Eternally Drifting
193	The Machine-Laden Kingdom	220	The Importance of Truth
194	New Determination	221	The Beginning of Judgment
195	Birth of the Dark Soldier	222	This World's Guardian
196	A New Journey	223	Light Born from Darkness
197	The Android's Opposition	224	The Order of Steel
198	Founding of the Robot Nation	225	Solitary Journey
199	The Eternal Protector	226	The Fall Home
200	The Sinner's Repose	227	Sovereign of All Creation
201	A Hero's Resolution	228	I Shall Be the One to Judge
202	The Weapons' Empire	229	Gone With the Darkness
203	Perpetual Voyage	230	The Ultimate Choice
204	A Hero's Atonement	231	I Am the Strongest!
205	Dark Hegemony	232	Justice's Awakening
206	And the Dream Continues	233	Prelude to Ruination
207	Fighter for Darkness	234	A World United by Darkness
208	The Path I Believed In	235	The Pulse of Darkness
209	Determination's Daybreak	236	To Just Be Myself
210	Machine Kingdom at Dawn	237	Punishment in Jet Black
211	Sinful Protector	238	The Ruler's First Cry

(CONTINUED)

## UNLOCKABLES

Weapon	How to Unlock
<b>Satellite Laser</b>	Beat Black Comet
<b>Vacuum Egg</b>	Beat Lava Shelter
<b>Samurai Blade</b>	Beat GUN fortress
<b>Omochao Gun</b>	Beat Cosmic Fall
<b>Heal Cannon</b>	Beat Final Haunt
<b>Note:</b> When you beat the above stages on both Hero and Dark then the above weapons power up to Level 2.	
<b>Shadow Rifle</b>	Beat Devil Doom
Game Mode	How to Unlock
<b>Last Story</b>	Beat all Stage 6s on Hero and Dark
<b>Expert Mode</b>	Get all 71 A Rankings

