

PRIMA® OFFICIAL GAME GUIDE

SONIC CHRONICLES THE DARK BROTHERHOOD™



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SONIC CHRONICLES THE DARK BROTHERHOOD

PRIMA OFFICIAL GAME GUIDE

Prima Games

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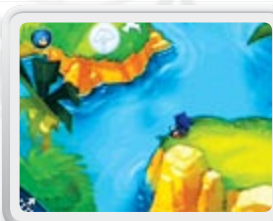
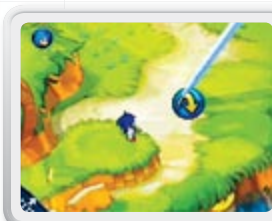
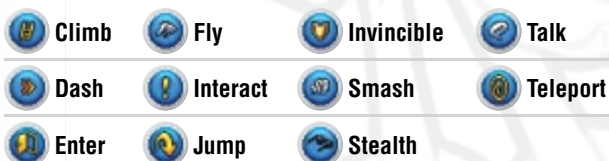
Game System

Movement

This game can be played solely with the stylus! All movements and combat actions can be done with drags and taps, which keep you firmly rooted in the game's world. Some Movement Abilities can be triggered by using the **L** or **R Buttons** if you want, but there is never a need to press any buttons while playing this immersive RPG.

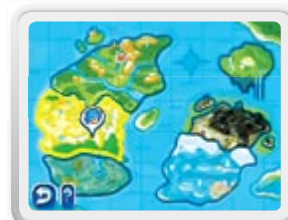
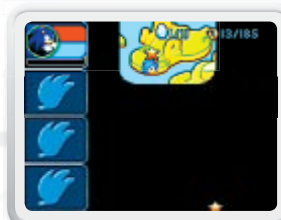
Movement Abilities

Each character has specific Movement Abilities that correspond to the nature of the character. For example, Sonic can dash at high speeds and Tails can fly. Each character starts out with preset Movement Abilities, and they can learn new ones or level up their current abilities when they reach level 4 and 8. Using these abilities is essential to navigating through the game, and in many cases you will need a specific level of an ability to fully explore each map. To use a character's abilities, it must be the active character on screen. An icon will appear on screen when you approach a spot where you can use a specific ability. If the icon is grayed out, that means the active character does not have that ability or you have not reached the level that particular ability requires (denoted by roman numerals under the icon).



Area and World Maps

Each zone or area has its own map that appears on the top section of the screen as you play in that area. Initially the map will have a dark shadow over



it, and as you explore, that shadow will disappear over areas you've explored. This is a great indication of where you have been as well as parts of the map you have yet to explore.

On many of the area maps, you will find icons for key spots such as airports, shops and even gold stars to guide you to your objectives. These handy references make navigating the map easier.

When you select the World Map, you will be able to go to different areas instantly by selecting the airport.

Character Composition

Characters all share the same categories of stats, and most of them are visible when you inspect your character through the Profile menu. However, there are two very important stats that are never revealed: Damage and Armor! Here is a break down of all of the stats to help you fully comprehend how each of these categories affects your characters.

HP: This is your health, which is indicated by the red bar next to your character's icon on the top map screen. If you deplete all of your HP, your character will be knocked out (KO'd).

PP: The blue bar under your HP displays the number of Power Points you have. This is a way to reference your fatigue level, or more specially the number of PP points you have to perform POW Moves.

ATTK: Attack determines the chance you have to hit a target.

SPD: Speed determines the order in which characters and enemies act in each round. It is also used to determine how good a character is when chasing and fleeing.

DEF: Defense is how hard a target is to connect with. It is a key factor in determining whether an attack will miss its mark.



LUCK: Luck determines the chance you have to ambush enemies in combat. Also, it is used to calculate the chance for a high damaging critical hit that will be displayed as "Lucky" in combat.

DAMAGE: This hidden attribute is the amount of direct damage a move will do.

ARMOR: The armor of each character and enemy is not shown. It is the amount of damage someone can absorb before actually receiving any loss of HP.

Character Classes

The three basic classes of characters include Power, Shifter and Support. Power class comprises your damage-dealing characters. On the opposite end, Support characters can use status effects on enemies as well as on your party. Shifters are a hybrid category that can attack for decent damage as well as use status effects.

Character Leveling

Each character will automatically increase their stats when they level up. Yet, you will also be able to assign bonus points to customize your characters. These bonus points can really add up over the course of the game, and it can help to your tailor your characters the way you play them. If you use a lot of basic attacks for Sonic, then you should make sure his Attack is high enough to connect with those strikes. Likewise, support characters that never attack should have very high Defense to dodge incoming attacks. Simply keep

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Developer Strategies!

Miles Holmes, Lead Designer

- I have a simple tip with regards to combat efficiency. While basic attacks are clearly outperformed by POW attacks, they cost nothing to use. Many POW attacks (especially those of the support variety) cause a boost to your team, or a penalty to the enemy team. If you fire off a combo of POW attacks to begin a fight, you can seriously boost your team and expose the enemy. At that point, using POW attacks aren't really necessary, and you get the most bang for your buck with regular basic attacks. Overall, you don't want to end each fight completely drained of PP: You'll go dipping into PP-restoring consumables at an unsustainable rate. Use POW attacks in measure with basic attacks, and you should always be fresh for the next fight.

Andrew Gardner, Programmer

- When going into an unknown situation, I always like to be prepared with at least one armor-piercing move or a move that leaves your opponent vulnerable in case I run into a tough armored opponent.

- Keep an eye out for Ferox. When you have the chance, I keep this Chao equipped on either Cream or Tails to guarantee success when using their POW Moves to replenish HP and PP.

Brook Bakay, Lead Programmer

- Use elemental damage Chao with Omega's machine gun attack. Equip Pyraz against the N'rrgal for great justice.

- I boosted Cream's defense whenever possible. She became nearly impossible to hit. Then I got Cream to equip Selim, and enemies spent the vast majority of their time missing Cream. This can also be done with Big, and stacked with his taunt ability.

- Spartoi can cause an instant knock out and is good to put on characters with lots of attacks, for

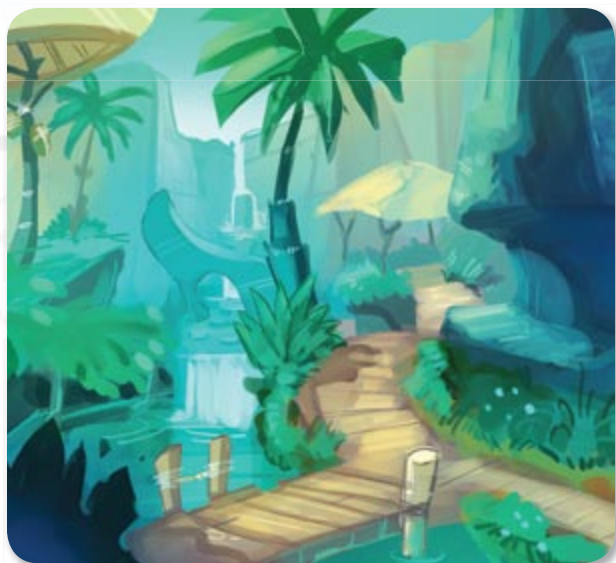
in mind how you intend to use each character and place your points in the category that takes advantage of their role. Don't underestimate Luck since a critical hit or ambush can give you a serious advantage. Also, Speed can be important for characters that need to heal or use status effects early in the round.

Party Selection

As you begin to find more characters to join your team, you will eventually have to choose which ones to keep in your active party. Sonic will always be leading one of your groups, but the others can be swapped out whenever you go to a stronghold or before certain key battles in the game.

Characters have vastly different types, POW Moves and abilities, so the decision who to include can be tough. Every character has something to offer the party, and it is up to the player how they want to use each one. To build the most effective party, there are several factors to consider.

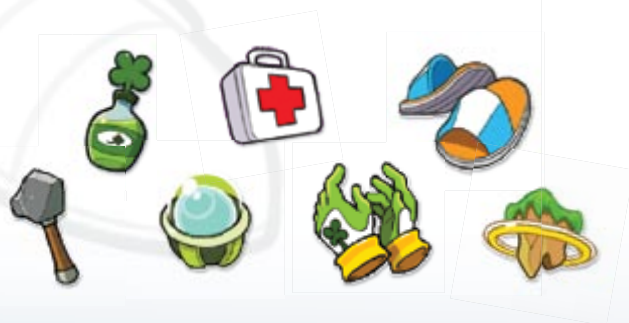
- 1 **Movement Abilities:** Every map has specific requirements to thoroughly explore it. Be sure to have a team that covers the needs of the map.
- 2 **POW Moves:** All characters have solo and combined POW Moves. When forming a party, consider not only which teammates you want to use for tag team moves, but which ones you need for the area. For example, if you are fighting enemies with high armor you will want characters with armor-piercing attacks.
- 3 **Character Types:** While you can have any combination of character types, the goal is to choose a variety of types to tackle each area. Having multiple support characters may help your party from getting knocked out, but they would not provide the damage you'd need to take down enemies quickly. Try to keep a balance of character types to make the most of the way you fight.



Blue Ridge Zone Concept

Equipment and Consumables

Every RPG is full of cool items to use on your adventure, and this game has you covered! Not only are there shoes, gloves and accessories to equip, plenty of consumable items are available to really give you an edge in combat. Many of the items you can equip are made for certain characters. However, every character can gain stats, armor or damage through an assortment of equipment. The consumables can be used on any character. They can be used in combat; some can be used while exploring. It is important to note that consumables are not just for restoring and refreshing your party. Many of these items can greatly boost your stats in a similar way as the status effects. This gives you a whole set of new possibilities for mixing up combat. For example, Rock Salt can boost your damage in a similar way to using the Empower POW Move.



Chao

Chao are adorable critters that can bond with a character and provide it a vast array of special abilities. Check the data appendix in the back of this guide for a listing of all Chao and what bonuses each one can provide. Chao are hatched from Chao Eggs (🥚) that you find during your adventures. Each egg holds a random Chao, so it is a good idea to get as many as you can to expand your options. Unlike your characters, Chao can only be leveled up 3 times. This is not done through combat; trading with a unique friend is the only method to level them up. In other words, to boost a Chao to level 2 you will need to go into the Chao Garden and trade with someone. To get that Chao to level 3, you will need to trade with a brand new person. Their abilities are very impressive, so be sure to take advantage of any chance you get to level up your Chao! Another added benefit of trading a Chao is the feature to get a random egg from "breeding." These bonded buddies can make the game a lot easier, so go make some friends and start swapping!



Status Effects

There are a large number of status effects in this game, and it is crucial to understand what they do and what each term means. Many of these effects can range from level I to III. Simply put, each level has the same amount of an effect so three level I distract effects is equivalent to one distract III effect.

Developer Strategies!

continued

example Sonic or Shadow. Then get Tails to give the character another attack with his Adrenaline Rush ability.

John Epler, QA tester

- My favorite team to use is Sonic, Shadow, Cream and Knuckles. Shadow's Chaos Spear is an armor-piercing attack. He also has Chaos Rift, and that has a pretty decent chance of instantly knocking out a single enemy. Cream has Refresh, which refills the team's PP gauges, as well as a healing ability in case they take too much damage. Finally, Knuckles has Quake Punch, an attack that hits all enemies and has a chance of knocking them out. I used this party for most of the game and it served me pretty well.

- N'rrgal are one of the least-armored creatures in the game, so try Omega's Machine Gunner attack to take out even the bigger N'rrgal without too many problems.

Elliot Christian, Senior Artist

- Later in the game, putting Shade, Shadow and Omega in the same team allows you to output enough damage to overwhelm even the most powerful enemies. If you need to heal damage or status effects, get Sonic to use items on your party since he almost always gets to go first.

Arone Le Bray, QA tester

- Bonus points for me always got tossed into Luck and Defense. I know that my attack moves will most likely be POW Moves, and as long as I can keep on hitting the POW inputs move correctly, I'll be fine.

► **POW Moves:** One of my favorite moves is Cream's Demoralize move. It costs a lot to do, and you need to make sure that you hit all of the inputs, but if you can pull off a maxed out Demoralize, then the enemy has a really hard time hitting your characters.

It is important to know what each icon represents so you know what effect has been placed on your character. Study this list and learn to use each effect for the right situation. For example, if an enemy is hard to hit, make it sluggish. If they deal a lot of damage and counter a lot, try to distract it. Generally speaking, you want to neutralize their strengths with one or more of these effects. As an added bonus, status effects can be stacked! This means you can repeatedly hit an enemy with the same effect to continue to increase the effect.

	Poison	Target loses a percentage of HP each round
	Stunned	Cannot perform any actions in the next round
	Weakened	Reduces amount of damage target can cause
	Vulnerable	Increased damage taken from an attack
	Distracted	Attack is reduced to make them more likely to miss attacks
	Sluggish	Defense is reduced, making them easier to hit
	Cursed	Luck is reduced
	Empowered	Increases damage
	Fortified	Takes less damage from attacks
	Focused	Attack increases, making them more likely to hit targets
	Hyper	Speed and defense increase
	Lucky	Luck increases

Elemental Chart

Creature	Fire	Water	Earth	Wind	Lightning	Ice
Robot Flyer	25	-75	10	-25	10	25
Robot Land	25	-75	-25	10	10	25
Animal and Nocturne Flyer	-25	50	25	-10	-10	-10
Animal and Nocturne Land	-25	50	-10	25	-10	-10
Kron	25	-25	75	-25	-10	-10
N'rrgal	-25	50	-10	-10	50	-25
Zoah	-10	-10	-25	25	50	10
Voxai	-25	10	-25	50	-10	25

NOTE: Positive numbers indicate percent resistance (reduction to damage) and a negative number is percent weakness (increase to damage)

Combat Modifiers

Combat modifiers are not effects that you control; they are properties of specific attacks and POW Moves. Just like status effects, it is very important to understand what these do to gauge their value and combat effectiveness.

Phased: Target cannot be damaged

Can't Miss: These attacks will always hit the target unless they are Phased

Armor Piercing: Ignores the target's armor when dealing damage

Leech: Attacker gains HP when they do damage

Blast: Target takes full damage, and those next to them take half "splash" damage

Full Auto: Multiple occurring "smaller" attacks.

Instant KO: Knocks out enemies instantly. However it will only stun bosses.

Elemental Weakness and Resistance

Elemental properties play a big part in Sonic Chronicles. A detailed system of six elemental types (fire 🔥, water 💧, earth 🌍, wind 🌬️, lightning ⚡, and ice ❄️) can significantly impact combat. All enemies have innate elemental weaknesses and resistances. You can exploit these using a bonded Chao with that property or equipping an elemental ring. Also, certain POW Moves have elemental properties as well. Whenever you attack with an elemental type, the game will indicate this with a small icon of that type near the damage amount. If there is a red bar through the icon, you know

the enemy is resistant to that element. Below is a condensed chart to easily scan what element is best suited for each type of enemy! As you can see, some enemies have significant sensitivity to elemental attacks. For example all robots take 75% more damage from water attacks but take 25% less damage from fire attacks.

It is also important to note that enemy attacks are not elemental in nature, and none of the characters in your party have any elemental weaknesses or resistances. Essentially, you never have to worry about enemies using elemental attacks against you. Also, since none of their attacks have elemental properties, all elemental shields from bonded Chao offer the same protection.



POW Moves

POW Moves are special attacks that are the cornerstone of combat. Each character has their own unique set of POW Moves that offer a dizzying number of options. All POW Moves must be bought with points that you earn when you level up. Each time you achieve a new level, you will get 5 points to buy moves for a character. This system can be a bit intimidating at first, but once you dive in you will really enjoy the options and abilities at your disposal. Here are some key things to know to get the most out of the POW Moves system.

❶ POW Moves use PP, which is denoted by the PP cost. This means you can only perform a POW Move if you have enough points left.

Developer Strategies!

continued

► **Party composition:** I like to add Amy, Shadow and Knuckles. Amy is a fantastic attacker, but an even better buffing character. She keeps everyone hitting for a lot of damage, especially once you boost her Blow Kiss. Shadow has his Chaos Spear and three attacks per round, so he can make sure that everyone stays alive and ready for the next round by healing them up with items. Knuckles is great all around, with a fairly powerful armor-piercing attack (Uppercut) – but his status attack (Earthquake) can make a fight with four hard enemies easier when two of them get stunned. That move is a gamble, though, because it doesn't have a lot of power.

- Make sure that you trade your Chao whenever possible to get them to the third level. What might be an okay Chao at level 1 can be the most useful Chao ever at level 3. Not only that, but once you get that Chao to level 3, all subsequent Chao of that type will also be level 3.
- Try not to go into combat without being fully healed beforehand.

► **Favorite Chao:** I love Bobo during the first sections. Having those extra items before and during a combat is often the difference between life and death, and even if you don't use them, they can become a great source of income. Keep in mind that enemies don't drop rings, so having these is like harvesting money. Hayda is also great, because with one or two fully leveled Haydas in the party, you can perform a lot of POW moves.

- In general, I would tell you to work on your POW Moves. Your regular attacks are just fine for the first few areas, but if you can't perform POW Moves at least 80% of the time with 100% accuracy, you'll find this a VERY hard game to beat.
- It is much better to end a combat alive and with no PP as opposed to knocked out with a full PP bar.



Metropolis Concept

2 PP points can be restored in many ways, such as bonding with a specific Chao, equipping items, using POW consumables, through the Refresh or Medi Bot POW Move, and even by defending in combat.

3 Some POW Moves require your teammates. You need to remember that these combined moves require an action from both of those characters as well as the full PP cost!

4 POW Moves require you to interact with the touch screen by following the input commands it

displays. Likewise, to counter enemy moves you must successfully perform the inputs they present. You'll know you've succeeded with a POW Move input if you see a "thumbs up" icon; if you missed that input, you'll see a "thumbs down" one instead.

Mystic Ruins Concept



5 There are two primary types of POW Moves: status-affecting moves and attacks. Because of the powerful nature of status effects, you must perform ALL the inputs for the status effect to trigger. However, the attacking moves will allow you to fail some of the inputs; it will simply do less damage.

6 Several POW Moves have various properties such as Can't Miss or a percent chance to perform a status effect. These are not dependent on how well you perform the real-time touch-screen interactions.

7 Finally, if you perform all the inputs of the POW Move correctly, they will always hit your target unless it is phased or evading.

Combat

Combat is turn-based in this game, so you will be allowed to take your time to decide how each character will perform. A large circle will appear over the active character that you are about to instruct. Tap the small arrows inside this circle to go to another character if you want to set them up first.

Five choices are available to you in combat. While each one seems rather self-explanatory, here are a few tips to keep in mind.

Attack: This performs a basic attack, and its success depends on how high your Attack stat is.

POW Moves: Choose one of your POW Moves.

Defend: Defending will help restore some PP. Also, it will allow you to take less damage when attacked.

Items: Scroll through all of your consumable items to use them.

Flee: This will place you in a chase sequence where you can actively attempt to run from the fight. While fleeing, you'll need to avoid obstacles such as boxes and use speed conveyor belts to quicken your pace. If the enemy catches up to you, they will go first in combat with what basically amounts to a free attack. The only real advantage to this is that status effects will be cleared! The progress of a chase/flee sequence is shown on the top screen.

Tips and Tactics

► **Save:** You should get into the habit of saving frequently, as there is a random factor in combat due to the real-time inputs. Missing a key counter input or failing to perform a crucial-healing POW Move can make a battle almost worth doing over. However, one of the best features of the Save function is that it allows you to try out different equipment and POW Moves. Save at the start of an area or shop and buy whatever moves and equipment you like to try out! This is a great way to try new items without remorse.

► **Stacking:** An important concept to utilize in this game is stacking! You can put many status effects, either similar or different, on any enemy. Likewise, you can boost your characters repeatedly with the same effects. This also somewhat applies to elemental types. While you cannot increase the percent damage of each element, you can stack attacks with bonded Chao or rings to pair two elements to each attack.

► **POW Machine:** The game is designed to limit your POW Moves by using PP for each move. However, if you use Cream or Tails, you can refresh most of them every round! While it may seem like support characters such as these lower your damage output, they can actually increase it by allowing the other teammates to do more POW Moves each round!

► **Defend to Refresh PP:** If you don't have a support character in your party and you're fighting enemies who cannot regenerate HP, fight until there's one weakened enemy remaining (preferably with status effects that prevent it from attacking effectively). Then, have your characters defend until their PP is built up again.

► **Gang Up On Them:** Team up on enemies, one at a time, until they are defeated! Don't spread out your damage unless you have to KO foes in the same round.

► **Show Me The Money:** Equip Bobo the Chao to double enemy drops and sell off the surplus items to get enough rings to buy whatever you want.



Character Turns: Each character will take their turn depending on their Speed stat – not the order they appear in your roster. Sonic is generally the fastest character and usually goes first. A round of

combat will consist of all characters and enemies performing the number of actions available to them in a combat round. A speedy character such as Sonic has three actions every round, giving him a great advantage in combat.

Continue: If all your characters are knocked out in combat, you'll be given the option to replay the battle – but it'll cost you some rings to do so. You'll also get some free advice on how to effectively fight the enemies that just defeated you.

Results: After a battle, you'll receive a grade that shows how well you performed. That grade is based upon how much damage you caused versus how much your party sustained, how long the combat lasted, and how well you executed your POW Moves. Obviously, if you're consistently getting low grades, you'll either need to level up your characters, try different POW Moves or equipment, and/or reconfigure your party or combat tactics.



Kron Concept

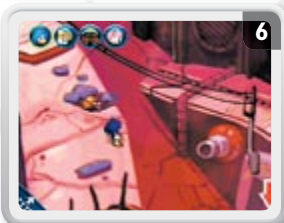
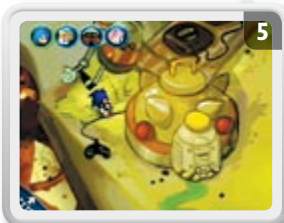
Ambushing: This is a special condition of combat. Your team or the enemy can trigger an ambush based on how high their luck is. An ambush gives each character one automatic regular attack on a randomly chosen enemy before the other side can respond.

Trapped: When this message appears during combat you will not be allowed to flee.

Did You Know?

Chapter 5: In the southwest corner of Metropolis, you can see some bygone relics from earlier Sonic games, including some of Eggman's old weapons and even a Sega Genesis console and controller!

Chapter 6: Did you notice that the head is missing from Eggman's statue. If you look closely, you'll find it somewhere else on the map!



Nocturne Concept

Tips and Tactics

continued

► **Offense = Defense:** The old saying that the best defense is a good offense can be true in this game. Many times, if you can deal enough damage fast and hard enough, you will take very little damage. The priority is that it is better to knock out the enemy and heal once the battle is over. This aggressive style is not for everyone, but it can be very effective.

► **Check Your Gear:** One of the most overlooked aspects is to remember to equip your items and Chaos for each character. When changing party members, it is common to forget to put your best equipment or bonded Chao on your active party.

► **New Area Prep:** Each map or area tends to have enemies of certain types and with certain abilities. Choose your party and their equipment based on each new area. Overall, your goal is simply to use effects and abilities to nullify your enemies' greatest strengths.

► **One Goal, Many Methods:** There are many ways to achieve the same goal of conquering your foes. While armor piercing is great against high-armored enemies, there are several other options. You can boost your damage with items, Empower a character with Amy, or lower their armor by making them vulnerable.

► **Stay Healthy:** Rather than use an action during combat to heal a character, try to make it through the battle and heal and restore when it is over. There are times it will not be possible, of course. Either way, always make sure to top off your HP and PP after any battle so you are ready for anything. If your fight is near a stronghold where you can heal fully, it makes sense to keep going back there after a tough battle until your party is strong enough to explore on its own.

► **Input Advice:** The easiest way to master single taps during combat is to ignore the shrinking circle. Instead, watch the small circle flash green, then tap it immediately. Focusing on the green color makes it easier to master proper timing.

SONIC

THE HEDGEHOG

Found: Chapter 1 **Class:** Power **Number of Actions:** 3

Movement Abilities:  (L1-3)

BIO

Sonic the Hedgehog is the world's fastest supersonic hedgehog! Sonic can race faster than the wind and use his fantastic speed to overcome his enemies. Independent and carefree, Sonic never hesitates to charge into danger when the fate of the world is at stake! Sonic enjoys being free and unfettered, and he often travels off to adventure whenever he can. Still, he is always available when trouble rears its ugly head, and his friends always know they can count on him to do what's right. Sonic can be a little impatient and impulsive, but his confidence is unbreakable, even in the most dire circumstances. ►



POW Moves

Name	Characters	Cost	LVL	Damage	Effect / Element
Axe Kick	Sonic	4	1	2x 150% of Attack damage	-
			2	2x 175% of Attack damage	-
			3	2x 200% of Attack damage	-

Sonic spinballs to deliver a powerful double kick to a single foe.

Whirlwind	Sonic	6	1	100% of Attack damage to all enemies	Can't miss, Element: Wind
			2	110% of Attack damage to all enemies	Can't miss, Element: Wind
			3	125% of Attack damage to all enemies	Can't miss, Element: Wind

Sonic runs circles around his foes, lashing them all with a powerful wind attack.

Blue Bomber	Sonic, Tails	4	1	2x 200% of Attack damage	Weakened 1 (30% chance)
			2	2x 225% of Attack damage	Weakened 1 (50% chance)
			3	2x 250% of Attack damage	Weakened 1 (80% chance)

Tails airdrops Sonic to deliver an extra powerful spinball that has a chance to weaken the target.

Fastball	Sonic, Amy	5	1	3x 175% of Attack damage	Sluggish 1 (30% chance)
			2	3x 200% of Attack damage	Sluggish 1 (50% chance)
			3	3x 225% of Attack damage	Sluggish 1 (80% chance)

Amy uses her hammer to send Sonic spinballing into a foe for a triple attack that might make the target sluggish.

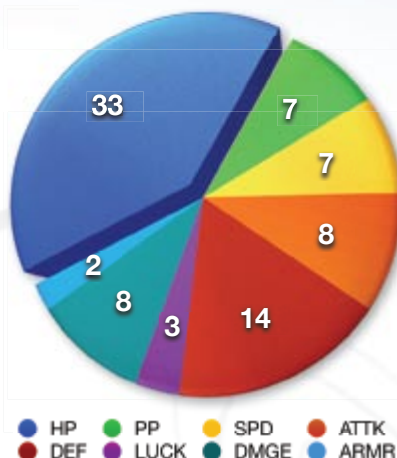
Triple Tornado	Sonic, Knuckles, Tails	5	1	3x 150% of Attack damage to all enemies	Can't miss, Sluggish 1 (30%), Element: Wind
			2	3x 175% of Attack damage to all enemies	Can't miss, Sluggish 1 (50%), Element: Wind
			3	3x 225% of Attack damage to all enemies	Can't miss, Sluggish 1 (80%), Element: Wind

Sonic, Knuckles, and Tails join in on a powerful wind attack that may leave targets Sluggish.

Hail Storm	Sonic, Tails, Knuckles, Amy	6	1	7x 175% of base damage	Stun (20% chance)
			2	7x 200% of base damage	Stun (30% chance)
			3	7x 225% of base damage	Stun (40% chance)

Knuckles, Tails and Amy smash a spinballing Sonic careening at a single target, potentially stunning the foe.

INITIAL STATS

*Bio continued*

After the last battle against Eggman, Sonic decided to search the world for adventure. He has been gone for quite a while by the time Tails contacts him to help rescue Knuckles. In combat, Sonic has low damage power and low armor, but he gets three attacks per round thanks to his amazing quickness. With his speed, Sonic almost always goes first and can damage enemies before they get a chance to react!

Character Build:

Sonic will be with you the entire game, so he is one of the most important characters to keep well balanced. Since he has three actions, he can easily exhaust his PP every round. Because of this, he will usually have an opportunity to use a regular attack, so make sure to keep his Attack high enough so that he can effectively connect.

Tips and Tactics:

No matter what you do, Sonic will be the fastest character you have, which means he will always go first in combat. He can perform three actions every round so you will want to maximize this potential depending on the foes you are fighting. Some enemies are very evasive, have massive armor, or counter regular missed attacks. During these situations, Sonic can defend to restore his PP or take advantage of other characters' status-enhancing POW Moves to make his basic attacks more effective. Most of his POW Moves are combo attacks with other party members, but they will depend on which characters you choose to use. He has some great attacks if you stick with Amy, Knuckles and Tails, but you can use any character since most have their own combo attack that includes Sonic. Build up his Axe Kick first and unleash it every round you can. He will usually run out of PP before he runs out of actions, so you can attack if you have a high enough Attack rating, or simply use his extra action to take care of the team. Remember that Sonic is truly the team leader, and his role is not simply to dish out damage but to use his speed and extra actions to utilize items to cure status effect, revive or refresher other characters, as well as boost your team's stats.

Character Advancement

LVL	XP	HP	PP	SPD	ATTK	DEF	LUCK	DMGE	ARMOR	Bonus Points
1	0	33	7	7	8	14	3	8	2	1
2	200	52	7	9	10	15	4	9	3	2
3	490	70	8	11	12	17	5	10	4	3
4	911	89	8	13	14	18	6	12	5	4
5	1520	107	9	15	16	20	8	14	6	5
6	2404	126	9	17	18	21	9	16	7	6
7	3686	144	10	19	20	23	10	18	8	7
8	5545	163	10	21	22	24	11	20	9	8
9	8240	181	11	23	24	26	12	21	10	9
10	12149	200	11	25	26	27	13	23	11	10
11	17815	218	12	27	28	29	15	25	12	11
12	26032	237	12	29	29	30	16	26	13	12
13	37947	255	13	31	31	32	17	28	14	13
14	55223	274	14	33	33	33	18	30	15	14
15	80273	292	14	35	35	35	20	31	16	15
16	116596	311	15	37	37	36	21	33	17	16
17	169265	329	15	39	39	38	22	35	18	17
18	225634	348	16	41	41	39	23	36	19	18
19	300369	366	16	43	43	41	24	38	20	19
20	400935	385	17	45	45	42	26	40	21	20
21	466487	403	17	47	47	44	27	42	22	20
22	543462	422	18	49	49	45	28	43	23	20
23	620436	440	18	51	51	47	29	45	24	20
24	697411	459	19	53	53	48	30	47	25	20
25	774385	477	19	55	54	50	32	48	26	20
26	851360	496	20	57	56	51	33	50	27	20
27	928334	514	20	59	58	53	34	52	28	20
28	1005309	533	21	61	60	54	35	54	29	20
29	1082284	551	21	63	62	56	36	55	30	20
30	1159258	570	22	65	64	57	38	57	31	20

AMY ROSE

Found: Chapter 1 **Class:** Shifter **Number of Actions:** 2

Movement Abilities: (L1), (L1-3)

BIO

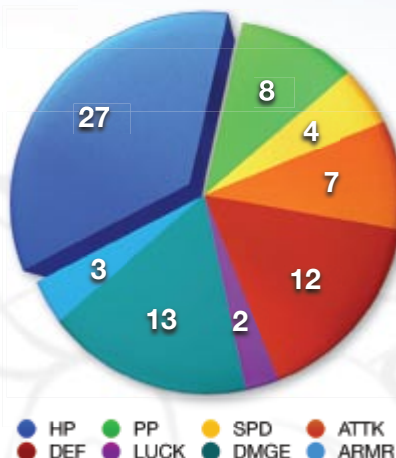
Amy Rose the Hedgehog is one of Sonic's most loyal friends. She considers herself Sonic's girlfriend, much to Sonic's dismay. But even if Sonic doesn't like her "like that," she's still a valuable addition to Sonic's team. Amy is generally a very sweet and caring girl, and she is usually optimistic, even when she's not particularly confident. On the other hand, she can be quite aggressive if provoked, and it's sometimes not all that hard to provoke her. All you have to do is threaten or flirt with Sonic, and you can count on getting a giant Piko-Piko Hammer to the head! As a member of Sonic's team, ►



POW Moves

Name	Characters	Cost	LVL	Damage	Effect / Element
Low Blow	Amy	4	1	125% of Attack damage	Vulnerable 1 (30% chance)
			2	150% of Attack damage	Vulnerable 1 (50% chance)
			3	175% of Attack damage	Vulnerable 1 (80% chance)
Amy tries to hit an enemy at its weakest point, leaving it vulnerable.					
Spin Cycle	Amy, Cream	4	1	150% of Attack damage	Can't miss
			2	175% of Attack damage	Can't miss
			3	200% of Attack damage	Can't miss
Amy and Cream attack their foes as a whirling dervish, hitting multiple targets.					
Temper Tantrum	Amy	5	1	100% of Attack damage	Sluggish 1 (20% chance)
			2	125% of Attack damage	Sluggish 1 (30% chance)
			3	150% of Attack damage	Sluggish 1 (40% chance)
Amy delivers a series of concussive hammer attacks that may leave her target sluggish.					
Blow Kiss	Amy	4	1	-	Empowered 1
			2	-	Empowered 2
			3	-	Empowered 3
Amy blows a kiss to a friend, empowering the friend to do his or her best!					
Tarot Draw	Amy	4	1	-	Cursed 1
			2	-	Cursed 2
			3	-	Cursed 3
Amy foresees the future with her tarot deck, cursing a single foe and causing the target to miss subsequent attacks.					
Flower Power	Amy, Big, Cream	5	1	300% of Attack damage	Stun (40% chance)
			2	325% of Attack damage	Stun (50% chance)
			3	350% of Attack damage	Stun (60% chance)
Amy, Big and Cream team up for their most potent attack, likely to leave a single foe stunned.					

INITIAL STATS

*Bio continued*

Amy lends both speed and strength to the group, using her innate hedgehog speed and her immensely powerful hammer to good effect. She teams up with her friend Big the Cat and her best friend, Cream the Rabbit, to form Team Amy. Since the last time they defeated Eggman, Amy has started a club where she teaches young girls how to protect themselves from bullies. In combat, Amy Rose has the second highest damage power in the game and medium armor.

Character Build

It may come as a surprise, but Amy Rose has high armor and damage for such a young girl. She has some valuable status effects, so you will want to keep her speed high enough that you can attack quickly. However, she can also dish out serious damage, so make sure to keep her Attack and Defense stats high enough to be effective in combat.

Tips and Tactics

Thanks to her Piko-Piko Hammer, Amy Rose has the second most damaging basic attacks. Early on you will want to build up Low Blow to deal some heavy hits as well as make your enemies more vulnerable to damage. However, she is not just an attacking character, and her Blow Kiss POW Move is one of the best features she has to offer. You should use this ability on your most damaging characters to empower them so that they can deliver devastating attacks for the next several rounds. This can combo well with Sonic and his Fastball POW Move, which uses Amy. She has several moves that are pretty effective if you use Team Amy, but alone she can still deal a good amount of damage and support her team with status effects.

Character Advancement

LVL	XP	HP	PP	SPD	ATTK	DEF	LUCK	DMGE	ARMR	Bonus Points
1	0	27	8	4	7	12	2	13	3	1
2	332	42	9	5	9	14	3	14	4	2
3	681	57	9	6	11	15	5	16	5	3
4	1188	72	10	7	13	16	6	17	7	4
5	1922	88	10	8	14	18	8	19	8	5
6	2987	103	11	9	16	19	9	20	9	6
7	4531	118	11	10	18	21	11	22	11	7
8	6770	133	12	11	20	22	12	24	12	8
9	10017	148	12	12	22	24	14	26	13	9
10	14724	163	13	13	24	25	15	28	15	10
11	21550	179	13	14	25	27	17	30	16	11
12	31448	194	14	15	27	28	18	31	17	12
13	45800	209	14	16	29	30	20	33	19	13
14	66610	224	15	17	31	31	21	35	20	14
15	96784	239	15	18	33	33	23	36	21	15
16	140537	254	16	19	35	34	24	38	23	16
17	203978	270	16	20	36	36	26	40	24	17
18	258968	285	17	21	38	37	27	41	25	18
19	333354	300	17	22	40	39	29	43	27	19
20	415000	315	18	23	42	40	30	45	28	20
21	496646	330	18	24	44	42	32	47	29	20
22	578292	345	19	25	46	43	33	48	31	20
23	659938	361	19	26	47	45	35	50	32	20
24	741584	376	20	27	49	46	36	52	33	20
25	823230	391	20	28	51	48	38	54	35	20
26	904876	406	21	29	53	49	39	55	36	20
27	986522	421	21	30	55	51	41	57	37	20
28	1068168	437	22	31	56	52	42	59	39	20
29	1149814	452	22	32	58	54	44	60	40	20
30	1159258	570	22	65	64	57	38	57	31	20

MILES "TAILS" PROWER

Found: Chapter 1 | Class: Support | Number of Actions: 2

Movement Abilities:  (L1-3)

BIO

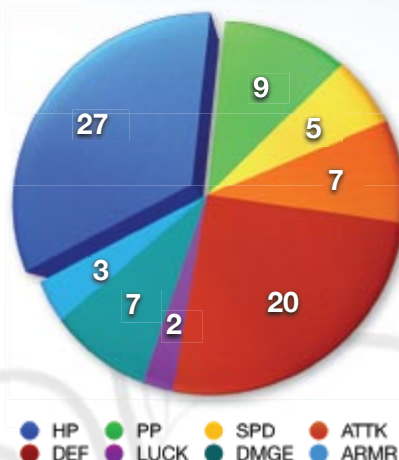
He is Sonic's most faithful and loyal friend. Whenever Sonic is on an adventure, Tails isn't far behind. As smart as Sonic is fast, Tails is an engineering genius, able to invent fantastic machines and outsmart even Eggman. His inventions, including the flying Tornado, have helped Sonic on multiple occasions. Tails can also fly by twirling his two tails like the blades of a helicopter, allowing him to go where Sonic and the team can't. Tails has spent time alone, building new machines and helping Knuckles ►



POW Moves

Name	Characters	Cost	LVL	Damage	Effect / Element	
Scan	Tails	4	1	-	Vulnerable 1	
			2	-	Vulnerable 2	
			3	-	Vulnerable 3	
Tails scans a target to find weak points, leaving it vulnerable.						
Tinker	Tails	4	1	-	Weakened 1, Sluggish 1; Robots only	
			2	-	Weakened 2, Sluggish 2; Robots only	
			3	-	Weakened 3, Sluggish 3; Robots only	
Tails sabotages enemy robots to leave them distracted and weakened.						
Medi Bot	Tails	5	1	-	Regenerate 20 HP and 2 PP for 3 rounds	
			2	-	Regenerate 40 HP and 4 PP for 3 rounds	
			3	-	Regenerate 60 HP and 6 PP for 3 rounds	
Tails deploys a small robot equipped with healing tech to heal a friend.						
Shield Bot	Tails	5	1	-	Fortified 1	
			2	-	Fortified 2	
			3	-	Fortified 3	
Tails deploys a small robot equipped with a force field to fortify a friend.						
Flash Bang	Tails	5	1	-	Sluggish 1, Distracted 1; Non-robots only	
			2	-	Sluggish 2, Distracted 2; Non-robots only	
			3	-	Sluggish 3, Distracted 3; Non-robots only	
Tails flies up to deploy a flash grenade that leaves a target sluggish and distracted.						
Adrena-line Rush	Tails	5	1	-	Hyper 1, Extra Action	
			2	-	Hyper 2, Extra Action	
			3	-	Hyper 3, Extra Action	
Tails deploys a temporal field that gives a friend an extra action and makes the friend hyper.						

INITIAL STATS



Bio continued

protect the Chaos Emeralds. As a result, he has become much more independent and confident in his abilities than the last time he saw Sonic. Now Tails is almost the field commander of the team, keeping track of objectives and proposing clever plans to get through difficult situations. In combat, Tails has low damage power and low armor, but he is quick enough to attack twice in each round. Tails relies on his team to protect him while he supports them with his special abilities.

Character Build

Tails is a support character, and that is strictly the way you should use him. His low armor and low damage means he should really never attack. To get the most out of his bonus points, put them in Defense. The best strategy is to make him so agile that enemies miss most of their attacks. Speed can also be a factor if you need him to act sooner in your team's lineup. Luck and Attack really won't be a factor since he probably won't be called on to hit enemies often.

Tips and Tactics

Tails is one of two primary support characters that will keep your team alive and recharge your PP. He has a large array of status effects, but his primary role is to refresh your characters. Level up his Medi Bot as your top priority. You can buy some of his status-effect moves, but the trouble is splitting them between robot and non-robot. While Chapters 5 and 6 are heavily robot-centric, the majority of enemies are non-robots – so Flash Bang can be a useful choice.

One of the best ways to take advantage of Tails is to start off the first round using Medi Bot on himself to keep his PP full and his health high. Also, use that ability on the character you rely on most to make sure they have enough PP for the next round. In round two, use Medi Bot on the other two characters – and essentially you have an entire team that will gain PP and HP for the next three rounds. This is a great technique that keeps your party healthy and able to use their POW attacks every turn. Once your team is covered by this technique, you can throw out any status effects you may need. If an enemy is particularly tough, you can switch the order and use status effects in round 2.

Character Advancement

LVL	XP	HP	PP	SPD	ATTK	DEF	LUCK	DMGE	ARMOR	Bonus Points
1	0	27	9	5	7	20	2	7	3	1
2	200	42	10	6	8	21	4	8	4	2
3	490	57	11	7	10	23	5	9	5	3
4	911	72	11	9	12	24	7	10	7	4
5	1520	88	12	10	13	26	9	11	8	5
6	2404	103	12	11	15	27	10	12	9	6
7	3686	118	13	13	17	29	12	13	11	7
8	5545	133	13	14	18	30	14	14	12	8
9	8240	148	14	15	20	31	15	15	13	9
10	12149	163	14	17	22	33	17	17	15	10
11	17815	179	16	18	23	35	19	18	16	11
12	26032	194	16	19	25	36	20	19	17	12
13	37947	209	17	21	27	38	22	20	19	13
14	55223	224	17	22	28	39	23	21	20	14
15	80273	239	18	23	30	41	25	22	21	15
16	116596	254	18	25	32	42	27	23	23	16
17	169265	270	19	26	33	44	28	24	24	17
18	225634	285	19	27	35	45	30	25	25	18
19	300369	300	20	29	37	47	32	26	27	19
20	400935	315	20	30	38	48	33	27	28	20
21	466487	330	21	31	40	50	35	28	29	20
22	543462	345	22	33	42	51	37	29	31	20
23	620436	361	22	34	43	53	38	31	32	20
24	697411	376	23	35	45	54	40	32	33	20
25	774385	391	23	37	47	56	41	33	35	20
26	851360	406	24	38	48	57	43	34	36	20
27	928334	421	25	39	50	59	45	35	37	20
28	1005309	437	25	41	52	60	46	36	39	20
29	1082284	452	26	42	53	62	48	37	40	20
30	1159258	467	26	43	55	63	50	38	41	20

ROUGE

THE BAT

Found: Chapter 2 **Class:** Support **Number of Actions:** 2

Movement Abilities: (L1-2),

BIO

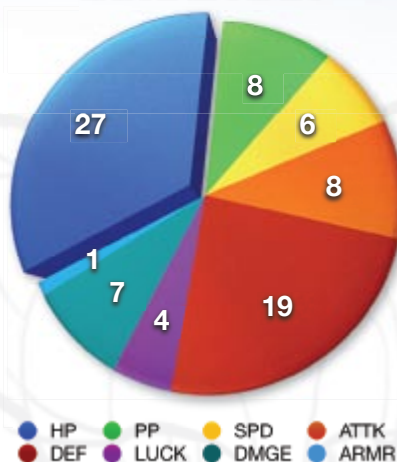
Rouge the Bat is an enigma. As a spy, a freelance treasure hunter, and a member of Shadow the Hedgehog's Team Dark, Rouge's motivations are always in question. In truth, she's usually just out for herself. Rouge is a confident, fearless, and flirty young woman – the only member of the team who uses her looks to get what she wants. Her carefree and playful attitude is fun for some and annoying to others, but she has been known to set it aside to help Shadow and Team Dark achieve their objectives. She gets along with Sonic well enough, but she always had a sort of rivalry with Amy Rose. ►



POW Moves

Name	Characters	Cost	LVL	Damage	Effect / Element
Tornado Kick	Rouge	4	1	125% of Attack damage	Element: Wind
			2	135% of Attack damage	Element: Wind
			3	145% of Attack damage	Element: Wind
Rouge delivers a rapid series of kicks that create a damaging wind attack.					
Jewel Storm	Rouge	5	1	75% of Attack damage	Armor Piercing
			2	100% of Attack damage	Armor Piercing
			3	125% of Attack damage	Armor Piercing
Rouge throws a handful of counterfeit gems at the opposing team. These gems, while small, are armor piercing.					
Rising Knuckle	Rouge, Knuckles	5	1	2x 175% of Attack damage	Stun (20% chance)
			2	2x 200% of Attack damage	Stun (30% chance)
			3	2x 225% of Attack damage	Stun (50% chance)
Rouge and Knuckles team up for a double attack that may leave the target stunned.					
Plunder	Rouge	4	1	-	Pilfer Health Seed or POW Candy
			2	-	Pilfer Health Leaf or POW Gum
			3	-	Pilfer Health Root or POW Drink
Rouge feints an attack while stealing an item from her target.					
Distract	Rouge	4	1	-	Distracted 1
			2	-	Distracted 2
			3	-	Distracted 3
Rouge tempts the enemy with her feminine wiles to keep their mind off the fight.					
Shriek	Rouge	4	1	-	Sluggish 1
			2	-	Sluggish 2
			3	-	Sluggish 3
Rouge directs a shrill scream at her foe, leaving the target sluggish.					