## Track List

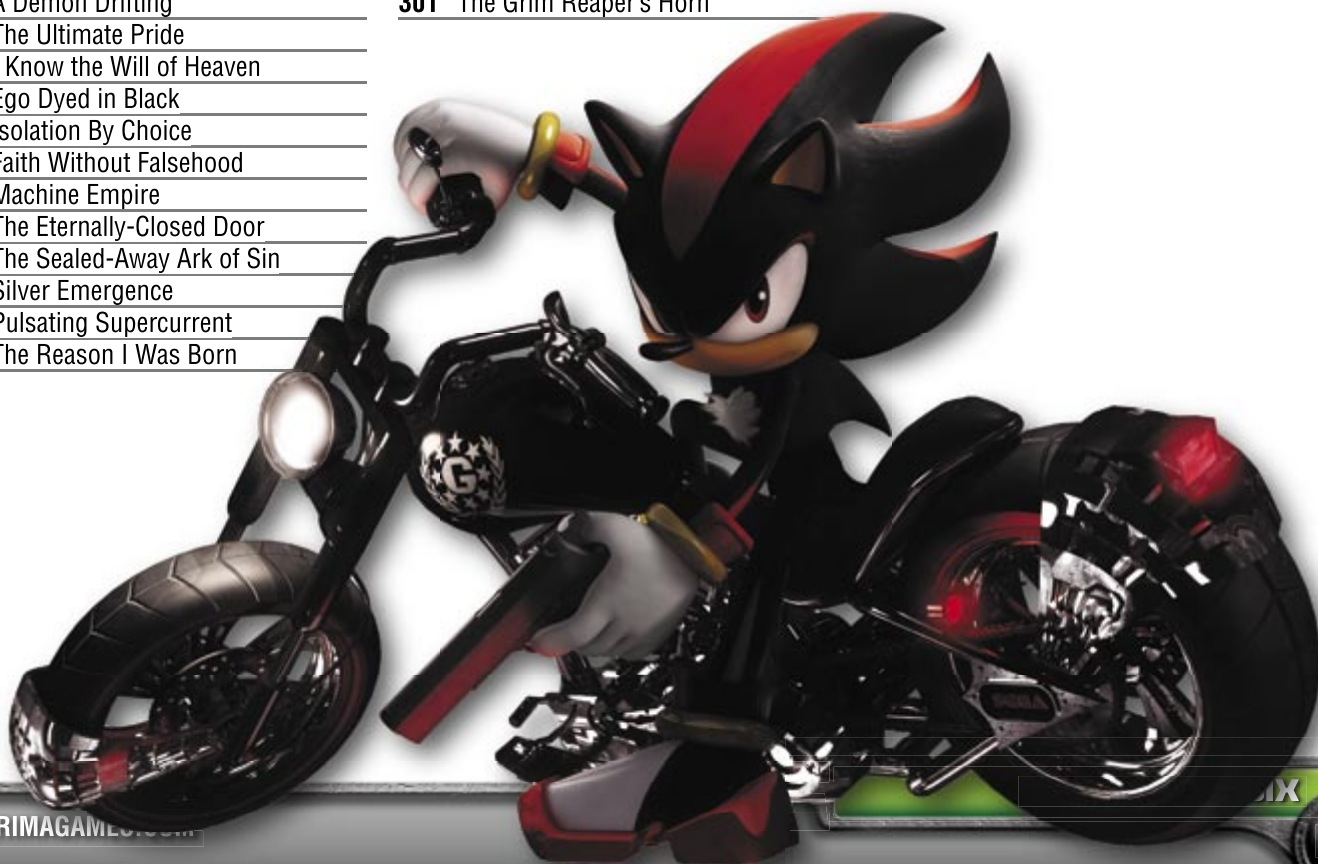
01	I AM
02	ALMOST DEAD
03	WAKING UP
04	CHOSEN ONE
05	ALL HAIL SHADOW
06	NEVER TURN BACK
07	WESTOPOLIS
08	DIGITAL CIRCUIT
09	GLYPHIC CANYON
10	LETHAL HIGHWAY
11	BLACK BULL
12	CRYPTIC CASTLE
13	PRISON ISLAND
14	CIRCUS PARK
15	EGG BREAKER
16	CENTRAL CITY
17	THE DOOM
18	SKY TROOPS
19	MAD MATRIX
20	DEATH RUINS
21	HEAVY DOG
22	THE ARK
23	AIR FLEET
24	IRON JUNGLE
25	SPACE GADGET
26	LOST IMPACT
27	BLUE FALCON
28	GUN FORTRESS
29	BLACK COMET
30	LAVA SHELTER
31	COSMIC FALL
32	FINAL HAUNT
33	BLACK DOOM
34	DIABLON
35	EGG DEALER
36	THE LAST WAY
37	DEVIL DOOM
38	MISSION CLEARED
39	MAIN MENU
40	CONTINUE
41	OPTIONS
42	BATTLE MENU
43	event 1
44	event 2
45	event 3
46	event 4
47	event 5
48	event 6
49	ENDING





## Story Title List

239	Darkness' Conspiracy	276	The Dark Part of the Galaxy	302	A Flame Extinguished by Fate
240	The Faint Light of Tomorrow	277	The View From Atop the World	303	Shouting at the Morning Sun
241	Time of Departure	278	Maria's Testament	304	Iron Ambition
242	Rise of the Machine Kingdom	279	A Genius Scientist's Lineage	305	Sleeping on Hallowed Ground
243	Despair's Quickening	280	Distorted Truth	306	Explanation of the Truth
244	The Beginning	281	A Counterfeit Existence	307	An Android's Dream
245	Setting Out in the Morning	282	Beloved Memories	308	Metallic Quickening
246	The Weapons' Dawn	283	Birth of a Devil	309	Funeral Procession in Space
247	Pure Ark	284	A Dark Myth's Beginnings	310	Lost to the Universe's Abyss
248	Making Up For It in the End	285	Black Thunder	311	Destiny for Two
249	The Coming of the Dark Time	286	The Torn-Away Necklace	312	The Spun Threads of Fate
250	The Throne of God	287	A Soul Sheltered by Iron	313	Ark of the Heavens
251	God of War	288	Steel Nation's Decree	314	Ghost of the ARK
252	Howl of Solitude	289	Coronation of Darkness	315	A Pair of Shooting Stars
253	Proof of Existence	290	Opened Eyes	316	The One Who Maria Entrusted
254	Ardent Vow	291	The Doctor's Lie	317	A.I.'s Enlightenment
255	A Deal With the Devil	292	The Uninvited Successor	318	A Dying Empire's Cry
256	A Reason to Live	293	The Closed Pandora's Box	319	Moon of Atonement
257	Induplicable Thoughts	294	A Heart Bound by Sin	320	Tear-Soaked Hometown
258	Steel Struck With Flame	295	Courage from Turning Gears	321	Sparks on the Horizon
259	A Heart Bound to the ARK	296	Fullmetal Prince	322	A Use for a Saved Life
260	Tears Shed by the Stars	297	Time's Watchman	323	Coffin of Memories
261	Imitation Complex	298	Galaxy's Requiem	324	The Self-Imposed Seal
262	Steel Combat Boots	299	Charm of the Chaos Emeralds	325	Pretense in the Mirror
263	Protector of the Ashen Moon	300	Promise of a Far-Off Day	326	A Missive from 50 Years Ago
264	A Demon Drifting	301	The Grim Reaper's Horn		
265	The Ultimate Pride				
266	I Know the Will of Heaven				
267	Ego Dyed in Black				
268	Isolation By Choice				
269	Faith Without Falsehood				
270	Machine Empire				
271	The Eternally-Closed Door				
272	The Sealed-Away Ark of Sin				
273	Silver Emergence				
274	Pulsating Supercurrent				
275	The Reason I Was Born				