INITIAL STATS



Bio continued

There's a sort of unstated connection between Rouge and Knuckles that neither is overly willing to explore. Rouge can fly as quickly as Tails or Knuckles, but not as quickly as Shadow or Sonic can run. She is also skilled at the art of stealth, and always on the lookout for gems or other valuable things to make her own. Rouge's abilities to weaken and distract foes, along with her skills at stealing items from enemies, make her an asset in combat.

Character Build

Rouge is actually a rogue type of character with the ability to steal, distract and make enemies sluggish. Since Rouge has low armor and damage ratings, her primary role is to use her abilities to soften up enemies for power-type characters. Increase her Speed so she can use her abilities as early as possible in a combat round, and boost her Defense to avoid taking damage to compensate for her lower armor.

Tips and Tactics

Rouge is a utility character who has one of the most diverse sets of POW Moves in the game. She has attacks with armor piercing and stun effects while also possessing great status-effect moves such as Distract and Shriek. The first priority for her will be to assist the team with her status-effect moves to make enemies miss more often or become easier to hit. After that, she can switch to offense and use one of her three POW Moves that deal direct damage. The tough decision to make is which POW Moves to buy first since she can fight as well as support. The important thing to keep in mind is to get her support moves to the next level to increase their effectiveness before buying too many different types of moves. For example, Plunder is an interesting move to gain items, but the Chao Bobo can increase item rewards from enemies without using one of your actions. Also, you may be tempted to try all of her attacking POW Moves, but keep in mind their properties. The Tornado Kick is elemental-based, and it can be ineffective against enemies resistant to wind. While the Jewel Storm does not do a lot of damage, its armor piercing makes the most of her low damage rating, plus it affects all enemies.

Character Advancement

LVL	XP	HP	PP	SPD	ATTK	DEF	LUCK	DMGE	ARMOR	Bonus Points
1	0	27	8	6	8	19	4	7	1	1
2	437	42	9	7	10	20	6	8	3	2
3	834	57	9	8	12	22	8	9	5	3
4	1409	72	10	9	14	23	10	10	7	4
5	2244	88	10	11	16	25	12	11	8	5
6	3453	103	11	12	18	26	14	12	10	6
7	5207	118	11	14	20	28	16	13	11	7
8	7750	133	12	15	22	29	18	14	13	8
9	11438	148	12	17	24	31	20	15	14	9
10	16785	163	13	18	26	32	22	17	16	10
11	24538	179	13	20	28	34	24	18	18	11
12	35781	194	14	21	29	35	26	19	20	12
13	52082	209	14	23	31	37	28	20	21	13
14	75719	224	15	24	33	38	30	21	23	14
15	109992	239	15	26	35	40	32	22	25	15
16	159689	254	16	27	37	41	34	23	26	16
17	231749	270	16	29	39	43	36	24	28	17
18	286445	285	17	30	41	44	38	25	29	18
19	361219	300	17	32	43	46	40	26	31	19
20	415000	315	18	33	45	47	42	27	33	20
21	468781	330	18	35	47	49	44	28	34	20
22	522562	345	19	36	49	50	46	29	36	20
23	576343	361	19	38	51	52	48	31	38	20
24	630124	376	20	39	53	53	50	32	39	20
25	683905	391	20	41	54	55	52	33	41	20
26	737686	406	21	42	56	56	54	34	43	20
27	791467	421	21	44	58	58	56	35	44	20
28	845248	437	22	45	60	59	58	36	46	20
29	899029	452	22	47	62	61	60	37	48	20
30	952810	467	23	48	64	62	62	38	49	20

BIG THE CAT

Found: Chapter 3 | Class: Support | Number of Actions: 1

Movement Abilities:  (L1-3)

BIO

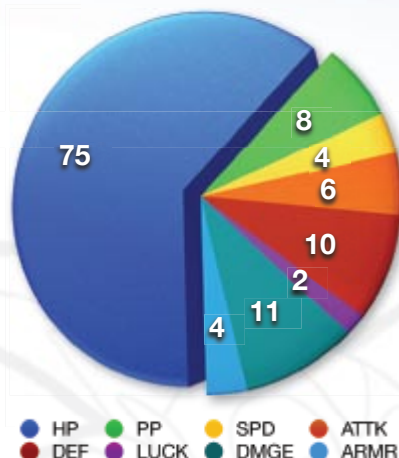
One of the strongest and toughest friends Sonic has, Big the Cat definitely lives up to his name! Big the Cat lives in a hut in Mystic Ruins with his best friend, a pet frog named Froggy. He is a fisherman by trade, and he carries his fishing rod wherever he goes. Despite his immense size and powerful strength, Big is humble, gentle and kind. Some would call him slow or dim-witted, but ... well, those people would be right, but behind his slow wit is a heart as big as he is. As a member of Sonic's team, Big is most useful for his toughness, which allows him to withstand dangerous conditions that might be very



POW Moves

Name	Characters	Cost	LVL	Damage	Effect / Element
Tug of War	Big	4	1	50% of Attack damage	Stun (60% chance)
			2	75% of Attack damage	Stun (70% chance)
			3	100% of Attack damage	Stun (80% chance)
Big casts his line out to trip up a foe, potentially leaving the target stunned.					
Battering Ram	Big	5	1	3x 140% of Attack damage	Distracted 1 (30% chance)
			2	3x 160% of Attack damage	Distracted 1 (50% chance)
			3	3x 180% of Attack damage	Distracted 1 (80% chance)
Big slams headfirst into a foe, causing damage and possibly distracting the target.					
Taunt	Big	6	1	-	Fortified 1, target will only attack Big
			2	-	Fortified 2, target will only attack Big
			3	-	Fortified 3, target will only attack Big
Big attracts one foe's attention away from Big's friends and fortifies himself against damage.					
Froggy Poison	Big	5	1	50% of Attack damage	Poison
			2	75% of Attack damage	Poison
			3	100% of Attack damage	Poison
Big deploys Froggy to kiss a target, leaving the foe poisoned.					
Feel No Pain	Big	5	1	-	30% Regeneration for three rounds
			2	-	40% Regeneration for three rounds
			3	-	50% Regeneration for three rounds
Big gets so excited about the fight that he hardly even notices incoming damage.					
Froggy Rain	Big	6	1	120% of Attack damage to all enemies	Can't miss
			2	140% of Attack damage to all enemies	Can't miss
			3	160% of Attack damage to all enemies	Can't miss
Big asks Froggy to summon his friends, causing a rain of frogs to drop on the opposing team.					

INITIAL STATS

*Bio continued*

dangerous for other people. He teams up with his friends Amy Rose and Cream the Rabbit to form Team Amy, and he would do anything to please and protect his friends. In combat, Big has medium damage power, but he has the second highest armor in the game. He's too slow to attack more than once per round, but his powerful abilities make him difficult to damage and even harder to defeat!

Character Build

This large feline is slow but tough. In other words, don't worry too much about his Speed as he can only attack once per round and is generally a slow character. He has decent damage potential, so you can put some points into Attack, but his primary stat to build on is Defense. Even though he has a high amount of armor, it is best to keep Big both hard to hit and hard to damage.

Tips and Tactics

His sole attack per round might seem like a handicap, but he is a very useful character. In fact, he can be used both offensively and defensively. His natural high armor sets him up to be a great "wall" character to absorb damage. You can combo two of his POW Moves to really play up this ability by first using Taunt to fortify him and force an enemy to attack only Big. In the next round, use Feel No Pain to continue to regenerate Big for the next three rounds. In essence, you can nullify an enemy by forcing them to attack a fortified regenerating character. However, Big is not simply a defensive character. His Lure Whip can be leveled up to provide an 80 percent chance of stun, to yet again nullify one enemy. For pure damage, Big is no slouch. His Battering Ram can deal a serious amount of damage while potentially distracting the enemy. In addition, he has a poison attack and Froggy Rain that can hit all enemies and will not miss. While Froggy Rain is not very powerful by itself, you can wear down a group of adversaries by empowering him or bonding him with a Chao that has an elemental advantage. This type of move can be effective when you need to KO enemies in the same round.

Character Advancement

LVL	XP	HP	PP	SPD	ATTK	DEF	LUCK	DMGE	ARMR	Bonus Points
1	0	75	8	4	6	10	2	11	4	1
2	385	97	9	5	8	11	4	13	6	2
3	758	117	9	6	9	13	5	14	8	3
4	1299	137	10	8	11	14	7	15	10	4
5	2083	157	10	9	12	16	9	18	12	5
6	3220	177	11	10	14	17	10	19	14	6
7	4869	198	11	11	15	19	12	21	15	7
8	7260	218	12	12	17	20	14	23	17	8
9	10727	238	12	13	18	22	15	24	19	9
10	15755	258	13	15	20	23	17	26	21	10
11	23044	279	13	16	21	25	19	28	23	11
12	33614	299	14	17	23	26	20	29	25	12
13	48941	319	14	18	24	28	22	31	27	13
14	71164	350	15	19	26	29	23	33	29	14
15	103388	380	15	21	27	31	25	34	31	15
16	150113	410	16	22	29	32	27	36	33	16
17	217863	450	16	23	30	34	28	38	35	17
18	272102	490	17	24	32	35	30	39	37	18
19	347548	540	17	25	33	37	32	41	39	19
20	415000	600	18	27	35	38	33	43	41	20
21	482452	557	18	28	36	40	35	44	43	20
22	549904	583	19	29	38	41	37	46	45	20
23	617356	609	19	30	39	43	38	48	47	20
24	684808	634	20	31	41	44	40	49	48	20
25	752260	660	20	33	42	46	41	51	50	20
26	819712	686	21	34	44	47	43	53	52	20
27	887164	711	21	35	45	49	45	55	54	20
28	954616	737	22	36	47	50	46	56	56	20
29	1022068	763	22	37	48	52	48	58	58	20
30	1089520	788	23	38	50	53	50	60	60	20

Found: Chapter 2 | Class: Power | Number of Actions: 2

Movement Abilities:  (L1),  (L1),  (L1-2)

BIO

Knuckles is the guardian of the Master Emerald and the last-living echidna on Sonic's world. As a result, he is independent and headstrong, though he is also jealous of Sonic's freedom and self-reliant nature. Knuckles has helped Sonic and friends a lot in the past, including taking a major role in the final battle against Eggman some time ago. Knuckles is very strong and powerful, and he will do anything to defend the Master Emerald and protect his friends. While most think Knuckles is a quiet loner, he enjoys helping Sonic, especially when the Master Emerald is threatened. He and Sonic don't ►



POW Moves

Name	Characters	Cost	LVL	Damage	Effect / Element
Uppercut	Knuckles	4	1	135% of Attack damage	Armor Piercing
			2	150% of Attack damage	Armor Piercing
			3	175% of Attack damage	Armor Piercing

Knuckles focuses his best punch into an attack that ignores armor.

Quake Punch	Knuckles	6	1	65% of Attack damage to all enemies	Can't miss, Stun (30% chance), Element: Earth
			2	80% of Attack damage to all enemies	Can't miss, Stun (40% chance), Element: Earth
			3	100% of Attack damage to all enemies	Can't miss, Stun (50% chance), Element: Earth

Knuckles pounds the ground, causing an unavoidable earth attack that may stun the entire opposing team.

Revolver Slam	Knuckles, Sonic	4	1	200% of Attack damage	Armor Piercing, Vulnerable 1 (30% chance)
			2	225% of Attack damage	Armor Piercing, Vulnerable 1 (50% chance)
			3	250% of Attack damage	Armor Piercing, Vulnerable 1 (80% chance)

Sonic sends Knuckles flying for a devastating punch that ignores armor and may leave the target vulnerable.

Knuckles Express	Knuckles, Shadow	5	1	150% of Attack damage to all enemies	Distracted 1 (20% chance)
			2	225% of Attack damage to all enemies	Distracted 1 (30% chance)
			3	250% of Attack damage to all enemies	Distracted 1 (40% chance)

Shadow sends Knuckles flying for a sweeping attack that may distract the entire opposing team.

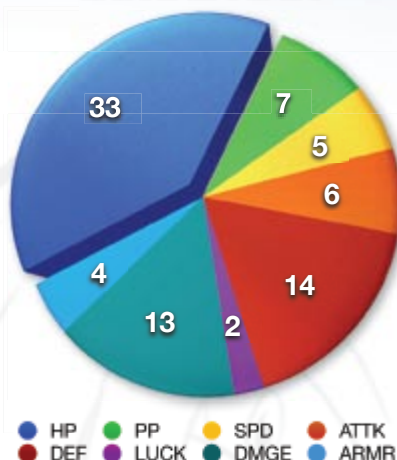
Knuckles Sandwich	Knuckles, Sonic, Amy	5	1	2x 125% of Attack damage	Stun (30% chance)
			2	2x 150% of Attack damage	Stun (50% chance)
			3	2x 175% of Attack damage	Stun (80% chance)

Knuckles throws both Amy and Sonic as weapons in a brutal attack that may stun the target.

Hard Line	Knuckles, Shadow, Shade	5	1	300% of Attack damage	Distracted 1 (50% chance)
			2	325% of Attack damage	Distracted 1 (60% chance)
			3	350% of Attack damage	Distracted 1 (70% chance)

Knuckles teams up with Shadow and Shade to deliver a crushing attack likely to distract the target.

INITIAL STATS



Bio continued

always see eye to eye, but Sonic knows he can count on Knuckles to do what is needed to succeed. In addition to his incredible strength, Knuckles has the ability to climb using the claws on his knuckles, and he can glide for short distances. In combat, Knuckles has the second-highest damage power and armor in the game, and he is fast enough to attack twice per round. He is a bruiser with many ways to weaken and defeat an opponent.

Character Build

Knuckles is a rough-and-tumble character built for fighting. Attack and Defense are good places to spend his bonus points, as he will be fighting a lot and will need to be on his feet to continue to deal out damage. Speed is not as much of a issue for him, but be sure to keep his Luck on par with the rest of the team.

Tips and Tactics

Even Knuckles' basic POW Move, Uppercut, has armor piercing. This gives you a pretty good idea that he is a power character that is all about dealing out serious damage. This is a great basic move to build up early on as it has a PP cost of only 4. Also, it is a good solo move if other characters can't afford the PP or the extra action for a combo attack. The Quake Punch can be a very tricky move, as it is somewhat of a gamble. The damage is not very high, and the real reason to use it is to hope for its stun effect to trigger. While this does hit all enemies, the chance of a stun is 50/50 at best (level 3). In addition, some enemies may be resistant to that earth-based elemental attack. Knuckles' other POW Moves will really depend on which character you like to include in your party. However, Revolver Slam is a safe bet since Sonic will usually lead his party. This attack only has a PP cost of 4, but it packs both armor piercing and the potential to make the enemy vulnerable. It is good choice early on since Sonic usually has an extra action that he can spare. If you choose to play with Amy, you can try to really take advantage of the stun effect with his Knuckles Sandwich. At its third level, Knuckles gets an 80 percent chance of stun that can make that move a great way to take one of the enemies out of the fight for a while.

Character Advancement

LVL	XP	HP	PP	SPD	ATTK	DEF	LUCK	DMGE	ARMOR	Bonus Points
1	0	33	7	5	6	14	2	13	4	1
2	279	52	7	7	8	15	3	15	6	2
3	605	70	8	9	9	17	4	17	8	3
4	1077	89	8	10	11	18	5	19	10	4
5	1761	107	9	12	12	20	6	21	12	5
6	2754	126	9	14	14	21	8	23	14	6
7	4193	144	10	15	15	23	9	25	16	7
8	6280	163	10	17	17	24	10	27	18	8
9	9306	181	11	19	18	26	11	29	20	9
10	13694	200	11	20	20	27	12	31	22	10
11	20056	218	12	22	21	29	13	33	24	11
12	29282	237	12	23	23	30	15	35	26	12
13	42659	255	13	25	24	32	16	37	28	13
14	62055	274	14	27	26	33	17	39	30	14
15	90180	292	14	28	27	35	18	41	32	15
16	130961	311	15	30	29	36	19	43	34	16
17	190093	329	15	32	30	38	21	45	36	17
18	245835	348	16	33	32	39	22	47	38	18
19	320160	366	16	35	33	41	23	49	40	19
20	410432	385	17	36	35	42	24	50	42	20
21	500704	403	17	38	36	44	25	53	44	20
22	590976	422	18	40	38	45	26	55	46	20
23	681248	440	18	41	39	47	28	57	48	20
24	771520	459	19	43	41	48	29	59	50	20
25	861792	477	19	45	42	50	30	61	52	20
26	952064	496	20	46	44	51	31	63	54	20
27	1042336	514	21	48	45	53	32	65	56	20
28	1132608	533	21	50	47	54	34	67	58	20
29	1222880	551	22	51	48	56	35	69	60	20
30	1313152	570	22	53	50	57	36	71	62	20

CREAM

THE RABBIT

Found: Chapter 3 **Class:** Support **Number of Actions:** 1

Movement Abilities:  (L1-3)

BIO

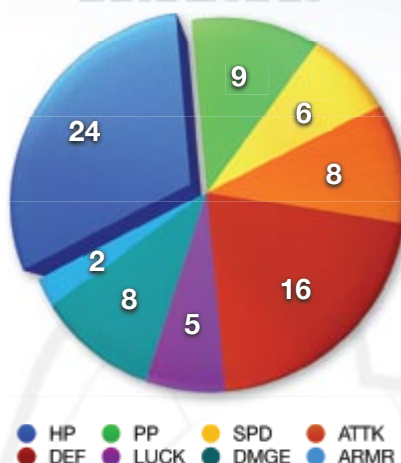
She is a sweet young girl who loves adventure. She can fly by flapping her large ears to lift herself off the ground. With her best friend, a bow-tie-wearing Chao named Cheese, she is always willing to join Sonic on his quests to save the world from Eggman. Cream is polite and happy, but as the youngest member of the team, she is also a little naive. While she is always eager to charge off into adventure, sometimes she gets in over her head. Over the years, Cream has built a sister-like friendship with Amy Rose. In fact, she joins Amy and Big to form Team Amy. ►



POW Moves

Name	Characters	Cost	LVL	Damage	Effect / Element
Refresh	Cream	8	1	-	Replenish 5 PP to all party members
			2	-	Replenish 10 PP to all party members
			3	-	Replenish 15 PP to all party members
			Cream performs a cheer that restores PP to her team.		
Demoralize	Cream	5	1	-	Distracted 1 (all enemies)
			2	-	Distracted 2 (all enemies)
			3	-	Distracted 3 (all enemies)
			Cream performs a cheer that distracts the opposing team.		
Cure	Cream	4	1	-	Antidote for one round
			2	-	Antidote for two rounds
			3	-	Antidote for three rounds
			Cream performs a cheer that will clear negative status effects on her friends.		
Revive	Cream	5	1	-	Revive 1 ally with 1 HP
			2	-	Revive 1 ally with 50% of total HP
			3	-	Revive 1 ally with 100% of HP
			Cream performs a cheer that can revive a KO'd friend.		
Heal	Cream	6	1	-	Replenish 50 HP to all party members
			2	-	Replenish 100 HP to all party members
			3	-	Replenish 150 HP to all party members
			Cream performs a cheer that restores HP to her team.		
Tough	Cream	5	1	-	Fortified 1
			2	-	Fortified 2
			3	-	Fortified 3
			Cream performs a cheer that fortifies a friend.		

INITIAL STATS



Bio continued

She is very caring and innocent, and even helped Emerl learn about emotions after he made her cry. Cream hates violence, but she learned to fight so that she can help out Sonic and his friends. With Cheese's help, she can stand in battle to cheer them on to fight even harder. In combat, Cream has low damage power and low armor, and her inexperience means she can only attack once per round. Her cheers are powerful, however, and help her teammates become stronger in battle!

Character Advancement

LVL	XP	HP	PP	SPD	ATTK	DEF	LUCK	DMGE	ARMOR	Bonus Points
1	0	24	9	6	8	16	5	8	2	1
2	226	37	10	7	10	17	7	9	3	2
3	528	51	11	9	12	19	9	10	4	3
4	966	54	11	10	14	20	11	12	5	4
5	1601	78	12	12	16	22	13	13	6	5
6	2521	91	12	14	18	23	15	14	7	6
7	3855	105	13	15	20	25	17	15	8	7
8	5790	118	13	17	22	26	19	16	9	8
9	8596	132	14	19	24	28	21	18	10	9
10	12664	145	14	20	26	29	23	19	11	10
11	18562	159	16	22	28	31	25	20	12	11
12	27115	172	16	23	29	32	27	21	14	12
13	39517	186	17	25	31	34	29	23	15	13
14	57500	199	17	27	33	35	31	24	16	14
15	83575	213	18	28	35	37	33	25	17	15
16	121384	226	18	30	37	38	35	26	18	16
17	176207	240	19	32	39	40	37	27	19	17
18	231701	253	19	33	41	41	39	29	20	18
19	306966	267	20	35	43	43	41	30	21	19
20	406101	280	20	36	45	44	43	31	22	20
21	505236	294	21	38	47	46	45	32	23	20
22	604371	308	22	40	49	47	47	34	24	20
23	703506	322	22	41	51	49	49	35	25	20
24	802641	335	23	43	53	50	51	36	27	20
25	901776	349	23	45	54	52	53	37	28	20
26	1000911	363	24	46	56	53	55	38	29	20
27	1100046	376	25	48	58	55	57	40	30	20
28	1199181	390	25	49	60	56	59	41	31	20
29	1298316	403	26	51	62	58	61	42	32	20
30	1397451	417	26	53	64	59	63	43	33	20

Character Build

Cream, much like Tails, is one of the best support characters in the game for keeping your party healthy and full of PP. She naturally has a high amount of Luck, especially if bonded with her best friend Cheese. Since she will not be attacking, you should put most of her points into Defense to make her hard to hit. You may want to bump up her Speed to get to her sooner in the rotation.

Tips and Tactics

She is a "hidden" character and you must complete her side mission, in Green Hill Zone, for her to join your party. Cream has the largest array of healing and curing POW Moves in the game. She fits into a very similar role as Tails in that her support is primarily in keeping the party alive and refreshing PP. The advantage she has over Tails is that her Refresh and Heal affects the entire party. Also, she can restore more health and PP than Tails can. However, to balance her out, she only has one action per round. Also, because she is your primary source for staying alive, it is wise to not use her in any combo POW Moves. Typically, you will have your team use all their POW Moves in round one and have her refresh them. The next round you can Heal, Refresh or Demoralize depending on the status of your team. If the enemies are really tough, you may want start out with Demoralize from the start. She does have other abilities that can cure and revive, but since she has one action and her POW Moves can affect all characters or enemies, it is probably best to let Sonic revive or cure single characters with items. Since her POW Moves can be tough to pull off (you must get all the inputs correct), save yourself the headache and bond her with Ferox to automatically execute her moves.

DR. IVO "EGGMAN" ROBOTNIK

Found: Chapter 3 | Class: Shifter | Number of Actions: 1

Movement Abilities: None

BIO

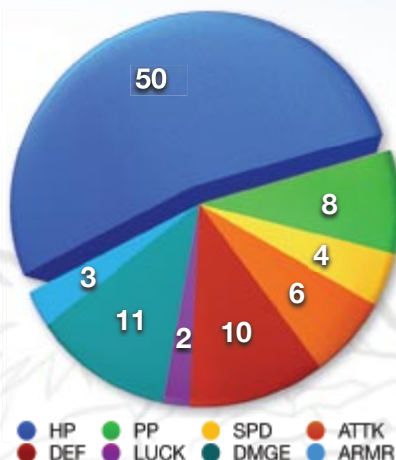
Dr. Robotnik (a.k.a. Eggman) was once an evil genius bent on world domination, a career choice that has brought him into conflict with Sonic and his friends many, many times. His first plan involved imprisoning animals inside robots to serve his every whim, but when Sonic thwarted that evil plan, he moved on to bigger, deadlier pursuits. An engineering genius with an IQ of 300, Eggman is a master at building disastrously destructive machines, nigh-impenetrable fortresses, and diabolical ►



POW Moves

Name	Characters	Cost	LVL	Damage	Effect / Element
Bombardment	Eggman	5	1	200% of Attack damage to all enemies	Can't miss, Sluggish 1 (50% chance)
			2	225% of Attack damage to all enemies	Can't miss, Sluggish 1 (50% chance)
			3	250% of Attack damage to all enemies	Can't miss, Sluggish 1 (50% chance)
Eggman calls down an artillery barrage on the opposing team, potentially leaving them sluggish.					
Sabotage	Eggman, Tails	6	1	-	Instant KO (80%); Robots Only
			2	-	Instant KO (90%); Robots Only
			3	-	Instant KO (100%); Robots Only
Tails joins Eggman to quickly and aggressively dismantle a robot target.					

INITIAL STATS

*Bio continued*

robots that could have conquered the world. Thankfully, every time he hatched an evil plan, Sonic and his friends were there to stop him! Now Eggman seems to have truly reformed, and he has joined the team in their fight against the Marauders. His engineering genius should prove invaluable, especially combined with Tails' fantastic skill with machines! In combat, Eggman has medium damage power and medium armor, but his ponderous nature makes him only attack once per round.

Character Build

Eggman is one character that won't be playable for most of the game, so you will not get as many bonus points to customize him. Since he has only one action, you will primarily be using it to fire off one of his POW Moves. For the most part, he will not use his basic attack unless you tend to have long battles or choose not to restore his PP. This means his Defense will be the most important attribute.

Tips and Tactics

Playing as Eggman is a dream for Sonic fans, so enjoy it while you can. You will only be able to control Eggman for a short time but it feels really cool to play as Sonic's arch nemesis. He only has 2 POW Moves, but they are very impressive and will serve you well. Sabotage is an instant KO moves for robots only that teams him up with Tails. This is a great move to take down big robots such as the pawns in a single effort. Even at its lowest level, it has an 80 percent chance of instant KO. The value of this move is that you can focus all your other characters on another enemy, knowing this move will very likely cause a knock-out if performed correctly. His other POW Move, Bombardment, should be completely leveled up to deal with weaker and more evasive robots such as the drones. This move is ideal to handle the drones because it can't miss, and it has a 50 percent chance of making them sluggish. The tough part is performing all the inputs for his moves. If you can find a Ferox Chao, it would make a lot of sense to use it with Eggman, since his one action per turn is a valuable opportunity you don't want to "miss."

Character Advancement

LVL	XP	HP	PP	SPD	ATTK	DEF	LUCK	DMGE	ARMR	Bonus Points
1	0	50	8	4	6	10	2	11	3	1
2	358	76	9	5	8	11	4	13	4	2
3	719	97	9	6	9	13	5	14	5	3
4	1243	117	10	8	11	14	7	15	6	4
5	2002	137	10	9	12	16	9	18	7	5
6	3104	157	11	10	14	17	10	19	8	6
7	4700	177	11	11	15	19	12	21	9	7
8	7015	198	12	12	17	20	14	23	10	8
9	10372	218	12	13	18	22	15	24	11	9
10	15240	238	13	15	20	23	17	26	12	10
11	22297	258	13	16	21	25	19	28	13	11
12	32531	279	14	17	23	26	20	29	14	12
13	47370	299	14	18	24	28	22	31	15	13
14	68887	319	15	19	26	29	23	33	16	14
15	100086	339	15	21	27	31	25	34	17	15
16	145325	359	16	22	29	32	27	36	18	16
17	210921	380	16	23	30	34	28	38	19	17
18	306035	400	17	24	32	35	30	39	20	18
19	443951	420	17	25	33	37	32	41	21	19
20	643929	450	18	27	35	38	33	43	22	20
21	843907	463	18	28	36	40	35	44	23	20
22	1043884	483	19	29	38	41	37	46	24	20
23	1243862	503	19	30	39	43	38	48	25	20
24	1443840	524	20	31	41	44	40	49	26	20
25	1643818	544	20	33	42	46	41	51	27	20
26	1843796	564	21	34	44	47	43	53	28	20
27	2043774	585	21	35	45	49	45	55	29	20
28	2243752	605	22	36	47	50	46	56	30	20
29	2443729	626	22	37	48	52	48	58	31	20
30	2643707	646	23	38	50	53	50	60	32	20

SHADOW

THE HEDGEHOG

Found: Chapter 4 | Class: Power | Number of Actions: 3

Movement Abilities: (L1-2),

BIO

Shadow was created more than 50 years ago by Prof. Gerald Robotnik to be the ultimate life form. When Eggman freed him from stasis in a GUN base on Prison Island, Shadow agreed to help him take over the world. Shadow once sought revenge for the death of his friend, Maria Robotnik, but Amy Rose helped him realize that Maria's true wish was to save humanity. Soon after Shadow teamed up with Sonic to defeat Eggman, he disappeared and was presumed dead. Rouge the Bat discovered him, and he joined her and E-123 Omega to form Team Dark. Shadow is a brooding loner, ▶

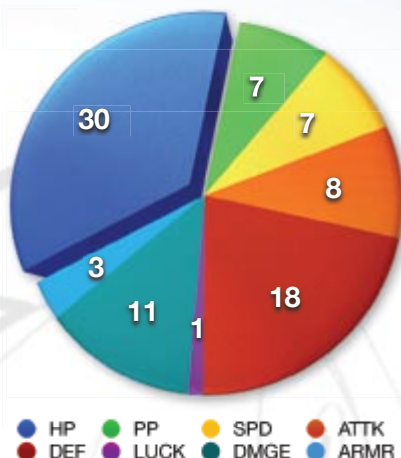


POW Moves

Name	Characters	Cost	LVL	Damage	Effect / Element	
Chaos Spear	Shadow	4	1	2x 100% of Attack damage	Armor Piercing	
			2	2x 125% of Attack damage	Armor Piercing	
			3	2x 150% of Attack damage	Armor Piercing	
Shadow hurls spears of raw Chaos energy that ignore armor.						
Chaos Rift	Shadow	8	1	-	Instant KO (40% chance), Distracted 1 (50% chance)	
			2	-	Instant KO (50% chance), Distracted 1 (80% chance)	
			3	-	Instant KO (60% chance), Distracted 1 (100% chance)	
Shadow opens a rift in time and space meant to banish a foe. If the target remains, he may become distracted.						
Chaos Blast	Shadow	6	1	150% of Attack damage	Blast, Weakened 1 (20% chance)	
			2	160% of Attack damage	Blast, Weakened 1 (30% chance)	
			3	170% of Attack damage	Blast, Weakened 1 (40% chance)	
Shadow delivers an explosion of chaos energy that may weaken effected targets.						
Atomic Strike	Shadow, Sonic	4	1	200% of Attack damage to all enemies	Can't miss, Element: Electricity	
			2	225% of Attack damage to all enemies	Can't miss, Element: Electricity	
			3	250% of Attack damage to all enemies	Can't miss, Element: Electricity	
Shadow and Sonic rapidly spinball around the opposing team to create a devastating electrical attack.						
Focus Field	Shadow, Omega	4	1	225% of Attack damage	Vulnerable 1 (30% chance)	
			2	250% of Attack damage	Vulnerable 1 (40% chance)	
			3	275% of Attack damage	Vulnerable 1 (50% chance)	
Shadow and Omega combine their strongest attacks on one target damaging it and possibly leaving it vulnerable.						
Metal Storm	Shadow, Rouge, Omega	5	1	300% of Attack damage	Stun (20% chance)	
			2	325% of Attack damage	Stun (30% chance)	
			3	350% of Attack damage	Stun (40% chance)	

Shadow and Rouge use Omega as a torpedo in a brutal attack that has a chance to stun a foe.

INITIAL STATS

*Bio continued*

always serious and a little difficult to get to know. He will stop at nothing to do what he thinks is best. He tends to see enemies as obstacles, and anyone who gets in his way becomes his enemy. Still, his friendship with Maria Robotnik showed that Shadow has compassion. Outside of Team Dark, however, he is rarely willing to get close to anyone. In combat, Shadow has medium damage power and medium armor, and he is just as quick as Sonic, giving him three attacks per round!

Character Advancement

LVL	XP	HP	PP	SPD	ATTK	DEF	LUCK	DMGE	ARMOR	Bonus Points
1	0	30	7	7	8	18	1	11	3	1
2	464	47	7	9	10	19	2	13	4	2
3	872	64	8	11	12	21	3	14	6	3
4	1465	81	8	13	14	22	5	16	7	4
5	2324	97	9	15	16	24	6	18	9	5
6	3570	114	9	17	18	25	7	19	10	6
7	5376	131	10	19	20	27	8	21	12	7
8	7995	148	10	21	22	28	9	23	13	8
9	11793	165	11	23	24	30	10	24	15	9
10	17300	182	11	25	26	31	11	26	16	10
11	25285	198	12	27	28	33	12	28	18	11
12	36864	215	12	29	29	34	13	29	19	12
13	53652	232	13	31	31	36	14	31	21	13
14	77996	249	14	33	33	37	15	33	22	14
15	113294	266	14	35	35	39	16	34	24	15
16	164477	283	15	37	37	40	17	36	25	16
17	238691	299	15	39	39	42	18	38	27	17
18	300302	316	16	41	41	43	19	39	28	18
19	350338	333	16	43	43	45	20	41	30	19
20	415000	350	17	45	45	46	21	43	31	20
21	479662	367	17	47	47	48	22	44	33	20
22	544324	384	18	49	49	49	23	46	34	20
23	608986	400	18	51	51	51	24	48	36	20
24	673648	417	19	53	53	52	25	49	37	20
25	738310	434	19	55	54	54	26	51	39	20
26	802972	451	20	57	56	55	27	53	40	20
27	867634	468	21	59	58	57	28	54	42	20
28	932296	485	21	61	60	58	30	56	43	20
29	996958	501	22	63	62	60	31	58	45	20
30	1061620	518	22	65	64	61	32	59	46	20

Character Build

Shadow is very similar to Sonic in that he is very quick and also has three actions per round. You won't need to worry about his Speed, so put your points into Attack and Defense to make him hard to hit as well as more accurate with his basic attacks. Be sure to keep his Luck on par with the rest of the team to keep up his critical hits and ambushes.

Tips and Tactics

Shadow has a very similar role as Sonic. Since he has three actions each turn, Shadow can help assist the party or perform a basic attack if he runs out of PP. His bread-and-butter POW Move is the Chaos Spear. This low-cost move has armor piercing and does good damage. You will want to use this as many times as you can per round. The Chaos Rift is another gamble move similar to Knuckles' Quake Punch – but the effect is more worth the risk. This POW Move will not only distract an enemy, it can instantly knock them out if successful. However, its PP cost of 8 means it will leave you pretty drained, so it is gamble that may or may not always be worth the number of times it actually works. If you are playing with Team Dark, you can try his last two POW Moves, Focus Field and Metal Storm. Both of them can provide a fair amount of damage and status effects, but the number of actions required may not be worth it in the long run. Since Shadow is incredibly fast, you will generally want to use up his PP with the Chaos Spear and attack or defend on his last turn, depending on the enemies you are fighting. Later in the game, he will have earned enough PP to perform three Chaos Spear attacks, which will make him a damage-causing machine as long as you can restore his PP each round.

E-123 OMEGA

Found: Chapter 5 | Class: Power | Number of Actions: 1

Movement Abilities:  (L1-2),  (L1-2)

BIO

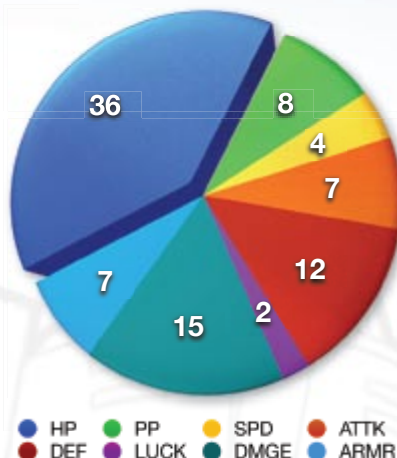
E-123 Omega is the last of Eggman's E-series robots. Rouge released him when she released Shadow from his stasis pod, at which point Omega, believing the hedgehog to be another one of Eggman's creations, attacked Shadow. Rouge managed to end the fight long enough to find out that Omega was angry at Eggman for imprisoning him in the abandoned base with Shadow. At that moment, Omega joined up with Rouge and Shadow to form Team Dark. Since then, he has longed for a chance to take vengeance on Eggman and prove that he is the strongest of Eggman's machines. Omega can be harsh and ruthless, ▶



POW Moves

Name	Characters	Cost	LVL	Damage	Effect / Element
Flame Thrower	Omega	4	1	100% of Attack damage to all enemies	Element: Fire
			2	130% of Attack damage to all enemies	Element: Fire
			3	150% of Attack damage to all enemies	Element: Fire
Omega reconfigures his claws to deliver a fire attack that hits multiple targets.					
Beam Cannon	Omega	5	1	250% of Attack damage	Armor Piercing, Vulnerable 1 (50% chance)
			2	275% of Attack damage	Armor Piercing, Vulnerable 1 (70% chance)
			3	300% of Attack damage	Armor Piercing, Vulnerable 1 (100% chance)
Omega reconfigures his claws to deliver a devastating laser beam that ignores armor.					
Blazing Tornado	Omega, Rouge	4	1	200% of Attack damage	Element: Fire
			2	225% of Attack damage	Element: Fire
			3	250% of Attack damage	Element: Fire
Rouge channels Omega's fire attack into a fiery exploding kick.					
Wrecking Ball	Omega, Big	5	1	200% of Attack damage	Distracted 1 (30% chance)
			2	225% of Attack damage	Distracted 1 (50% chance)
			3	250% of Attack damage	Distracted 1 (80% chance)
Omega launches Big at a target, causing damage to and possibly distracting adjacent foes.					
Temporal Field	Omega	5	1	-	Hyper 1, Phase
			2	-	Hyper 2, Phase
			3	-	Hyper 3, Phase
Omega deploys a temporal field that phases a friend and makes that friend hyper.					
Machine Gunner	Omega	6	1	12x 25% of Attack damage	Full Auto
			2	12x 50% of Attack damage	Full Auto
			3	12x 75% of Attack damage	Full Auto
Omega reconfigures his claws as gatling guns, delivering full-auto attacks to the opposing team.					

INITIAL STATS

*Bio continued*

but he does have free will, something that Eggman's robots lack. While he rarely shows emotion beyond hatred and desire for revenge, Omega is capable of feeling loyalty and friendship towards his Team Dark teammates. When he teams up with Sonic, it's not because he likes Sonic, but because Shadow is part of the team. In combat, Omega has the highest damage power and armor of all characters in the game. He is so slow, however, that he only gets one attack per round.

Character Advancement

LVL	XP	HP	PP	SPD	ATTK	DEF	LUCK	DMGE	ARMOR	Bonus Points
1	0	36	8	4	7	12	2	15	7	1
2	305	56	9	5	8	13	3	17	10	2
3	643	76	9	6	10	15	4	19	12	3
4	1132	97	10	7	12	16	5	21	15	4
5	1842	117	10	8	13	18	6	23	17	5
6	2870	137	11	9	15	19	8	25	19	6
7	4362	157	11	10	17	21	9	27	21	7
8	6525	177	12	11	18	22	10	29	23	8
9	9662	198	12	12	20	24	11	31	25	9
10	14209	218	13	13	22	25	12	33	27	10
11	20803	238	13	14	23	27	13	35	29	11
12	30365	258	14	15	25	28	15	37	31	12
13	44229	279	14	16	27	30	16	39	33	13
14	64332	299	15	17	28	31	17	41	35	14
15	93482	319	15	18	30	33	18	43	37	15
16	135749	339	16	19	32	34	19	45	39	16
17	197035	359	16	20	33	36	21	47	41	17
18	252901	380	17	21	35	37	22	49	43	18
19	327757	400	17	22	37	39	23	51	45	19
20	415000	420	18	23	38	40	24	53	47	20
21	502243	440	18	24	40	42	25	55	49	20
22	589486	461	19	25	42	43	27	57	51	20
23	676729	481	19	26	43	45	28	59	53	20
24	763972	501	20	27	45	46	29	61	55	20
25	851215	521	20	28	47	48	30	63	57	20
26	938458	541	21	29	48	49	31	65	59	20
27	1025701	562	21	30	50	51	32	67	61	20
28	1112944	582	22	31	52	52	34	69	63	20
29	1200187	602	22	32	53	54	35	71	65	20
30	1287430	622	23	33	55	55	36	73	67	20

Character Build

Omega is a powerhouse! This robot is designed to take and deal damage, but he is very slow. It is not worth trying to boost his Speed as much as it is to play to his strengths. Raise his Attack and Defense to continue to make him a damage-dealing as well as damage-avoiding machine of destruction.

Tips and Tactics

Omega is a "hidden" character that is not part of the main story. You must seek him out in Metropolis to get him on your team. Like Big the Cat, Omega has only one action per turn because he is so powerful. His regular attack is a missile with a blast effect that can splash damage onto nearby enemies. However, with only one action per round, you will want to unleash a devastating POW Move every turn you can. One of his best moves is his Beam Cannon. This is a great move to level up immediately because it can yield significant damage while making the enemy more vulnerable to attack. In addition, it is armor piercing, so your opponent will feel all of the damage you deal. This move is great at isolating damage to one opponent to knock them out as fast as possible. On the other hand, the Flamethrower POW Move is great to use on a group of enemies with a weakness to fire. His team's POW Moves are useful but not as valuable as his solo ones. Interestingly, his Machine Gunner attack has full auto, and while it may seem like it does a low amount of damage, this can be a useful move on enemies with low armor. One aspect you should certainly take advantage of with Omega is enemy elemental weaknesses. His main purpose is to deal damage, so bond him with a Chao or equip a ring to maximize damage. In this fashion, even the Machine Gunner can be lethal to low-armored foes.

SHADE

THE ECHIDNA

Found: Chapter 6 **Class:** Power **Number of Actions:** 2

Movement Abilities:   

BIO

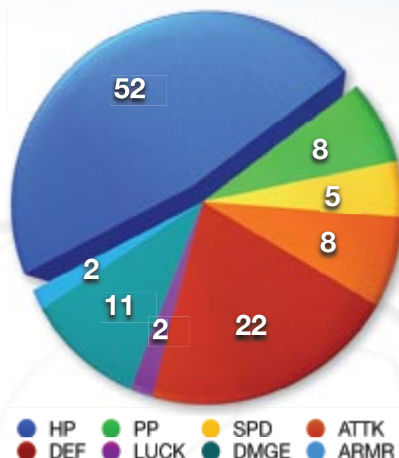
Shade the Echidna was once the leader of the Nocturnus Clan forces sent to collect the Master Emerald for the evil Ix. Now, disgraced and forsaken by her old master, she has pledged to help Sonic and his friends return the Emeralds to their rightful place. Shade is a tough and businesslike woman, the polar opposite of Rouge the Bat. Trained in the arts of stealth and the use of powerful, high-tech weaponry, Shade is a deadly force in combat. As a former denizen of the Twilight Cage, she is very knowledgeable about the races and places in that alternate dimension, and she is willing to help the team ►



POW Moves

Name	Characters	Cost	LVL	Damage	Effect / Element	
Cloak	Shade	4	1	-	Hyper 1	
			2	-	Hyper 2	
			3	-	Hyper 3	
Shade activates her cloaking field, making her faster and harder to hit in combat.						
Blade Rush	Shade	5	1	3x 150% of Attack damage	Leech	
			2	3x 175% of Attack damage	Leech	
			3	3x 200% of Attack damage	Leech	
Shade rushes the enemy and delivers a brutal five-hit combo with her leech blade.						
Echidna Rush	Shade, Knuckles	5	1	3x 200% of Attack damage	Armor Piercing, Distract 1	
			2	3x 225% of Attack damage	Armor Piercing, Distract 2	
			3	3x 250% of Attack damage	Armor Piercing, Distract 3	
Shade and Knuckles team up to deliver a powerful attack that ignores armor and may also leave the enemy distracted.						
Blade Drop	Shade, Sonic	5	1	2x 200% of Attack damage	Armor Piercing, Leech	
			2	2x 225% of Attack damage	Armor Piercing, Leech	
			3	2x 250% of Attack damage	Armor Piercing, Leech	
Sonic propels Shade into her target to deliver a leech blade attack that ignores armor.						

INITIAL STATS

*Bio continued*

by telling them what she knows of Ix's secrets. She is quite impressed with both Sonic and Knuckles, and she fights alongside them to redeem herself for unknowingly contributing to Ix's plans for world domination. In combat, Shade has medium damage power and low armor, and she gets two attacks per round. Shade relies on trickery and technology to win in combat with her deadly Leech Blade and her powerful Cloaking Device.