APPENDIX

# ART SHOWCASE

APPENDIX | EXTRA MODES | WALKTHROUGH | BASIC TRAINING



**Shadow** the Hedgehog

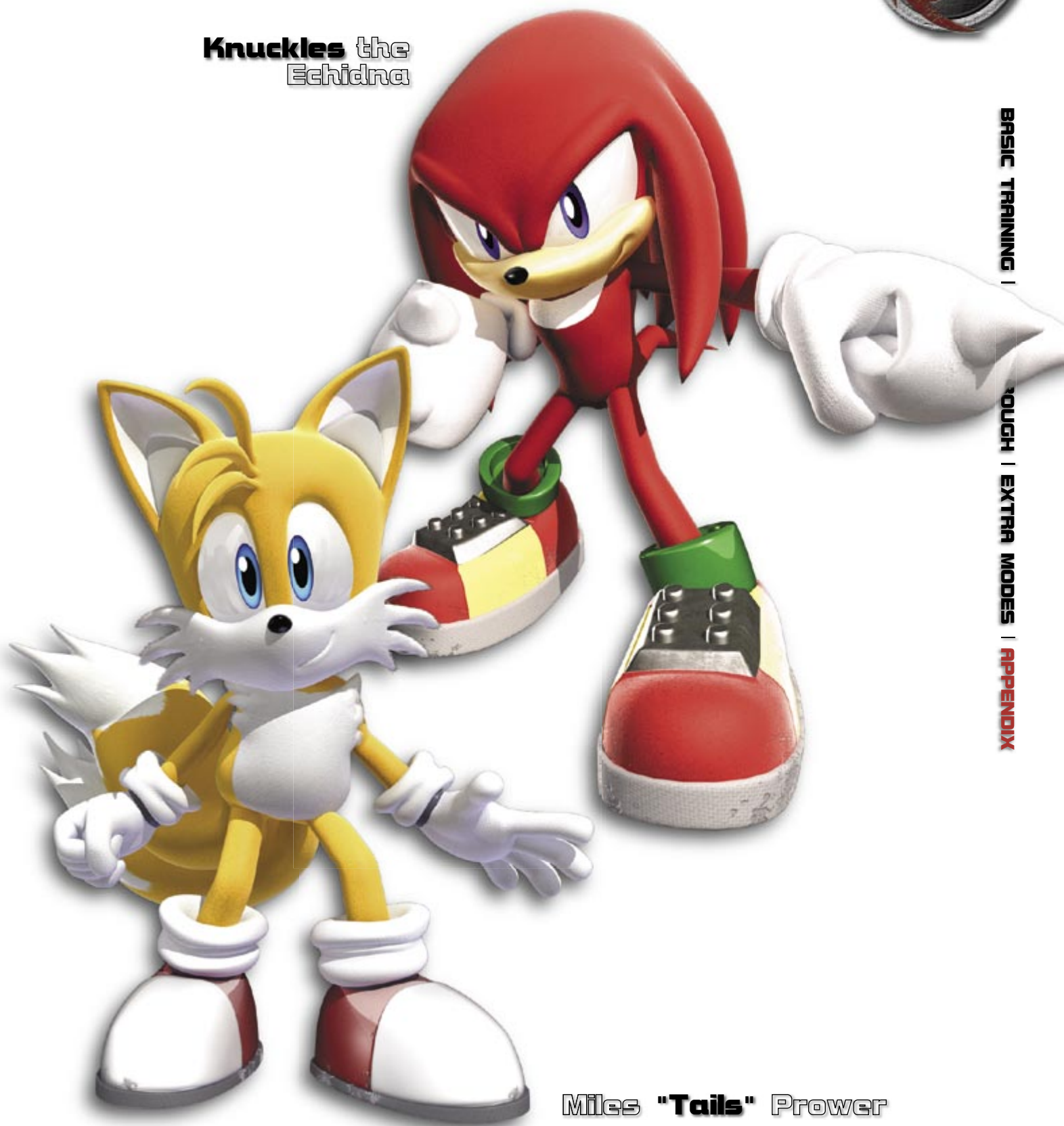


**Sonic** the Hedgehog



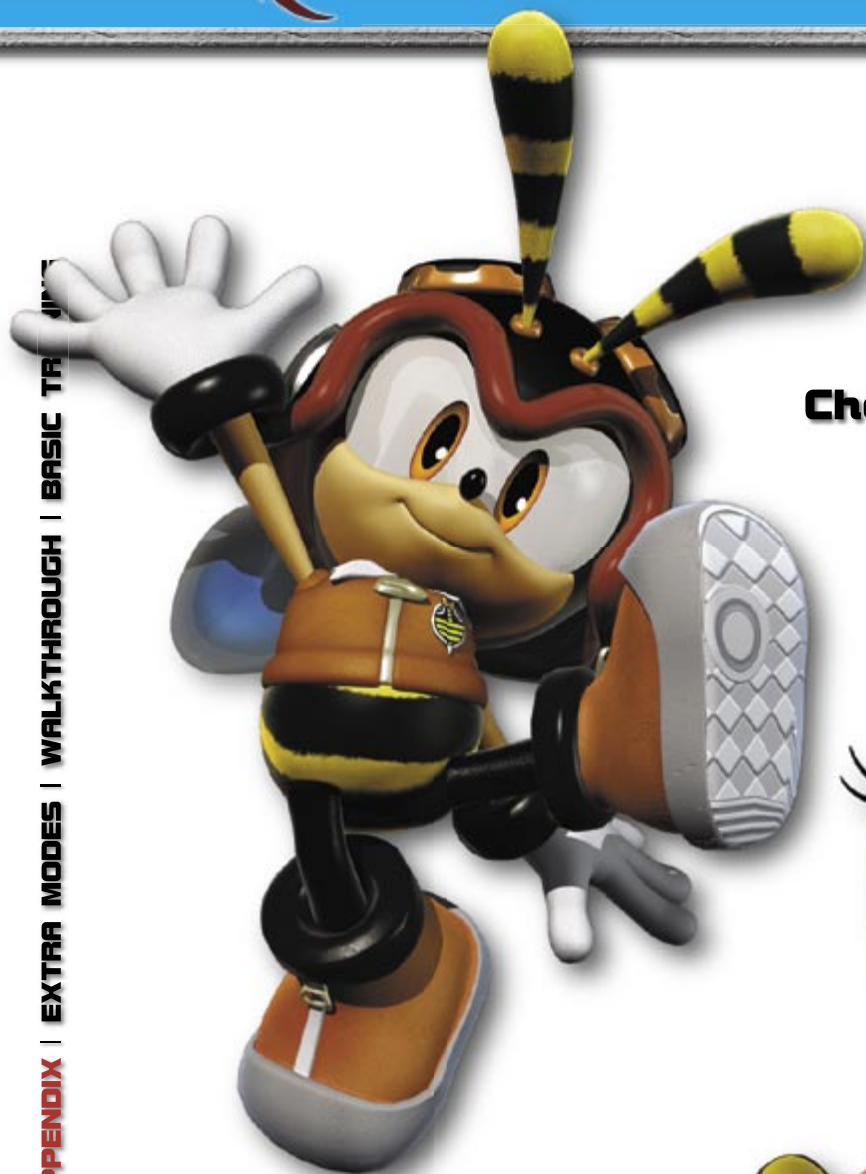


**Knuckles** the  
Echidna



BASIC TRAINING | ROUGH | EXTRA MODES | **APPENDIX**

Miles **"Tails"** Prower



**Charmy Bee**



**Amy Rose**





**Vector** the  
Crocodile



TRAINING | WALKTHROUGH | EXTRA MODES | **APPENDIX**

**Rouge**  
the Bat

E-123  
**Omega**

**Espio the**  
Chameleon

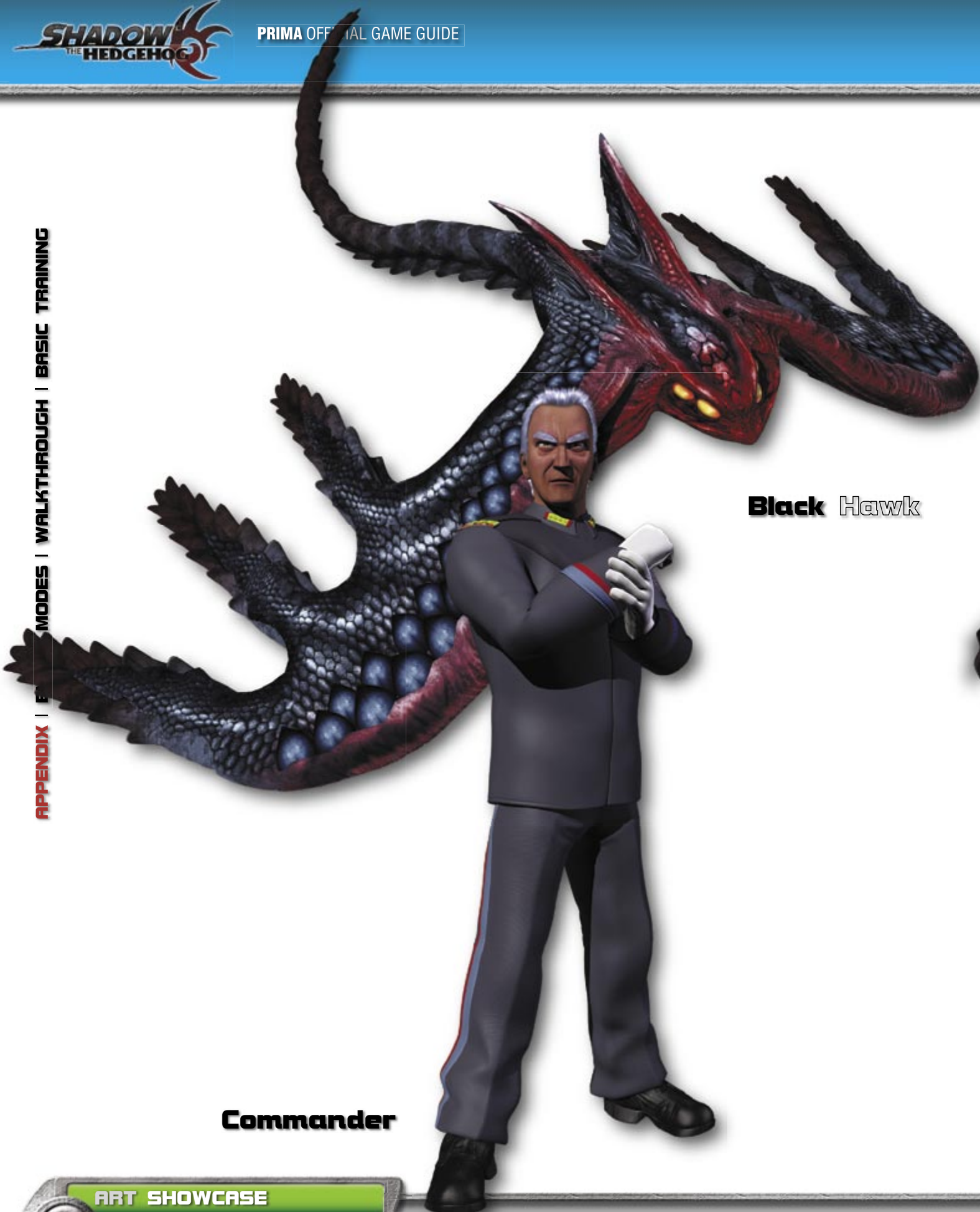




**Maria**  
Robotnik



**Dr. Eggman**



**Black Hawk**

**Commander**





**Black Oak**