Character Build

Like Knuckles, Shade is another bruiser echidna. If you end up using her basic attack, make sure to raise her Attack stat. Otherwise, pump a lot of points into Defense so she can deal damage without fear of retaliation.

Tips and Tactics

Shade lives up to the reputation of leader of the Nocturne. While she may not have a lot of POW Moves, she has everything she needs to be one of the most dangerous characters in the game. Defensively, her Cloak POW Move can help speed her up and make her harder to hit. However, as the saying goes, "a good offense is a good defense." She is so powerful on offense that you will not need to worry about defense. Start off by leveling up her Blade Rush. This is an excellent attack since it restores her health with its leech effect. At level 3, this can be her primary attack, and it will also continue to keep her healthy. Her other two attacking POW Moves are both great attacks, and it simply depends who is in your party. If you use Knuckles, you will want to invest points into the Echidna Rush. This does a ton of damage, has armor piercing, and will distract the enemy. It really doesn't get much better than that! If you don't use Knuckles, consider the Blade Drop that tag-teams with Sonic. This is also an armor-piercing move, and while it does less damage than the Echidna Drop, it has a leeching effect to gain back some health. Later in the game, her movement abilities as well as her combat abilities make her one of the top choices for any team.

Character Advancement

LVL	XP	HP	PP	SPD	ATTK	DEF	LUCK	DMGE	ARMR	Bonus Points
1	0	52	8	5	8	22	2	11	2	1
2	411	67	9	6	10	23	4	13	3	2
3	796	82	9	8	12	25	6	14	4	3
4	1354	98	10	9	14	26	8	16	5	4
5	2163	113	10	11	16	28	10	18	6	5
6	3337	129	11	12	18	29	11	19	7	6
7	5038	144	11	14	20	31	13	21	8	7
8	7505	160	12	15	22	32	15	23	9	8
9	11083	175	12	17	24	34	17	24	10	9
10	16270	191	13	18	26	35	18	26	11	10
11	23791	206	13	20	28	36	20	28	12	11
12	34697	221	14	21	29	38	22	29	14	12
13	50511	237	14	23	31	39	24	31	15	13
14	73441	252	15	24	33	41	26	33	16	14
15	106690	268	15	26	35	42	27	34	17	15
16	154901	283	16	27	37	44	29	36	18	16
17	224806	299	16	29	39	45	31	38	19	17
18	279169	314	17	30	41	47	33	39	20	18
19	354145	330	17	32	43	48	34	41	21	19
20	415000	345	18	33	45	50	36	43	22	20
21	475855	361	18	35	47	51	38	44	23	20
22	536710	376	19	36	49	53	40	46	24	20
23	597565	391	19	38	51	54	41	48	25	20
24	658420	407	20	39	53	56	43	49	27	20
25	719275	422	20	41	54	57	45	51	28	20
26	780130	438	21	42	56	58	47	53	29	20
27	840985	453	21	44	58	60	49	54	30	20
28	901840	469	22	45	60	61	50	56	31	20
29	962695	484	22	47	62	63	52	58	32	20
30	1023550	500	23	48	64	64	54	59	33	20

The Story So Far

While Sonic was away exploring and solving problems elsewhere, he received a message from Tails: Knuckles is missing! Sonic returned to Green Hill Zone, where his quest to find Knuckles would begin.

After meeting up with Amy Rose, Sonic headed off to team up with Tails and find out more about the mysterious group known as the Marauders.



MAP

Green Hill Zone



CHAPTER

1

HOSTILE RECEPTION

Map: Green Hill Zone

2/11

54/185

Character:

Enemies:

Missions: Hostile Reception, *The Tired Old Woodsman

* = Side Mission

Go to Tails' Workshop

Mission: Hostile Reception (start)

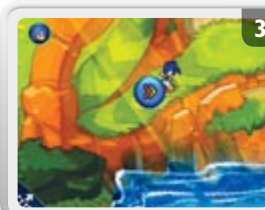
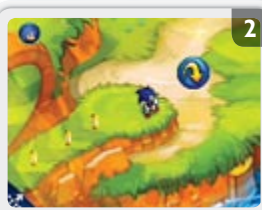
Knuckles is missing! He was kidnapped by the Marauders, a gang of criminals who have been stealing the Chaos Emeralds! Sonic must find Amy Rose and go with her to Tails' Workshop in Central City, just south of Green Hill Zone.

1 When you start the game, a brief tutorial will instruct you how to move and interact with objects and other elements of your environment. Interaction is very straightforward, and you have two options: You can either tap on an icon with the stylus, or press the **L** or **R Buttons**. The important thing to remember is that these icons appear on screen only when you are close enough to a specific "spot" to trigger their appearance. Also, an icon may be grayed out if your chosen character is not able to interact with it. This can occur if you don't have the right character selected in your party, or if the action requires a higher level of that particular skill than you currently have.

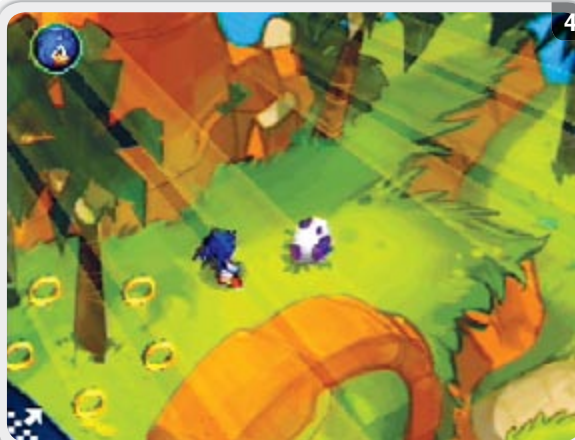
2 Run down the path and collect the **4 Rings**. When the path divides, **jump** () to reach the long grassy patch above you.

3 Collect another **4 Rings** and make your way to the large looping ramp. **Dash** () through the spiral loop to the other side.

4 Head north to collect **5 Rings** around the palm tree and be sure to run into the **Chao Egg** to the right of it. When you acquire an Egg, a random Chao will eventually hatch from it. You will know when an egg has hatched by a cracking sound that indicates a newly hatched Chao has broken free of its shell. Also, the Chao Egg icon on the Top Screen will shake. Chao have different useful abilities, so be sure to check them when they hatch.



5 Now that you have your first Chao, enter the Chao Garden by clicking on the Chao Garden icon in the Status Menu. You can scroll around the garden to check out all of your Chao, and directly access your Inventory to equip them (or you can



GAME SYSTEM

CHARACTERS

WALKTHROUGH

DATA APPENDIX

just enter your Inventory directly)). The Chao Garden can also be used to trade Chao with another player. Trading is the only way to level up your Chao, and each new level requires a new person to trade with. Since this is your only Chao, equip it to give Sonic an edge in combat.

6 As you make your way through the map, you'll notice that the dark shadow covering the map will disappear over areas you explore. This not only gives you a good representation of where you have been, but it also helps to remind you of areas you have yet to explore.

7 Head back south and approach the old man near the end of the loop. A gold star on your map indicates this spot. Gold stars indicate mission waypoints and serve as easy reminders of where you need to go next. As you get close, a **Talk icon** (🗨️) will appear over his head. Tap on it to chat with him.

Chop Some Wood

Side Mission: *The Tired Old Woodsman

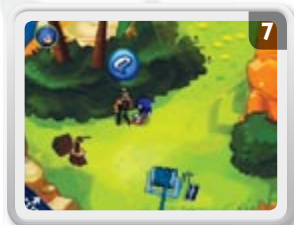
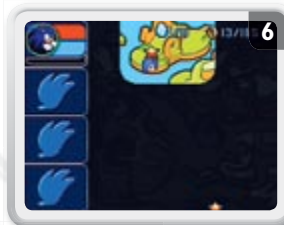
Help the woodsman by chopping some wood. An elderly woodsman asked Sonic for his help. The poor man has been out chopping wood all day, and he's getting tired! If Sonic would just chop one piece of wood, the woodsman would be eternally grateful.

1 When speaking to the man, do the right thing and offer to help him out. Slightly below and to the west is the axe and logs that need splitting. Simply approach the axe and tap on the **Interact icon** (🔨). After just three taps (chops), your job is done. Go back to the old man and talk to him. He is very thankful for all the help and will reward you with POW Candy. As you'll learn throughout your adventure, it pays to help out people in need!



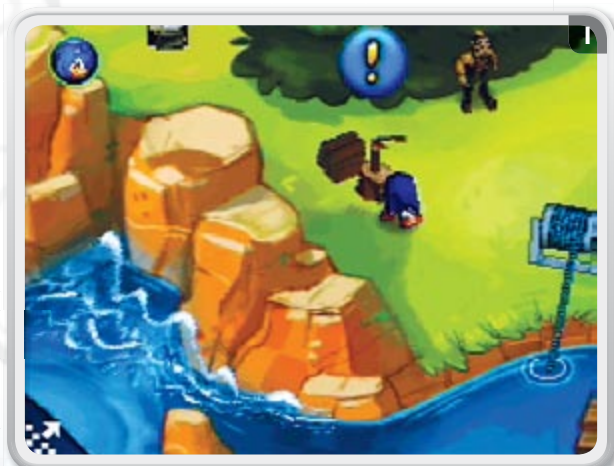
Side Mission: *The Tired Old Woodsman

XP: 50, Reward: POW Candy



Sonic took a moment out of his busy schedule to chop a little wood and help out the poor old woodsman. What a nice guy!

When you complete a mission, you will see a green check mark appear next to a gold star. Also, you can check your Journal in the Status Menu to evaluate the progress of all your missions at any time.





1 If you continue to the west, just past the pile of logs, you will find a Container that has POW Candy. Tap on the **Interact icon** (i) to open it and claim your reward.

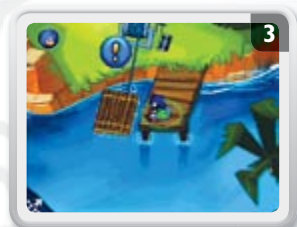
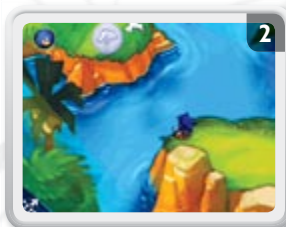
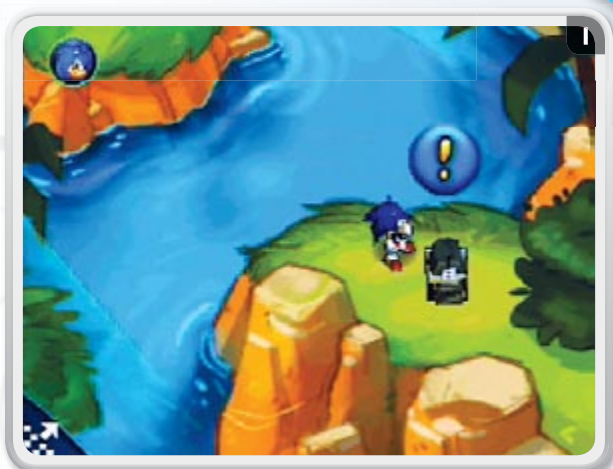
At the far left edge of this plateau, you may notice a grayed-out Fly icon with the Roman numeral II.

2 This indicates that you need a character with **fly** (II) ability. Currently you don't have any characters with this trait, so be sure to remember this spot and return later.

There is no way to get across this gap for now, so go back to the east and look for a winch and a wooden pier. To operate the winch, position Sonic over the red button at the end of the pier. When you walk on this pressure plate, the winch will pull a small raft toward the pier. While still on the pier, move toward the raft and tap the **Interact icon** (i) to hop aboard.

This raft takes you to the main island, and you can use it to travel between the islands whenever you wish. When you disembark, Sonic will relive the nostalgia of good-old Green Hill Zone. However, after a short dialogue with Tails, you will face your first combat situation.

3 This is a forced battle which means you can't flee. At the start of some fights, you will see the word "Trapped" on the screen. That means there is no escaping the battle, so you must fight your



way out. The only combat option at this stage of the game is to select Attack and click on the Armadillo. Sonic has three actions per round, so he will attack three times. This fight should end by the second round. Once you emerge victorious, a results screen will display the combat stats, including a letter grade.



New Enemy

Enraged Armadillo

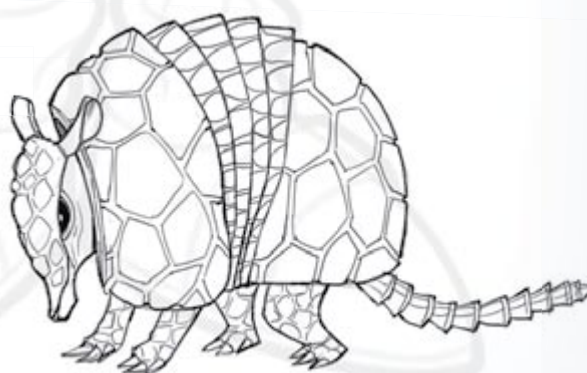
Number of Actions: 1

HP: 30	SPD: 3	ATTK: 7	DMGE: 4
DEF: 9	LUCK: 1		ARMR: 3

Elemental Resistance: Water (50%), Wind (25%)

Elemental Weakness: Fire (25%), Earth (10%), Lighting (10%), Ice (10%)


POW Moves: None



4 Walk down the path to the south, and a pesky Marauder will knock down several crates to block your path. Luckily, Amy will be there to help you break the crates with her Smash ability.

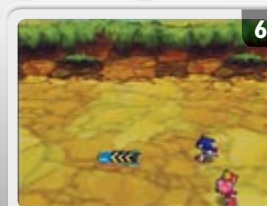
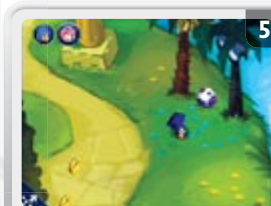
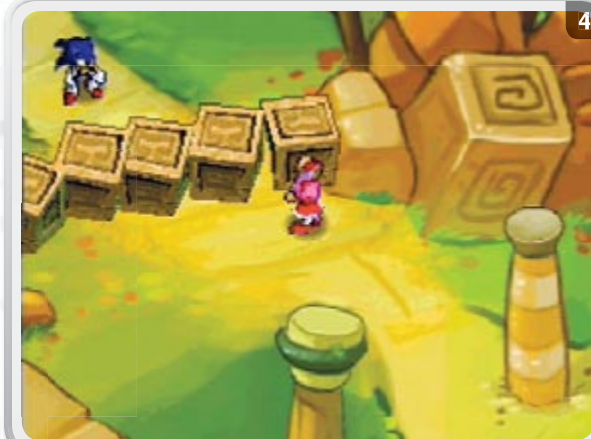


Amy is a pink hedgehog with a big heart, and an unrelenting yearning for Sonic's affection on her own terms. Though generally good natured, she gets hot-headed when riled, and her weapon of choice, the **Piko-Piko Hammer**, can always be relied upon to make her feelings clear. She missed Sonic while he was away, but a lot can change over time.

Class: Shifter		Number of Actions: 2	
Movement Abilities:  (L1),  (L1-3)			
HP: 27	PP: 9	SPD: 4	DMGE: 13
Attack: 7	DEF: 12	LCK: 2	ARMR: 3

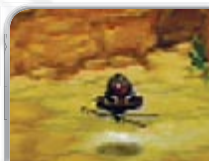
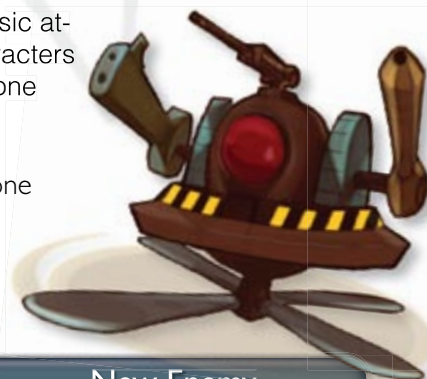
5 Be sure to grab the **3 rings** as you travel down this path, and collect the **Chao Egg** to the right, located between two trees.

6 As you proceed south, a Sentry Drone will run into you. If this enemy gets away, it could alert "Command"—so you must stop it. This will trigger a combat situation in which the enemy tries to escape. During this action sequence, you will need to jump over crates to avoid slowing down and close in on the enemy. Hitting crates not only slows your pursuit, but it also causes a little damage. If you see any rings during your pursuit, you can also try to grab them. Once you have caught up



with this foe, use basic attacks with both characters to put the Sentry Drone out of commission.

Sentry Drone



New Enemy

Sentry Drone

Number of Actions: 2

HP: 25	SPD: 7	ATTK: 11	DMGE: 12
DEF: 21	LUCK: 4		ARMR: 5

Elemental Resistance: Fire (25%), Ice (25%), Earth (10%), Lightning (10%)

Elemental Weakness: Water (75%), Wind (25%)


POW Moves: Evade, Buzz Saw



7 A little further south is a group of 8 rings placed around a Container that holds Prune Juice and Health Seed. However, an Enraged Armadillo patrols this section – and it is not alone. This single enemy on the screen actually has two Wasp Swarms with it. You can try to run around the Enraged Armadillo, but since you need to gain experience, take on these enemies and defeat them with basic attacks. Each foe does about the same damage, so try to isolate and knock out each enemy one at a time.



▲ Wasp Swarm



New Enemy

Wasp Swarm

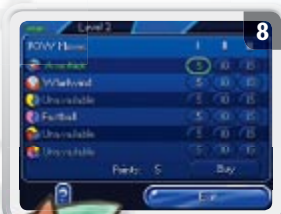
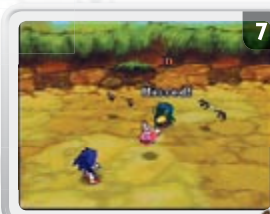
Number of Actions: 3

HP: 30	SPD: 16	ATTK: 13	DMGE: 6
DEF: 23	LUCK: 10		ARMR: 0

Elemental Resistance: Water (50%), Earth (25%)

Elemental Weakness: Fire (25%), Wind (10%), Lightning (10%), Ice (10%)

POW Moves: Buzz Swarm



◀ Wild Boar

8 After this glorious victory, Sonic should level up. You will automatically gain specific attributes, but you will also be able to add one point to any of your stats. In addition, each time you level up, you will earn 5 points to buy POW Moves. Check out Sonic's different POW Moves, and choose the one you want. There are no right or wrong choices, as each move has advantages against different types of enemies.

9 There is a rocky ramp to your left that leads you up the side of a small mountain range. You can find a string of 10 rings here, but a Wild Boar (accompanied by other enemies) patrols this spot. If you haven't taken too much damage at this point, jump into the battle to earn some items and experience. Focus on taking out the Wild Boar first as it poses the biggest threat. If you run low on PP, make sure to Defend, and don't be afraid to use a Health Seed if your HP drops critically low.



New Enemy

Wild Boar

Number of Actions: 1

HP: 45	SPD: 5	ATTK: 8	DMGE: 8
DEF: 12	LUCK: 2		ARMR: 3

Elemental Resistance: Water (50%), Wind (25%)

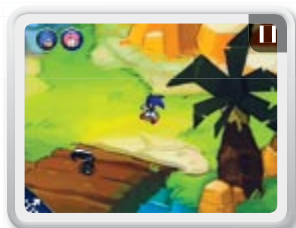
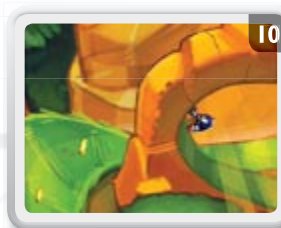
Elemental Weakness: Fire (25%), Wind (10%), Lightning (10%), Ice (10%)

POW Moves: Parry

10 There are **3 rings** on the northern ledge, but you will notice that the red crates require the **smash** (👊) ability. You will come back to this spot later in the game, so be sure to remember this area. Go to the southwest end of this path and get ready to **dash** (🏃) through the loop. As you go racing through the loop you will pick up speed while collecting **6 rings**, but you will land right next to an Enraged Armadillo with two Wasp Swarms.

11 Defeat the critters and grab the circle of **8 rings**. To the west is another series of red crates, so return here with **smash** (👊). Your only choice will be to go to the right, so walk past a climbable wall (but note its location for later reference). Grab the **3 rings** next to you and open a Container that holds Health Seed and POW Candy as you continue to move east. This will take you past the bridge that leads to your next destination: Central City.

However, a Marauder Scout is guarding that bridge, and Tails will be quick to point out that this is a tough enemy. Be sure to save your game if you want to tackle this battle right now. There is still a fair amount of Green Hill Zone to explore if you want to build up experience and look for items. The upcoming battle is certainly doable at this point, but searching around will help you gain additional items to make that fight a bit easier.



12 There is a brief tutorial about how to use POW Moves, which serves as a pretty strong hint that it is time to break them out for this fight. Trying to take down this foe with only basic attacks would be difficult and probably force you to use up items too quickly. The Marauder Scout has a leech ability that can drain your life with each hit.

Generally you would want to use a POW Move with the Distract status effect so the enemy hits less often – but that is not an option at this point. Still, this serves to teach you a valuable lesson: There are numerous ways to tackle each enemy, and many POW Moves can be used to great advantage. For example, Amy can use Low Blow to add damage as well as attempt to make her enemies more vulnerable to attacks. Likewise Sonic can use Fastball to make a foe easier to hit. The effects are cumulative, so ideally you could try to make an enemy vulnerable with Low Blow and have Sonic do three times the damage with his Axe Kick. The lesson to learn is that there are many ways to take down a foe, but it is very important to try to use status effects to increase your odds.



New Enemy

Marauder Scout

Number of Actions: 2

HP: 70	SPD: 10	ATTK: 12	DMGE: 12
DEF: 21	LUCK: 8		ARMR: 5

Elemental Resistance: Water (50%), Wind (25%)

Elemental Weakness: Fire (25%), Earth (10%), Lighting (10%), Ice (10%)

POW Moves: Phase, Stasis Grenade







13 The Marauder Scout can do significant damage with its physical attack, but the real threat is its Stasis Grenade. If you don't tap all of the inputs, this attack can put the characters on your team to sleep and leave them helpless. Start off the round using your team's POW Moves, and when you run out of PP, finish the Marauder Scout off with regular attacks.





AREA:

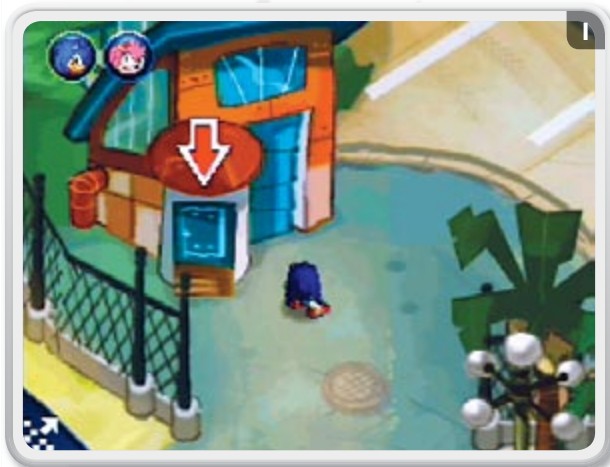
CENTRAL CITY

Map: Central City	 : 0/8	 : 8/110
Characters:  	Enemies:  	
Mission: Hostile Reception		

① Follow the path of **8 rings** that leads right up to the door of Tails' Workshop.

This is a special place not only because it houses your best friend Tails, but it is designated as a stronghold where you can recover all your HP and PP! Return here any time you are running dangerously low on health or PP.

MAP Central City



Talk to Tails for some valuable info on what happened to Knuckles and what he thinks is the best plan of action.

Speak to GUN Commander

Mission: Hostile Reception (updated)


Tails contacted GUN, the Guardian Units of Nations, for help in finding Knuckles. Sonic, Amy and Tails must go speak to the GUN Commander and see what can be done to find Knuckles.

NEW CHARACTER!


MILES "TAILS" PROWER



Tails is a kid fox with two tails and a zeal for helping Sonic, who he has always thought of as a big brother. With Eggman out of the picture, his engineering skills have become unrivaled. His ingenious creativity has been put to good use during Sonic's extended absence, building wondrous mechanical marvels for the betterment of society.

Class: Support		Number of Actions: 2	
Movement Abilities:  (L1-3)			
HP: 27	PP: 9	SPD: 5	DMGE: 7
Attack: 7	DEF: 20	LCK: 2	ARMR: 3

After your conversation, Tails will join your party. As soon as you leave his workshop, you will be forced to battle a Swat Bot and two Sentry Drones.



New Enemy

Swat Bot

Number of Actions: 1

HP: 90	SPD: 7	ATTK: 14	DMGE: 18
DEF: 14	LUCK: 1		ARMR: 10

Elemental Resistance: Fire (25%), Ice (25%), Wind (10%), Lightning (10%)

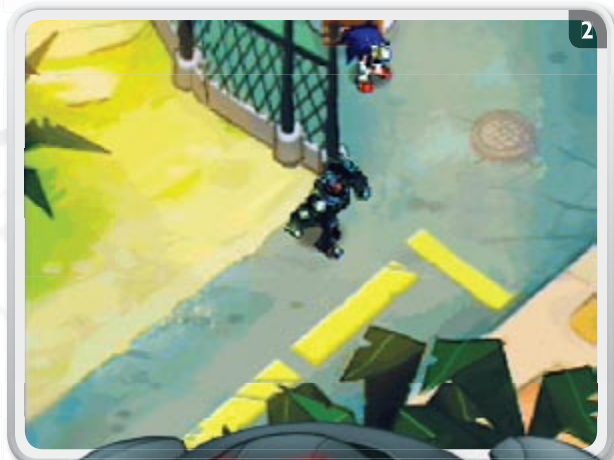
Elemental Weakness: Water (75%), Wind (25%)

POW Moves: Crusher

There are a few challenges you have to deal with during this encounter. The Sentry Drones are very agile and tough to hit. If you happen to have any wind-based POW Moves, those are great since the Sentry Drones are more vulnerable to wind-based attacks. Without such POW Moves, your attack rating will need to be high enough to hit them, or you must lower their defense rating.

The Swat Bot is protected by armor that absorbs the brunt of most regular attacks. There are a few ways to deal with this. First, you could boost your damage so that a lot of it makes it through its armor. Another option is to use the Vulnerable status effect to lower its armor. Eventually you will obtain armor-piercing moves that negate the armor's effectiveness.

② The most important thing to keep in mind during this fight is that the Swat Bots will revive at the end of the round if the other foes are not knocked out. This means you need to knock out the other enemies before or in the same round. Because of this fact, take out the Sentry Drones first but focus some damaging attacks on the Swat Bot to wear it down. Once the Sentry Drones are knocked out, have everyone team up against the Swat Bot.



Swat Bot ▶





Is Eggman Back?

Mission: Hostile Reception (updated)



Could Eggman really be back? Could he be behind Knuckles' disappearance? Sonic thought he had defeated Eggman in their last battle, but the robots that attacked sure looked like Eggman's minions ... old and worn-out they may have been. GUN Commander would love to hear about this. Go to Central City and speak with him.

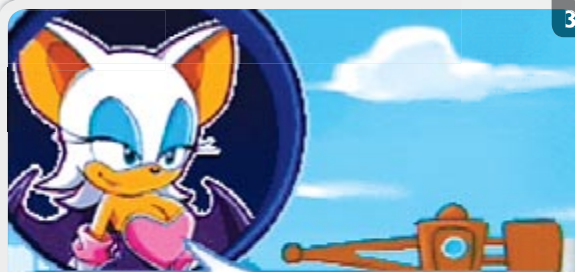
- 3 After that grueling battle, it seems "obvious" that Eggman's robots are on the loose. Go back into Tails' Workshop to heal. Exit the stronghold and travel south down the main road, where you will run into Rouge. Once you talk to her, she will take you to the GUN Commander who will explain the plan to find Knuckles.



ROUGE THE BAT

Rouge is a sassy and flirtatious bat with an eye for jewels and treasure, and a knack for stealthily procuring them. She has been contracted by GUN (Guardian Units of Nations) via the president, which makes her an advantageous ally, though Sonic and friends feel better keeping an eye on their valuables when she's around.

Class: Shifter		Number of Actions: 2	
Movement Abilities:  (L1-2), 			
HP: 27	PP: 8	SPD: 6	DMGE: 7
Attack: 8	DEF: 19	LCK: 4	ARMR: 1



3

Well, well, well. Sonic the Hedgehog. And better looking than ever, I see. You look like you've been working out.



Conversation Branch

When speaking to Rouge, her tone seems to antagonize Amy. You can choose to have Sonic stick up for Amy or let her get flustered. These positive or negative conversations with Amy will have an impact on how she responds to you later in the game.



The GUN Commander

Mission: Hostile Reception (completed)

Sonic, Tails, and Amy met up with Rouge, who was waiting to take them to the GUN headquarters to speak with the GUN Commander.



Marauder Scout ▲

Search for the First Hideout

The Story So Far

The search for Knuckles is on! Sonic and friends learned that the Marauders have been operating out of several of Eggman's abandoned hideouts throughout Green Hill Zone and Central City. This only brought up more questions. Who are the Marauders? Could Eggman be involved in Knuckles' disappearance?



MAP

Central City



THE SEARCH FOR KNUCKLES

Map: Central City

7/8

105/110

Character: Enemies:    

Missions: The Search for Knuckles, * Mechanical Mugger, *Queen of the Swarm

* = Side Mission

Search for the First Hideout

Mission: The Search for Knuckles (start)

GUN Commander gave Sonic a map showing the locations of four Eggman hideouts. Sonic must check out each hideout and figure out where the Marauders are holding Knuckles.

Get Rid of the "Queen"

Side Mission: *Queen of the Swarm (start)

Giant wasps swarm over Central City's rooftops! A queen wasp is leading them; if she is defeated, the wasps will flee. A man asked Sonic to defeat the queen and frighten away the wasps!

1 Knuckles may have some valuable info on the Marauders, and the best place to search is the four hideouts. Exit the GUN Headquarters and walk toward the east into the open central area of the map. On your way there, look for a GUN agent standing near a streetlight. Go over and talk to him to find out why he is lurking about.

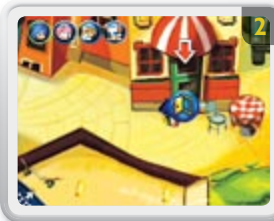
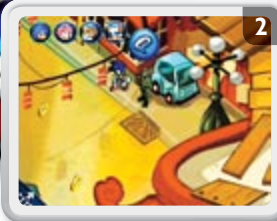
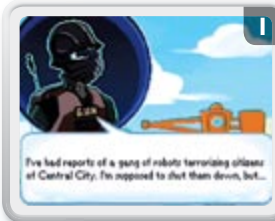
2 It is probably wise to level up before you take on these gangster robots, so for now head toward the shop denoted by the bag icon on the map. Walk to the opposite side where you encountered the GUN agent and collect 8 rings around the central lamppost. Continue east underneath some hanging lights. Look for a man standing next to a light blue car; he will talk to you about an infestation.

1 This sounds like a simple enough request, and you will certainly want to explore the rooftops searching for the Eggman hideouts. For now, follow the string of 5 rings that leads you on a road that curves to the left. This will place you right in front of the store. Step inside and see what's for sale!

SHOP

Name	Buy	Sell	Name	Buy	Sell
Health Seed	6	3	Bug Spray	15	7
Health Leaf	10	5	Light Slippers	35	15
POW Candy	6	3	Light Sneakers	35	15
POW Gum	10	5	Light Boots	35	15
Revival Ring	10	5	Cloth Gloves	40	20
Antidote	10	5	Work Gloves	45	20
Iron Tonic	15	7	Lucky Gloves	70	35
Clover Juice	15	7	Chao Print Dress	50	25
Rock Salt	15	7	Angel Amulet	35	15
Prune Juice	15	7			

2 Next to the item name, it will display how many your party currently owns. The price is on the far right hand side. Keep in mind that you can sell items as well. Generally speaking, the sell price



Get Rid of the "Queen"

is half the price it would take to buy it. You can usually find enough health and POW items through combat, but if you are running really low, they aren't too costly. Still, try to save your rings to buy equipment that boosts damage, armor and stats. The Angel Amulet is an excellent item to acquire since it revives a character once per combat.

There is really nothing else you can do down this stretch of road, so backtrack to that center lamp-post and head north. After you pass a fire hydrant, on your right side will be a man hanging out next to the small yellow building. Talk to this helpful citizen and begin your first puzzle. He will sell you hints for 30 rings – but you can figure it out on your own!



Puzzle: Replace the Pipe

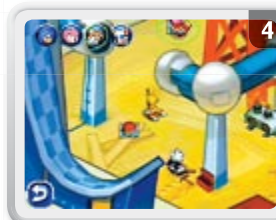
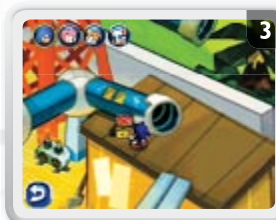
3 The goal is to replace the big blue piece of pipe to make a tunnel that will allow you to access the rooftops. Start off by clearing out the **6 rings** where you started and the **3 rings** on the ramp.

4 Take control of Sonic. Walk up the ramp to place him near the red switch. Tap Amy's icon to make her the active character, and move her directly north to stand on the red pressure plate. Select Tails and move him west over the second red button-like switch.

5 With both pressure plates depressed, power to the crane will be restored. Select Sonic and an **Interact icon** (ⓘ) will appear over the switch in front of him. Tap this icon to activate the crane. This will start the crane in motion, and it will swing into position – but it will not latch onto the pipe.

6 Select Rouge and walk around the building Sonic is on toward the path to Green Hill Zone. Approach the hook that is dangling over a large section of blue pipe. Approach the pipe and tap the **Interact icon** (ⓘ) to connect the hook to the handle on the pipe.

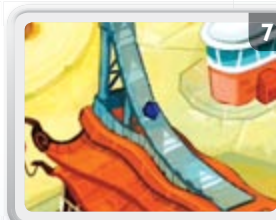
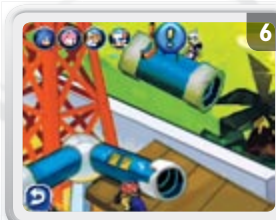
Select Sonic and once again have him activate the red switch. This time, the switch will turn from red to green as the new pipe section is placed in between the other sections to complete a tunnel of pipes.



Puzzle Completed: Replace the Pipe

XP: 150, Reward: Random Item

7 With the pipe tunnel complete, it is time to explore the rooftops. While controlling Sonic or Amy, **dash** (⚡) to speed through the pipes! This will place you on top of a tall white structure with a huge ramp just begging for you to **dash** (⚡) once more. Speed down this long slope to get airborne. You will then race down another ramp and into a springboard. The good news is that you will pick up **6 rings** during this high-speed sequence, but the bad news is that it will land you right next to a group of angry wasps.

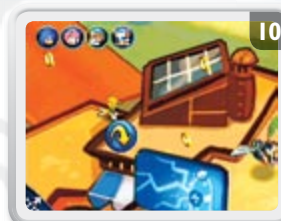
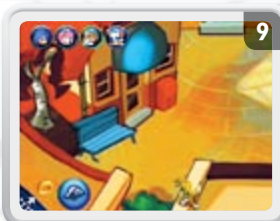


8 The Wasp Swarms are not overly threatening by themselves. They do relatively low direct damage, and their Buzz Swarm attack is easily countered by rapidly tapping. Like all aerial enemies, they are weak against wind attacks, and a Whirlwind from Sonic can help you clear them all out fast. They can be tough to hit, but this is one of the few foes that can be taken out with regular attacks. In other words, conserve your PP for most of these battles.

9 After this initial conflict ends, grab 2 rings as you run to the left edge of this roof. Fly () with Tails or Rouge to continue your rooftop trek to the west. Pick up 4 more rings and look out for another group of wasps.

10 Jump () to land on a small brown structure and collect 1 ring. Leap back down and proceed northeast to grab 3 rings. From this point, you can jump () onto the orange roof to the left to explore the first hideout, or jump () up to the right to collect a few more rings and fight the queen wasp. If you are low on health and PP, you can always recover fully by returning to Tails' Workshop.

The easier battle at this point is probably to take on the Queen Wasp, especially if you have a wind-based attack. Also, if you take out the Queen, the wasps will no longer threaten you up here, making it easier to return later. Make sure you are healed, then go to the right to clear the rooftops of these pesky wasps once and for all.



New Enemy

Queen Wasp

Number of Actions: 2

HP: 100	SPD: 11	ATTK: 15	DMGE: 20
DEF: 22	LUCK: 10		ARMR: 9

Elemental Resistance: Water (50%), Earth (25%)

Elemental Weakness: Fire (25%), Wind (10%), Lighting (10%), Ice (10%)

POW Moves: Evade, Poison Quill

As you would probably guess, the biggest threat is the Queen Wasp herself. Not only can she hit for a fair amount of damage, her poison attacks can drain your health each turn. If you have a wind attack, be sure to use it to exploit their weakness, otherwise focus your POW Moves on the queen. Also, if you happen to have some **Bug Spray** in your Inventory, now would be a great time to use it.

Search for the Second Hideout

11 Flying foes such as these can be hard to hit, but POW Moves will not miss these enemies as long as they are performed successfully. Continue to damage the Queen Wasp as much as possible, and focus on each of the Wasp Swarms to take them out one at a time.

12 With the battle won, pick up **5 rings** on the two rooftop sections and collect the **Chao egg** in plain view. Be sure to open the Container to find a Refresh-er and Health Seed. Run to the southern end of the roof, near the giant sneaker billboard, and **jump** (⬇️) to leap down to street level. Walk back to the guy near the light blue car and inform him of your victory.



Vanquishing the Queen

Side Mission: *Queen of the Swarm (completed)

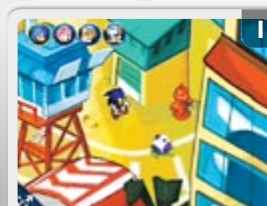
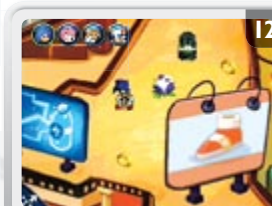
Giant wasps swarmed all over Central City's rooftops, but Sonic and his team defeated the wasp queen! The rooftops of Central City are saved!

XP: 50, **Reward:** Antidote

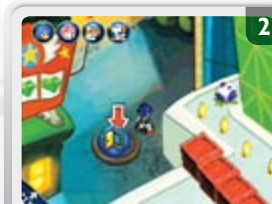
After that stinging string of set-tos, be sure to restore your party's health and PP at Tails' Workshop. You are probably eager to return to the rooftops, but since you've returned to the northern part of the map, now would be a good time to explore the rest of this northeast corner.

1 Head directly east of Tails' Workshop to find **2 rings** near the airport. Run around the other side of the airport and be sure to pick up the **Chao Egg** on the right side near a fire hydrant.

2 Go around the fence to the south to encounter a cobblestone road with a string of **14 rings**. Go ahead and fight the Sentry Drone if you want; remember, you can always run back to Tails' Workshop to heal. At the end of this short trek are several red crates that require Amy's **Smash** (⬇️) ability. Amy won't develop that until she reaches Experience Level 4, but make sure to remember this spot for later. The most important aspect of this alleyway is a sewer cover that you can open. **Enter** (⬇️) the sewer to check out the first hideout.



3 Each hideout you explore contains a major battle challenge, so don't spare any PP or be afraid to use up items if you need to. Tails' Medibot POW Move could be a useful tool for keeping your characters healthy and able to unleash more POW Moves. What makes this really difficult is that both Swat Bots must be knocked out in the same round or they will automatically be revived. Use your POW Moves to deal with their high armor by boosting your attack or making them more vulnerable. You can also try to distract or make them weakened to lessen their heavy hits. Luckily their POW Move, Crusher, is pretty easy to neutralize with three quick successive taps. However, they have pretty strong regular attacks and a lot of armor to absorb yours. Alternate your damage to get both of them equally close to knockout status.



- ④ When you triumph over the pair of Swat Bots, Tails will find a Communicator that indicates that the Marauders have been using these to talk to each other from each of the hideouts. You will need to search the other hideouts for additional clues.



Item Found: Communicator

A device used by the Marauders to keep in touch with their main base.

Before you depart this “empty” room be sure to grab the **ring** and open the Container to find 2 Health Seeds and POW Candy.

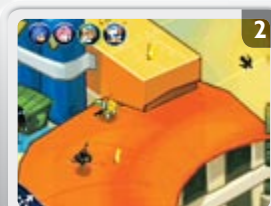
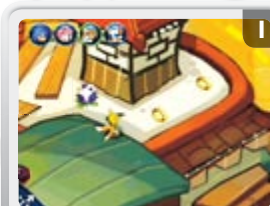
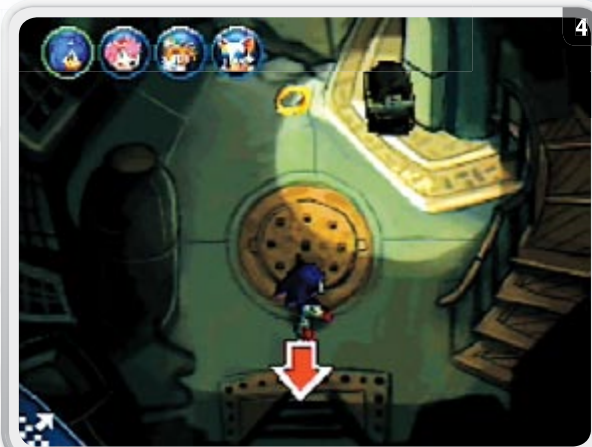
Search for the Second Hideout

Mission: The Search for Knuckles (updated)

GUN Commander gave Sonic a map showing the locations of four Eggman hideouts. The first hideout was empty, but Tails thinks a strange device he found is a communicator of some kind. The team must find the other hideouts and search them for signs of Knuckles.

- ① Make sure you heal at Tails' Workshop and return to the blue pipe tunnel to head back to the rooftops. You will be rewarded for a job well done because all the wasps will be gone! However, before you return to the area where you began to fight the wasps (the start of the orange roof), **fly** (🌀) to backtrack to the roof area you previously sped past. This will place you on the glass rooftop. **Jump** (🦉) down to the last section and up to the roof that has the springboard you just used. Grab **3 rings** near the Asian-style building and the **Chao Egg** on the other side. A **Fly** (🌀II) icon will appear near the right edge, so you will have to return here when you have developed that ability for Tails or Rouge.

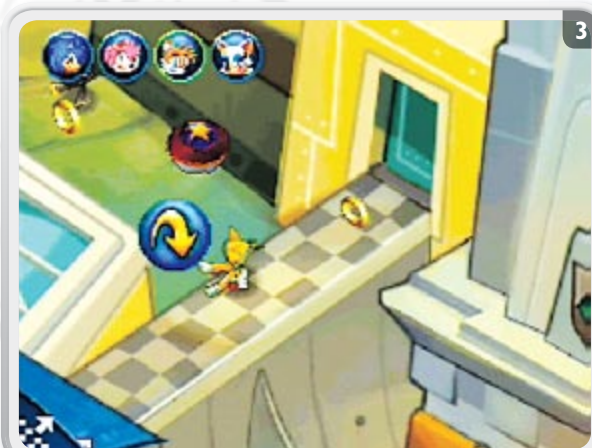
- ② Once this section is cleared out, run back and use the springboard to continue your rooftop adventure. Follow the same path you used before to get to the orange rooftop. **Jump** (🦉) down to the orange roof to collect **4 rings**. Look out for the Sentry Drones in this section, and try to conserve



some of your PP points for the battle ahead.

Follow the orange roof as it curves around, and **jump** (🦉) to reach the tan ledge at the end. Pick up **2 rings** on this walkway and enter the green door.

- ③ When you exit you will be placed on a thin-checkered wall with **3 rings**. Enter the door to the right to find a Container with Bug Spray, POW



Search for the Third Hideout

Candy and a Revival Ring. However, the area you really need to explore is right below you where the Sentry Drone is hovering by the springboard.

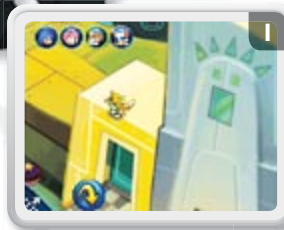
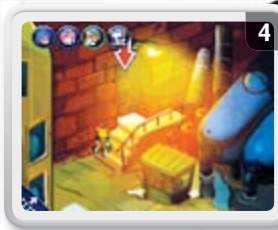
4 Jump (🔽) down and take on the Sentry Drones, eliminating them one at a time. Don't bother using the springboard; instead, follow the path of **3 rings**. You will notice a staircase leading into an area with a flashing red arrow. This is the second hideout, but before you race inside, be sure you are ready for a good fight.

This is the same battle as the first hideout where you will have to deal with two Swat Bots. Use your POW Moves to cause as much damage and status effects, while trying to whittle them down evenly. When the battle is won, grab the single **ring** and open the Container to collect 2 Health Seeds and POW Candy.



Item Found: Communicator #2

A device used by the Marauders to keep in touch with their main base.



You have cleared out and searched all the hideouts in this area, but you still have some unfinished business. Remember those gangster robots the GUN agent told you about? Well, you should now be strong enough to take them out.

Search for the Third Hideout

Mission: The Search for Knuckles (updated)

GUN Commander gave Sonic a map showing the locations of four Eggman hideouts. The second hideout was also empty, but Tails thinks a strange device he found is a communicator of some kind. The team must find the other hideouts and search them for signs of Knuckles.

1 The most recent battle has probably left you fairly drained. Head back outside and make your way to the springboard. Be careful of the Sentry Drone if you are very low on health. Once you land on the platform, **jump** (🔽) to get to the next ledge over the door. **Jump** (🔽) again to hop back down to the checkered walkway, and leap off this climbable wall. Return to Tails' Workshop to fully heal before continuing.

Track Down the Mugger Robots

Side Mission: *Mechanical Mugger (start)

A gang of vicious muggers is running wild in Central City! A GUN agent chased the gang, but they escaped him. When Sonic and friends came along, the GUN agent asked them to capture the gangsters. The gangsters are somewhere in Central City. Sonic must find them, defeat them and turn them in to the authorities!

1 Go south from Tails' Workshop and head east from the man who initiated the pipe puzzle. Travel in between a ramp support and a pink building to find a street lined with **7 rings**. At the end of this road is a GUN roadblock; the soldier posted there will not let you leave the city through this exit. As you make your way back, hug the wall to the right and look for a broken segment – you will notice a **Jump icon** (🔽). Leap up to grab the **ring** and note that the wall in front of you will require a character with Climb ability.

2 Backtrack up the road. When it ends, walk over to an adjacent path that has arrows painted on it. **Dash** () to take your team under the city to a hidden alleyway.

3 When you emerge from your tour of the underground, walk around the narrow gap to the left to find a Container with Health Seed, POW Candy, and Clover Juice. Squeeze back through the narrow gap and head north to encounter the renegade robots you have been told about.

4 Get set for your toughest battle so far! Not only will you have to deal with two Swat Bots, but there are two Sentry Drones as well. Take out the Sentry Drones first, but don't use all your POW Moves on them if you can't spare the PP. Remember that attacks without any status effects will inflict limited damage to Swat Bots. Use your POW Moves on the Swat Bots to "soften" them up as much as possible. You might want to split the damage to the Sentry Drones, using half the team to attack each one in case one of them evades that round. With only the two Swat Bots remaining, alternate your attacks to get them both within range of a single-round knockout. This may be a long battle, so don't hesitate to use PP or health items to keep your party in the fight. Also remember that you need to use POW Moves to get past or through the armor on those Swat Bots.



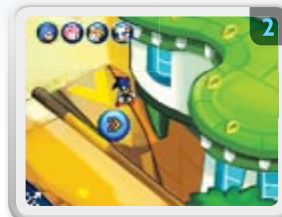
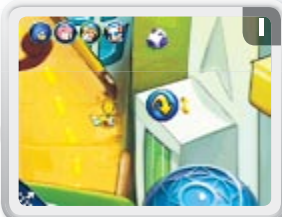
Round Up the Muggers

Side Mission: *Mechanical Mugger (completed)

A gang of vicious muggers was running wild in Central City! A GUN agent chased the gang, but they escaped him. When Sonic and friends came along, the GUN agent asked them to capture the gangsters. The team quickly nabbed the muggers, and the GUN agent rounded them up. Central City streets are safe again!

XP: 75, Reward: Clover Juice

2 With the toughest threat of the city behind you, go to the end of the alley and get the **Chaos Egg** near the dumpster. Head back through the underground passage and heal at Tails' Workshop.



Search for the Third Hideout

Central City Wrap-Up

③ You will probably have enough experience for all your characters to reach Level 4. If not, you should be very close – so look to pick fights with a few more enemies and return. This would be a great time to clean up some loose ends as Amy will learn Smash (II), and Tails and/or Rouge will upgrade their movement ability to Fly (II).

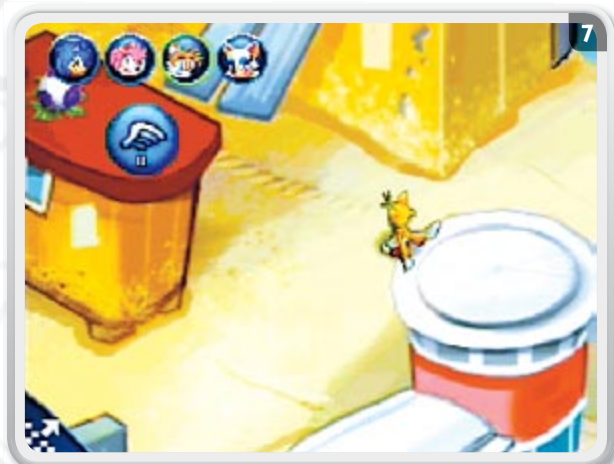
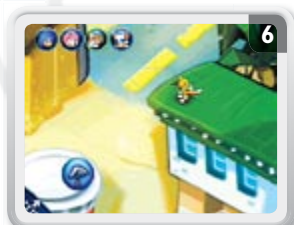
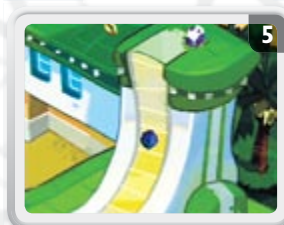
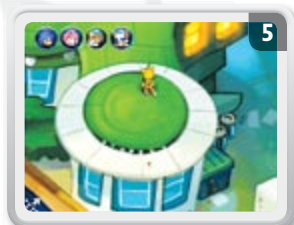
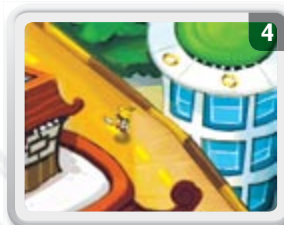
④ To start things off, go back to the alley where you found the first hideout in the sewers. At the very end of this alleyway, switch to Amy and **smash** (👊 II) those crates to collect a **Chao Egg**.

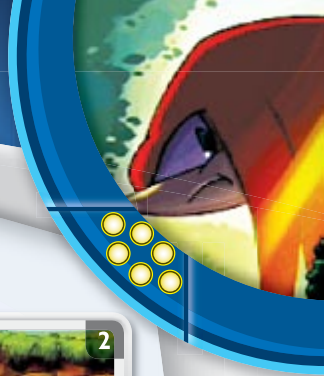
Your next destination will be the brown roof with the pipe tunnel you have used so often before. Once again speed through the series of ramps, but make your way back east to the small Asian-style building near the springboard. Walk to the far right edge and **fly** (🕊 II).

⑤ You will land on a circular roof with **6 rings**. Walk out to the main section and go to the left to collect an additional **5 rings**. At the base of the ramp, be sure to switch to Sonic and dash to get to the top section where a **Chao Egg** rests. **Jump** (🦿) to land on another small section of green roof and collect **2 more rings**.

⑥ At the far end of this ramp, there are actually two ways you can go, and it may be tricky to notice that at first glance. If you walk to the far left center of this roof you can go back to the brown roof with the pipe tunnel. However, if you walk to the left lower edge you can **fly** (🕊 II) to the top of the small circular roof.

⑦ From here, walk to the left edge and **fly** (🕊 II) to land on the roof of the little yellow building with a **Chao Egg** on top of it. There is still one spot you cannot explore until you find Knuckles, so get back to the mission at hand and search for the next two hideouts in Green Hill Zone. Return to Tails' Workshop and take the grassy path west back to Green Hill Zone.





AREA:

GREEN HILL ZONE

Map: Central City

6/11

117/185

Characters: N/A

Enemies:



Mission: The Search for Knuckles

1 Since your first encounter with the Swat Bot in Central City, it seems that robots are on the loose in Green Hill Zone as well. The wildlife in this area still seems deranged and will attack on sight. While exploring this area, keep in mind that you can physically run around and avoid most of these enemies if you aren't up for a fight.

The enemies are definitely tougher on your second visit, but you are a lot more powerful now. More importantly, you have a full team this time around. If at any time you run very low on health and PP, you can always head back to Tails' Workshop to restore your party.

With a team full of advanced movement abilities, you can now access many parts of this map that you couldn't reach before. Before you dart out for the first hideout, clear out some of the map to collect rings and Chao Eggs. In fact, when you cross the bridge you can walk straight ahead and make a series of **jumps** (jump icon) to reach a plateau with a loop. Collect all the rings to the right and dash to grab a total of **10 rings** and the **Chao Egg** at its peak.

2 **Jump** (jump icon) off to the right side near the ramp. One of the hideouts is in the southeast corner of the map, and that should be your immediate goal. An Enraged Armadillo is patrolling this passage, and he is teamed up with Sentry Drones. Be sure to knock out the Sentry Drones first because the Enraged Armadillos won't do that much damage.

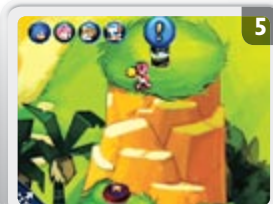
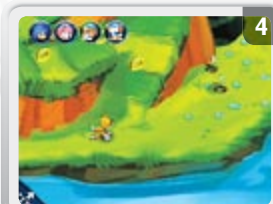
3 This narrow passage leads to another series of ledges where you can **jump** (jump icon) to reach the top. The top of this rocky staircase has **7 rings** and a Container with a Health Seed and POW Candy. If you walk to the far right side, you can **fly** (fly icon) to cross the narrow gap to the other side.



There are **3 rings** over here and a wall that requires the Climb ability. Grab the rings and **fly** (fly icon) back over to the large round platform.

4 Walk south and **jump** (jump icon) off this plateau. You should see a string of **4 rings** guarded by a Wasp Swarm. These are a bit tougher than the ones you have faced before, but you should be able to conserve most of your PP and knock them out with regular attacks.

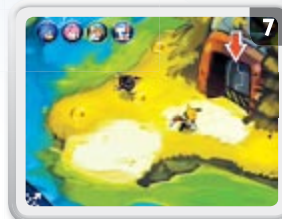
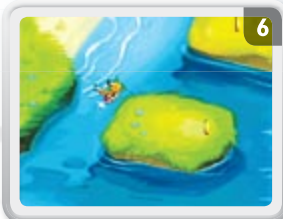
5 Continue to walk around the hill to the west and walk up the grassy ramp to collect **8 rings**. Use the springboard to bounce high into the air and grab **3 more rings** and a Container with Boxing Gloves. Put these gloves to good use on the character that attacks the most, such as Sonic.



MAP

Green Hill Zone





6 Jump (🦉) from the southeast edge back down to the grassy ramp. Go back the way you came, to the east, and if you hug the edge near the water you will notice a way to reach the islands to the right. **Fly** (🦉) across with Tails or Rouge and grab **2 rings**.

7 Fly again to access the next little island that has **2 rings** and a **Chao Egg**. **Fly** (🦉) yet again to land in front of the next hideout entrance. A Sentry Drone is hovering near **3 rings**. You can try to avoid it while picking up the rings and run inside, but you will be forced to fight it when you leave the hideout. Just be sure to be healed and ready for battle when you enter the hideout.

You might get the feeling of déjà vu because this hideout looks the same as the other two. Also, it has the same guards stationed here, a pair of Swat Bots. Use your status effects first, and then pound away on them equally for a same-round knock-out. Grab the sole **ring** and open the Container to gather 2 Health Seeds and POW Candy.



Item Found: Communicator #3

A device used by the Marauders to keep in touch with their main base.

Search for the Fourth Hideout

Mission: The Search for Knuckles (updated)

GUN Commander gave Sonic a map showing the locations of four Eggman hideouts. The first three hideouts were empty, but Tails collected three strange communicators. Tails thinks if he can find one more, he can use them to find the communication's source. He also wonders if there might be a fifth hideout that GUN couldn't find.

8 Fly back to the main area, but be careful of the Wasp Swarm if you are really low on health. Continue to follow the water's edge to the right, which will lead you to the airport and **6 rings**. Of course, this spot is guarded by another group of animals including a Wild Boar. This critter has a couple of Wasp Swarms with it, but they are no matches for your full team at Experience Level 4. If you have a Chao that produces or enhances fire damage, you can get an elemental edge against all animals. The wasps can be hard to hit, so you might want to tackle the Wild Boar first.

9 The tall structure behind the airport tower requires the Climb ability; remember to return here later. Pick up the **4 rings** on the water's edge, and walk to the northwest between two rock ledges. Collect the **2 rings** and **Chao Egg** as you make your way west.

10 As you journey west, you will notice a few red switches and a dilapidated bridge. Ignore this for now and continue west past the man standing near two palm trees. A short distance ahead you will find a series of **7 rings** and a Wild Boar. If you look at your map, the hill above you will be marked as the last hideout. Use Tails and **fly** (🦋) to reach this spot.

Just as with the previous hideout, a Sentry Drone patrols the front entrance, and a pair of Swat Bots stands guard inside. Use your POW Moves to drain their health and make them easier to knock out.



Take the **lone ring** and open the Container to gather 2 Health Seeds and POW Candy. Be sure to grab the **Chao Egg** on the stairs.

Travel to Mystic Ruins

Mission: The Search for Knuckles (updated)

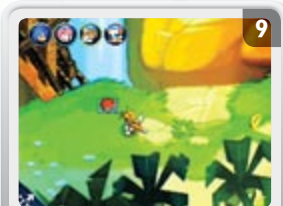
In the fourth hideout, Tails found the last communicator. He connected them together, tracked the signals, and discovered that they are all communicating with a secret base in Mystic Ruins! Sonic and the team must go to Mystic Ruins, south of Central City, to find the secret base...and hopefully, Knuckles.

There is still a lot to explore in Green Hill Zone, but you will need Knuckles' help to get to many of the tricky spots. This should give you an idea of how really important that echidna is. Don't waste any more time exploring, as you will have to revisit Green Hill Zone later. Continue on your mission to reach the Mystic Ruins by making your way back to Central City via the bridge to the south.



Item Found: Communicator #4

A device used by the Marauders to keep in touch with their main base.





AREA: CENTRAL CITY

① In Central City, head to the road leading out of town that is guarded by the GUN agent. The encounter will give Tails an idea. Head back to Tails' Workshop.

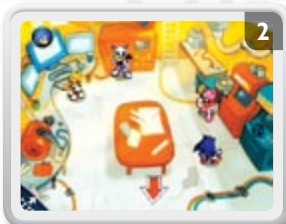
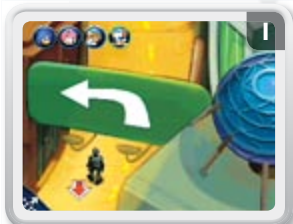
The Tornado

Mission: The Search for Knuckles (updated)

Blocked! GUN set up a roadblock to keep anyone from going into Mystic Ruins. Luckily, Tails has an ace up his sleeve: The Tornado.

② While in Tails' Workshop, take time to chat with the other members of your party. Head outside when you are ready to go to the Mystic Ruins.

③ The Tornado is a flashy looking prop plane parked just to the left of the airport. Tap the **Interact icon** (ⓘ) to board the plane. This will reveal the world map. From this view, you can tap any airport and be taken there in an instant. Select the Mystic Ruins and start looking for Knuckles.



AREA: MYSTIC RUINS

Map: Mystic Ruins	🌱: 5/11	🔑: 33/60
Characters: 🦉	Enemies: 🦊 🦉	
Mission: The Search for Knuckles		

The Story so Far

A gas cloud blocks Sonic and his team, but it doesn't seem to bother Big the Cat. If Sonic gets past the cloud, he can search for the secret base ... and Knuckles!

① Upon landing, you will be surrounded by **9 rings** that you should collect. Unfortunately, you can't go any further due to the gas that fills the map. When you move to the right toward the fog, a familiar face will present himself: Big the Cat.



BIG THE CAT

Big is a giant cat who lives in a hut in the Mystic Ruins, and he spends his days fishing with his best friend Froggy. He's a little slow-witted, but doesn't pretend to be otherwise, and he always does right by his friends. He's enjoyed the peace and tranquility of the past few years, so he is apprehensive about having to leave his home on another adventure.

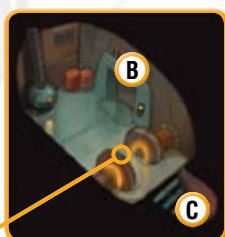
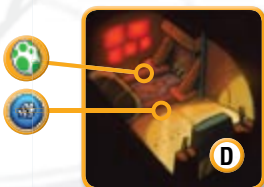
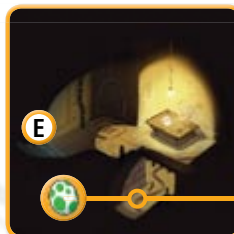
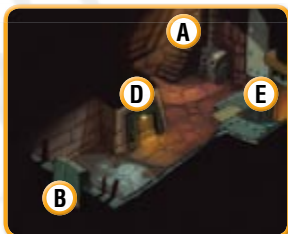
Class: Shifter		Number of Actions: 1	
Movement Abilities:  (L1-3)			
HP: 50	PP: 8	SPD: 4	DMGE: 11
Attack: 6	DEF: 10	LCK: 2	ARMR: 4

MAP

Mystic Ruins

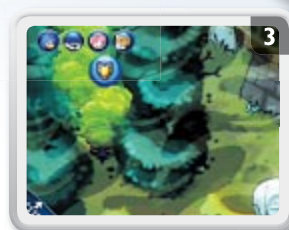


Secret Hideout



3

2 When Big attempts to join your group, you will enter the party selection screen. This menu displays stats on all characters on your team, and allows you to place any three characters (Sonic always leads your group) into your active party. After you choose your party, be sure to reallocate any equipment and Chao.



Heroic Party Alert!

Having the right selection of movement abilities is crucial to exploring. You can choose any three characters you want, but to clear out this area you will need Big, Amy and either Tails or Rouge.

3 Your objective is highlighted on the map with a gold star, so you will need to explore the western section. Start out by going west around a tree. Gas clouds will block your way, so switch to Big and use **invincibility** () to get through the fog.



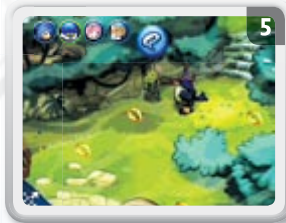
4 At the end of this path is a door you can open. Inside you will find a **Chao Egg** and two Containers. The one on the left contains Speedy Sneakers, Economizer and Lucky Gloves while the one on the right holds Health Leaf, POW Gum and Antidote.

5 Now that you have additional goodies to help your cause, go east to the spot where Big came from and use **invincibility** () to wade through the gas while collecting **2 rings**. Pick up the string of **6 rings** at the bottom of the stairs, then go to the right end of the path. **Jump** () to a small island. Use Big's **invincibility** () to walk through the gas to collect a **Chao Egg**. Return to the bottom of the stairs, and talk to the GUN agent to the left of the staircase. This soldier will tell you about the blower system that lies ahead.



Puzzle: Open the Vents

6 First, collect the **7 rings** scattered around this area. Once finished, position all four characters in the bottom alcove near the four red pressure plates. Start out by placing Sonic on the plate in the upper right, and Big on the lower left one.



7 This will raise a battery holder with a spinning disk. Select Amy and have her approach the spinning disk. Tap the **Interact icon** (🔗) to grab the disk. She will now have it floating over her head.

8 Move Sonic to the upper left pressure plate and Big to the lower right one. This will make the other battery holder appear. Take control of Amy and position her in front of the other battery device. Tap the **Interact icon** (🔗) to place the disk in the new holder, and move Sonic off the pressure plate to let the device lower back down.

When the battery device with the disc descends, the vents will start working and you have completed the puzzle. Walk over to the vents and **jump** (👉) on the small pedestal. **Fly** (🕊️) to the ledge to the left.

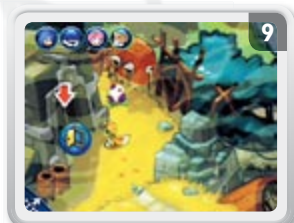
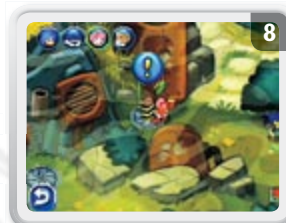


Puzzle Completed: Open the Vents

XP: 250, Reward: Random Item

9 **Jump** (👉) to the ledge below and gather **5 rings** and a **Chao Egg**. Enter the secret hideout, but be prepared for a series of tough fights. Pick up the first **2 rings** and descend down the staircase where two tough new enemies will greet you.

10 Both of these enemies can be hard to hit, so use attacks that incorporate the Sluggish effect if you have any. Also, the Marauders have a leech ability that you might want to lessen with a Distract



effect. Another good tactic is to use a can't-miss POW Move such as Big's Froggy Rain, especially if you precede it with the Empower effect from Amy. These enemies don't have very strong armor, and if you can connect with a damaging POW Move, you can probably knock them out in one attack. It is very important to counter the Stasis Bomb of Marauders, because your character will fall asleep and become helpless for several turns unless you can cure him or her.



New Enemy

Sentry MK. II

Number of Actions: 3

HP: 40 SPD: 11 ATTK: 18 **DMGE: 13**

DEF: 27 LUCK: 9 **ARMR: 8**

Elemental Resistance: Fire (25%), Ice (25%), Earth (10%), Lightning (10%)

Elemental Weakness: Water (75%), Wind (25%)

POW Moves: Evade, Buzz Saw



New Enemy

Marauder Vet Scout

Number of Actions: 2

HP: 60 SPD: 16 ATTK: 20 **DMGE: 16**

DEF: 27 LUCK: 14 **ARMR: 8**

Elemental Resistance: Fire (25%), Ice (25%), Wind (10%), Lightning (10%)

Elemental Weakness: Water (75%), Earth (25%)

POW Moves: Phase, Stasis Bomb

After you defeat the first squad, you'll find a second group right next to them. Make sure to heal and restore PP before storming into battle with the second squad.

11 There are three exits in this main area, but only one leads to Knuckles. Collect **2 rings** and use the door in the middle of the room. Take control of Amy and **smash** () the crates. A **Chao Egg** will be the reward for your effort.

12 This next detour can be tough, and is optional, but if you want all the Chao Eggs, head through the door to the left. As you enter the next room, another group of Sentry Drones and Marauders will attack. Employ the same tactics that worked before, then switch to Big and use his **invincibility** () to pass the shocking barrier.

13 The next room is packed with crates, so take control of Amy and smash them to clear a path to the **Chao Egg**.

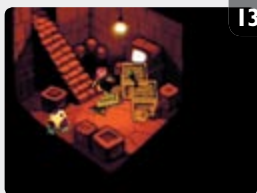
14 At this point, you have defeated all the enemies in the secret hideout, so there is nothing left to stop you from finding Knuckles. Go back up to the first large room and take the exit on the far right. Congratulations, you found Knuckles! However, you will notice a **Chao Egg** where he was being held, and after you rescue Knuckles, you will no longer be in this area. This means you will have to go all the way back to collect that egg. Ugh!



You Found Knuckles!

Mission: The Search for Knuckles (completed)

After Sonic and friends rescued Knuckles, they looked up to see that Angel Island was gone! Who could have moved the floating island, and why? Could Eggman be behind this?



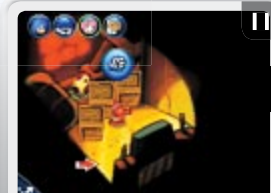
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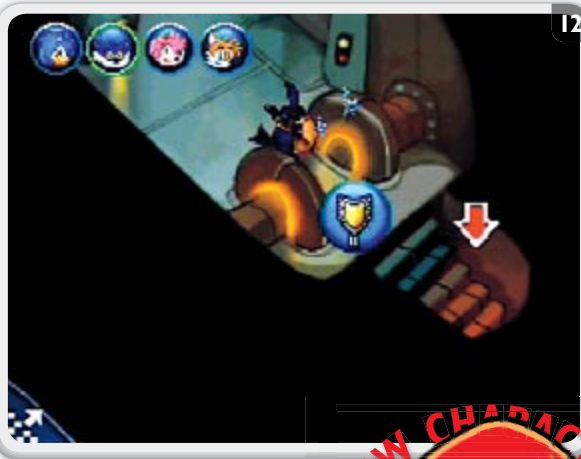
14



10



11



12



KNUCKLES THE ECHIDNA

Believed to be the last of his kind, Knuckles is the stoic guardian of the Master Emerald. Despite being Sonic's rival, they've often worked together to recover the Master Emerald from the villains who sought to steal it. His spiky fists pack a mighty punch and enable him to climb vertical faces with ease.

Class: Power		Number of Actions: 2	
Movement Abilities:  ,  (L1),  (L1-2)			
HP: 33	PP: 7	SPD: 5	DMGE: 13
Attack: 6	DEF: 14	LCK: 2	ARMR: 4

The Story So Far

With Knuckles found, the team set out for Angel Island to stop the Marauders before they can steal the Master Emerald. Unfortunately, when the team finally escaped the ruins in which Knuckles was held, they discovered a chilling fact: Angel Island was gone! Convinced that this was Eggman's doing, the team set out to find their old nemesis and stop him before his plans endanger the entire world!



MAP Central City



CHAPTER EGGHUNT

Map: Central City

8/8

110/110

Character: N/A

Enemies: 

Missions: Egghunt, *Norton is Missing!, Chasing Shadow, Buyer Beware, Strange Eggman Devices

* = Side Mission

Search for the Eggman

Mission: Egghunt (start)

Eggman will pay for what he has done! Tails rigged the communicators he found to detect Eggman's electronic signature. Now the team can track down and confront Eggman before he does any more serious damage. Sonic and his friends must explore Green Hill Zone, Central City and the Mystic Ruins to find Eggman signatures. If they find an Eggman signature, Eggman can't be far behind!



I This mission starts with the team gathered in Tails' Workshop. Before you head out looking for the Eggman signatures, take this opportunity to talk to your team. In particular, speak to Big about a missing friend.

Locate the Missing Frog

Side Mission: *Norton is Missing! (start)

Big the Cat has a problem. One of Froggy's friends, a frog named Norton, has gone missing! Big asked Sonic to look for Norton. He's somewhere in Green Hill Zone, and Big isn't too sure what he looks like, but he's out there somewhere.

While talking to Big, offer to help find the missing frog to initiate this mission. There will actually be four frogs that appear once you agree to help. When you go back to Green Hill Zone, you will have to find all four frogs to see which one is Norton (he is always the last frog).

Since you are in Central City, leave the workshop and start the search for Eggman signatures in this area. As you get close to a device giving off a signal, Tails will alert you, and a gold star will appear on the map.



Party Selection Alert!

Make sure Knuckles is in your group before leaving Tails' Workshop. With him on your team you can completely clear out Central City!

Take a small detour to grab the last few items in Central City. Select Knuckles and go down the road that leads to the Mystic Ruins. Shadow will race past you and set off your Eggman detector. Don't bother to chase him just yet as there are a few things left to do in Central City.

Shadow

Mission: Chasing Shadow (start)

As Sonic and the team crossed into Mystic Ruins to search for Eggman, Tail's detector picked up an Eggman signal traveling at high speed ... then, a black blur sped by. Shadow! But what is he up to, and why would he set off the Eggman tracker? To find out, Sonic can search for Shadow in the Mystic Ruins.

Find the Second Eggman Device

1 Just before the large green sign, look for a broken guardrail on the right where you can jump to a white roof. **Jump** (J) to get on the ledge and **climb** (C) the wall. Pick up the **single ring** and then **climb** (C) again to get to a bunch of red crates.

2 **Smash** (S) the crates to break them. Pick up the last **4 rings** and a **Chao Egg** on this ledge. There is also a Container that has Alloy Slippers and POW Candy. The slippers offer a moderate armor boost, so put them to use immediately.

3 With all the rings and Chao accounted for, let's find those Eggman signatures! **Jump** (J) all the way back down to the street and head toward the shop. Pass the shop and continue west until Tails gets a signal. The signature is coming from the store at the end of this alcove, so go inside and check it out.

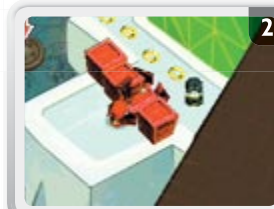
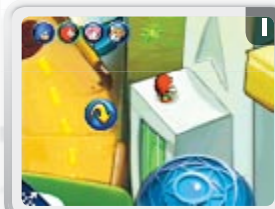
Get the Stapler Back

Mission: Buyer Beware! (start)

A device in a Central City shop set off Tails' Eggman Detector. A shady salesman named Sal told the store's shopkeeper the device was a coffee machine and traded it for the shopkeeper's own prized stapler. Unfortunately, the machine doesn't make coffee, and the shopkeeper feels cheated. The shopkeeper promised to give Sonic the device if the team can track down Sal the salesman in Green Hill Zone and get the stapler back.

4 It seems like there is another mission for you in Green Hill Zone, but there is still another Eggman signature to scout for in Central City. You will need to get to the rooftops, and with Knuckles in your party you can take a short cut. Walk west past the GUN headquarters and **climb** (C) the white wall.

5 When you reach the thin checkered ledge, Tails will report another signal. **Jump** (J) down near the springboard and make your way toward the hideout you previously visited. A malfunctioning Swat Bot lurks in this corner. A conversation will initiate as you get close to it, and you have a

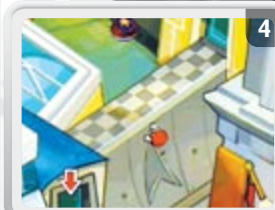


choice how this dialogue turns out. If you tell the robot it has completed its mission, you won't have to fight it. Otherwise, it remembers you are the enemy, and it will attack. Either way, you receive the Eggman Device.



Item Found: Eggman Device

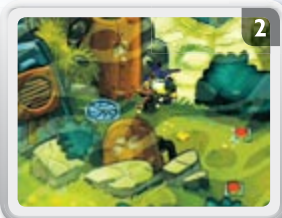
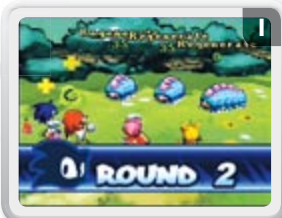
A device built by Eggman. It doesn't seem to do anything.



Find the Second Eggman Device

Mission: Strange Eggman Devices (start)

When tracking an Eggman signal, Tails found a strange device. He isn't sure what it is. If Sonic can find more, maybe Tails can figure out what they do!



There are no other objectives in Central City, so you will need to search the other two areas. While there is certainly a lot going on in Green Hill Zone, pick up your pursuit of Shadow and head through the exit in the southeast to reach the Mystic Ruins. Make sure to return to Tails' Workshop to adjust your party if necessary.



Party Selection Alert!

When exploring the Mystic Ruins, make sure you have at least one character with the Fly ability and that Big is in your party.

AREA: MYSTIC RUINS

Map: Mystic Ruins 11/11 60/60

Characters: N/A Enemies:

Mission: Egghunt, Chasing Shadow, Strange Eggman Devices

① When you first arrive, collect the string of **10 rings** in plain view – but look out for the Giant Millipedes. This huge insect trio regenerates health at the end of every turn, so make it a point to completely knock them out one at a time. Use POW Moves with heavy damage to get beyond their armor and high hit points.

Giant Millipede ►



New Enemy

Giant Millipede

Number of Actions: 1

HP: 80 SPD: 5 ATTK: 14 **DMGE: 20**

DEF: 12 LUCK: 6 **ARMR: 15**

Elemental Resistance: Water (50%), Wind (25%)

Elemental Weakness: Fire (25%), Earth (10%), Lighting (10%), Ice (10%)

POW Moves: Roller Ball

② At the end of this path is where you solved the vent puzzle in Chapter 2. The Eggman detector will pick up a signal, and a gold star will appear on your map just south of you. As you move in that direction, Shadow will leap out and surprise you.

When talking to Shadow, you can choose to fight him or not depending on your conversation choices. No matter what the outcome, he will take off and leave a "present" behind.

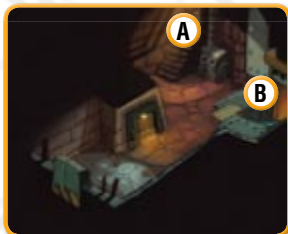
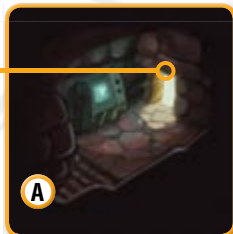
Find the Third Eggman Device

MAP

Mystic Ruins



Secret Hideout





Item Found: Eggman Device #2

A device built by Eggman. It doesn't seem to do anything.



Shadow Drops a Device

Mission: Chasing Shadow (completed)

Sonic and the team met Shadow the Hedgehog in Mystic Ruins, but Shadow didn't want to talk. He sped off without saying anything useful about Eggman. This probably isn't the last that Sonic will see of Shadow.

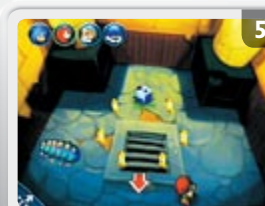
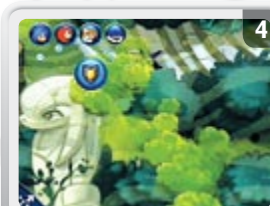
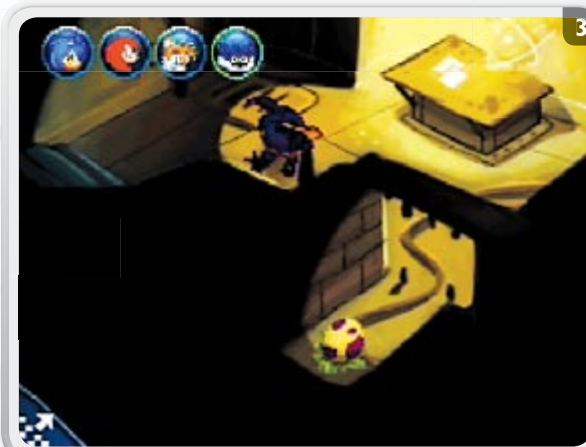
While tracking an Eggman signal, Tails found a second strange device. He still isn't sure what it is. Tails noticed that this new device interacts with the other device the team found. If Sonic can find more, maybe Tails can figure out what they do.

3 It seems the more of those devices you find, the closer you will get to locating Eggman. Before searching the rest of Mystic Ruins, now would be a good time to get that **Chao Egg** where you found Knuckles. The good news is that the Marauders are gone, so you are free to explore. Follow the same route you used to find Knuckles to collect the **Chao Egg**.

4 Use a series of **Jump icons** (🔼) to return to the vent area, and then head back to the stairs that took you to this section of the map. You should notice noxious gas covering a path that leads south around some bushes. Use Big's **invincibility** (🛡️) to get by this toxin to explore the southeast corner of Mystic Ruins.

The first exit from this green fog will place your team in front of a ramp. Switch to Sonic and **dash** (🔱) across the screen and land on a small building.

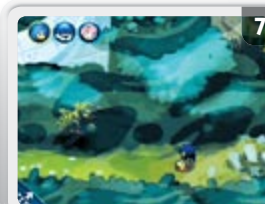
5 If you walk to the back wall, you can **climb** (🧗) to the top entrance of this structure. Step inside to face more Giant Millipedes. When they are defeated, grab **6 rings** and a **Chao Egg**.



6 Jump back down to the previous roof and jump again to discover **2 rings** and a **Chao Egg**. **Enter** (👉) the small building, and you will exit to the south.

7 Grab the **2 rings** in front of you, and look out for the wasps – specifically two Queen Wasps and a Sentry Drone. Hopefully, you should be able to cure the Poison Quill attack if you miss the defensive inputs. Otherwise, this is a straightforward battle against fliers.

8 Pick up **2 more rings** and a **sole ring** that tempts you into a dead-end corner surrounded by some bushes. That last ring may not be worth it because it hides a Colossal Worm that will force you into a trapped combat situation you cannot flee from. This enormous worm has tons of armor, so your best plan of attack should include armor-



Find the Fourth Eggman Device

piercing POW Moves or anything to make it more vulnerable. Otherwise, you are in for a long fight!

9 Take control of Big and use **invincibility** () to head back north to where the Tornado is parked. If you go west to the room you visited in Chapter 2, a signal will be received. However, a group of Robodillos will block your path. These robots have a self-repair ability that brings them back with a small amount of HP. That means you must take them all down in a single round. Get them all as weak as possible, and try using an attack that hits all enemies simultaneously.



New Enemy

Colossal Worm

Number of Actions: 2

HP: 175	SPD: 4	ATTK: 12	DMGE: 23
DEF: 14	LUCK: 6		ARMR: 25

Elemental Resistance: Water (50%), Wind (25%)

Elemental Weakness: Fire (25%), Earth (10%), Lighting (10%), Ice (10%)

POW Moves: Swallow, Acid Spit

10 Use Big's **invincibility** () to go through the gas leading to the room to the north. Inside lurks another set of Robodillos and an important discovery.



New Enemy

Robodillo

Number of Actions: 1

HP: 90	SPD: 6	ATTK: 16	DMGE: 18
DEF: 17	LUCK: 4		ARMR: 14

Elemental Resistance: Fire (25%), Ice (25%), Wind (10%), Lightning (10%)

Elemental Weakness: Water (75%), Earth (25%)

POW Moves: Cyclone



Item Found: Eggman Device #3

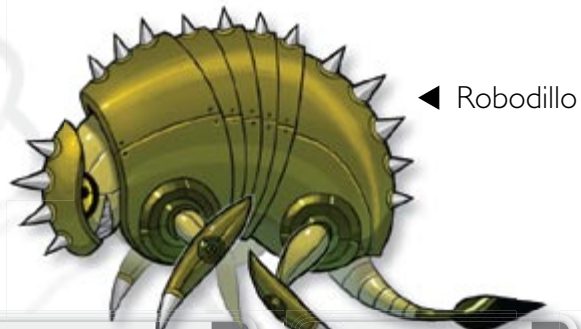
A device built by Eggman. It doesn't seem to do anything.

Find the Fourth Eggman Device

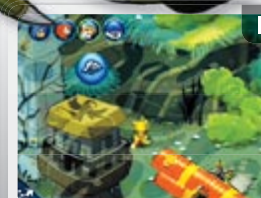
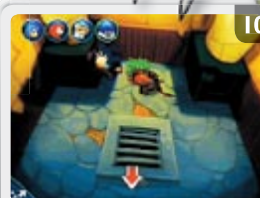
Mission: Strange Eggman Devices (updated)

While tracking an Eggman signal, Tails found a third strange device. He thinks the devices have a few things in common. If Sonic can find more, maybe Tails can figure out what they do!

1 Now that you have found both devices in this area, only Green Hill Zone remains to search. However, you should probably take this opportunity to completely clear out the Mystic Ruins. Head north, squeezing past the Tornado (on the left) and the airport. Don't bother with the gas cloud to the right. Instead, go to the left corner and **fly** () twice to reach the top ledge.



◀ Robodillo



2 A bunch of Queen Wasps and a Sentry Drone patrol this section, but they shouldn't too formidable. Tap **invincibility** (🛡️) to get through the gas, and grab the **Chao Egg** at the end of the ledge.

3 **Jump** (🦘) down and go to the right edge near the water. **Fly** (🦋) to the small island in the northeast. Pick up **2 rings** and a **Chao Egg**.

4 Jump to go east to the mainland and collect **2 rings**. In the northern corner is a Colossal Worm, and you will need to fight it to get the last **Chao Egg**. Use your POW Moves to deal with its heavy armor. Once the worm is knocked out, you will be able to **fly** (🦋) to a tiny empty island.

5 **Fly** (🦋) to reach a broken wooden bridge and grab the last **Chao Egg**. The Mystic Ruins have been completely looted at this point, so it is time to tackle Green Hill Zone.



Party Selection Alert!

In order to explore all of Green Hill Zone, you will need Knuckles and one character with flying ability.

AREA: GREEN HILL ZONE

Map: Green Hill Zone

🌱: 7/11

🔴: 119/185

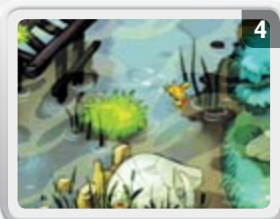
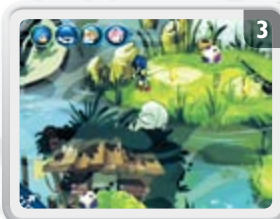
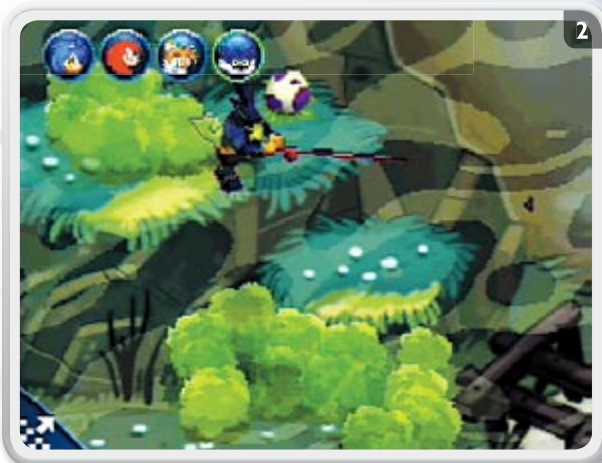
Characters: 🦊 🦉 🦋

Enemies: 🐛 🐛 🐛 🐛 🐛 🐛 🐛 🐛 🐛 🐛

Mission: Egghunt , *Norton is Missing!, Buyer Beware, Strange Eggman Devices, *A Young Boy in Trouble!, Cream and Cheese, *Stop the Signal

1 As soon as you cross the bridge, walk to the left of the white-bricked structure and **climb** (🦕) it to grab a **ring**, then **climb** (🦕) again to get a **Chao Egg**. **Jump** (🦘) down the other side and grab another **single ring**.

The map will indicate Sal's location with a gold star. Make your way west to confront him over the shady trade. He roams around this spot, and once



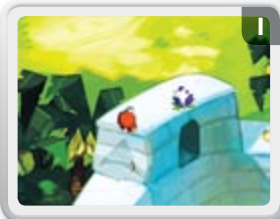
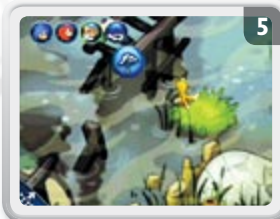
Item Found: Prize Stapler

A stunningly beautiful device, when you really look at it.

Return the Stapler

Mission: Buyer Beware! (updated)

Sonic found Sal the Salesman in Green Hill Zone and persuaded him to give back the shopkeeper's stapler. Now he must return it to the rightful owner!



Find the Fifth Eggman Device

AREA:

CENTRAL CITY

① Take this prized possession back to the shopkeeper in Central City, and he will be overly delighted to have his stapler back. His trade will be more than a mere coffee machine: It will be an Eggman Device.



Swap for the Coffee Machine

Mission: Buyer Beware! (completed)

Sonic returned the shopkeeper's stapler, and the shopkeeper gave him the "coffee machine" ... which is really an Eggman device!

Find the Fifth Eggman Device

Mission: Strange Eggman Devices (updated)

While tracking an Eggman signal, Tails found a fourth strange device. He thinks the devices have a few things in common. If Sonic can find more, maybe Tails can figure out what they do!



Item Found: Eggman Device #4

A device built by Eggman. It doesn't seem to do anything.



I'll be glad to give you the stapler! I--I didn't want it, anyway. Too... shiny.

AREA:

GREEN HILL ZONE

① Return to Green Hill Zone to finish your other quests in that area. To help Big find Norton, you must find all four frogs, as the last one will be Norton. When you return to this area, go to the far right corner past the Tornado to find the first frog.

Check the Second Frog

Side Mission: *Norton is Missing! (updated)

While out looking for Norton the Frog, Sonic came upon Mrs. Stevens. How could Sonic ever mistake Mrs. Stevens for Norton? Sonic will still need to find poor Norton, who is still somewhere out in Green Hill Zone.

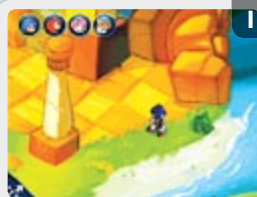
Right next to the frog is a tower that can be climbed, but you will return here on a side mission soon enough. For now, head northwest of the airport between two rock ledges. When you come upon the bridge, go left to find the man between two palm trees, then talk to him to start the bridge puzzle.



Puzzle: Build a Bridge

② The goal in this puzzle is to place each of the four characters on one of the red pressure plates. Start off by placing Tails on the first plate right in front of him. This will trigger a scene that shows parts of the bridge moving into position.

③ Next, take control of Amy and move her to the other red switch directly east of her. Once she steps on the pressure plate a few more pieces of the bridge will drop in place. However, the gap is



still too far to jump across, so select Rouge and walk her to the end of the bridge to **fly** (🦋) and reach the other side.

④ Lastly, select Sonic and walk him to the end of the bridge. He should be able to **jump** (🦔) across. Place him on the last pressure plate, and the bridge is complete.