**Black Warrior**



**Black Doom**

**Doom's Eye**





**Grenade Launcher**



**Heavy Machine Gun**



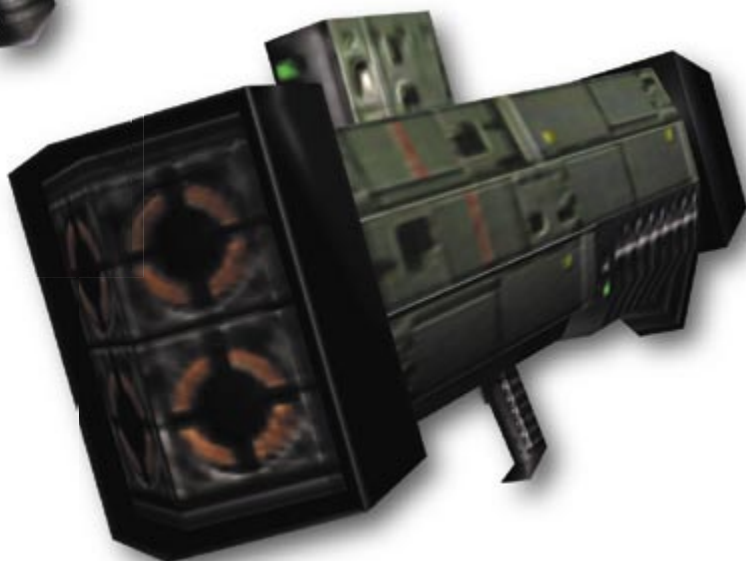
**Combat Knife**



**Semi-Auto Rifle**



**Sub-Machine Gun**



**4-Shot RPG**



**Bazooka**



**Pistol**

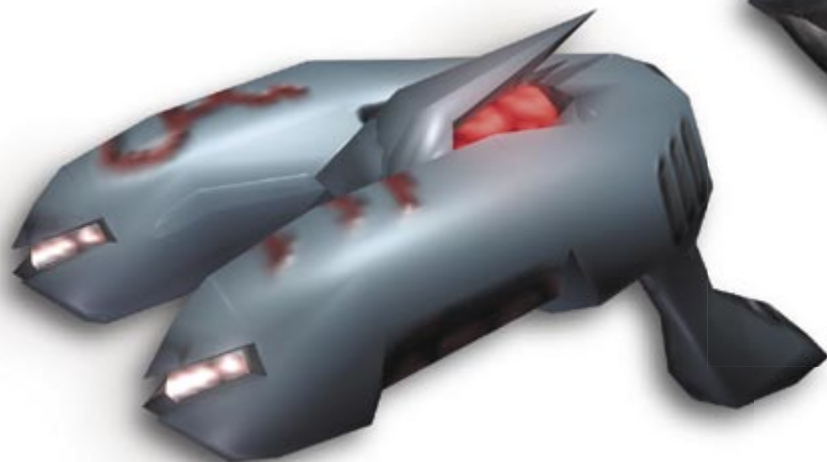