Puzzle Completed: Build a Bridge

XP: 250, Reward: Antidote

Collect **7 rings** on this side of the bridge and look out for the Wasp Swarms. At this point, you should receive a signal coming from the cave just ahead of you. Enter the cave to help the little boy – but make sure you're ready for combat.



New Enemy

Giant Scorpion

Number of Actions: 2

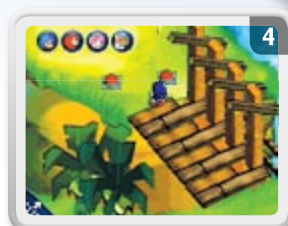
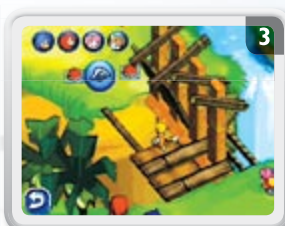
HP: 225	SPD: 12	ATTK: 14	DMGE: 35
DEF: 16	LUCK: 11		ARMR: 18

Elemental Resistance: Water (50%), Wind (25%)

Elemental Weakness: Fire (25%), Earth (10%), Lighting (10%), Ice (10%)

POW Moves: Tail Blast

⑤ The Giant Scorpions have a poisonous attack that can wear you down quickly, so cure (or use the Antidote item for) any poisoned party member immediately. The Giant Scorpions deal a lot of direct physical damage as well, so you will probably need to heal a few times with items or use the Medi Bot POW Move. Isolate your attack on one of them and try to distract them from hitting you, or simply lower their attack strength to even the odds.



Item Found: Pattern Generator

A device that generates code patterns that interfere with energy fields.

Giant Scorpion ►





Find Eggman!

Mission: Strange Eggman Devices (complete)

You've found five Eggman devices, and Tails combined them into one machine! According to Tails, the machine is some kind of pattern generator.

Take the Boy Home

Side Mission: *A Young Boy in Trouble! (start)

Sonic and friends saved a young boy from a Giant Scorpion! Take the boy home to his father, who lives in Emerald Town in Central City.

Not only did you find the last Eggman Device, you also saved a young boy. After rescuing the lad, you can choose to take him home. He will stay with your party and won't cause you any trouble, so you can return him to his father whenever you like. Since you are probably really drained from this latest fight, return to Tails' Workshop to revive your party.

AREA:

CENTRAL CITY

1 In Central City, head toward the shop and pass under the hanging lights. As you go through this area, the boy will reunite with his father. Another good deed is done!

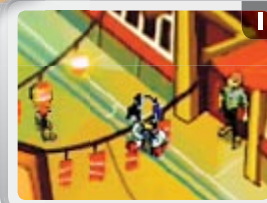
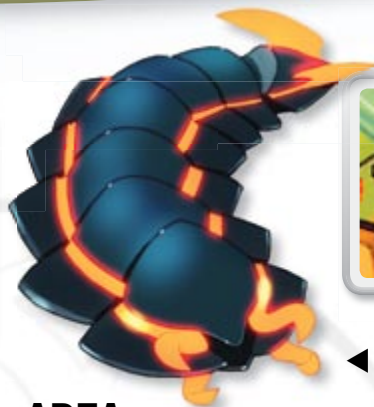


Father and Son Together

Side Mission: *A Young Boy in Trouble! (complete)

The young boy's father was so grateful to see his son, he gave Sonic a gift.

XP: 25, XP: Health Leaf



◀ Colossal Worm

AREA:

GREEN HILL ZONE

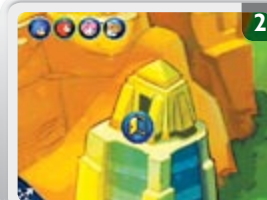
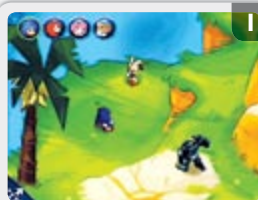
1 Go back to Green Hill Zone where you left off (just outside the cave you found the little boy in). To the left is a natural waterfall. **Fly** (☁) across it and follow the path of **10 rings** that leads you to Cream. Talk to her to see what she is doing in Green Hill Zone all by herself. It looks like she needs your help finding her best friend Cheese. If you can help her out, she will join your team!

Find Cheese the Chao

Mission: Cream and Cheese (start)

Search Green Hill Zone for any sign of Cream's friend Cheese. Cream has been searching everywhere for Cheese, and she asked Sonic to help! She says that she lost track of Cheese somewhere in Green Hill Zone.

2 In the southeast corner near the airport is a tower that you passed earlier. Return to that spot and **climb** (🧗) up the tower. Inside the top of the building, you will find Cheese and a Container with a Spooky Charm, Iron Tonic and Crazy Beans.



Return Cheese to Cream

Mission: Cream and Cheese (updated)

Take Cheese back to Cream! Sonic and his friends found Cheese hiding in Green Hill Zone. It's a sure bet Cream will be very happy to see her friend!

XP: 500

★ Cream and Cheese Back Together

Mission: Cream and Cheese (completed)

Sonic took Cheese back to Cream! Cream was very happy to see her bonded Chao! Her friend safe and sound, Cream was excited to join the team and help Sonic!

XP: 500

Go back to Cream and return Cheese. You can offer to have her join your party. If Cream joins your group, you will be taken to the party selection screen where you can put her to work immediately. (Although Cheese is Cream's best friend, any party member can equip that Chao.)

3 After you have chosen your party, walk up the rocky ramp to find a patrolling Swat Bot. At this stage of the game it will be no match for you. Follow the path to the left and grab **2 rings**. At the end of this patch of grass is the second frog.

Locate the Third Frog

Side Mission: *Norton is Missing! (updated)

Sonic thought he had found Norton, but it was just good ol' Mr. Billywick, out for a night on the town. Silly Mr. Billywick! Sonic still needs to find poor Norton, who is still somewhere out in Green Hill Zone.

Circle around the opposite side to gather **3 rings** and **dash** (🌀) through the loop in this section. You will land on a hill and find Dr. Madden, who wants you to help the animals.



CREAM THE RABBIT

Cream is a well-mannered young rabbit with flapping ears that enable her to fly. She's rarely seen without her best friend; a dapperly attired Chao named Cheese. Though she detests violence in all its forms, there's no telling what she might do when the safety of her friends is threatened. Her favorite food is ice cream, which she would happily eat every day.

Class: Support		Number of Actions: 1	
Movement Abilities:  (L1)			
HP: 24	PP: 8	SPD: 6	DMGE: 8
Attack: 8	DEF: 16	LCK: 5	ARMR: 2



Find the First Signal Projector

MAP

Green Hill Zone





Find the First Signal Projector

Side Mission: *Stop the Signal (start)

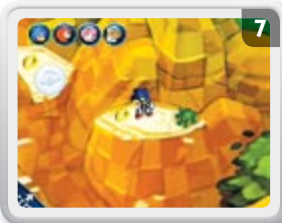
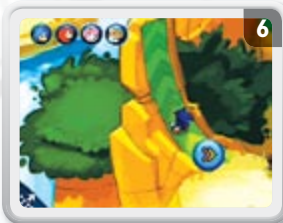
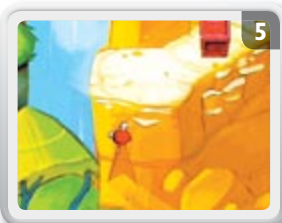
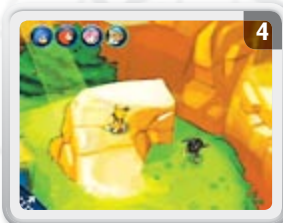
Sonic and his friends met Dr. Madden, a scientist who believed the animals in Green Hill Zone were so aggressive because someone was controlling them. He was searching for signal projectors in Green Hill Zone, but animals kept attacking him! He asked the team to find and destroy the projectors, which will free the animals from the control of whoever is sending the signal!

4 Cross the small bridge to the right and walk up the rocky ramp to collect **4 rings**. **Fly** () over the nearby gap and pick up another **3 rings**. **Jump** () down to the ledge below and gather **5 more rings**.

5 Leap off this ledge and head to the circular rock platform you visited before, which is near the airport. **Fly** () to the other ledge. With Knuckles in your party, you can finally scale the rocky wall. **Climb** () twice to reach the top.

6 At the peak of this craggy mountain, you will need to **smash** () some red crates. Grab the **3 rings** and **Chao Egg** in this spot, then **dash** () through the ramp to the upper left.

7 This will send you to a small ledge up high with **2 rings** and another frog.



Locate the Last Frog

Side Mission: *Norton is Missing! (updated)

Sonic found yet another frog, but this time it was Gally, whose mother would be very cross if she knew where her daughter was! Sonic still needs to find poor Norton, who is still somewhere out in Green Hill Zone.

8 Fly (🕊️) to span the next gap and grab **5 rings**. A Swat Bot patrols this section, so take it out if you want, then use the springboard to find the first signal projector. This next fight is very difficult! Tap the **Interact icon** (🔗) to disable the first projector – but several animals won't be happy with your actions.

9 A Raptor Hawk will descend on you with a couple of Wasp Swarms. These tough birds deal out a lot of damage and are very agile. However, they have no armor. Try to make them sluggish or you will end up missing most of your attacks. Sonic and Tails both have sluggish-causing POW Moves that can make this battle a lot easier.

Find the Second Signal Projector

Side Mission: *Stop the Signal (updated)

The team found the first of the three signal projectors. There are two more to find!

10 After the daunting battle, **jump** (🦘) down to the ledge with the springboard and **dash** (🏃) through the ramp leading down. You will pick up **6 rings** as you go speeding through. Walk to the right edge of this new section and **fly** (🕊️) over the falls and collect **6 rings**. Don't forget to grab the **Chao Egg** on the right side of the loop you just used.

11 **Jump** (🦘) back down by Dr. Madden and make your way to the southwest corner of the map. **Smash** (👊) the red crates blocking your path, and go as far left as possible using a series of ledges. You will find the second projector in this spot, and just like before, another group of animals will attack.



New Enemy

Raptor Hawk

Number of Actions: 2

HP: 100

SPD: 20

ATTK: 16

DMGE: 40

DEF: 29

LUCK: 18

ARMR: 0

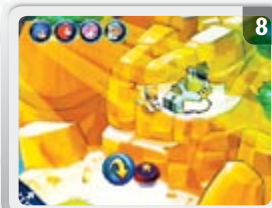
Elemental Resistance: Water (50%), Earth (25%)

Elemental Weakness: Fire (25%), Wind (10%), Lighting (10%), Ice (10%)

POW Moves: Feather Barrage



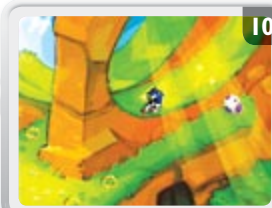
Raptor Hawk ▲



8



9



10



11

Find the Last Signal Projector

Side Mission: *Stop the Signal (updated)

The team found the second of the three signal projectors. There is one more to find!

12 To wrap up this area, go back to the small island where you started the game. Go north to the pier and use the raft to cross the water. Walk north to the farthest northern edge, and you will at last find Norton!



Locate the Last Frog

Side Mission: *Norton is Missing! (completed)

Sonic found Norton! Hooray! Big was very relieved that Norton was safe. At least, that's what Big told Sonic. Cats are very good at hiding their emotions.

XP: 75, Reward: 2 Health Leaf

13 Head back south and go west past the old man. **Fly** (🌀 II) to a new island with **5 rings** on it.

14 **Jump** (🌀) to the next island and collect **3 rings**. This will place you right in front of the last projector. Shut it down and save the animals by fighting one more battle!

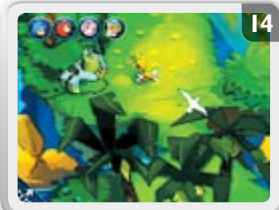
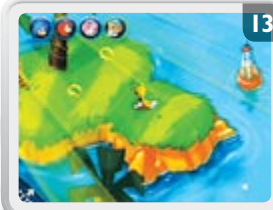
Talk to Dr. Madden

Side Mission: *Stop the Signal (updated)

The team destroyed all three signal projectors! Dr. Madden will want to hear about this!

15 Before you head back to Dr. Madden, go south and **jump** (🌀) to reach an area with **2 rings** and a **Chao Egg**.

Make the long trek back to Dr. Madden and tell him about your exploits. All of the animals in Green Hill Zone will now be freed, so they won't attack you. However, robots seem to have taken their place, so there are just as many enemies.





The Animals are Free!

Side Mission: *Stop the Signal (completed)

The team destroyed the three signal projectors freeing the animals and saving Green Hill Zone!

XP: 50, Reward: Cure All Spray and Revival Ring

16 With all of your extra missions completed, it is finally time to use the pattern generator and find Eggman. Fortunately you can find him through a secret entrance in Green Hill Zone. Make your way to the center of the map and walk up the long rocky ramp you used in Chapter 1.

Remember the crates you could not get past when you first saw this area? This time, follow the path as it curves south and **smash** (🔨) the crates to collect the last **Chao Egg** on the map.

17 Go back north across the small bridge and **smash** (🔨) more red crates. **Climb** (👉) to the top of this section and check out the cave.



New Enemy

Laser Drone

Number of Actions: 2

HP: 50

SPD: 13

ATTK: 18

DMGE: 30

DEF: 25

LUCK: 12

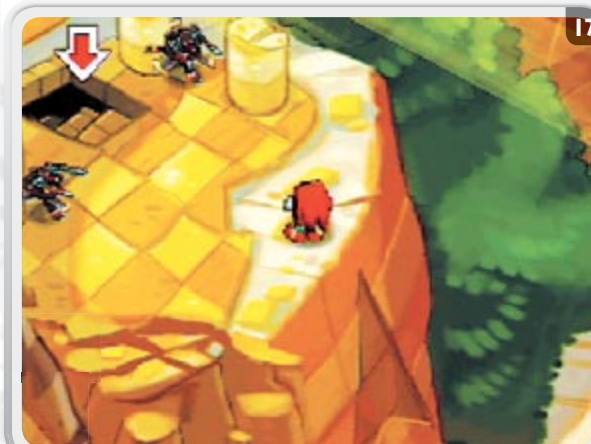
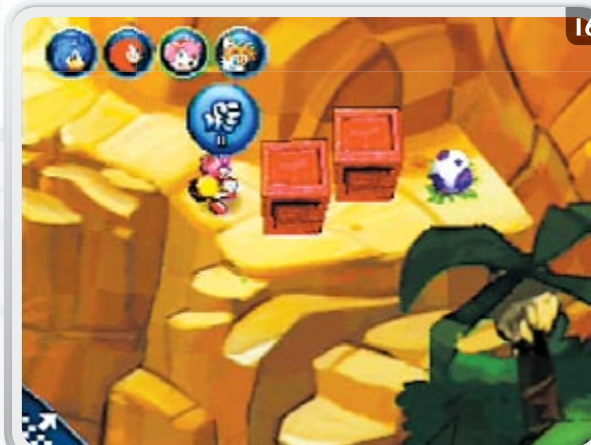
ARMR: 8

Elemental Weakness: Fire (25%), Ice (25%), Earth (10%), Lightning (10%)

Elemental Resistance: Water (75%), Wind (25%)

POW Moves: Evade, Buzz Saw, Full Power

18 Several Laser Drones will attack you when you attempt to enter the cave. They are very similar to the Sentry Drones with high agility, but their regular laser attack is a lot more damaging. Can't-miss POW Moves work well on these guys as well as making them sluggish.



Enter the Cave

Mission: Egghunt (updated)

Tails' detector tracked an Eggman signature coming from a ruin in Green Hill Zone, but the way was sealed. When the team unlocked the entrance, robot sentinels attacked! Eggman must be inside! The team must enter the ruin and defeat Eggman!



New Enemy

Swat Bot MK. II

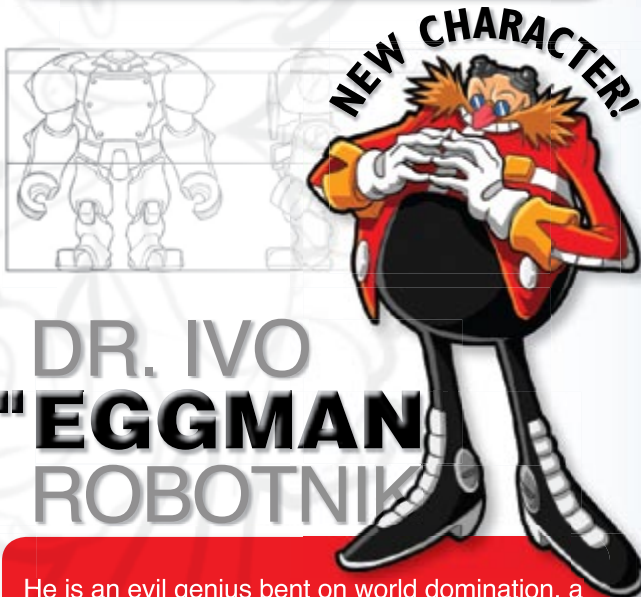
Number of Actions: 2

HP: 200	SPD: 9	ATTK: 20	DMGE: 35
DEF: 20	LUCK: 10		ARMR: 24

Elemental Weakness: Fire (25%), Ice (25%), Wind (10%), Lightning (10%)

Elemental Resistance: Water (75%), Earth (25%)

POW Moves: Crusher



DR. IVO "EGGMAN" ROBOTNIK

He is an evil genius bent on world domination, a career choice that has brought him into conflict with Sonic and his friends many, many times. An engineering genius with an IQ of 300, Eggman is a master at building disastrously destructive machines, high-impenetrable fortresses, and diabolical robots that could have conquered the world many times over. Thankfully, every time Eggman has hatched an evil plan, Sonic and his friends have been there to stop him!

Class: Shifter **Number of Actions:** 1

Movement Abilities: None

HP: 50	PP: 8	SPD: 4	DMGE: 11
Attack: 6	DEF: 10	LCK: 2	ARMR: 3

You Found Eggman

Mission: Egghunt (completed)

Sonic and his friends found Eggman ... who says he has reformed! But if Eggman isn't behind the evil deeds, who is? Should Sonic trust his nemesis to help find the true culprit?

Find a Way into Metropolis

The Story So Far

Worried that Eggman might be behind the actions of the mysterious Marauders, Sonic and friends decided to track down their old nemesis and make him answer for his crimes. When they found him, however, he claimed to be reformed. What's more, he's willing to help Sonic and friends find and defeat the Marauders! With Eggman's help, the team tracked Angel Island's vector and discovered that the Marauders were somehow moving the island into the airspace over Metropolis! They decided to travel to Metropolis to stop the Marauders, but first they had to find a way into Eggman's ruined fortress.



MAP Blue Ridge Zone



A WOLF IN THE SHADOWS

Map: Blue Ridge Zone

Rings: 10/10

Rings: 81/81

Character: Enemies: 

Missions: A Wolf in the Shadows, *Deliver the Warning, *The Search for Omega, *Man in a Booth,
*Gun Escort, *Timmy's in Trouble

* = Side Mission

Find a Way into Metropolis

Mission: A Wolf in the Shadows (start)

Has Eggman really reformed? Sonic and friends have no choice but to trust him if they want to find Angel Island and stop the Ma-rauders. Eggman tracked Angel Island and discovered it was heading for the sky over Metropolis, Eggman's old headquarters. The team has landed in Blue Ridge Zone. Sonic and friends must go north and get inside Eggman's ruined headquarters.

① To the northeast of your starting area is a shop with some new items for you to check out. If you have collected all the rings available in the first three chapters, you should have enough to buy some valuable items. Check out the Ring of Life, which will revive a team member with full health. Also, be sure to buy the Blue Ridge Times. It's cheap and will come in handy later.

SHOP

Name	Buy	Sell	Name	Buy	Sell
Health Leaf	10	5	Tough Slippers	65	34
Health Root	12	6	Stiff Sneakers	70	35
POW Gum	10	5	Work Boots	75	28
POW Drink	12	6	Gritty Gloves	70	25
Blue Ridge Times	1	0	Polymer Gloves	80	35
Ring of Life	20	10	Power Gloves	100	50
Antidote	10	5	Economizer	150	75
Iron Tonic	15	7	Pretty Dress	125	64
Speed Bar	15	7	Replenisher	150	75
Crazy Beans	15	7	Angel Amulet	40	20
Clover Juice	15	7	Spooky Charm	100	60

② Go west of the Tornado past 2 red barrels and turn south to find a worker from the factory with a serious problem.



Warn the Foreman

Side Mission: *Deliver the Warning (start)

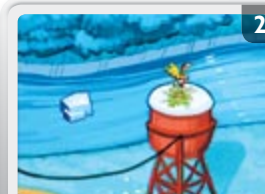
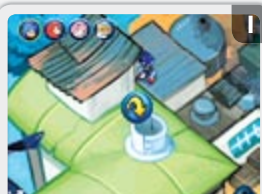
A factory worker in Station Square left the breakers open at the factory in Blue Ridge Zone. If the factory's foreman starts up the machinery while the breakers are open, the factory could explode! The worker asked Sonic to warn the foreman and save the factory!



① Since you are heading north anyway, you might as well help save the factory. Continue to check out this alcove by going to the end and **jump** (⤿) up several structures to get to the light green roof.

② Walk in front of the white chimney pipe and **jump** (⤿) to the next brown and green rooftops. **Fly** (⤿) up to the rooftop with the blue awning, and then **fly** (⤿) across to the rectangular orange roof. Proceed up the wooden planks and the curved red-shingled roof to find a springboard. Bounce up to the top and move to the left to **fly** (⤿) across to a water tower and grab a **Chao Egg**.

③ Go all the way back to the light green roof.



Jump (🔼) to the brown roof in the left corner and **fly** (🔼) across to a wood shack. Make your way up the next series of roofs and grab the **Chao Egg** on top.

④ Leap all the way down and follow the path of **3 rings** to the left of the water tower. As soon as you make your way down this road you will run into Shadow. You will have to fight him this time – and he is no pushover.



New Enemy

Shadow

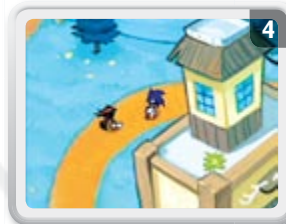
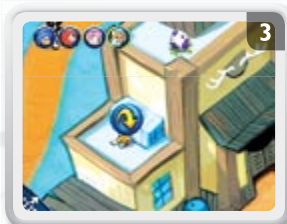
Number of Actions: 3

HP: 275	SPD: 21	ATTK: 20	DMGE: 45
DEF: 30	LUCK: 14		ARMR: 12

Elemental Resistance: None

Elemental Weakness: None

POW Moves: Chaos Spear, Chaos Rift



⑤ While you outnumber Shadow four to one, he still poses a challenge. His Chaos Rift can knock you out, so be sure you tap those defensive inputs correctly. Also, Shadow has a nasty habit of countering regular attacks. Because of his damaging attacks and counter ability, try to distract him. This will cause him to miss a lot more often. Hit him hard with your most damaging POW Moves. Near the end of the fight, make sure Sonic is in good shape in terms of HP and PP, because he will have to face Shadow alone!

⑥ After the battle, Shadow will make a run for it, and you will collect **4 rings** in pursuit. Sonic will be placed in the flee screen and must chase him down. For this special chase there are small spheres instead of crates. These spheres do 25 HP damage, so you really need to avoid them to not only catch Shadow but to have enough health to fight him.

When you fight Shadow with Sonic, use Axe Kick if you have it to deal out damage as fast and hard

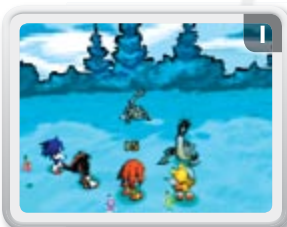


Shadow's Quest

Side Mission: *The Search for Omega (start)

As Sonic and the team crossed into Mystic Ruins to search for Eggman, Tail's detector picked up an Eggman signal traveling at high speed ... then, a black blur sped by. Shadow! But what is he up to, and why would he set off the Eggman tracker? To find out, Sonic can search for Shadow in the Mystic Ruins.

After a bit of "discussion" with Sonic and his friends, Shadow the Hedgehog confessed that he was looking for his friend, E-123 Omega, who he believes was in trouble somewhere in Metropolis. E-123 Omega is a rogue Eggman robot who could be a powerful ally.



SHADOW THE HEDGEHOG

Shadow was created more than 50 years ago by Prof. Gerald Robotnik to be the ultimate life form. When Eggman freed him from stasis in a GUN base on Prison Island, Shadow agreed to help him take over the world. Shadow once sought revenge for the death of his friend, Maria Robotnik, but Amy Rose helped him realize that Maria's true wish was to save humanity.

Class: Power **Number of Actions:** 3

Movement Abilities: (L1-3)

HP: 30 **PP:** 7 **SPD:** 7 **DMGE:** 11

Attack: 8 **DEF:** 18 **LCK:** 1 **ARMR:** 3

After Shadow joins your party, you will find yourself near a T-shaped intersection. Go northwest a few steps to find someone locked in a booth. The newspaper you bought at the shop will come in handy here. Agree to give it to him, and take your yummy reward.

★ Reading Material in the Booth

Side Mission: *Man in the Booth (completed)

Sonic met a man who was stuck inside a small booth. The man asked Sonic to bring him a newspaper. Sonic brought him a newspaper and in return, the man gave Sonic an item from inside the booth. Mmm, prune juice. Healthy and delicious!

XP: 25, **Reward:** Prune Juice

Continue north toward the factory and cross a wooden bridge. Just on the other side is a Dragonon.



New Enemy

Dragonon

Number of Actions: 2

HP: 150 **SPD:** 16 **ATTK:** 20 **DMGE:** 40

DEF: 22 **LUCK:** 13 **ARMR:** 14

Elemental Resistance: Water (50%), Wind (25%)

Elemental Weakness: Fire (25%), Earth (10%), Lighting (10%), Ice (10%)

POW Moves: Tail Swipe

① These reptilian creatures can regenerate 38 HP per round, so deal all of your damage to one of them at a time to make sure it is knocked out. These creatures can hit hard for hefty damage, so try to distract or weaken them. Like all land-based animals, fire-based attacks work great on them!

After crossing the bridge, go right past a few trees to collect **5 rings** – but look out for a Raptor Hawk.

Once you are done with this little diversion, continue north and **smash** (💥 II) the red crates.

② Walk up the steps to the factory and talk to the foreman to warn him.

Return to the Worker

Side Mission: *Deliver the Warning (updated)

Thankfully, Sonic reached the foreman in time. Now the team should speak with the worker!

① At the top of the steps, walk to the right edge over a grating and jump down between several bushes. Walk past the springboard and go under the stone ramp to collect a **Chao Egg**. Once you have snagged the egg, walk back to the springboard and bounce right back to where you came from.

② Follow the narrow walkway to collect **5 rings** at the top of the steps. Near the last ring, fly across to the adjacent ledge to pick up **4 more rings**. Walk to the left edge and **jump** (🦉) down.

This will place you between two huge stone loops. Go in between them to pick up **4 rings** and head back across the bridge to the worker in Station Square to complete that side mission.



You Saved the Factory

Side Mission: *Deliver the Warning (completed)

It's a good thing Sonic reached the foreman in time. The worker gave Sonic a reward for his help and hurried off to work!

XP: 500, **Reward:** Speed Bar



Make your way back between the loops and travel all the way around the left side of the lower loop. At the base of this loop, **dash** (🔥 II) through both of them.

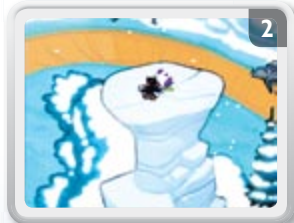
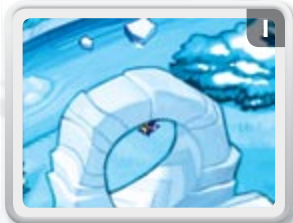
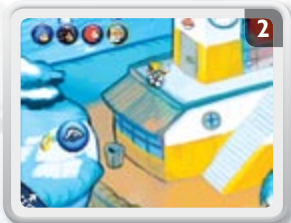
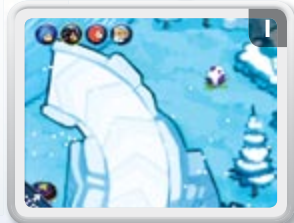
① When you land, trek to the right until you come upon some red crates. **Smash** (💥 II) them open and pick up the **Chao Egg** nearby. Go back to where you first landed and **dash** (🔥 II) up the curved ramp that leads west.


② The ramp will send you flying across the river right next to a rock tower. Use the springboard to bounce your way to a **Chao Egg** and **jump** (🦉) back down.

Walk around the bushes and collect the series of **5 rings** to the north.

Note: If you want to finish this area quickly, proceed north from here, and you can avoid the whole southern section of this map!

However, if you want to complete all the missions in this chapter and gain experience, go back south until you reach an intersection marked by two signs. You will also run into a new robotic enemy.





New Enemy

Shield Pawn

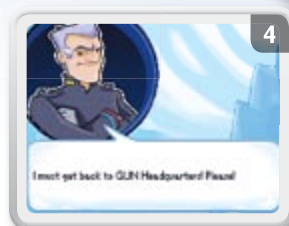
Number of Actions: 1

HP: 180	SPD: 10	ATTK: 16	DMGE: 34
DEF: 20	LUCK: 7		ARMR: 35

Elemental Resistance: Fire (25%), Ice (25%), Wind (10%), Lightning (10%)

Elemental Weakness: Water(75%), Earth(25%)

POW Moves: Shields Up, Quake



Escort the GUN Official

Side Mission: *GUN Escort (start)

Marauders attacked a GUN patrol in Blue Ridge Zone, and now a lone GUN Official is stranded there! Sonic and friends agreed to escort the official back to the Station Square airstrip.

3 The Shield Pawn has the Quake POW move that can stun you, and it is really hard to counter all those inputs. Restore any party members who are put to sleep. The drones that accompany the Shield Pawn are fast and deal a lot more damage than the previous model, but since they are low on HP, take them down first. To tackle the Shield Pawn, use armor-piercing attacks to get past its powerful armor or lower its defense rating through POW Moves.

4 Right next to the pair of signs is a GUN Official who needs your help. This is literally an escort mission: Agree to take him with you and drop him off at Station Square when you get the chance.

Right next to the GUN Official are 5 rings that lead west. A man stands near a huge pile of snow, but neither of you can move it yet.

1 Go back to the brown path and continue your journey south to find 3 rings. On your left side is red car parked near a rocky cliff. **Jump** (⬆️) up to the first ledge and **fly** (🦋) twice to gain altitude. The last step to reach the peak will require you to **climb** (🧗) to the top. A Raptor Hawk awaits you at the peak along with 3 rings.

2 **Jump** (⬆️) back down near the red car and squeeze past it just behind the "Come to Klondike!" sign. Grab the ring and follow the edge of



▲ Shield Pawn



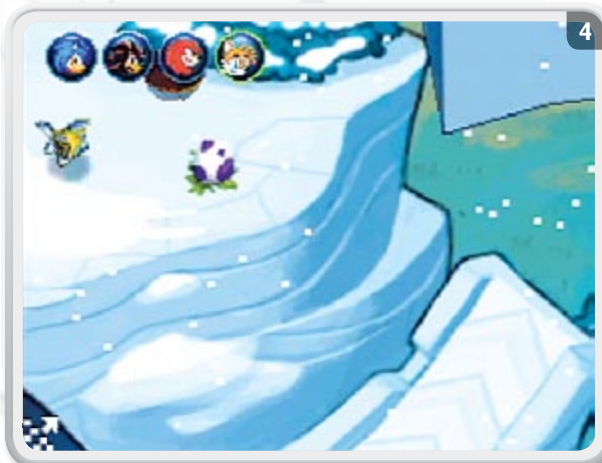
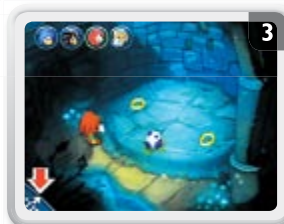
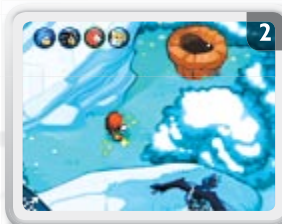
Find Timmy in the Well

the rocky cliff past **4 rings** to find and a well at the end of the path. Enter the well to find **2 rings** and a **Chao Egg**.

3 Exit the well and **dash** (⤾) up the rocky white ramp to the left. This arc will send you across the map to the hilltop in the northwest corner. Pick up **5 rings** and **fly** (⤿) across the western edge to the other side.

4 Use the springboard in this spot to bounce to the hilltop to the south. Gather the **Chao Egg** and use the springboard here to return to where you started. **Jump** (⤿) down and resume going south past the large sign.

5 A bit further down the path, you will find **3 rings** and a small cabin with **4 rings** around it.



Find Timmy in the Well

Side Mission: *Timmy's in Trouble (start)

Sonic met a man who was worried about his son, Timmy. It seems Timmy fell down a well in Blue Ridge Zone and hasn't been seen since. The man asked Sonic and friends to save Timmy.

This happens to be the same well you just visited, so make a quick trip back there to find Timmy.

Take Timmy Home

Side Mission: *Timmy's in Trouble (updated)

Sonic and friends searched for Timmy, who had fallen down a well. Timmy's dad was very worried about him! The team found Timmy – who was actually a grown man whose hobby is to preserve the inside of the well. Since Timothy was done working for the day, he agreed to go back to his father with Sonic.

Return Timmy back to his father and reap your rewards. This was probably not as climactic as you had hoped, but at least Timmy's crazy father was happy to see him.



Timmy is Reunited

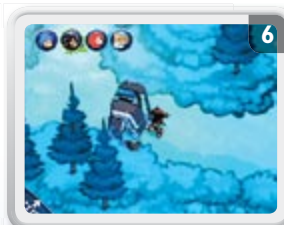
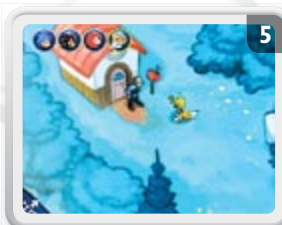
Side Mission: *Timmy's in Trouble (completed)

Timmy was actually a grown-up who works inside the well. His father is just getting a little crazy. The team brought Timothy to his father, who was very happy to see him.

XP: 75, Reward: Crazy Beans

6 Now that you "saved" Timmy, continue south around some bushes and go west to find a **Chao Egg** near the southwest corner of the map.

7 Leave this cul-de-sac and go around the bushes to the east to find a springboard. Bounce up the



hilltop above and grab the **3 rings** and **Chao Egg** located south of your landing point.

8 The northern section has **3 more rings** and a springboard. Use the springboard to bounce to the ledge to the left. From here, go to the right edge and **fly** (🦋) to a tall rocky peak to get the last **Chao Egg**.

9 From this lofty height, you can see a Shield Pawn and a series of golden goodies. **Jump** (🦉) down from this perch and collect the **10 rings**.

Return to Station Square to drop off the GUN Official. Prepare your party for a very tough battle, and make sure to stock up on supplies at the store if you are running low.

The GUN Official is Safe!

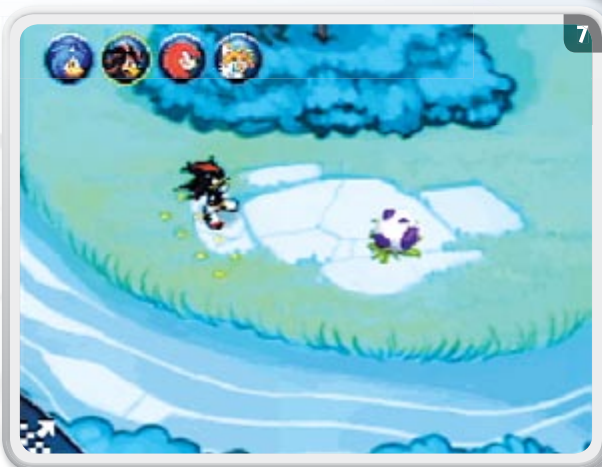
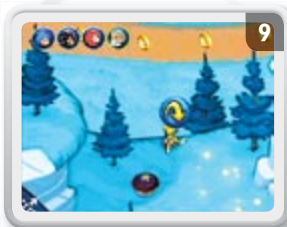
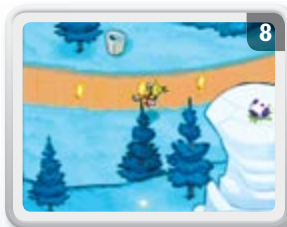
Side Mission: *GUN Escort (completed)


Sonic and friends escorted the GUN Official to the Station Square's airstrip, where he thanked them and promised countless rewards. Will the team really get what the official promised them?

XP: 100, **Reward:** Immunity Booster and POW Gum

This area is thoroughly explored, so prepare to depart for Metropolis. Follow the road west and stay on this path as it curves north. You will pass by the same two signs you saw before, but this time you will continue northward on the brown path. The road will curve back east where you will find the last **5 rings**.

When you reach the very end of this path, several tough Marauders will leap out and attack.





New Enemy

Nocturnus Velite


Number of Actions: 3

HP: 90	SPD: 16	ATTK: 19	DMGE: 20
DEF: 31	LUCK: 13		ARMR: 8

Elemental Resistance: Water (50%), Wind (25%)

Elemental Weakness: Fire (25%), Earth (10%), Lighting (10%), Ice (10%)

POW Moves: Phase, Stasis Bomb



Boss

Procurator Shade

Number of Actions: 2

HP: 200	SPD: 27	ATTK: 23	DMGE: 30
DEF: 33	LUCK: 18		ARMR: 10

Elemental Resistance: Water (50%), Wind (25%)

Elemental Weakness: Fire (25%), Earth (10%), Lighting (10%), Ice (10%)

POW Moves: Reinforcements, Blade Rush

This can be a grueling fight, especially if you get hit with the Stasis Grenade and become stunned.

Use the Subway to Metropolis

The Nocturnus Velite are very agile, but they have relatively low armor. Also, they can phase and become impossible to hit. Use POW Moves with sluggish effects to make them easier to hit, and POW Moves with distract effects to reduce their attacks and leeching ability.

10 The biggest damage threat comes from Shade and her POW Move. Blade Rush not only does immense damage, it has a leeching effect that restores her health as well. In addition, if one of her comrades is knocked out, she can call for back up. Unleash your POW Moves on her and try to take her out as quickly as possible. Once she is gone, the remaining two enemies should not be a problem.

Use the Subway to Metropolis

Mission: A Wolf in the Shadows (updated)

As the team approached Metropolis, Marauders ambushed them! The Marauders were led by a girl named Shade, an echidna of the mysterious Nocturnus Clan. Knuckles is not the last echidna, as he thought! The Marauders have destroyed the entrance to Metropolis! Luckily Eggman knows a secret way into his old fortress: an abandoned subway tunnel to the west of the Metropolis entrance in Blue Ridge Zone.

When the fight is over, the Marauders will block your path into Metropolis, and you will have to find another way into the city. Head to the northwest corner of the map, and you'll find that a large pile of snow has disappeared to reveal a puzzle. Talk to the man standing near the large door to start the puzzle.



Puzzle: Subway Door

1 This puzzle is random, so there is no exact solution that will open the door every time. Start out by having one character approach the door, and tap the **Interact icon** (P) to display a pattern on the screen above.



② You need to position two characters on the red pressure plates that correspond to the pattern on the screen. Near each switch is a series of blocks that show the pattern a switch will display when activated.

③ You must match three patterns in a row. The first one uses two pressure plates, the second one three plates, and the last one four. If you fail any of these pattern matches by placing a character on the wrong switch, you must start over from the beginning.

④ The simplest way to approach this puzzle is through process of elimination. Look at the screen and find out where there are no bricks. Then look at the wall and eliminate any choice(s) with bricks in that spot.

A good plan of action to avoid accidentally stepping on a pressure plate is to have one character activate the door pattern and stay there. Use the other characters to step on the plates. Switch back to the first character only to view that pattern.

Note: The team will ask you if you are done and ready to proceed into Metropolis. Once you go into city, you will not be able to come back, so make sure you have completely finished everything in the areas you've seen in Chapters 1 through 4.



Puzzle Completed: Subway Door

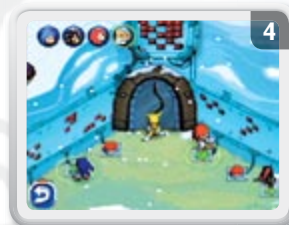
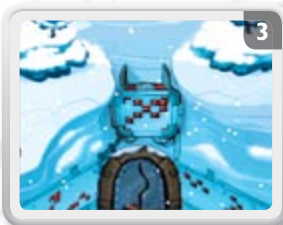
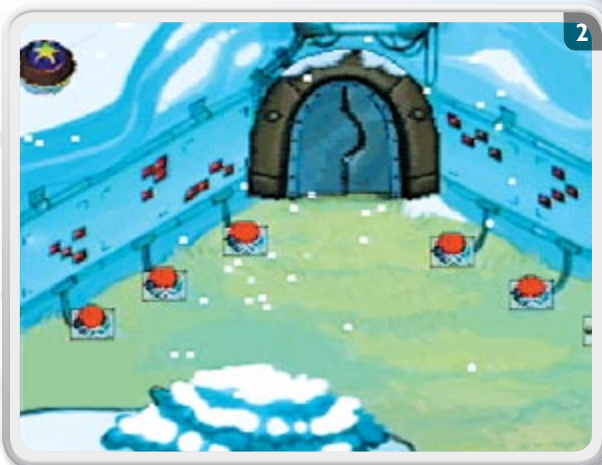
XP: 500, Reward: Revival Ring



Welcome to Metropolis

Mission: A Wolf in the Shadows (completed)

Thanks to Eggman, Sonic and the team found an abandoned subway tunnel and are inside the ruins of Metropolis. Now the assault against the Nocturnus Clan begins!



The Story So Far

With Angel Island floating into place in the skies of Metropolis, Sonic and his friends set out to stop Shade the Echidna and her mysterious Nocturnus Clan from landing on Angel Island and stealing the Master Emerald. After entering Metropolis through the ruined sewer system, the team had to fight their way through the city's Marauder-infested ruins and up to Angel Island. They must stop the Nocturnus Clan at all costs!



MAP

Metropolis



THE BATTLE FOR ANGEL ISLAND

Map: Metropolis

🌱: 11/11

🔑: 85/85

Character: Enemies: 

Missions: The Battle for Angel Island, *The Search for Omega

* = Side Mission

Escape the Underground

Mission: The Battle for Angel Island (start)

The assault on the Nocturnus Clan has begun! The team split up; Sonic and Knuckles lead one group, and Tails and Eggman lead another. Sonic and Knuckles' team must escape the Underground and get to the surface to clear the way for Tails and Eggman's team.

Tails and Eggman must find Eggman's old weapons lab. A weapon there will help them fight the Nocturnus Clan!

Your starting location is a stronghold that will completely revive your characters. Return here if your party is in desperate need of healing. Also, it would be wise to note that all the enemies in this area are robots. Because of that fact, you can thoroughly exploit their elemental weakness to water!



Team: Sonic & Knuckles

As your team ventures into the underground hallway, two new enemies that patrol this area may confront you.

Talk to all your teammates to gain valuable insight into the game's story. If you have been nice to Amy up to this point, she will thank you for the positive attention. You will need to split up into two teams with Sonic and Knuckles on one team and Tails and Eggman on the other.



Party Selection Alert!

It's up to you to choose the characters to place on each team. However, you should strongly consider having Cream on Sonic's team because of her ability to heal your party.



New Enemy

Assault Drone

Number of Actions: 2

HP: 60

SPD: 18

ATTK: 20

DMGE: 20

DEF: 31

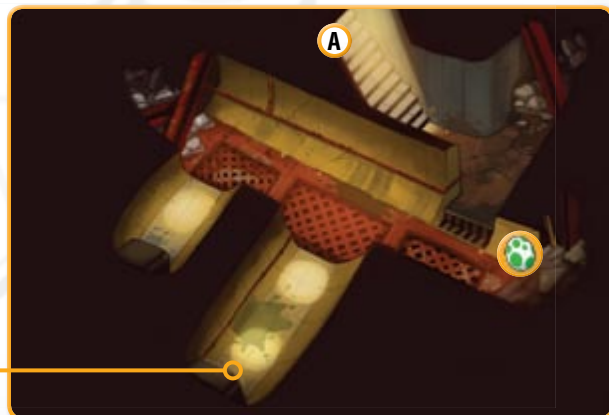
LUCK: 12

ARMR: 12

Elemental Resistance: Fire (25%), Ice (25%), Earth (10%), Lightning (10%)

Elemental Weakness: Water (75%), Wind (25%)

POW Moves: Evade, Buzz Saw, Full Auto





New Enemy

Seeker Drone

Number of Actions: 1

HP: 60 SPD: 20 ATTK: 19 **DMGE: 30**

DEF: 35 LUCK: 14 **ARMR: 14**

Elemental Resistance: Fire (25%), Ice (25%), Earth (10%), Lightning (10%)

Elemental Weakness: Water (75%), Wind (25%)

POW Moves: Evade, Self Destruct

1 The Assault Drones are your biggest concern as their Self-Destruct and Full Blast attacks can completely knock out a character. Start by taking each one of these out with a powerful POW Move. Both these enemies can be hard to hit, and they evade. Making them sluggish will allow you to connect a lot more often.

After clearing the hallway, grab the **Chao Egg** at the end and run up the stairs to the surface of Metropolis.



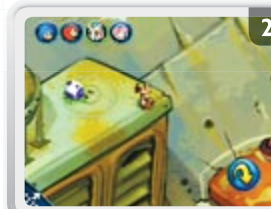
Team: Tails & Eggman

Instead of going to the surface, have this team head down the adjacent hallway. Turn left into the first room to get a piece of the weapon you are trying to build.



Item Found: Weapon Part 1

A part needed for Eggman and Tails to create their ultimate weapon.



Go to the Airbase

Mission: The Battle for Angel Island (updated)

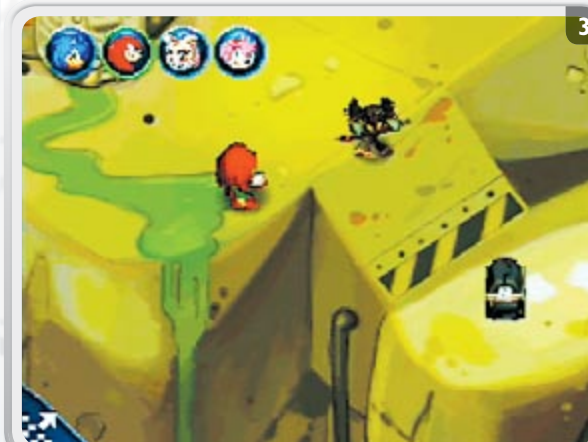
When they left the Underground, Sonic and Knuckles noticed airships rising from an airbase in the east. The team must reach that airbase and stop the Nocturnus Clan before the evil Marauders reach Angel Island!



Team: Sonic & Knuckles

2 Go forward to a large wall and **climb** (U) to the top. In front of you are a few crates you can use to get to the small orange roof. Use the springboard in this spot to launch yourself up to a platform with a **Chao Egg**.

3 **Jump** (A) all the way back down and go left to find **3 rings** and some more enemy drones. Head down the ramp in this section and open the Container that holds some valuable items including Swift Boots, Ring of Life and Grapple Claws.





New Enemy

Laser Drone MK. II

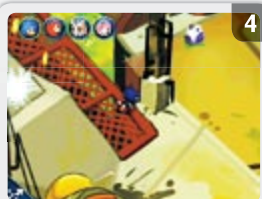
Number of Actions: 1

HP: 60	SPD: 19	ATTK: 19	DMGE: 25
DEF: 33	LUCK: 13		ARMR: 15

Elemental Resistance: Fire (25%), Ice (25%), Earth (10%), Lightning (10%)

Elemental Weakness: Water (75%), Wind (25%)

POW Moves: Evade, Buzz Saw, Full Power



4 Go back to where you first climbed up and head right this time. Pick up **5 rings** and go up the metal grating to collect **3 more rings**. If you **jump** (⬆) off the right side, you will be on a large ledge with a **Chao Egg** and a Gun Pawn. **Fly** (⬆ III) back up to this ledge and go back to the spot where you first climbed up.

5 **Jump** (⬆) all the way back down to where you started this area and walk up the brown staircase on the right. Grab **3 rings** and a **Chao Egg**.

Walk back down the stairs and continue north as you gather the series of **5 rings**. When the narrow path opens up, go left to tackle a pair Gun Pawns.

6 Gun Pawns are protected by fairly strong armor,

and their rockets cause blast damage that can affect nearby party members. Use armor-piercing moves if you have them, or try to make them more vulnerable to regular attacks. When the robots are down, grab **4 rings** and the **Chao Egg** nearby.

7 Continue your trek northeast, grabbing **4 rings** in the process, until you reach a brown grated



New Enemy

Gun Pawn

Number of Actions: 2

HP: 150	SPD: 8	ATTK: 14	DMGE: 25
DEF: 15	LUCK: 5		ARMR: 25

Elemental Resistance: Fire (25%), Ice (25%), Earth (10%), Lightning (10%)

Elemental Weakness: Water (75%), Wind (25%)

POW Moves: Lock On, Rocket Volley, Mega Blaster



Gun Pawn ▶

floor. To the right are **3 rings**, and in front of you is a wall you can **climb** (C) to reach a **Chao Egg**. (A word of warning: It's important to grab this Chao Egg with Knuckles now because your other team won't be able to later.)

8 Head past the ramp to the left and tackle the Gun Pawns nearby. After you dispatch them, continue to the left to find a Container with Speedy Sneakers.

Backtrack to the ramp and pick up **2 rings**. This ramp leads to the airbase.

A group of Nocturnus and some Seeker Drones patrol this section, and it will be hard to avoid them. The tough part will be hitting these enemies, as they are really agile. In addition, the Seekers can do a lot of damage to your entire party. Make sure to cure your characters if they get stunned so you have a full team at your disposal.

Once these enemies have been defeated, grab **4 rings** and climb the left side of the wall to **jump** (J) inside the open hangar.

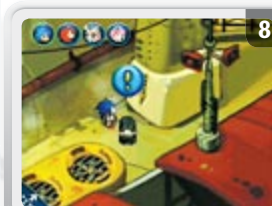


Team: Tails & Eggman

Make your way south and take on the Shield Pawns.

9 These enemies hold true to their namesake: They have very tough armor. Shadow's armor-piercing POW Moves come in very handy with these foes. If you can pull off Eggman's Sabotage POW Move, you can usually knock out one of them early on. A good trick is to equip Eggman with the Ferox Chao, which automatically makes his POW Move succeed. Tails has a lot of ways to deal with robots, but he most likely will be busy healing your party.

10 After these robots are defeated, head left to open the Container that has Rock Salt, Health Root and POW Gum. With the underground area fully cleared out, climb up the steps to the right to reach the surface.



Find the Second Weapon Part

Mission: The Battle for Angel Island (updated)

Tails and Eggman left the Underground and emerged in Metropolis. With the Marauders leaving to invade Angel Island, the streets were clear for Tails and Eggman to search for the other piece of Eggman's weapon!

11 To your immediate left are several yellow structures. **Fly** (F) to the first one and make your way to the roof over the doorway you just came from. Go all the way to back and open the Container there to receive Blunt Claws and POW Gum.



12 **Jump** back down to where you started and look out for any drones that hover about. At second-level strength, Eggman's Bombardment POW Move can nearly knock out these enemies! Go west and walk up a small ramp, but be careful of the Gun Pawn patrolling this spot. Head to the southeast corner near the railing and **fly** (II) over to collect **4 rings**.

13 If you go to the left edge you can **fly** (III) to a small pillar and grab **3 more rings**. Make your way back to the ledge with the railing and walk straight ahead to a springboard to the right of the long ramp. Bounce up to collect **3 rings** and go to the left edge to **fly** (II) to the top of the ramp you just past. A drone will ambush you at this spot.

14 Run down the ramp to collect **4 rings** and pick up the **Chao Egg** to the left. Go back up this ramp to open the Container and get the second weapon part.



Item Found: Weapon Part 2

A part needed for Eggman and Tails to create their ultimate weapon.

Build the Weapon at the Lab

Mission: The Battle for Angel Island (updated)

Eggman found the last part needed to build his mighty weapon. The team must get to Eggman's old weapons lab and create the weapon that will stop the Nocturnus Clan!

15 To get to the lab, go back to the underground tunnels. Be sure to stop in the stronghold to



revive your characters, and then go out the same exit Sonic and Knuckles' team used. Run to the lab, which is located near the center of the map (the entrance should be directly west of the Eggman statue).

AREA: AIR SKIFF



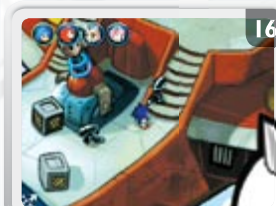
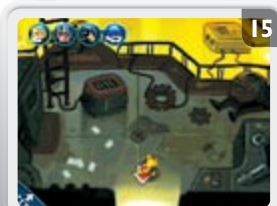
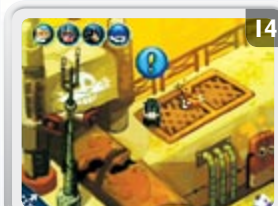
Team: Sonic & Knuckles

Take Over the Air Skiff

Mission: The Battle for Angel Island (updated)

Sonic and his team stowed away on the Nocturnus Clan airship. They must fight their way to the bridge and take control!

16 Grab the **2 rings** on the main deck and head up the stairs. You'll run right into a pair of Nocturnus Velite and Seeker Drones. If you can counter the Stasis Grenade very well, take out the drones first before they do their Self-Destruct attack. The Nocturnus won't be a major threat as long as you don't get stunned. After a fight with Nocturnus, you might get a new quest item.





Item Found: Nocturnus Tech

A piece of Nocturnus Clan technology so advanced that even Tails can't figure out its function.

17 After the first fight, a second group of enemies will still be around nearby. You can try to avoid them if you want, but it is worth earning experience points to take them on. After they are defeated, grab the **ring** on the upper deck and challenge the captain, who is a new enemy.



New Enemy

Nocturne Hastatus

Number of Actions: 2

HP: 150	SPD: 20	ATTK: 26	DMGE: 20
DEF: 29	LUCK: 13		ARMR: 15

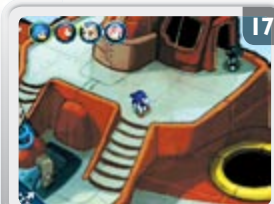
Elemental Resistance: Water (50%), Wind (25%)

Elemental Weakness: Fire (25%), Earth (10%), Lighting (10%), Ice (10%)

POW Moves: Regeneration, Leech Blade

18 This will be a forced combat, but it won't be very threatening simply because you outnumber the enemy four to one. Use strong POW attacks – you might be able to defeat this enemy in the first round!

Three more groups of Nocturnus have boarded the air skiff. As you approach them, they will disable the ship's weapon.



MAP

Air Skiff



Team: Tails & Eggman

Use the Anti-Aircraft Cannon

Mission: The Battle for Angel Island (updated)

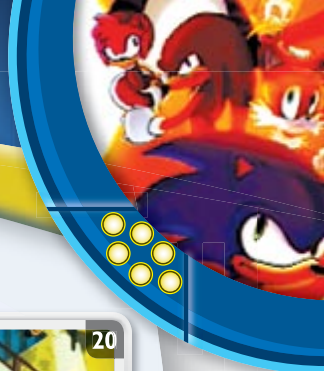
Tails and Eggman completed the Beam Cannon, but Sonic is in trouble! Eggman once controlled a massive anti-aircraft cannon in Metropolis. If Tails and Eggman find that cannon, they can help Sonic and his team! Maybe there is a path available from the top of the escalator.



Item Found: Beam Cannon

A non-lethal weapon created to banish the Marauders without harming them.

Exit the lab and head back underground to use the same exit you first came out (the exit that leads to the northern part of the map). Go southeast to find **5 rings** and an old man trying to figure out how to activate an escalator.

**Puzzle: Turn on the Escalator**

19 Place one character by each of the large color squares. Have Tails go up the curved orange ramp, **fly** (🌀 II) to the center section, and stand on the red square near the switch. Use another character to run up the orange ramp and stand next to the switch by the yellow square. Send a third character around the center platform to the right, and stand next to the switch by the blue square.

With everyone in place, use the last character to tap on the **Interact icon** (👉) over the generator to start the random pattern. Simply put, this is a color-matching game. The pattern starts out with four sequences, and then goes to five and six. If you mess up a sequence, the entire process starts over. The patterns are random.

20 Each flashing color corresponds to the switch near the colored square. The colors are in the same order as the squares. For example, the yellow signal is on the left, and the yellow switch is on the left. Try repeating the color sequences as you see them; it may help to think about them in terms of left, middle and right. After three color sequences in a row are correctly entered, the puzzle will be solved, and an escalator will extend to the top of the nearby tower.

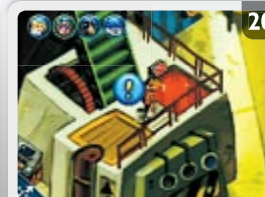
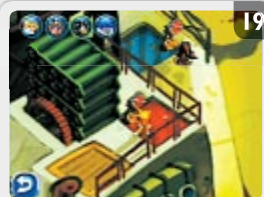
**Puzzle Completed: Turn on the Escalator**

XP: 750, Reward: POW Candy

Tap the **Interact icon** (👉) to climb up the escalator right into the arms of some Nocturnus. Grab the **3 rings** on this ledge.

Note: At this point, you can clear out the level, or fly to the next platform and fly right to the area with the anti-aircraft cannon. For the sake of completeness, here is how to find the rest of the items and secret character.

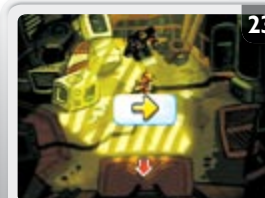
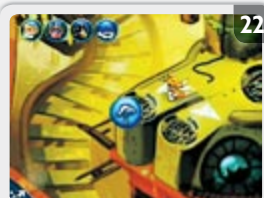
21 Go the right edge of this platform and **fly** (🌀 III) to some vents that will boost you to the yellow wall in the northeast corner of the map. Grab the **Chao Egg** and pick up **5 rings** as you walk along the grating.



22 At the end of this section, **fly** (🌀 III) over to the tan ledge near a fan and pick up **3 rings**. **Jump** (👉) down and make your way back up the escalator.

When you're at the top of the tower platform once again, go to the left edge this time and **fly** (🌀 II) to a new section. This tower is a central spot where you can get to many sections of the map.

23 For now, track down Shadow's friend by walking left to the white arrow that points southwest. **Fly** (🌀 II) over to a tan ledge and **jump** (👉) up to collect **4 rings**. Walk over to the stairs leading down into the building, and 4 Laser Drones will jump you along the way. After you finish them off, you will find Omega, who will go to the stronghold and wait for you.

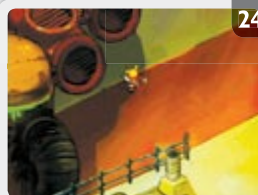




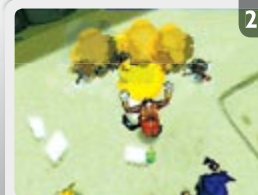
Shadow Finds His Friend

Side Mission: The Search for Omega (completed)

Tails and Eggman's team found Omega, deactivated and guarded by Marauder robots. They reactivated him, and he has agreed to join the fight to get his revenge against the Marauders.



24



25

Chao Egg. Race toward the springboard and then fly (⬇️) over the sewage.

Before heading back to the escalator, you may wish to backtrack to the underground stronghold to add Omega to your party as well as recharge your HP and PP. Omega has some fairly devastating POW Moves, so if you're having trouble dealing with the robots in Metropolis, it may be a good idea to add him now before continuing.

Go back up the escalator, then fly (⬇️) again to the top of the central tower.

However, this time jump (⬆️) down to the metal grating just to the south. This is going to be a really long diversion, but if you want all the items in Metropolis, this is what you'll have to do. Stand at the lower right hand corner and fly (⬇️) all the way across the screen to a metal ramp.

26 Run down the slope and jump (⬆️) off the edge to the north. Look out for the Gun Pawn while you grab a **Chao Egg** and **3 rings**, then open a nearby Container with Rusty Hydraulics and a Health Leaf.



26



E-123 OMEGA

E-123 Omega is the last of Eggman's E-series robots. Rouge released him when she released Shadow from his stasis pod, at which point Omega, believing the hedgehog to be another one of Eggman's creations, attacked Shadow. Rouge managed to end the fight long enough to find out that Omega was angry at Eggman for imprisoning him in the abandoned base with Shadow.

Class: Power

Number of Actions: 2

Movement Abilities: ⬆️ (L1)

HP: 36

PP: 8

SPD: 4

DMGE: 15

Attack: 7

DEF: 12

LCK: 2

ARMR: 7

24 Head back upstairs and walk over the fans to the gray railing. From here you can fly (⬇️) to a round platform and jump up several pipes. It is a long trek back to the escalator, but Omega was worth discovering!

25 Jump (⬆️) up to the main section and avoid the Gun Pawn, if possible, while you snatch the

If you follow the railing to the right, you will come upon a springboard. Bounce over the railing. Unfortunately, you'll have a long hike ahead of you. You will have to go back underground through the stairs in the southwest corner, then make your way back out to the streets and up to the center tower one last time.

27 After you reach that central tower, **jump** (II) down once again, but this time go to the left and **fly** (III) to an orange grating. Pick up the last **Chao Egg** and **5 rings**. Now that the area is cleared, go to the right edge and **fly** (II) over the adjacent railing.

28 Walk around to the metal ladder and grab the last **5 rings** before you climb up and approach the anti-aircraft cannon.

Nothing is ever that simple is it? When you try to activate the cannon, a Guardian Pawn and several drones will attack.



New Enemy

Guardian Pawn

Number of Actions: 2

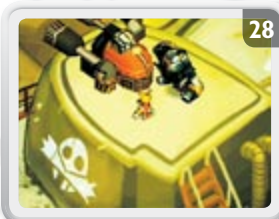
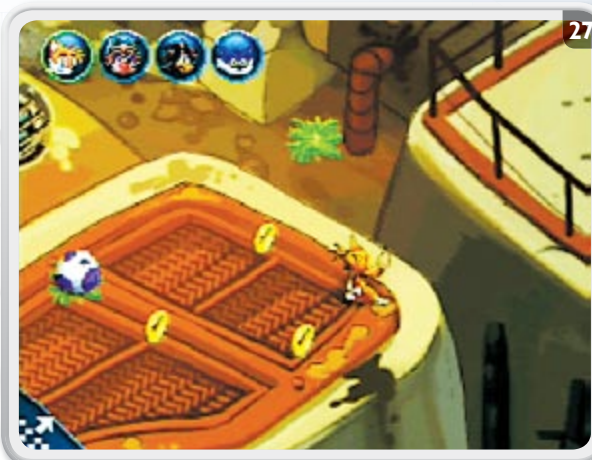
HP: 210	SPD: 15	ATTK: 21	DMGE: 25
DEF: 20	LUCK: 8		ARMR: 30

Elemental Resistance: Fire (25%), Ice (25%), Wind (10%), Lightning (10%)

Elemental Weakness: Water (75%), Earth (25%)

POW Moves: Charging, Super Shot

29 The Guardian Pawn is a heavily armored robot, so this would be a great time to use Eggman's Sabotage move! With its high success rate you should be able to take down the Guardian Pawn, and then easily eliminate the drones.



AREA: ANGEL ISLAND

Map: Angel Island

4/4

50/150

Characters:

Enemies:

Mission: The Battle for Angel Island



Team: Sonic & Knuckles

Use the Anti-Aircraft Cannon

Mission: The Battle for Angel Island (updated)

Thanks to Tails and Eggman's quick work, Sonic's team landed safely on Angel Island. But now they face the might of the assembled Nocturnus Clan!

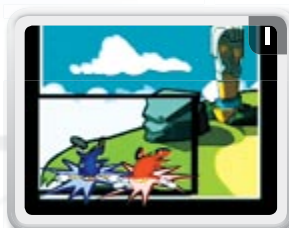
1 Grab the **6 rings** around the pedestal and walk left to fly to a tiny island. **Fly** (II) from here to another small island that hides a **Chao Egg**.

CHAPTER 5

THE BATTLE FOR ANGEL ISLAND

The Battle for Angel Island

Go back to where you started and follow the path to face your first group of Nocturnus. Exploit their elemental weakness to fire and bond a Chao with that element to your best attacker. Use your POW Moves every turn, and have Cream simply restore PP or HP every round as needed.



MAP

Angel Island





2 Pick up **4 more rings**, then use the spring-board on the left to bounce up to a **Chao Egg**. **Jump** (⬇️) down and walk to the right end of this section near a stone embankment. Below are several robots, so you might want to switch to water Chao for this fight.

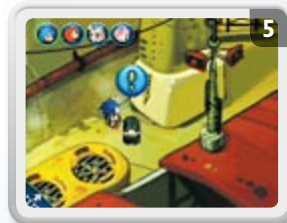
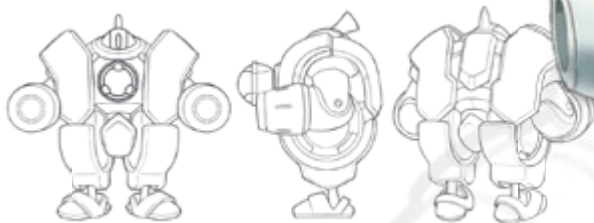
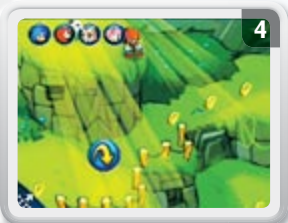
3 The Guardian Pawn has some really damaging attacks, and he is also a lot harder to bring down. Try using Amy's Empower POW Move on Knuckles, so that his armor-piercing POW Moves become more effective. If the Self-destructing drones usually present a problem for you, take them out first. When they are all defeated, open the Container to receive Sparkly Gloves, Clover Juice and a Health Leaf. The gloves greatly increase damage, so be sure to equip them now!

4 **Climb** (⬆️) up the wall with Knuckles and grab the **3 rings** in this section before crossing the dark gray wooden bridge. You will run into more Nocturnus and **4 rings**. Be sure to **climb** (⬆️) the small hill to get **2 rings** and a **Chao Egg**.

5 **Jump** (⬇️) down and to right past the Guardian Pawn to get **3 rings** and a Container with Swift Boots, Speed Bar and Ring of Life.

6 **Jump** (⬇️) from this hill to get **4 rings** and head left to **smash** (⬆️) some wood crates.

Follow the road to pick up **4 rings** and then another **4 rings**. **Smash** (⬆️) the wooden crate and tackle the Gun Pawn.



Guardian Pawn ▲

7 Follow the path to the right to get **4 rings**, then **jump** (⤴) to the island to the south and take on the Nocturnus. Collect **2 more rings** and **jump** (⤴) to the right to get the **Chao Egg**.

8 **Jump** (⤴) back to the mainland and go north to a yellow staircase on the right. Get **4 rings** from here and then take the staircase on the left to collect **2 rings**. Carefully avoid the springboard and open the Container to get Health Root and 2 POW Drinks.

9 After collecting these goodies, use the springboard to bounce over to a ramp and **dash** (⤴ II) to collect **2 rings**. Pick up the last **2 rings** and walk up the stairs. You will face a series of three trapped fights, so be sure you are ready before using the springboard.

10 The first encounter is with four Nocturnus Velite. As long as you can counter or quickly recover from the Stasis Grenade, this battle won't be a problem. Focus your attacks on one enemy at a time with your POW Moves and have Cream Refresh every turn. You should lose very little health and have enough PP for the next battle.



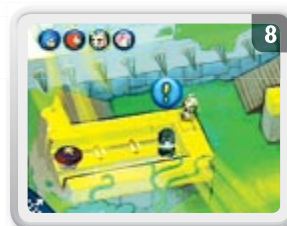
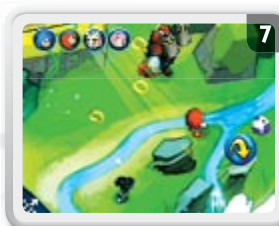
Team: Tails & Eggman

Teleport to Angel Island

Mission: The Battle for Angel Island (updated)

Sonic, Knuckles and his team were fighting for their lives on Angel Island and called for help! The teleporter in Eggman's underground base can be reconfigured to send the team to Angel Island ... but they must get back there and make it work!

11 Walk the to the left edge and **fly** (⤴ II) to the orange section in the southeast. **Jump** (⤴) down and enter the underground tunnels to return to the stronghold. Eggman will remind you to save; take his advice. Make sure you've completed everything you wanted to do in Metropolis, because



once you proceed, there is no way to return. More importantly, if you expect any of your characters in this party to help Sonic fight the final battle in this chapter, make sure they're fully equipped before teleporting.



Team: Sonic & Knuckles

12 Your next battle is with four Nocturnus Hastatus. Not only can they regenerate, but their Leech Blade attack can cause you a fair amount of damage while healing them at the same time. Given these enemies' restorative methods, it is even






more important now to center all your attacks on one enemy at a time.

At the Party Selection screen, choose your other three partners for this final battle. The choice is up to you, but make sure you have one “healer” such as Tails or Cream.





Boss

Imperator Ix

Number of Actions: 2

HP: 350	SPD: 23	ATTK: 30	DMGE: 45
DEF: 32	LUCK: 18		ARMR: 40

Elemental Resistance: Water (50%), Wind (25%)

Elemental Weakness: Fire (25%), Earth (10%), Lighting (10%), Ice (10%)

POW Moves: Immunity, Dark Anomaly, Dark Matter



Angel Island Falls

Mission: The Battle for Angel Island (completed)

Sonic and his friends reunited to defeat Lord Ix, but at the end of the fight, Ix unleashed a terrifying power blast and ran toward the Master Emerald. Before the team could react, the Master Emerald was gone! Without the Master Emerald's power to keep it aloft, Angel Island crashed down into Metropolis! This doesn't look good for our heroes!

13 Ix will be the toughest foe you've faced so far. Not only does he have high armor and high damage, his POW Move Dark Anomaly can knock you out if you fail to correctly tap in the defensive inputs. To make matters worse, he is very agile and can counter your attacks. Finally, you must defeat him first, or he will call for reinforcements to replace any fallen Nocturnus at his side. There are many ways to handle this fight, depending on your style. The goal is simply to take out Ix as quickly as possible but you can try to throw damage at the Nocturnus as well. One approach is to use a team such as Sonic, Eggman, Omega and Tails. Sonic can dish out damage and use his extra actions to take care of the party. Eggman should use his Bombardment attack to hit all your foes. Because Ix is the biggest threat, Omega should use his Beam Cannon attack (preferably at Level 3 strength) to inflict heavy damage. Tails, of course, should be busy restoring HP and PP, and when possible, use his Flash Bang POW Move to impair Ix's combat effectiveness.



Imperator Ix ►

The Story So Far

With a massive dark wormhole blotting out the sky over Metropolis, Sonic and his friends sought a way to travel to the Twilight Cage, where Ix has taken the Master Emerald. Sonic teamed up with Ix's former lieutenant, Shade, who turned against Ix when she learned his plans involved conquering the world. Sonic, Shade and the rest of the team set out to retrieve an important part from Eggman's Hazard Vault while Eggman and Tails worked on designs for an interdimensional spaceship. With luck, they could build the ship and launch into the wormhole before it is too late.



MAP

Ruined Metropolis



CHAPTER BLACK HOLE SUN

Map: Ruined Metropolis

🌱: 5/5

🔵: 45/45

Character:

Enemies:

Missions: Black Hole Sun

Recharge the First Generator

Mission: Black Hole Sun (start)

Angel Island has fallen from the sky, and now a giant wormhole threatens to blot out the sun over Metropolis! Our heroes' only hope is to go into the wormhole to recover the Chaos Emeralds and the Master Emerald from the evil Ix! Eggman has a rocket ship that could get our heroes up to the wormhole, but the Angel Island crash knocked out power all over Metropolis. Sonic must lead a team to find and recharge three generators and supply power to Eggman's lab! Of course, with him is the ex-leader of the Marauders, Shade the Echidna. Has she really changed, or is this part of Ix's evil plan?

① Shade will automatically join your party, so whether you like it or not, you will have to learn to become friends with this former Marauder. She is actually quite powerful, so you shouldn't mind having her on your team.

Note: Eggman's lab is a stronghold that will allow you to select your party and heal your characters.

② After you pick your other two teammates, start off by going left and grabbing a **ring** and a **Chao Egg**.

③ Walk back to the starting spot and pick up 2 **rings** as you walk down the hill to the left. **Fly** to the next outcropping and **jump** to a brown cylindrical tower. **Jump** down to the red hole



and enter the first generator room. Pick up the **ring** and tap the **Interact icon** over the generator to get it functioning once again.



SHADE THE ECHIDNA

Shade the Echidna was once the leader of the Nocturnus Clan forces sent to collect the Master Emerald for the evil Ix. Now, disgraced and forsaken by her old master, she has pledged to help Sonic and his friends return the Emeralds to their rightful place.

Class: Power

Number of Actions: 2

Movement Abilities:



HP: 175

PP: 8

SPD: 14

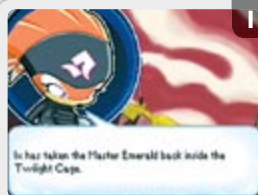
DMGE: 24

Attack: 20

DEF: 32

LCK: 13

ARMR: 10



Ix has taken the Master Emerald back inside the Twilight Cage.



Recharge the Second Generator

Mission: Black Hole Sun (updated)

Sonic and his friends have found and activated the first generator. If they can turn on the other two generators, they will restore power to Metropolis!

- 4 Work your way back to the large grassy ledge and **jump** (👉) down to the broken red bridge. Pick up **2 rings**; you will run into some drones.



New Enemy

Assault Drone MK. II

Number of Actions: 2

HP: 120	SPD: 20	ATTK: 24	DMGE: 20
DEF: 35	LUCK: 14		ARMR: 16

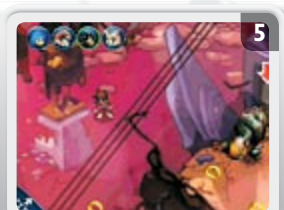
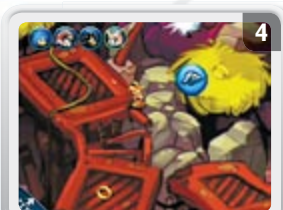
Elemental Resistance: Fire (25%), Ice (25%), Earth (10%), Lightning (10%)

Elemental Weakness: Water (75%), Wind (25%)

POW Moves: Evade, Buzz Saw, Full Power

Try to exploit the drones' weakness to water and air. Drones provide a great opportunity to use POW Moves that hit all enemies.

Go to the right edge of the bridge and **fly** (👉) to a small grassy patch with **1 ring**. **Fly** (👉) back and **jump** (👉) to the next bridge section to continue collecting **3 rings**. At the bottom of this broken bridge, you will face a new pawn.



New Enemy

Guardian Pawn MK. II

Number of Actions: 2

HP: 300	SPD: 21	ATTK: 24	DMGE: 20
DEF: 20	LUCK: 10		ARMR: 30

Elemental Resistance: Fire (25%), Ice (25%), Earth (10%), Lightning (10%)

Elemental Weakness: Water (75%), Wind (25%)

POW Moves: Charging, Super Shot

This souped-up version of the Guardian Pawn has armor to spare, but thankfully, Shade has several devastating armor-piercing moves to help deal with that.

- 5 At the bottom of the bridge, head west to collect **3 rings**. Go back near the statue of Eggman and turn right to find a string of **5 rings** and another new pawn.

- 6 The Bomb Pawn is the toughest variant of its kind. Use armor-piercing POW Moves or try to make it more vulnerable or miss more often. The Super Bomb is a deadly attack with a lot of defensive inputs to tap, so keep your team's health pretty high to avoid knockouts.



New Enemy

Bomb Pawn

Number of Actions: 2

HP: 320	SPD: 12	ATTK: 20	DMGE: 50
DEF: 20	LUCK: 10		ARMR: 30

Elemental Resistance: Fire (25%), Ice (25%), Wind (10%), Lightning (10%)

Elemental Weakness: Water (75%), Earth (25%)

POW Moves: Charging, Super Bomb



7 Take the ramp on the right side and follow the path of **9 rings**, avoiding the springboard. You will run into some Guardian Pawns before you can enter the next generator room. Pick up the **Chao Egg** and activate the panel to recharge the generator.

Recharge the Third Generator

Mission: Black Hole Sun (updated)

Sonic and his friends have found and activated the second generator. If they can turn on one more generator, they will restore power to Metropolis!

8 Leave the room and use the springboards to get to the roof. Take out the drones and collect **3 rings** as you **dash** (⚡) up the ramp.

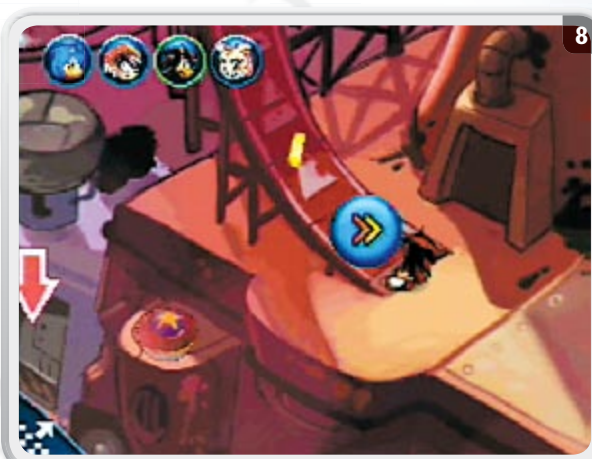
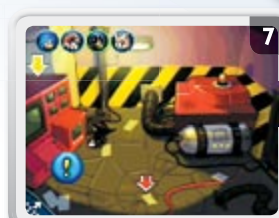
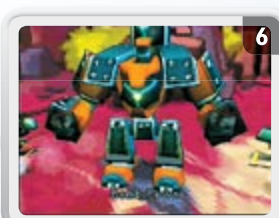
9 Use the springboard in the corner to reach the hill above. Grab **3 rings** and a **Chao Egg** on this hill. **Jump** (⤴) all the way down and head back southeast the way you went before.

10 Instead of taking the ramp, continue southeast and pick up **2 rings**. The entrance to the final generator room is at the far southeast corner of the map. Take the **ring** inside and activate the last generator.

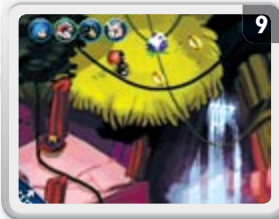
Get the Dimensional Buffer

Mission: Black Hole Sun (updated)

Sonic and his team were able to restore power to Eggman's lab, enabling Eggman and Tails to begin work on a rocket that can travel through the wormhole. Of course, before the rocket can survive travel to another dimension, Eggman and Tails must install a Dimensional Buffer. Eggman has one hidden away in his Hazard Vault. Since the dangerous inhabitants of the Hazard Vault have already escaped, it should be an easy task to go inside and find the part.

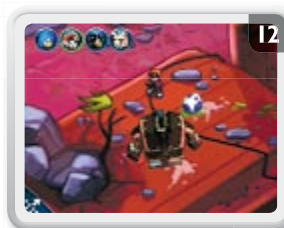
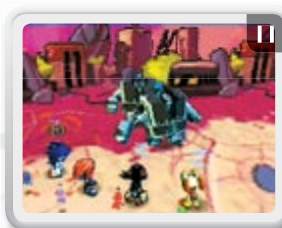



Guardian Pawn MK. II ▲



I1 When you leave the generator room, run to the west and collect **3 rings**. Continue walking north-west until you find a door with a flashing bulb over it. To the right is a wall that you can **climb** (👉) to reach the roof.

Pick up **3 rings** on the outer ledge and **jump** (👉) to the center of the roof to grab a **Chao Egg** and fight another new pawn.





New Enemy

Shield Pawn MK. II


Number of Actions: 2

HP: 360	SPD: 20	ATTK: 22	DMGE: 40
DEF: 20	LUCK: 15		ARMR: 40

Elemental Resistance: Fire (25%), Ice (25%), Wind (10%), Lightning (10%)

Elemental Weakness: Water (75%), Earth (25%)

POW Moves: Shields Up, Quake



Boss

Egg Bot

Number of Actions: 2

HP: 280	SPD: 24	ATTK: 29	DMGE: 40
DEF: 35	LUCK: 17		ARMR: 20

Elemental Resistance: Fire (25%), Ice (25%), Wind (10%), Lightning (10%)

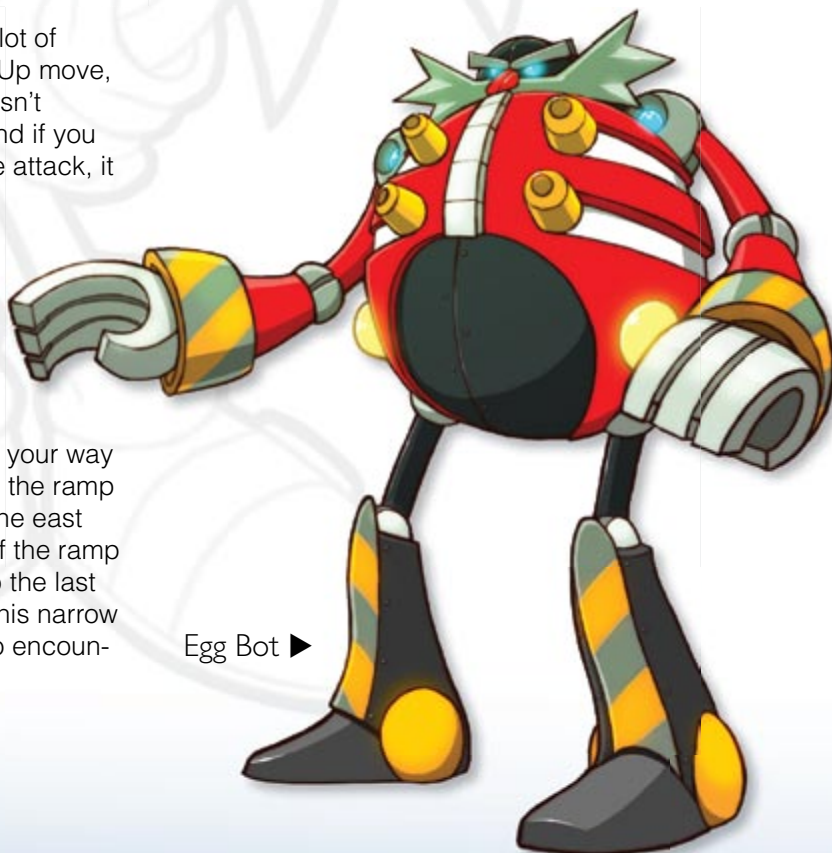
Elemental Weakness: Water (75%), Earth (25%)

POW Moves: Shocker

I2 This variant of the Shield Pawn has a lot of armor, and when it performs the Shields Up move, it is very hard to damage. This pawn doesn't launch rockets like some of the others, and if you can avoid getting stunned from its Quake attack, it might be a long but not deadly fight.

Everything has been accounted for in this area, which means it's time to go to the Hazard Vault and see what lurks in its depths. Be sure to stop at Eggman's lab to revitalize your characters if they need it.

Jump (👉) down from the roof and make your way up the springboard to get to the roof with the ramp (this roof and ramp can be found along the east edge of the map). The door to the right of the ramp is the Hazard Vault. Step inside and grab the last **3 rings**. Fight or flee the Bomb Pawn in this narrow hall, and walk out into the main section to encounter an Egg Bot.

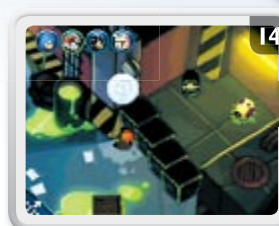
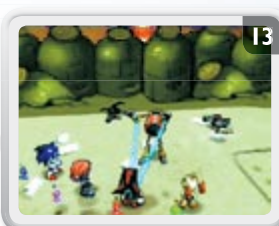


Egg Bot ▶



I3 This Robotnik is lethal! Its regular attack can nearly knock you out, and its Shocker POW Move causes blast damage and can stun you to boot. As an added bonus, Egg Bot gets to self-repair if the drones aren't knocked out.

The good news is that it doesn't have terribly strong armor, and when it repairs itself, it is only for 30 HP. For this battle, target all enemies for attacks, but use the most damaging POW Moves on the Egg Bot. It is better to knock out the Egg Bot and only have to deal with its 30 HP repair than to get clobbered by its Shocker.



I4 To the right is an area blocked off by blue crates. You will need Amy's **smash** (III) ability to break this barrier. If you don't have her in your party, make a quick trip to the lab and get her for this task. Break down the barrier to grab the last **Chao Egg** and open the Container to get Iron Claws, Cure All Spray and POW Drink. After leaving the vault, **jump** down to the metal grating and **jump** down a second time to the ramp below. Go back to the lab and **talk** to Tails.



Item Found: Dimensional Buffer

A device that cuts through dimensional interference when traveling between dimensions.

Complete the Rocket

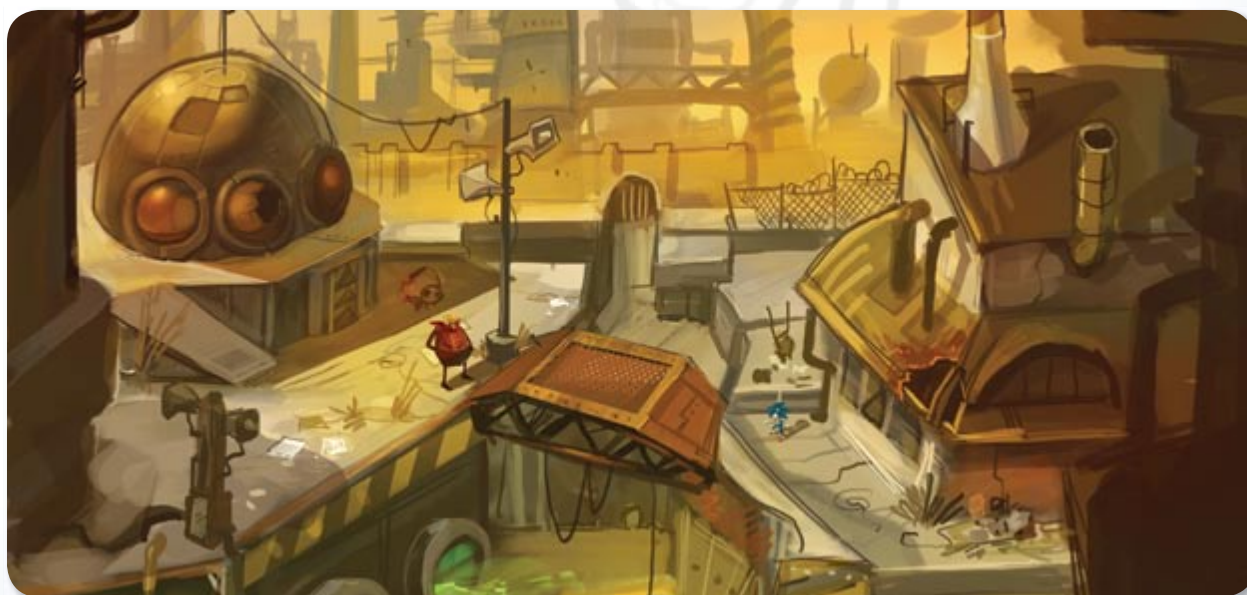
Mission: Black Hole Sun (updated)

Sonic and his team have defeated the terrifying Egg Bot and retrieved the dimensional buffer! Now return the part to the lab and get the rocket working.

Blast Off!

Mission: Black Hole Sun (completed)

Sonic and his friends boarded the interdimensional rocket while Eggman stayed behind so he can be there to guide their landing when they return. The mission to retrieve the Chaos Emeralds from Ix has begun!



The Story So Far

Tails launched and piloted the Cyclone through the wormhole and into the Twilight Cage, a mysterious dimension. Moments later, the Cyclone lost power, and Tails was forced to crash-land on a strange planetoid! Luckily, Tails detected a Chaos Emerald nearby, and if the team can recover it, Tails can use the Emerald to power the Cyclone and leave the planetoid.



QUEST FOR THE CHAOS EMERALDS

Map: Kron

8/8

80/80

Character: N/A

Enemies:


Missions: Journey into the Unknown, *Secret Operations, *Relics of the Past

* = Side Mission

Find the Chaos Emerald

Mission: Journey into the Unknown (start)

It turns out that Sonic and friends are not alone on this planetoid known as the Kron Colony. This strange world is inhabited by the Kron, stone-like beings who are allies of Ix, and they're not happy that the team crash-landed on their home world.

As soon as you land one of the locals will pay you a nice visit and attack. Welcome to the Kron Colony!



New Enemy

Kron Warrior

Number of Actions: 1

HP: 410

SPD: 26

ATTK: 26

DMGE: 45

DEF: 31

LUCK: 15

ARMR: 75

Elemental Resistance: Earth (75%), Fire (25%)

Elemental Weakness: Water (25%), Wind (25%), Lightning (10%), Ice (10%)

POW Moves: Bash

I Kron are very heavily armored, and unless they are made vulnerable or you empower your attacks, basic blows will not do very much. Luckily, you have Shade, Shadow and Omega – all of whom have powerful armor-piercing moves. Also, it is worth noting that Kron have a significant weakness to water and wind. Fortunately, these enemies are more defensive than offensive in nature. Their attacks aren't devastating, so it may take a while to defeat them – but it is not an uphill battle.

After your first fight, return to the Cyclone to restore your party and select your team. When you go inside, Rouge will be there. Ask her about a secret mission.