**Black Sword**



**Black Barrel**



**Flash Shot**



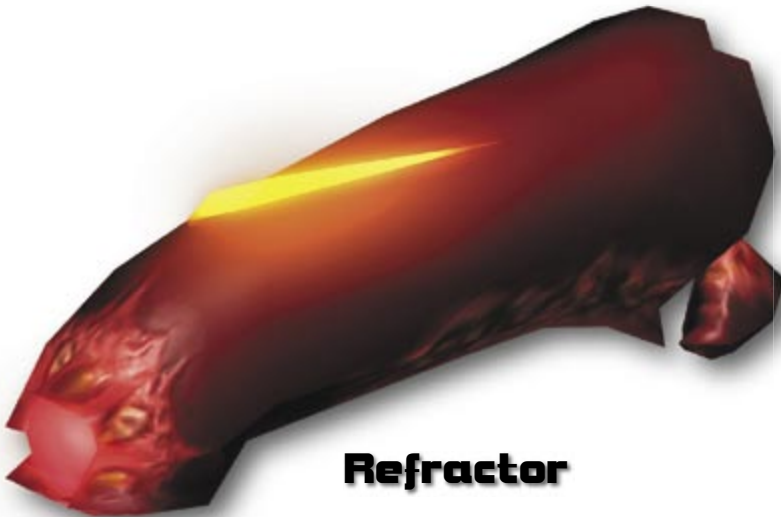
**Light Shot**



**Gatling Gun**



**Laser Rifle**



**Refractor**



**Satellite Laser**

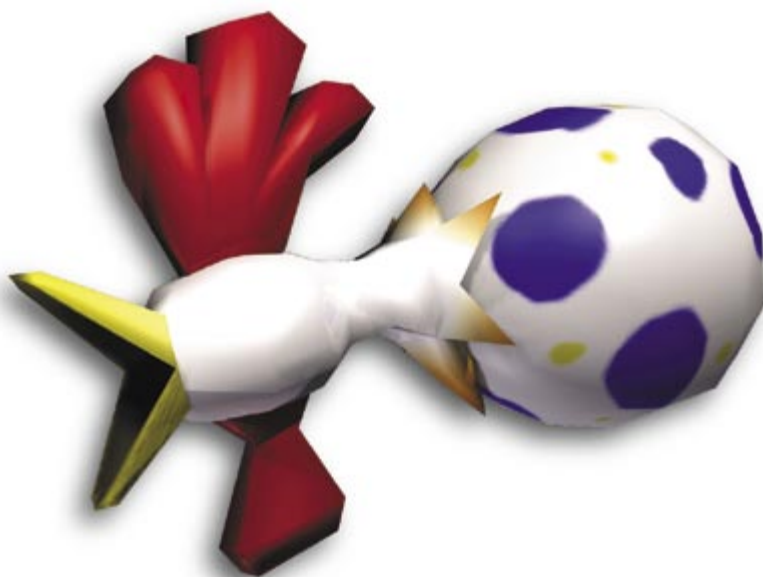




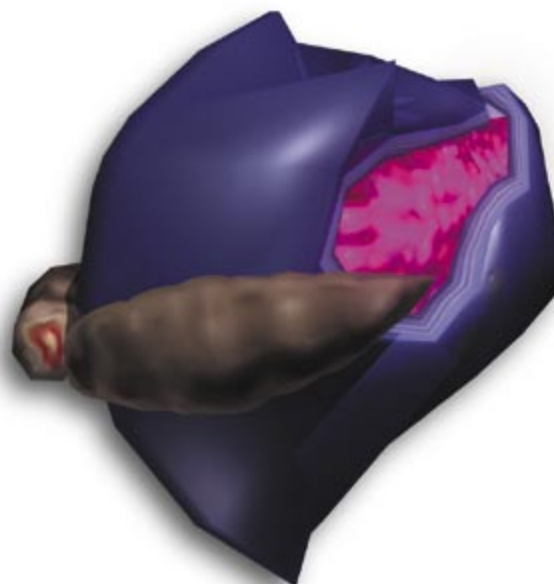
**Heal Cannon**



**Omochao Gun**



**Vacuum Egg**



**Worm Shooter**