Nocturnus Tech

Side Mission: *Secret Operations (start)

Rouge has asked Sonic for a favor: GUN asked her to return from the Twilight Cage with samples of Nocturnus Clan technology, and she'd like Sonic's help to get it! Nocturnus Clan foes leave their Nocturnus Tech behind when they are defeated. Sonic should bring this technology to Rouge in the Cyclone.

After defeating a Nocturnus foe or a Gizoid, there is a chance you will recover some of their technology. The end of this chapter is a great opportunity to gather all the tech you need. When you collect 5 pieces of Nocturnus Tech, return to Rouge to get your reward.



Kron Warrior ►

Talk to Foreman Krag



Party Selection Alert!

Three spots on the Kron Colony map require Amy's **smash** (🌀 III) ability. You can choose to use her for the entire chapter or simply run back to the Cyclone and swap when she's needed. Early on, the Kron will present a challenge for her because you will really need characters such as Shade, Knuckles or Omega (and their powerful armor-piercing attacks) to fight them effectively.

2 When you exit the Cyclone, go southeast to collect **3 rings**. Head north near the ramp with the blue crates and **smash** (🌀 III) them to pieces. Walk up the ramp to grab **4 rings** and a **Chao Egg** at the top.

Go back down the ramp and head south through a narrow passage to collect **4 rings**. A pair of Kron Warriors will block your path and force you into trapped combat. Once they are defeated, you will be sent to speak with Foreman Krag.

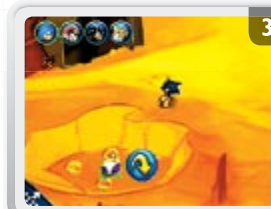
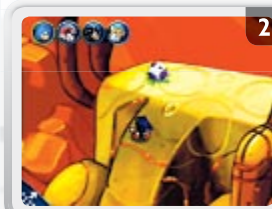
Talk to Foreman Krag

Mission: Journey into the Unknown (updated)

According to the Kron, Ix has enslaved the stone-like people and forced them to mine their own home world for precious ore and build weapons of war for the Nocturnus Clan. Before they can leave this colony, Sonic and his friends must speak to the Kron leader, Foreman Krag.

3 Continue moving southwest to find a shallow crater with **4 rings** and a **Chao Egg**. **Jump** (🌀) into this depression and pick up the items.

Take a detour east to pass underneath an arc and collect **4 rings** in the southeast section of the map. Near the last ring is a **Chao Egg**. Go due north and enter the cave of Nestor.



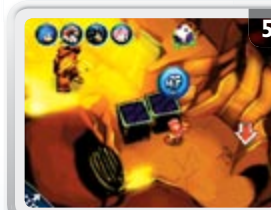
Find Relics for Nestor

Side Mission: *Relics of the Past (start)

Keep an eye out for Nocturne Relics on each of the colonies in the Twilight Cage. Sonic and friends have met an echidna named Nestor (or, as Knuckles calls him, "Nestor the Wise") on the Kron Colony. Nestor is an exile from the Nocturne, and he's looking for someone to collect Nocturnus trinkets for him to use to decorate his home. He says that when the Nocturne entered the Twilight Cage, relics from the fortress likely broke off and landed on the other colonies. He's willing to reward the team for each relic that's brought back to him.

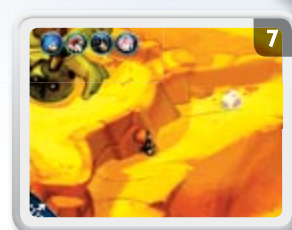
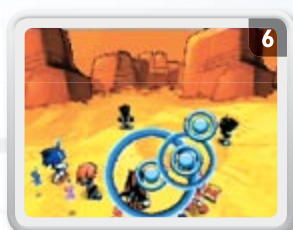
4 He is looking for 4 relics, one on each of the other colonies. Return these to him when you have found them all to complete the quest and collect your reward.

5 Returning to the mission at hand (finding Foreman Krag), go back west where the gold star is marked on your map. Pick up **2 rings** while en route and **smash** (🌀 III) the blue crates with Amy. Battle some Kron Warriors and collect **3 rings**. In the upper right corner of the cave is a ramp that is really hard to detect, but it leads to **2 rings** and a **Chao Egg**.





6 Collect those items and go through the round door to get to the ledge above. Pick up **2 more rings** and use the next door to go back outside. This takes you to the western edge of the middle of the map. A group of new Nocturnes patrol this spot, so be on high alert.



New Enemy

Nocturne Prince

Number of Actions: 2

HP: 180	SPD: 20	ATTK: 23	DMGE: 30
DEF: 30	LUCK: 12		ARMR: 18

Elemental Resistance: Water (50%), Wind (25%)

Elemental Weakness: Fire (25%), Earth (10%), Lighting (10%), Ice (10%)

POW Moves: Leech Blade, Regeneration

These Nocturnes are a bit tougher than the ones you've faced before, but they are still weak against fire attacks. If you can correctly tap all the inputs to counter the Leech Blade attack, they shouldn't present a problem. Gang up on them and pinpoint your damage on a single target because they can regenerate.

7 After emerging from the cave, grab **3 rings** in the southern alcove and follow the wall on the right as you head northeast. Pick up **4 rings** and you will come upon a T-intersection. Stay on the same course and go east. You will go around a rocky platform and grab **3 rings** and a **Chao Egg** before the path dead-ends.

8 Backtrack to the T-intersection and go north this time. Collect **4 rings** – but expect another fight with a squad of Nocturne. Stay on this path and pick up an additional **3 rings** until you run into a Kron Warrior. Go inside the broken pipe to enter the cave.

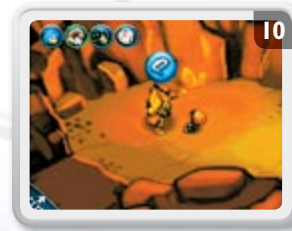
9 Once inside the cave, grab the string of **7 rings** that will lead you to the Kron Quartermaster. There are plenty of new items, and as you'd expect, they

are more advanced than the other shops. The Med Emitter and Refresher Wave can restore your entire party! Another good choice is the Immunity Idol if you find your party getting hit with a lot of negative status effects. Lastly, the Earth Ring boosts any attack with that elemental advantage.

SHOP

Name	Buy	Sell	Name	Buy	Sell
Med Emitter	20	10	Immunity Booster	15	7
Health Root	12	6	Steel Toe Boots	100	75
Refresher Wave	20	10	Iron Hydraulics	80	40
POW Drink	12	6	Serrated Claws	150	60
Ring of Life	20	10	Golden Gloves	150	90
Cure All Spray	20	10	Nocturne Blade	150	50
Rock Salt	15	7	Earth Ring	100	50
Clover Juice	15	7	Immunity Idol	15	7
Psychic Water	15	7			

10 At the end of the cave is Foreman Krag. He will fill you in on the plight of the Kron and explain how you can help his people and get the Chaos Emerald.



Go to the Conveyor

Go to the Conveyor

Mission: Journey into the Unknown (updated)

The Kron leader, Foreman Krag, says that the Nocturnus Clan has taken over their factory, and forbade the Kron to enter. Foreman Krag has asked Sonic and his friends to find a way inside the factory and shut down the force field that keeps the Kron outside. In return, the team can keep the strange crystal the Nocturnus gave to the Kron.

11 Backtrack to the cave entrance where you first came out to this upper walkway area. Head north and follow the curving path that loops around to the far west edge of the map. Collect **5 rings** and grab the **Chao Egg** at the end of this path.

12 When you grabbed the rings, you passed a springboard near a round ruin. Use the springboard to bounce up to the conveyor puzzle. Talk to the Kron near your landing point to give this puzzle a "run."

?

Puzzle: Conveyor

This is not a logic-based puzzle, it is simply trial and error. Activate the switches near the colored circles to raise the crushers as you go speeding by.

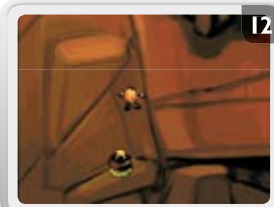
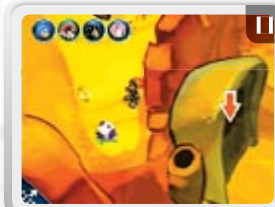
13 Each colored circle can display three possible symbols: |, +, or =. While the sequence you will need to put them in is random, each symbol is used only once.

14 Since there is no set pattern, you will need to keep toggling the first switch by the blue circle and **dash** (⚡) on the conveyor until you make it past the first crusher. Once you can zoom by the first one, repeat this process for the yellow circle. The red circle will simply be the remaining symbol you haven't used.



Puzzle Completed: Conveyor

XP: 1,000, **Reward:** Revival Ring



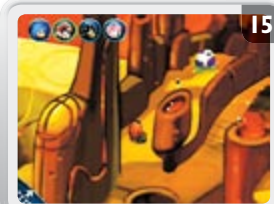
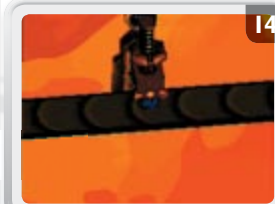
Disable the Force Field

Mission: Journey into the Unknown (updated)

The team found a way inside the factory! Now they must find and shut down the generator powering the force field so that the Kron can retake their factory.

15 The conveyor will bring your party to the north-east section of the map. Go north to grab a **Chao Egg** in a small alcove.

On the other side of the wall is a new fearsome robotic enemy.







New Enemy

Gizoid

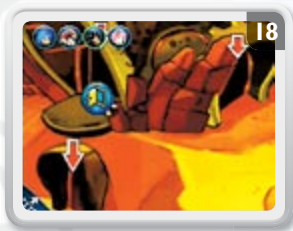
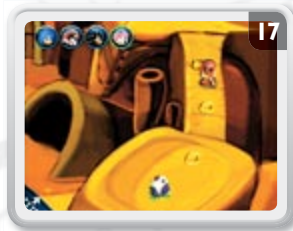
Number of Actions: 2

HP: 250	SPD: 36	ATTK: 50	DMGE: 40
DEF: 44	LUCK: 25		ARMR: 25

Elemental Resistance: Fire (25%), Ice (25%), Wind (10%), Lightning (10%)

Elemental Weakness: Water (75%), Earth (25%)

POW Moves: Tornado Kick, Hellfire, Quake, Regeneration, Blade Rush



16 This robot foe can copy your attacks and has a slew of its own. Even its basic attack is armor piercing. When you see a Gizoid with other Nocturne enemies, it should be your primary target because it can be very deadly. (In addition, since the Nocturne can regenerate, there's no use spreading out damage.) Exploit the Gizoid's water weakness if you can, and use POW Moves to make sure you connect since it has a nasty habit of countering your failed attacks.

Jump (🔼) down, landing on **1 ring** and **enter** (🔽) the door directly below to get to the generator room. Pick up **2 rings** and tap the **Interact icon** (🔽) to disable the generator.



Conversation Branch

Tails will mention wanting to tell Eggman about the Gizoids. You can respond to his comments with thumbs down to discourage his overeager attitude towards his new "friend." If you do this, he will stop mentioning Eggman.

17 Continue on the upper twisting path and grab **3 rings**. Another Gizoid roams around here so take it out fast. Use Amy to **smash** (🔱 III) the blue crates and grab **4 rings** as well as a **Chao Egg**.

18 Backtrack a bit on this upper level to a sloped walkway leading down. Pick up **3 rings** as you descend, and **enter** (🔽) the door to the south to exit on the other side.



CHAPTER 7

QUEST FOR THE CHAOS EMERALDS

Talk to Foreman Krag Again

Talk to Foreman Krag Again

Mission: Journey into the Unknown (updated)

Now that the team has shut down the generator, the Kron are free to enter the factory and retake it from the Nocturnus Clan! The team must return to the front entrance of the factory and speak with Foreman Krag.

XP: 1,000, **Reward:** POW Drink and Health Root

19 Exit this room through the door to the north. Talk to Foreman Krag, who will be waiting for you, and go into the factory through the doorway on the right.



New Enemy

Nocturne Equites

Number of Actions: 2

HP: 230	SPD: 36	ATTK: 28	DMGE: 50
DEF: 46	LUCK: 24		ARMR: 15

Elemental Resistance: Water (50%), Earth (25%)

Elemental Weakness: Fire (25%), Wind (10%), Lighting (10%), Ice (10%)

POW Moves: Leech Wave, Evade

20 As you enter the factory, a new Nocturne will attack you. The winged Equites has a potent Leech Wave attack in which it can leech PP and convert it to HP to heal itself. Although there are quite a few inputs to enter to counter the Leech Wave, you should be able to get most of them. Overall, this foe does a lot of damage but is hard to hit. Fortunately, it has relatively low armor so when you do connect it will sustain damage. If you can make it sluggish, this fight will be a lot easier; otherwise, prepare to miss quite often (especially if you're using basic attacks). Boosting your Attack stat can help you connect more hits as well.



Get the Chaos Emerald

Mission: Journey into the Unknown (updated)

To get the Chaos Emerald, the team will have to find it. They must charge through a raging battle to get deeper into the upper levels of the factory!

After you beat the Nocturnus turn right into a corridor that leads to **5 rings**. Go to the left corner to fight another group of Nocturns and to find a Container with a Nocturnus Relic.

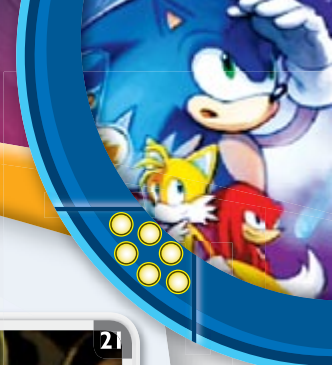


Item Found: Nocturne Relic

Relics left behind when the Nocturne entered the Twilight Cage.



▲ Nocturne Equites



- 21 The right corner of this area holds the Chaos Emerald, which is your ticket off this rock. Tails can use this to power the Cyclone!



Item Found: Chaos Emerald I

One of the legendary Chaos Emeralds.

Return to the Cyclone

Mission: Journey into the Unknown (updated)

The Kron have retaken their factory, and Sonic and friends have recovered the first Chaos Emerald. Now Tails must connect the Chaos Emerald to the Cyclone, so the team can take off and search for the other six Chaos Emeralds.

XP: 1,000, **Reward:** POW Drink and Health Root

- 22 Exit the factory and go west through the two doors that led you to the generator room. When you **jump** (⬆️) down, follow the path to the left, grabbing **6 rings** as you make your way around to a springboard.

Use the springboard to bounce to ground level, and go back to the Cyclone, fighting any Nocturne along the way. When you get to the ship, your mission here is complete.

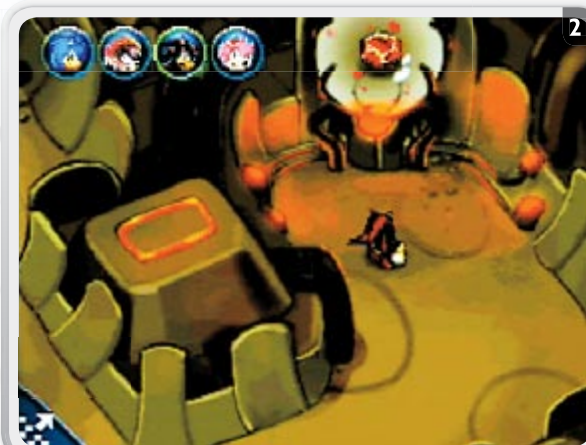


Prepare to Leave Kron Colony

Mission: Journey into the Unknown (completed)

Tails connected the Chaos Emerald to the Cyclone, so the team should be able to fly anywhere within the Twilight Cage. Unfortunately, Shade says that Ix will hear what happened on the Kron Colony, and he will send Nocturnus Clan troops to keep the peace. It looks like Ix knows Sonic is here.

Before you blast off this is a pretty good spot to get the Nocturnus Tech. Outside your ship are several groups of Nocturnus and you can return



to the ship whenever you lose too much PP or HP. Be sure to equip the Chao Bobo on one of your characters to increase the item drops and fight until you have all the pieces you need.

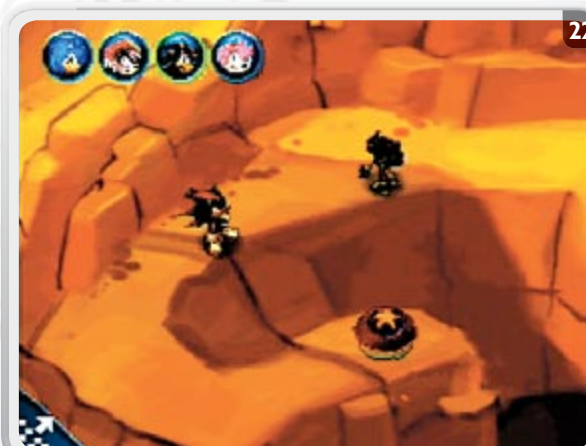


Nocturnus Tech

Side Mission: *Secret Operations (completed)

Sonic brought Rouge a bunch of Nocturnus Tech, and in true Rouge fashion, she got bored and asked him to stop. She gave Sonic the reward GUN promised if he helped her, and she asked him not to bring her any more Nocturnus Tech.

XP: 1,000, **Reward:** Health Root and Refresher Wave



The Story So Far

The team has recovered one of the Chaos Emeralds, but Sonic and company have a long way to go to recover all seven and the Master Emerald. Tails' sensors have detected Chaos Emeralds from Sectors Scylla and Charyb as well as Ix's fortress, Nocturne. Unfortunately, a repulsor field surrounds Nocturne, so it's impossible to land near it. Sector Scylla is home to the slime-race known as the N'rrgal and a race of military-minded giants known as the Zoah. Locked in a state of constant cold war, the two races are both hardened by battle and fiercely loyal to Ix.



MAP

N'rrgal Colony



Level 2 Electric Field

Level 3 Electric Field

(Note: Only essential fields are shown to reduce map clutter.)

SECTOR SCYLLA

Map: N'rrgal Colony

🌱: 5/5

🔑: 45/45

Character: N/A

Enemies:



Missions: Sector Scylla, *Relics of the Past, *Poisoned the N'rrgal Supply, *The Argus Event

* = Side Mission

Meet the Queen

Mission: Sector Scylla (start)

Upon landing on the N'rrgal Colony, the Cyclone was attacked by N'rrgal workers who began absorbing energy from the ship. It looks like the team will have to find a way to remove them without forcing open war against the N'rrgal! A N'rrgal swarm appeared to speak with the team, believing them to be spies for the Zoah. It seems the N'rrgal Queen wants to speak with Sonic and his friends. If the team refuses, they will face the entire might of the N'rrgal race!



It's smarter to hold off on the attack, as this will give you time to properly equip your party before fighting any creatures. Also, if you choose to attack, you will face a much stronger type of enemy (more on that later in this chapter).

You can opt to ignore the three creatures attacking the Cyclone, but if you approach them, you will trigger your first battle against N'rrgal Drones.

Party Selection Alert!

To completely clear out this map, you'll need to team up Sonic, Amy and Big at some point. However, Amy is only required to **smash** (🔨 III) three path-blocking crates on this map; once that's done, you can opt to sub Amy out for another character. Although there are two climbing spots on the map, they don't have to be used to complete this colony. It is also possible to ignore much of the map and quickly finish this area using just Omega; in general combat terms, the robot's Flame-thrower (III) can be very effective against the N'rrgal. Finally, it may pay off to have Cream in your party because her Refresh POW Move can recover PP quickly, while her Demoralize move can distract them and make them miss. Both moves are great for dealing with the N'rrgal's draining attacks.

❗ Chapter 8 officially begins the moment you exit the Cyclone after traveling from Kron Colony to the N'rrgal Colony. Strange creatures will attack the Cyclone and disable it. During this conversation, you can choose to attack the creatures or leave them alone.



New Enemy

N'rrgal Drone

Number of Actions: 2

HP: 125

SPD: 27

ATTK: 27

DMGE: 20

DEF: 31

LUCK: 8

ARMR: 0

Elemental Resistance: Water (50%), Lightning (50%)

Elemental Weakness: Fire (25%), Ice (25%), Earth (10%), Wind (10%)

POW Moves: Drain Life, Water Shield

N'rrgal Drones don't have any armor, so they're pretty easy to damage in combat. Unfortunately, they have incredible regeneration abilities: Every time a N'rrgal Drone hits one of your characters

with a basic attack, it recovers a decent number of HP while draining your PP. If it unleashes its Drain Life attack on you, not only will it leech your PP to recover HP, but it can also temporarily weaken you, which reduces the amount of damage your attacks can cause. N'rrgal Drones also have a Water Shield defensive move to reduce incoming damage.

To counteract their regeneration abilities, focus your most powerful POW Moves and attacks on one target at a time, systematically knocking out enemies from weakest to strongest. N'rrgal are also moderately vulnerable to fire- and ice-based attacks and POW Moves.

Whether you chose to fight or not, the moment you walk away from the ship a N'rrgal will come up to talk to you with an ultimatum: If you ever want to leave this colony, you'll go talk to the queen. Unfortunately, you'll have no choice but to comply with this demand.

Fortunately, there's no time limit to seeing the queen, which will give you time to explore. As you travel, you'll encounter groups of N'rrgal Drones and/or N'rrgal Warriors.



New Enemy

N'rrgal Warrior

Number of Actions: 2

HP: 350

SPD: 30

ATTK: 32

DMGE: 40

DEF: 31

LUCK: 8

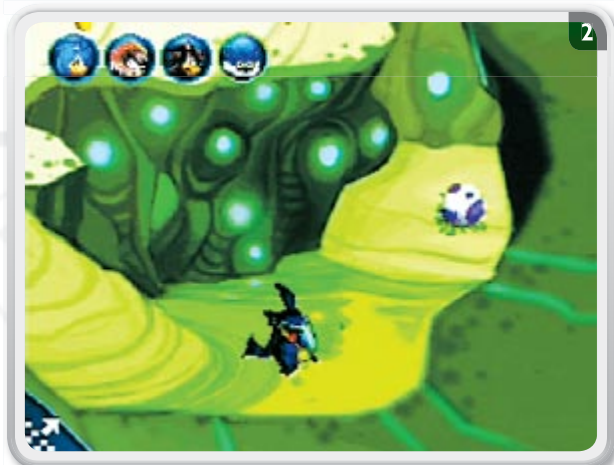
ARMR: 0

Elemental Resistance: Water (50%), Lightning (50%)

Elemental Weakness: Fire (25%), Ice (25%), Earth (10%), Wind (10%)

POW Moves: Slime Shot, Water Shield

N'rrgal Warriors are basically bigger and stronger versions of N'rrgal Drones, so the same combat tactics apply. However, since N'rrgal Warriors have more HP and can cause much more damage, expect fights against them to drag out for a while longer. This enemy's Slime Shot attack can also weaken you, temporarily reducing the amount of



damage your attacks can cause. A N'rrgal Warrior's regular attack can curse a party member as well as leech PP to heal itself. This powerful regenerating attack can be stopped somewhat by POW Moves that cause this enemy to become distracted.

Note: If you choose to fight the creatures attacking the Cyclone at the start of this chapter, you will fight more powerful N'rrgal Warriors instead of N'rrgal Drones.

Always remember to backtrack to the Cyclone if you ever need to heal your party and/or change party members.

2 Walk toward the southeast corner of the map, following a trail of 2 rings that leads to a dead-end ledge. Jump (J) down to find a Chao Egg. Wade through the green muck nearby and take the sloping path upward, collecting 2 more rings along the way.





③ When you return to the Cyclone landing area, try to head north. I say “try” because you’ll encounter an electrical field. That field requires Big’s Invincibility (III) to cross, so make note of that for later.

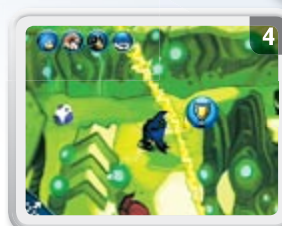
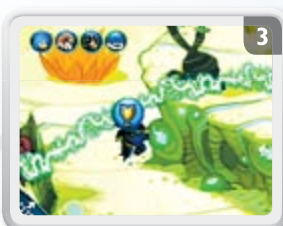
Assuming you had neither Big nor Omega in your party, backtrack to the Cyclone and have one of them join. Ideally, you’d want Big so that none of the electrical fields pose any problem. However, let’s find out how much more the party can explore with Omega.

④ After exiting the Cyclone, look nearby to the northwest for a **jump** (II) point down to **3 rings** within reach. Use **Invincibility** (II) to cross the electrical field and walk northwest. Grab **3 rings** as you walk north, then look toward the left to find a **Chao Egg**.

⑤ With Omega only, this area is a dead end, so head for the southwest corner of the map, following a path marked by **7 rings** divided by a yellow electrical field that requires **Invincibility** (II) to cross. Fight any N’rrgal you encounter.

⑥ At the end of that path is a ramp, which you can use to **dash** (III) to a walking path toward the north end of the map. You’ll land between **two rings** worth picking up right away. Head east to pick up another **ring**; but that route leads to another **Invincibility** (III) electric field. Instead, head west and cross the **Invincibility** (II) electric field. Grab the lone **ring** there, and make note of the cave entrance to the north — but do not enter that cave just yet!

Warning: Entering that cave will limit your ability to change your party members and fully explore this colony! However, if you want to leave this colony quickly, you can enter this cave right away via the

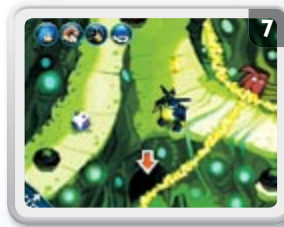


“express” route listed above. (Additional information about this cave can be found later in the chapter.)

⑦ Hop on the springboard in the northwest corner of the map. This springboard takes you to a ledge and a **Chao Egg**.

You can opt to **jump** (II) back down to the walkway you were previously on, or you can use the

N’rrgal Warrior ▼



springboard located south of that egg's location to land on the walkway below. Grab the **ring** nearby, and note that the electric field to the right requires **Invincibility** (🛡️ III).

It appears that Omega's exploration limits have been reached. Hit the springboard to return back to the ramp you started from, then return to the Cyclone to add Big and Amy to your party – both of them will be necessary for the tasks ahead.

With your party rested and ready, leave the Cyclone and return to the ramp. **Dash** (🔥 III) once again to reach the walkway to the north. Head east to the **Invincibility** (🛡️ III) electric field and use Big to cross.

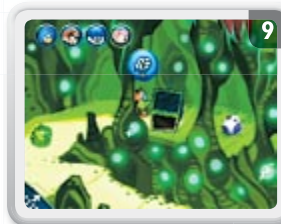
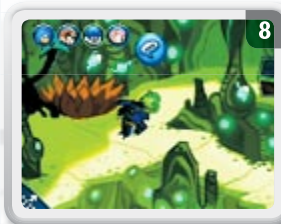
8 Look for a stationary N'rrgal to talk to. He'll say that he's seen someone looking like Sonic wandering around on his own. If Sonic responds by figuring out that this mysterious person is Shadow, it will trigger a conversation with Shadow later on in the Cyclone. In any case, this N'rrgal says to come back later, so remember this location!

9 Walk behind that N'rrgal to find a crate to **smash** (💥 III). This leads to a **Chao Egg** and **3 rings**.

10 Two more crates worthy of a good **smash** (💥 III) block the end of this path. With the way cleared, grab the **ring** nearby and head directly west. Look for the fifth and final **Chao Egg** and a ramp. That ramp ultimately leads to a far west landing point near a green rock outcropping and springboard – but since we've been there with Omega already, skip the ramp.



N'rrgal Queen ►

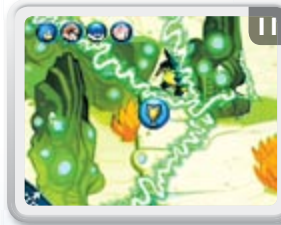
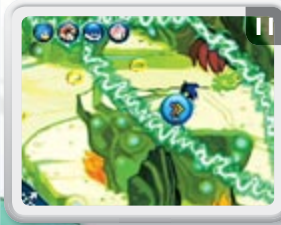


11 Instead, head south and use **Invincibility** (🛡️ III) to find an area sandwiched between two electric fields. **Jump** (🔱) down.

You'll be able to find **2 rings** before running into the **Invincibility** (🛡️ III) electric field to the south. Use Big to cross that field and collect **4 rings**.

Travel north (crossing the **Invincibility** (🛡️ III) electric field once again) to reach the northern edge of this plateau. **Jump** (🔱) down.

Upon landing, you'll find **2 rings** in front of a stationary N'rrgal. Ignore him for the moment; focus on crossing the **Invincibility** (🛡️ III) electric field to the east to grab a solitary **ring**.





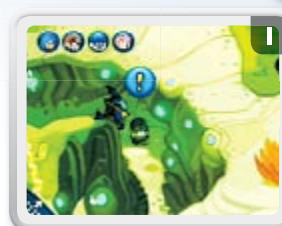
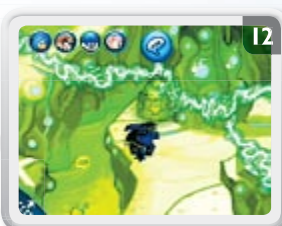
- 12 Return to the stationary N'rrgal and talk to him. If you are responsive to his pleas, it will unlock an extra mission.

Help! There's Poison in Our Water!

Side Mission: *Poisoned the N'rrgal Supply (start)

Find the source of the poison in the spawning pools on the N'rrgal Colony. There's a problem in the N'rrgal spawning pools: Someone has poisoned them, ruining the N'rrgal's ability to make more N'rrgal! The N'rrgal blame the Zoah, of course, and if that's true, then the long period of cease fire could be over! Sonic promised to enter the spawning pools and discover the source of the contamination!

- 1 Before starting this extra mission, let's clear out the rest of this area first. Go south to grab **2 rings** near a springboard. Continue southwest until you reach the tall green rock structure; you should see a **ring** near it. You'll see a Container to the north that houses a Nocturne Relic! Someone back on Kron would love to get that item, which will help you complete the "Relics of the Past" mission.



- 2 Head west and enter the cave. Inside you'll find the source of the poison: a leaky Swat Bot accompanied by two N'rrgal Drones. The Swat Bot will be very easy to defeat, so focus on the N'rrgal Drones first using the same tactics you've used so far in this chapter.

Poison Water Mystery Solved

Side Mission: *Poisoned the N'rrgal Supply (updated)

Sonic discovered the source of the contamination: a Swat Bot was pulled into the Twilight Cage through the wormhole, and it landed in the spawning pools!

When you win this battle, you'll find a special item: a Precursor Tablet.



Item Found: Nocturne Relic

Relics left behind when the Nocturne entered the Twilight Cage.

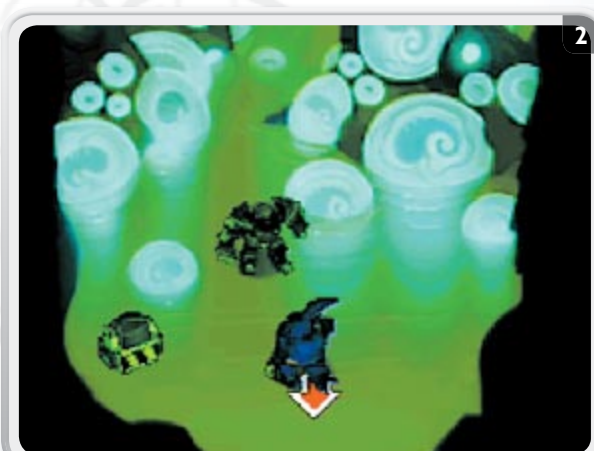


Item Found: Precursor Tablet

A stone tablet covered in strange writing.

To the left of that Container is one more **ring**. Grab it and backtrack to the large orange bush just to the east. This time, take the northwest path and grab a string of **3 rings**. You'll find multiple **jump** () points along this path to get to the green water below. Grab the last **3 rings** in the water (to the right of the ramp).

Note: The N'rrgal Drones in this area have a different appearance, but in terms of stats and fighting tactics, they're identical to the ones you've previously fought.



Decipher That Tablet

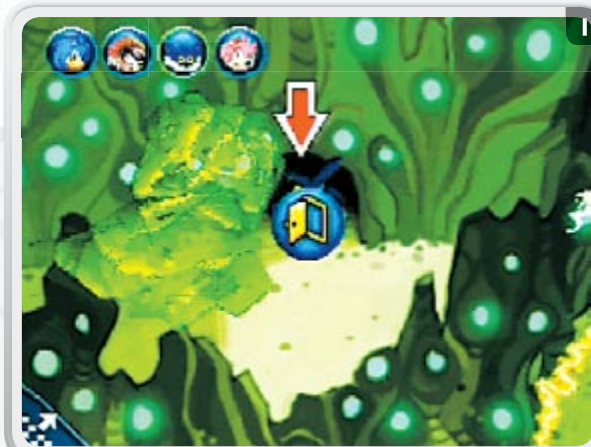
Side Mission: *The Argus Event (start)

Find a historian who can decipher the strange tablet. Sonic and Friends found a strange tablet covered in writing they can't figure out. Maybe there's a historian somewhere who can decipher it.

That historian will be found on Kron; however, you won't be able to complete this mission in Chapter 8.

Before leaving this cave, open the Container to the left; inside are Oily Hydraulics, an Ice Ring and a Med Emitter.

Return outside and use the springboard in the green muck to return to the N'rrgal who sought help for this mission. Talk to him to earn your reward.



The Queen Has Spoken

Mission: Sector Scylla (updated)

The N'rrgal Queen herself has given Sonic's team a choice: If they steal the Zoah's secret weapon, then the N'rrgal will allow the team to escape ... and give them the "Gem of Power" that Ix gave her as a gift!

Leave the cave and return to the Cyclone. The fastest path is by taking the series of springboards (starting with the one to the left of the cave entrance) that eventually leads to the ramp you previously used. Upon boarding the Cyclone, prepare to land on Zoah Colony.



The Pools are Clear

Side Mission: *Poisoned the N'rrgal Supply (completed)

Sonic and friends investigated the contamination in the N'rrgal spawning pools. They discovered that it wasn't the Zoah who poisoned the pools, but rather a Swat Bot pulled into the Twilight Cage when the wormhole opened over Metropolis. Thanks to the team's quick work, the spawning pools are back in operation.

XP: 3,000 **Reward:** 2 Random Items

Head back to the Cyclone to refresh your team members; you can switch from Big to Omega if you wish, and/or swap Amy out of your party.

Leave the Cyclone and return to the ramp on the western side of the map. **Dash** (🌀 III) to get back to that walkway that leads to the cave in the north-west corner of the map.

❶ Enter the cave. This leads to the N'rrgal Queen (don't worry, this is a conversation, not a fight). She will agree to fix your ship and send you to the Zoah Colony.



Conversation Branch

If you haven't already done so, talk to Shadow before you take off. If you wish, you can opt to confront Shadow about why he's been working behind Sonic's back (a fact you learned when talking to the N'rrgal trader earlier in this chapter). You can then demand that Shadow stop "moonlighting" and stick with the team's plan.



AREA: ZOA H COLONY

Map: Zoah Colony

5/5

55/55

Characters: N/A

Enemies:

Missions: Sector Scylla, *Relics of the Past, *The Night Stalker, *The Night Stalker: Haniman, *The Night Stalker: Telra, *Pirates of the Twilight Cage, *The Argus Event
* = Side Mission

Landing on Zoah

Mission: Sector Scylla (updated)

The team has recovered one of the Chaos Emeralds, but they have a long way to go to recover all seven and the Master Emerald. Sonic and the team must travel to the Zoah Colony and begin the search for the giants' secret weapon ... or be branded traitors against the Nocturnus and handed to as prisoners!



Party Selection Alert!

It will be much easier to completely clear out this map if you add Shade or Rouge to your party – however, it's not necessary. If you don't have either, though, be prepared to take some damage and do a bit of running while exploring. (You'll find out why later in this chapter).

Upon landing on Zoah, head back into the Cyclone and look at the World Map. You'll see that there's no way to fly anywhere else, so you're stuck here.

Make sure your party is properly equipped before walking down the sloped walkway. Two Zoah Brutes will approach you and initiate combat.



New Enemy

Zoah Brute

Number of Actions: 2

HP: 510

SPD: 25

ATTK: 34

DMGE: 70

DEF: 35

LUCK: 15

ARMR: 40

Elemental Resistance: Lightning (50%), Wind (25%), Ice (10%)

Elemental Weakness: Earth (25%), Fire (10%), Water (10%)

POW Moves: Power Blast, Regeneration, Lightning Shield

Zoah Brutes are fairly powerful enemies. A Zoah Brute's regular attack can curse a team member. This enemy's Power Blast can damage multiple party members as well as temporarily reduce your ability to inflict damage. When a Zoah Brute uses its Lightning Shield, may become difficult to cause significant damage. It can also regenerate (although at a relatively low rate). All Zoah are moderately vulnerable to earth-based attacks, so if you equip an item such as the Earth Ring (which you could have bought at Kron), you'll be in good shape.



Zoah Brute ▲

GAME SYSTEM

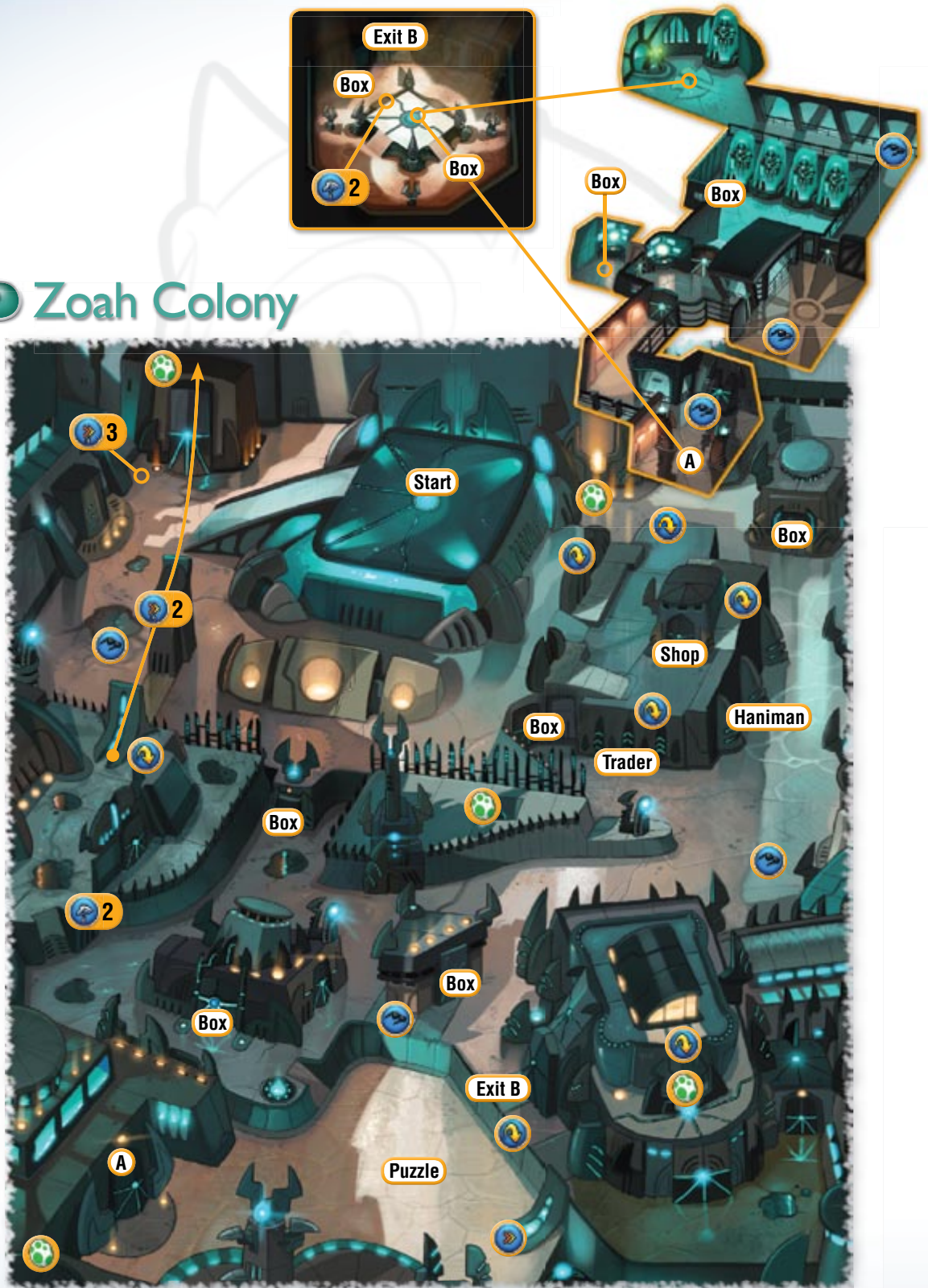
CHARACTERS

WALKTHROUGH

DATA APPENDIX

MAP

Zoah Colony





As usual, target one Zoah Brute at a time with your strongest POW Moves; it will help to make the enemy distracted or stunned as quickly as possible to impair its attack capabilities.

Explore Zoah

Mission: Sector Scylla (updated)

When the team reached Zoah space, the Zoah shot down the Cyclone and surrounded it in a stasis field, and the team battled against a squad of Zoah soldiers! Now the team must explore the hostile Zoah colony and steal their secret weapon, all while searching for the Chaos Emerald that Tails detected!

① Begin exploring by grabbing the **ring** to the west of the ramp, then head south to talk to a Zoah. He'll fill you in on the Night Stalker; this will trigger not one but two missions!

Learn About the Night Stalker

Side Mission: *The Night Stalker (start)

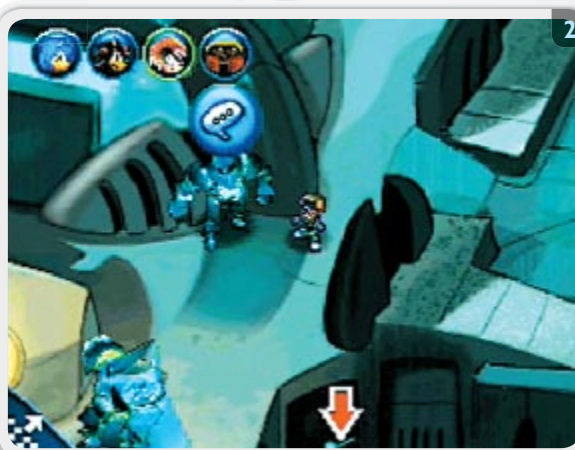
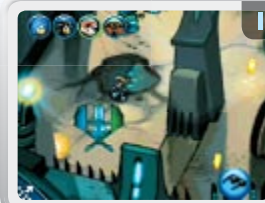
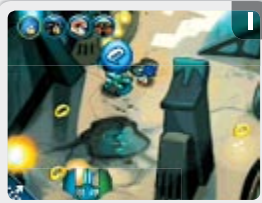
Find someone who has more information about the Night Stalker. This rumored monster has been terrorizing the people of the Zoah Colony.

Where's Haniman?

Side Mission: *The Night Stalker Haniman (start)

Rumor has it that a man named Haniman is selling charms to ward away the Night Stalker. Maybe this Haniman knows something about the terrible beast!

① Continue south, following a trail of **2 rings** that leads to a Zoah robot turret. Its energy blasts can inflict serious damage on your party, so you'll either need to run past them or use **Stealth** (🕶️) to zoom past them. (You may need to get fairly close to the turret with Shade or Rouge to activate



the icon, so it may help to explore while controlling either character.) Zooming past the turret will most likely send you into an enemy you'll have to fight.

② Walking around the three-spotlight structure just south of the Cyclone's landing point will yield a total of **6 rings**. Just northeast of the three-spotlight structure stands a Zoah to talk to. He'll give you the scoop on pirates who've been raiding merchant ships.

Worrying About Pirates

Side Mission: *Pirates of the Twilight Cage (start)

The team is hearing rumors about pirates attacking merchant shipments between colonies. Perhaps the merchants of the various colonies know something about it.

Unfortunately, this pirate business will have to wait until the end of this chapter. In the meantime, press on by heading north to grab **2 rings**. **Jump** (🦘) down to reach a rooftop patrolled by a Zoah Brute. Dispatch that enemy and collect a total of **3 rings** on this rooftop. More importantly, the small building

on the rooftop contains a Civilian Supply Depot that's open for business! **Enter** (E) it to go shopping.

SHOP

Name	Buy	Sell	Name	Buy	Sell
Med Emitter	20	10	Master Hydraulics	150	90
Refresher Wave	20	10	Spiked Sneakers	150	75
Ring of Life	20	10	Alloy Boots	150	75
Cure All Spray	20	10	Cursed Claws	120	40
Prune Juice	15	7	Titanium Claws	150	60
Iron Tonic	15	7	Kron Hammer	150	75
Spiked Slippers	120	65	Lightning Ring	100	75

1 When you're done shopping, exit the Civilian Supply Depot and **jump** (J) off the north edge of the rooftop. Collect **2 rings** and move west to find a **Chao Egg**.

2 Walk to the right and **enter** (E) the doorway in the northeast corner of the map. Inside are **4 rings** and a Container that stores Cursed Gloves, Prune Juice and a Refresher Wave.

3 **Exit** (E) that room and talk to the Zoah outside the doorway. He'll reveal more information about Telra and the Night Stalker. Fight any Zoah you encounter.

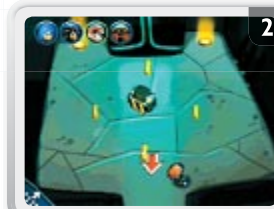
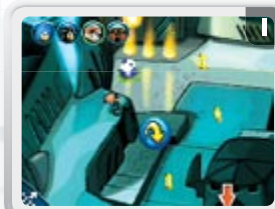
Where's Telra?

Side Mission: *The Night Stalker Telra (start)

Tragedy has befallen a woman named Telra. Rumor has it her son was taken by the Night Stalker! Maybe speaking with her will shed some light on this terrible beast.

1 Head south to collect a line of **4 rings**, then backtrack a bit to talk to the Zoah you passed up. He may or may not tell you that he's seen someone resembling Shadow running about; afterward, he'll reveal that he's Haniman! If you keep asking him about the Night Stalker, this "monster" will eventually appear!

Prepare for the toughest ... wait a minute, it's just a Dragodon! Quickly dispatch it to reveal the truth about the Night Stalker.



Item Found: Precursor Tablet 2

A stone tablet covered in strange writing.

There's most likely someone on Kron who can decipher that tablet. Once the Night Stalker mystery is solved, multiple missions will be completed (even the one with Telra, who you haven't met at this point).



Night Stalker Mystery Solved!

Side Mission: *The Night Stalker (completed)

The team ended Haniman's sinister plan to profit by selling "charms" to ward off a fictional monster. Now the Zoah Colony is safe from the "Night Stalker," and from the real monster: Haniman himself!



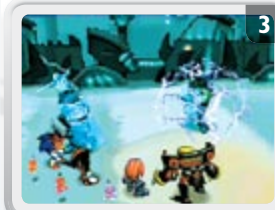
XP: 3,000, **Reward:** Precursor Tablet, Crazy Beans



Haniman Is Out of Business!

Side Mission: *The Night Stalker Haniman (completed)

It turns out that Haniman was behind the appearance of the "Night Stalker" all along. Thanks to Sonic and his friends, Haniman won't cheat anyone else ever again.





Telra Is Relieved

Side Mission: *The Night Stalker Telra (completed)

Telra's son did vanish, but he wasn't taken by a hideous monster. Instead, he was arrested for vandalism, and his mother isn't the least bit sorry about his fate. At least someone gained something from the boy's disappearance, though. Haniman must have used the disappearance to create paranoia and drive sales of his anti-Night-Stalker charms.

- 2 Look for another Zoah to talk to; this is a merchant who can reveal plenty of information about how to win back the Chaos Emerald as well as the pirates menacing the Twilight Cage. (You don't need to talk to him about the Night Stalker at this point.)

Cargo in Jeopardy

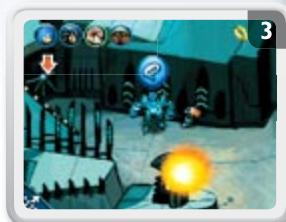
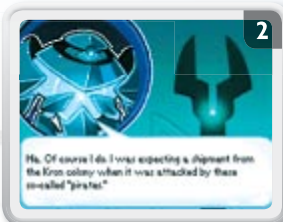
Side Mission: *Pirates of the Twilight Cage (updated)

Sonic and friends have learned that pirates are attacking merchant vessels that carry certain types of cargo: water, food and other bulk shipments. Not only that, but the last shipment attacked came from the Kron Colony. Speak with the merchant on the Kron Colony to learn more about the pirate attacks!

A Challenging Idea

Mission: Sector Scylla (updated)

Speaking to a shopkeeper on the Zoah Colony, Sonic discovered a way that they might gain access to the Zoah's secret weapon. If Sonic challenged the Zoah leader, General Raxos, and won, then Sonic would make one request of the Zoah leader! The team wouldn't have to sneak around the Zoah base. To issue a challenge, Sonic should speak with the guards at the gate to the Zoah base.



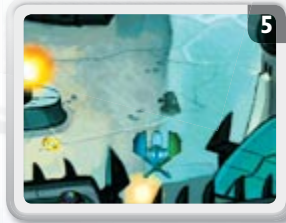
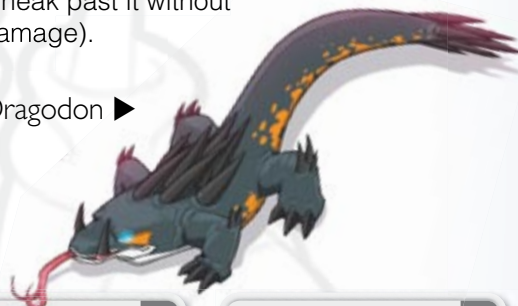
Looks like you'll be headed back to Kron eventually if you want to complete this mission, but for now, the Sector Scylla mission is the top priority.

- 3 Just to the west of that Zoah is a door to **enter** (E). Inside is a Zoah Brute and a Container with a Voxai Teleporter, Immunity Booster and Med Emitter. That Voxai Teleporter is a powerful defensive upgrade, so make sure to keep it in your inventory.
- 4 Leave the room and head east to discover a second robot turret. Run past it or use **Stealth** (S) – in either case, you'll likely run into another Zoah Brute to take out.

Pick up **3 rings** until you reach an intersection: You can opt to continue west or head south. Take the southern path, picking up **2 rings** as you approach a doorway to your left. **Enter** (E) to find **3 rings** and a Container with Immunity Booster, Antidote and Refresher Wave.

- 5 As you **exit** (E) this room, make note of the robot turret to the left. (A word of advice: Don't try to approach this turret from the east; you won't be able to sneak past it without taking damage).

Dragodon ▶



6 Continue to the southeast corner of the map, where you'll find **3 rings**. Head north to find a door. Enter it to reach a ramp that leads to a **Chao Egg** and **2 rings**.

Take the ramp back to the southeast corner of the map and backtrack to the intersection. Head west to a line of **4 rings**, then **enter** (1) the door directly to the north. Inside is a Zoah Brute and a Container with a Nocturne Relic, which will help you complete the "Relics of the Past" mission.



Item Found: Nocturne Relic 3

Relics left behind when the Nocturne entered the Twilight Cage.

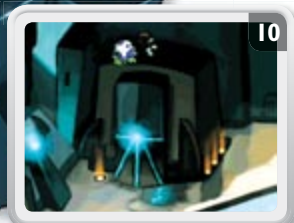
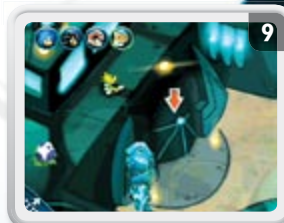
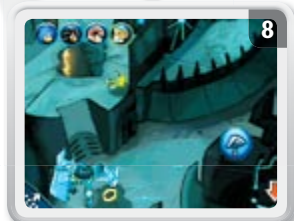
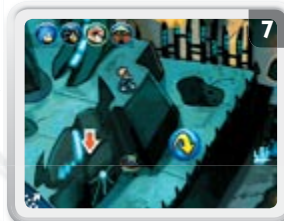
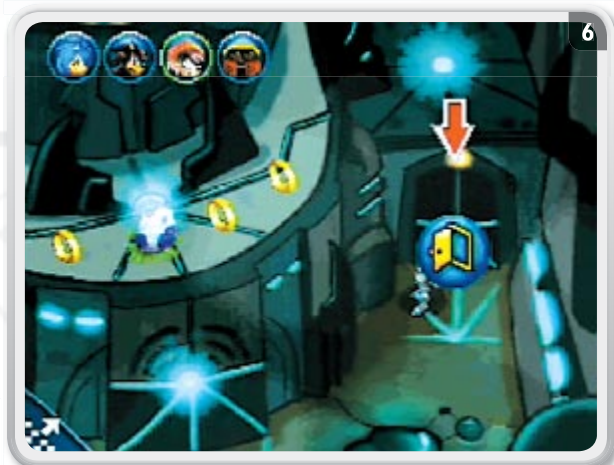
Leave this room and head southwest to collect **3 rings** in a triangle. Head southeast for a short distance to find a door. **Enter** (1) to find a Zoah Brute and **4 rings**.

7 Exit (1) the room and walk up the sloping walkway to the left to discover **3 rings** and a ramp – but don't use that ramp yet. Instead, look for a place to the right of that ramp to **jump** (II) down. Go to the door next to the springboard and **enter** (1). You'll notice the room inside is empty (you would have found Telra here for a conversation if you had not yet encountered the Night Stalker).

8 Use the springboard to return to the upper level, but this time head south and stand to the right of the sloping walkway. If you position yourself properly, you'll be able to **fly** (II) to the rooftop of the building to the east.

9 That'll reveal a second **fly** (II) icon. Use it to get to the rooftop of the building to the south. Walk to the southwest corner of the map to find a **Chao Egg**.

10 Fly (II) back to your original location next to the sloping walkway, then walk north to the ramp. **Dash** (II) to get to a **Chao Egg** on a roof in the far northwest corner of the map.





11 Return to the previously mentioned intersection and head southeast. As you hug the left edge of the walkway, you'll see multiple points to **jump** (👉) down to the lower level. A puzzle will be in plain view, but skip it for now and head southeast to a ramp. **Dash** (🏃) to hit a series of springboards. When you land, move slightly east and **jump** (👉) down to grab the last **Chao Egg** and the final 4 **rings** in this level.

12 Now you can tackle the puzzle. **Jump** (👉) back down to the ramp and talk to the Zoah standing next to it. He'll tell you that you need a keycard to activate this puzzle.

Head west to the star marking a door at the southwest corner of the map. This will trigger a conversation with a Zoah Guard. Depending on your conversation choices, you may or may not be asked to become a Zoah citizen. The choice is yours, but if you seek citizenship and/or issue a petition challenge, you'll skip over some exploration areas and trigger the final major battle in this chapter.

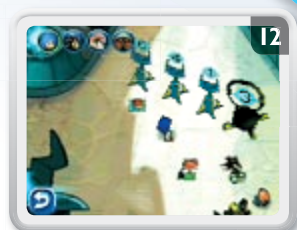
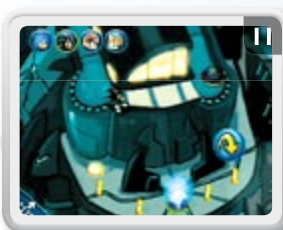
To fully complete this level, make it a point to ask for the Chaos Emerald. This should trigger a fight with the Zoah Brutes guarding the door. Take them out. This should "unlock" access to the puzzle.



Puzzle: Do the Math

Find the pass code to the door in the southwest corner of the map by doing the math – literally. The first three numbers lead to the fourth number using a formula such as: $A \times B - C = D$

For example, if the first three numbers were 512, the fourth number would be 3 ($5 \times 1 - 2 = 3$). Have one character trigger a random sequence by standing on the pressure plate nearby, then have another character use the **Interact icon** (👉) above the red control console to go through the numbers to choose from. Stop at the correct number by pressing the **Interact icon** (👉) again. There will be a limited number of sequences, so you'll get a correct response soon enough.



Puzzle Completed: Do the Math

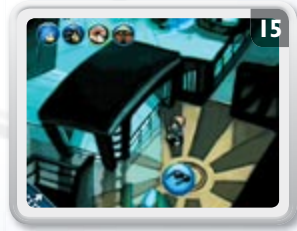
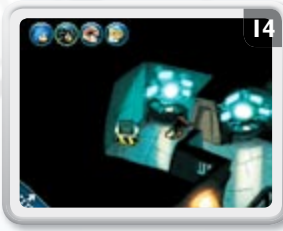
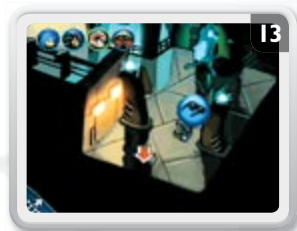
XP: 1,850, Reward: Revival Ring

13 By solving the puzzle, you'll get to sneak into the fortress containing the Chaos Emerald. Once inside, get ready to use **Stealth** (👉) (or run like mad) to bypass the first robot turret. Expect to run into several Zoah Guards patrolling this area.

14 Eventually, you'll reach a four-way intersection. Look for a small alcove to the left; you'll find a Container with Iron Tonic and Cure All Spray.

Return to that intersection and head north into the room highlighted by four soldiers protected by glass capsules. Look left to find a Container with Cursed Gloves and Psychic Water.

15 Return to that intersection a final time to head east; use **Stealth** (👉) or run to get past a robot turret. Continue north but tread carefully – another robot turret lurks ahead. Again, use **Stealth** (👉) or run past the final turret.



16 This walkway dead-ends at the Chaos Emerald, displayed in plain view. However, don't expect to acquire it without a fight. After a conversation, you'll be led through the door to a small room with two Containers. (Note: If you sought citizenship and/or issued a petition challenge to the Zoah guarding the door to this area earlier in the chapter, this is the same room you'll be taken to.)

The series of battles you'll face in this room will depend on how you got here, whether by issuing a challenge to the guards or by being captured upon seeing the Chaos Emerald. If you issued a challenge, expect to see this enemy for the first time:




◀ Gentleman



16



17



Boss

Gentleman


Number of Actions: 2

HP: 600	SPD: 22	ATTK: 31	DMGE: 80
DEF: 38	LUCK: 12		ARMR: 50

Elemental Resistance: Lightning (50%), Wind (25%), Ice (10%)

Elemental Weakness: Earth (25%), Fire (10%), Water (10%)

POW Moves: Super Slam, Regeneration, Lightning Shield



Boss

Commander Syrax

Number of Actions: 2

HP: 400	SPD: 30	ATTK: 37	DMGE: 60
DEF: 47	LUCK: 15		ARMR: 50

Elemental Resistance: Lightning (50%), Wind (25%), Ice (10%)

Elemental Weakness: Earth (25%), Fire (10%), Water (10%)

POW Moves: Power Burst, Energize, Regenerate

17 This Gentleman is a more powerful version of the Zoah Brute. His basic attack will weaken you, while his Super Slam move will stun you. Being stunned can make this battle very difficult, so defuse his firepower with some status-crippling POW Moves of your own as soon as possible. (Fortunately, the Super Slam move is relatively easy to counter with some rapid tapping.) As usual, pull out your most potent POW Moves to knock this Gentleman on his back.

After the Gentleman is dispatched, you'll have to fight two Zoah Brutes. Target all your attacks on one enemy at a time, and you'll eventually prevail.

If you were captured, expect to see this enemy for the first time:



▲ Commander Syrax



Two Zoah Brutes accompany Commander Syrax. This will be your toughest battle so far, but don't be intimidated. Syrax's basic attack can put a curse on a team member, while his Power Burst causes a distracted status effect. He can boost his combat strength with Energize.

Take out one Zoah at a time. It may help to immediately try and isolate one enemy and use POW Moves to keep the others distracted. Keep your PP levels high to maintain a steady stream of POW Moves to systematically bring down each Zoah (preferably starting with Syrax). Make sure Sonic is strong in terms of both HP and PP before this battle ends; you'll know why shortly.

No matter which way you got to this room, the final battle will be with General Raxos. However, this time only Sonic will be able to challenge him.



Your second move should be your strongest POW Move; your last move should be another POW Move or a POW item to recover PP. In any case, make sure you execute at least one POW Move attack each round.

As long as you avoid being sluggish, this battle will be over before you know it. You'll acquire the Chaos Emerald after the victory.

Boss
General Raxos
 Number of Actions: 1

HP: 600	SPD: 33	ATTK: 35	DMGE: 40
DEF: 45	LUCK: 20		ARMR: 25

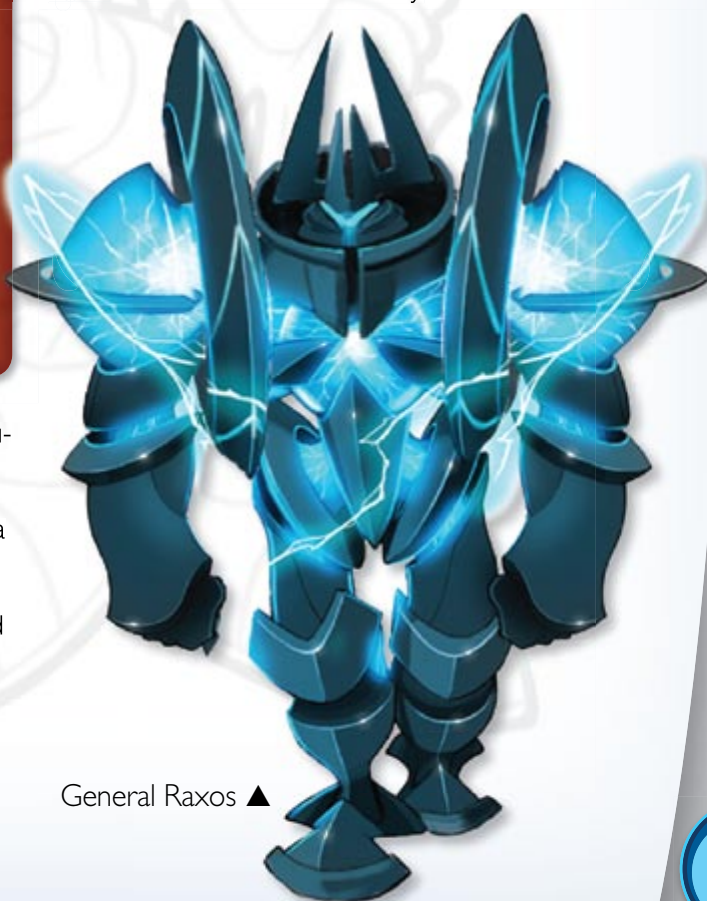
Elemental Resistance: Lightning (50%), Wind (25%), Ice (10%)

Elemental Weakness: Earth (25%), Fire (10%), Water (10%)

POW Moves: Lock On, Super Nova

18 General Raxos' Lock On gives him better accuracy when attacking, while his Super Nova attack can cause sluggishness. While Lock On sounds menacing in theory, in fact, it basically gives you a free turn to attack!

Since Sonic is fighting solo, your first move should be to use a power-up item such as Rock Salt to amplify your combat effectiveness, Immunity Booster to counteract status effects, or an item to recover HP and/or PP if you're in trouble.



General Raxos ▲



Item Found: Chaos Emerald 2

One of the legendary Chaos Emeralds.

Return to the Queen

Mission: Sector Scylla (updated)

Now the team has only to return to the N'rrgal Queen and present her with the Chaos Emerald. Then, hopefully, they can leave Sector Scylla behind with two more Chaos Emeralds in tow!

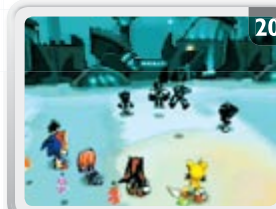
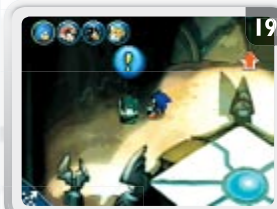
19 After this battle, you'll be sent back outside to return to the Cyclone. However, don't leave yet. Return to the room you were in; enter the new door just to the south of your current location. Inside are two Containers. One will contain a Refresher Wave, Iron Tonic and Rock Salt; the other contains a Med Emitter, Crazy Beans and Clover Juice.

20 As you return to the Cyclone, you'll notice a bunch of new enemies about. However, there is an express shortcut to the Cyclone if you're tired of battling. **Jump** (⬇️) down to the puzzle area and run west up the two sloping walkways – you'll have to avoid a Gizoid between the walkways. Continue to the ramp and **dash** (⚡️) to reach the northwest corner of the map. **Jump** (⬇️) down and you'll have a clear route to the Cyclone!

If you take a different route to the Cyclone, chances are good that you'll run into one of these enemies listed to the right for the first time:

21 Nocturne Triarius can be tough to fight because of its armor-piercing basic attacks. Adding to the challenge: Its Leech Blade can stun a target as well as leech PP and convert it to HP to heal itself. It also has the ability to regenerate a little HP at the end of each round.

Since Nocturne Equites and Triarius will most likely appear together, eliminate the Triarius first. Their armor-piercing ability is the greatest threat to your team members' HP levels. Since they can regener-



New Enemy

Nocturne Triarius

Number of Actions: 2

HP: 308	SPD: 30	ATTK: 28	DMGE: 50
DEF: 37	LUCK: 19		ARMR: 22

Elemental Resistance: Water (50%), Wind (25%)

Elemental Weakness: Fire (25%), Earth (10%), Lighting (10%), Ice (10%)

POW Moves: Leech Blade, Regeneration

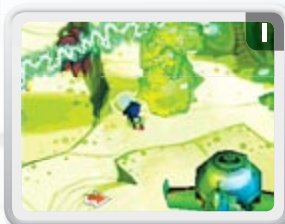
ate, focus on taking out one enemy at a time. Avoid wasting PP on POW Moves that hit all enemies with low damage, because they'll likely get a chance to fully heal back. If you can place negative status effects on the other enemies that you're not attacking and/or learn to counter their POW Moves by tapping correctly, you should be able to reduce the amount of damage they can cause.

When you reach the Cyclone, travel back to the N'rrgal Colony.



AREA: N'RRGAL COLONY

1 As you step off the Cyclone, the Queen will appear to talk to you. She will give you one of the Chaos Emeralds.



Item Found: Chaos Emerald 3

One of the legendary Chaos Emeralds.



New Allies Against Ix

Mission: Sector Scylla (completed)

Sonic and his friends have recovered Chaos Emeralds from both the N'rrgal and the Zoah, and turned both races against Ix! The team is that much closer to defeating Ix and recovering the Master Emerald!

XP: 2,000

Your return to N'rrgal Colony is a great time to wrap up a few more missions involving the pirates that you learned about earlier in this chapter. Depending on when you save your game, the elements of these side missions will technically occur either at the end of Chapter 8 or the start of Chapter 9. Still, no matter which chapter you're on, the best time to complete these missions is immediately after you receive the Chaos Emerald at N'rrgal.

Merchant on N'rrgal

Side Mission: *Pirates of the Twilight Cage (updated)

Speak with the merchant on the N'rrgal Colony to learn more about the pirate attacks.

Although your mission instructions might direct you to Kron Colony instead, it'll be faster to skip that step and visit the trader in N'rrgal first since you're already here.



Party Selection Alert!

You'll need Big to revisit the N'rrgal trader; use the ramp at the far west edge of the map to get to the trader quickly.

2 Talk to the trader about pirates, and agree to ship some N'rrgal Sweat to Kron.



Item Found: N'rrgal Shipment

A crate filled with N'rrgal Sweat. Ew!

A Special Delivery

Side Mission: *Pirates: The N'rrgal Shipment (start)

Deliver the N'rrgal Shipment to the merchant on the Kron Colony. Sonic and his friends promised to deliver a shipment of N'rrgal sweat to the merchant on the Kron Colony, knowing well that they could be attacked by pirates on the way.




Party Selection Alert!

Make sure you have a fully healed party of properly equipped fighters and/or support members before clicking on the world map in the Cyclone.

Return to the Cyclone. Once inside, tap on the **Interact icon** (i) that triggers the appearance of the world map. You'll wind up running into the menace the traders warned you about—four

Nocturne Praetorian pirates, to be specific. You'll get to choose your party members before fighting, so choose wisely.



New Enemy

Nocturne Praetorian

Number of Actions: 2

HP: 420	SPD: 32	ATTK: 40	DMGE: 70
DEF: 43	LUCK: 21		ARMR: 22

Elemental Resistance: Water (50%), Wind (25%)

Elemental Weakness: Fire (25%), Earth (10%), Lighting (10%), Ice (10%)

POW Moves: Immunity, Hellfire

4 These are pretty tough Nocturne, but luckily they don't have a lot of armor, so they will suffer a decent amount of damage per hit. Since they can use Immunity to negate any status effects, plan on using moves that yield high damage. Their Hellfire has blast damage that will affect nearby team members, but you should be able to get a few of the inputs to reduce the extent of damage that move can cause. Your party should be strong enough at this point to split its attacks on two of them and knock them out in the first round. The second round will probably have your characters start with a lot less PP, so it might be wise to have everyone team up on the last two one at a time.



Stopping the Pirates

Side Mission: *Pirates of the Twilight Cage (completed)

Sonic and his friends defeated the pirates who were raiding merchants in the Twilight Cage. The pirates hoped to sow chaos among the colonies and dismantle Ix's plans to unite the Twilight Cage. They agree that Sonic and the team will do a much better job at bringing down Ix than they could. Thanks to Sonic, the "pirates" are now peacefully sailing the skies of the Twilight Cage, exploring rather than raiding. The lanes should be safe for trading once again.

XP: 10,000

Reward: Random item and Precursor Tablet

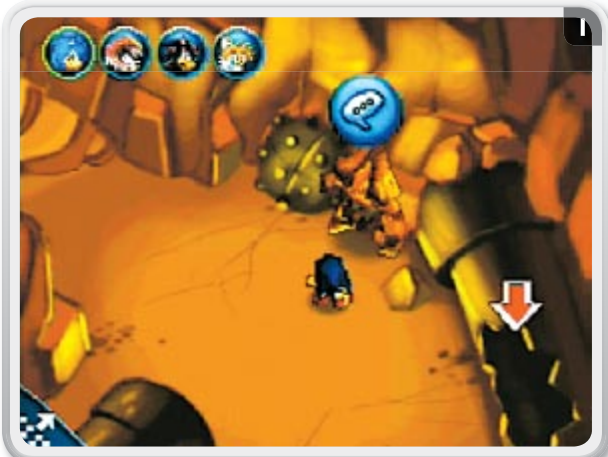


Item Found: Precursor Tablet 3

A stone tablet covered in strange writing.



Nocturne Praetorian ▲



AREA: KRON COLONY

① Fly back to Kron and talk to the Kron trader. He is located in the same cave where Foreman Krag can be found. **Talk** (🗨️) to him to hand over the N'rrgal Shipment.

He'll give you 2 random items and the quest item "Kron Payment" to take back to the trader at N'rrgal.



Item Found: Kron Payment

The payment for the N'rrgal Sweat delivery, addressed to the Kron trader.

Return to N'rrgal

Side Mission: *Pirates:The N'rrgal Shipment (updated)

Return to the N'rrgal merchant for a reward. The team braved a pirate attack to deliver the shipment of N'rrgal sweat to the Kron, and now they must return to the N'rrgal Colony for their reward.

XP: 2,500

Reward: Rock Salt + Random Item and Kron Payment

Return to the Cyclone and fly back to N'rrgal.



The pirrrates arrre nnnno mmmore! We arrre... surrrprised... but pleassed...

AREA: N'RRGAL COLONY

① Upon returning to N'rrgal, revisit to the N'rrgal trader to deliver the Kron Payment. He'll give you a couple items for completing this mission.



Delivering the Payment

Side Mission: *Pirates:The N'rrgal Shipment (completed)

The team braved a pirate attack to deliver the shipment of N'rrgal sweat to the Kron, and they returned to the N'rrgal Colony for their reward.

XP: 2,500 **Reward:** Refresher Wave + Random Item

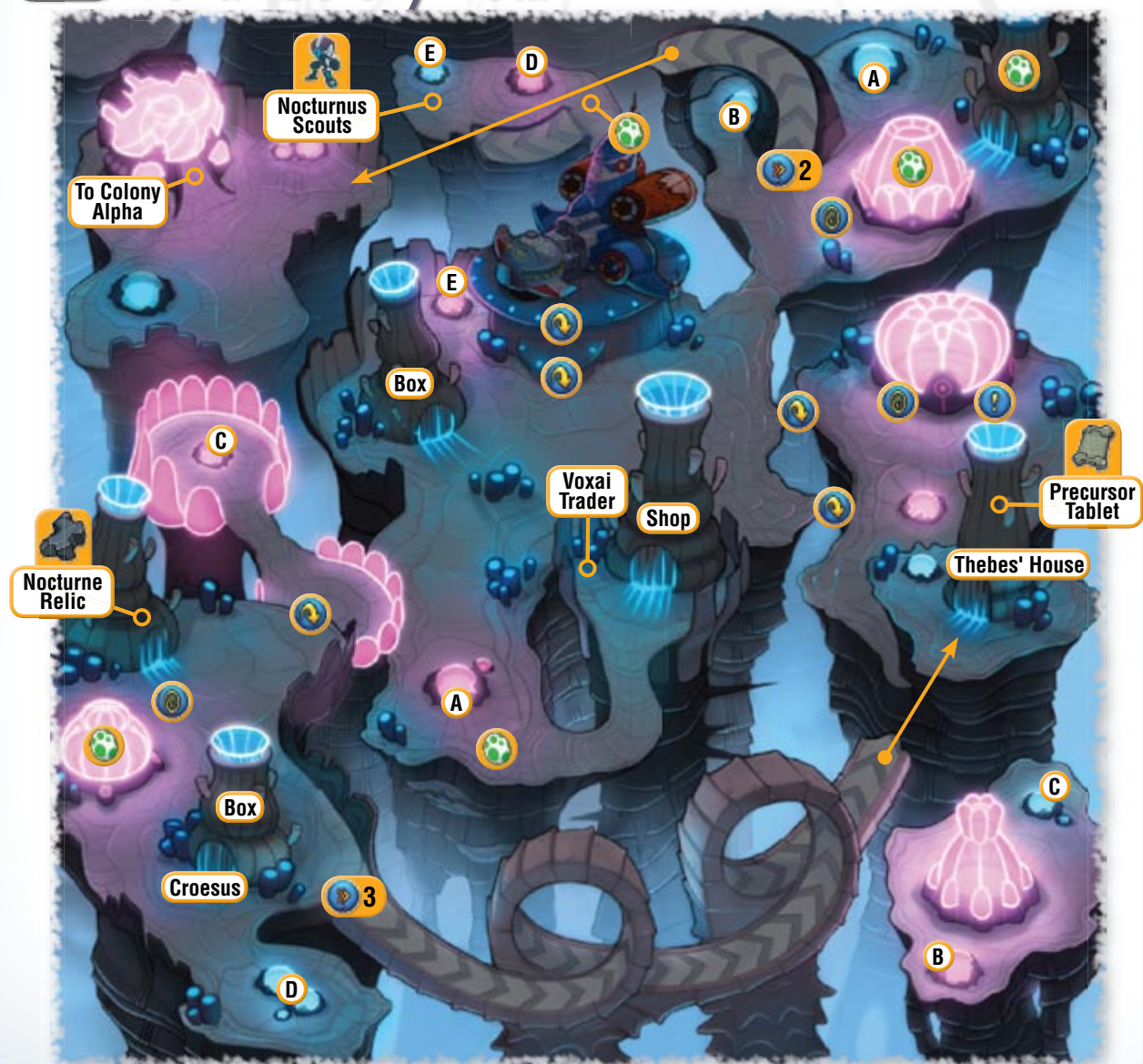
With those side missions taken care of, walk back to the Cyclone and travel to Voxai Colony Beta to begin Chapter 9 in earnest!



The Story So Far

When the evil Lord Ix stole the Master Emerald from Angel Island, Sonic and his friends chased him into another dimension. After recovering the first Chaos Emerald from the stone-like Kron, the team traveled to Sector Scylla, home of the warlike Zoah and the relentless N'rrgal. The N'rrgal then arrested Sonic and said that if the team would steal the Zoah's secret weapon, they could go free. With the Zoah's secret weapon (a Chaos Emerald) in hand, the team returned to the N'rrgal Colony, where the N'rrgal Queen gave them their freedom and the Chaos Emerald Ix had gifted to the N'rrgal. Because Ix gave an Emerald to both the N'rrgal and their hated enemies, the N'rrgal Queen promised to aid Sonic against Ix when the time came.

MAP Voxai Colony Beta



SECTOR CHARYBDIS

Map: Voxai Colony Beta

🍀: 5/5

🕒: 45/45

Character: N/A

Enemies:



Missions: Sector Charyb, *Relics of the Past, *Interference

* = Side Mission

Explore Voxai

Mission: Sector Charyb (start)

Having recovered three of the seven lost Chaos Emeralds, the team turns its attention to Sector Charyb, where according to Tails' sensors, two more Chaos Emeralds are hidden. Sector Charyb houses the psychic Voxai, feared even by the Nocturnus Clan for their ability to conquer minds. Even setting foot in Sector Charyb could be dangerous. The Voxai operate as one mind, and while there is little unrest, there is also little free will.



Party Selection Alert!

To make the most out of this area you will need a character with the Teleport ability. Both Shade and Shadow make great team members for this section. Shade is especially useful as several spots have climbable walls. However, it is important to note that Amy will be required to smash some crates, if you want all the Chao Eggs – and it will not be a short trip to backtrack to the ship!

❶ Grab **3 rings** as you exit the ship and **jump** (👉) down to the small ledge below. When you make it to ground level, you won't have to worry about the Voxai roaming around as they are all under the control of the Overmind, and they seem uninterested in attacking you.

❷ To the left is a building you can enter but inside lurks your first Voxai foe, the Dominated Voxai Citizen. After the battle is won, be sure to open the Container with Cure All Spray, Crazy Beans, and Ring of Life.



New Enemy

Dominated Voxai Citizen

Number of Actions: 2

HP: 350

SPD: 40

ATTK: 30

DMGE: 35

DEF: 44

LUCK: 30

ARMR: 10

Elemental Resistance: Wind (50%), Ice (25%), Water (10%)

Elemental Weakness: Fire (25%), Earth (25%), Lightning (10%)

POW Moves: Air Shield, Psychic Wave

❸ They do relatively low damage and have little to no armor. The trouble is that they can counter regular attacks as well as poison you with their own. Their Psychic Wave can cause you a lot of trouble as it has a stun effect. From here out, you will really see the value of the Immunity Idol (sold at the shop in Kron). Their Air Shield can reduce your damage, so hit them hard and fast. Also, note that all Voxai are weak to fire- and earth-based attacks, so try to exploit this whenever you can.



▲ Dominated Voxai Citizen

When you exit, go south collecting **3 rings** and a **Chao Egg** at the middle of the southern tip of this section. Continue going northeast to pick up **2 more rings**.

④ The path will lead you to the shop on this colony as well as a Voxai trader to the left of the entrance. The shop has a lot of tempting items, but be sure to get items such as the Cure All Spray if you don't have the Immunity Idol.

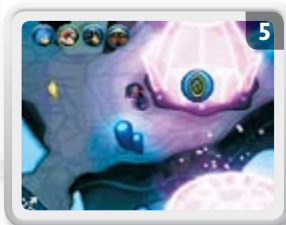
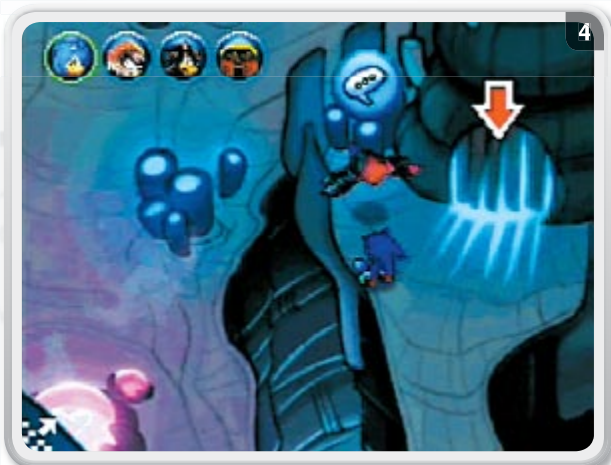
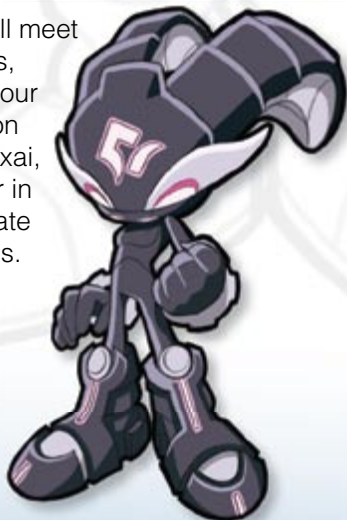
SHOP

Name	Buy	Sell	Name	Buy	Sell
Med Emitter	20	10	Dura-Hydraulics	130	65
Refresher Wave	20	10	Shielded Sneakers	120	60
Cure All Spray	20	10	Mirror Gloves	120	60
Speed Bar	15	7	Spiny Claws	110	55
Crazy Beans	15	7	Water Ring	100	50
Psychic Water	15	7	Wind Ring	100	50
Nimble Slippers	100	50	Ring of Life	20	10

⑤ Backtrack to the ship, but this time go to the right. Sweep down to the southern edge and you will find a series of **6 rings** that will lead you north and end in front of a ramp. To the right is your first teleport spot. Use Shade or Shadow to **teleport** (🌀) into the bright pink area to get the **Chao Egg**. Once you have picked up the Egg, simply **teleport** (🌀) back out.

⑥ In the northeast corner is another building you can enter. You will find a **Chao Egg** inside. Exit the building and use the ramp to **dash** (🌀) across to the west as you collect **4 rings**.

When you land you will meet an ally, named Thebes, who will help you on your mission. After a chat on the current state of Voxai, a gold star will appear in the southeast to indicate where Thebes' home is.



Meet with Thebes

Mission: Sector Charyb (updated)

The Voxai operate as one mind, and while there is little unrest, there is also little free will ... or so it was believed. It seems that a Voxai named Thebes has broken free of the Overmind's control and seeks to free his people. If Sonic helps him, Thebes will make sure Sonic and his friends leave with the Chaos Emeralds that are somehow powering the Overmind! Thebes asked the team to meet him at his home in the eastern area of Voxai Colony Beta.

⑦ As you make your way south, go to the right side to pick up **2 rings**. On your left will be a blue sphere. These "bubbles" are a means of travel that will teleport you to other areas of the map that correspond to a pink "bubble". However, this is a one-way trip: Only the blue spheres can teleport you. Tap the **Interact icon** (🌀) to move across the map to the eastern section.



8 Pick up **4 rings** on the left edge of this section and jump across to the center section.

9 Make your way north again and go to the left side of the ramp to find a blue sphere that will take you to the southeastern section of the map. This small section is just a junction to get you to another blue sphere north of the pink illumination. Use this blue sphere to zip across to the western edge of the map.

10 You will end up in a bright area surrounded by a glowing pink barrier. Collect the series of **5 rings** as you go southeast.

Jump (↑) up the ledge and enter the structure to the left. The Voxai in this room are not aggressive, so you can open the Container to get the Nocturne Relic without a problem.



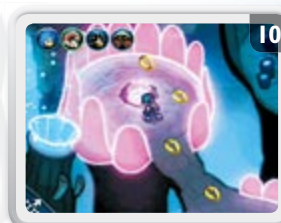
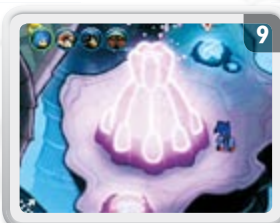
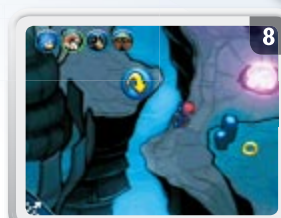
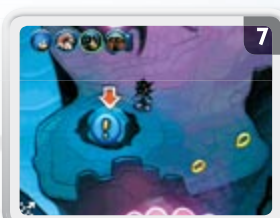
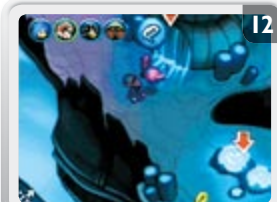
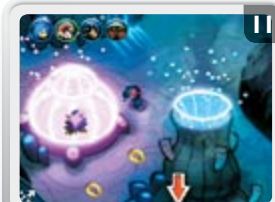
Item Found: Nocturne Relic 4

Relics left behind when the Nocturne entered the Twilight Cage.

11 Exit the building and go south to grab **3 rings**. Next to these rings is a pink illumination where you can teleport to get a **Chao Egg**.

12 A short distance southeast is another building that has a Container. Pop inside and open it up to find a Zoah Shield, Health Seed and Psychic Water. That shield is a very good item for boosting the armor of any character who takes a lot of damage.

When you exit back outside, be sure to talk to the Voxai floating in front of this house. He has a problem for you to solve. Because the solution is very close by, agree to help him out.



Find the Interference

Side Mission: *Overmind Interference (start)

A Voxai named Croesus has a problem. Somehow, he and his family have been cut off from the Overmind! Instead of voices urging them to go about their lives, they hear nothing but static in their minds, and they are panicking! Croesus says that he saw Nocturnus agents sneaking about on Voxai Colony Beta. Maybe they have something to do with this!

In the southernmost tip are **3 rings** and a blue teleporting sphere. This sphere will take you all the way to the northern central pillar. Grab the **Chao Egg** in this small section and you will notice a group of Nocturnus to the left. Take these trouble-makers out to destroy their static-causing machine.

Stop the Interference

Side Mission: *Overmind Interference (updated)

The Nocturnus agents were operating a machine that broadcasts a signal. Tails thought the machine might be what was causing the interference! With the machine now out of operation, Croesus and his family should be fine once again!

Use the blue sphere on the left to be deposited to the left of the ship. Of course, you will need to do a bit of backtracking to get back to Croesus. Follow the same path from the blue sphere left of the ramp back to the building where you just obtained the Zoah Shield. Talk to Croesus to tell him what you found out.



Check up on Croesus

Side Mission: *Overmind Interference (completed)

Quick action by the team solved the problem for Croesus and his family. Now they are connected to the Overmind and happier than ever, thanks to Sonic!

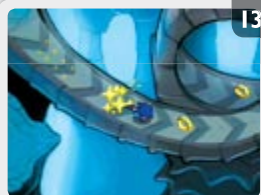
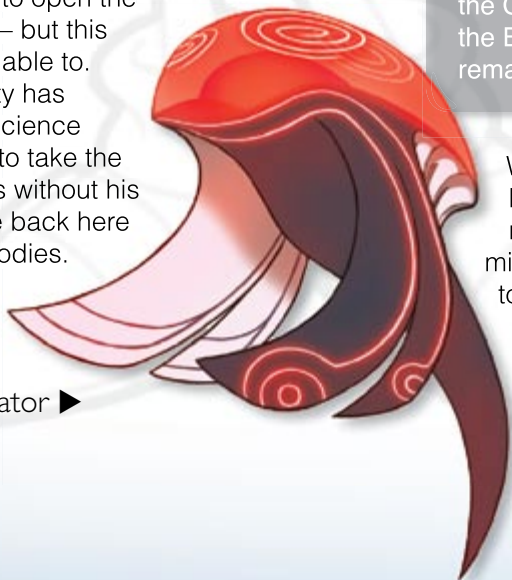
XP: 4,500, **Reward:** Psychic Water and POW Drink

13 In the back of this building, to the right, is a ramp where Sonic can **dash** (III) through two loops while collecting **9 rings**.

14 The high-speed double loop sequence will place you right in front of Thebes' house. Be sure to grab the **last ring** and make sure your characters are refreshed and ready for battle before heading inside.

15 Sadly, some of Thebes' friends will be controlled by the Overmind, and they will attack you. The trio shouldn't be a problem if you use all of your POW Moves each round. When the battle is done, you can try to open the Container nearby – but this time you won't be able to. It seems your party has developed a conscience and doesn't want to take the items from Thebes without his permission. Come back here later to get the goodies.

Voxai Conspirator ►




Save Colony Beta

Mission: Sector Charyb (updated)

Unfortunately, the Overmind found Thebes and psychically turned his own friends against him! Thebes says that the Overmind must have moved one of the Chaos Emeralds to Colony Beta, seeking to complete their control over the Voxai. Sonic and the team must stop the Overmind's agents before they can plant the Emerald on Colony Beta and turn the remaining Voxai into mental slaves!

When you exit the house, the Voxai that have been floating around harmlessly will now be under direct control of the Overmind and will attack if they get close enough to your party. Jump back to the main section near your ship, and use the northeastern ramp to return to where you first met Thebes. A tough battle will occur when you return, so be ready!





Boss

Voxai Conspirators

Number of Actions: 2


HP: 350	SPD: 42	ATTK: 34	DMGE: 45
DEF: 48	LUCK: 32		ARMR: 15

Elemental Resistance: Wind (50%), Ice (25%), Water (10%)

Elemental Weakness: Fire (25%), Earth (25%), Lightning (10%)

POW Moves: Air Shield, Psychic Wave





Boss

Thelxe

Number of Actions: 3

HP: 400	SPD: 40	ATTK: 34	DMGE: 50
DEF: 50	LUCK: 30		ARMR: 20

Elemental Resistance: Wind (50%), Ice (25%), Water (10%)

Elemental Weakness: Fire (25%), Earth (25%), Lightning (10%)

POW Moves: Air Shield, Psychic Wave

Find the Overmind

Mission: Sector Charyb (updated)


Good thing Sonic and his friends defeated Thelxe, a lieutenant of the Overmind. They took the Chaos Emerald and saved Voxai Colony Beta! Now Sonic and the team must teleport to Colony Alpha and face the psychic powers of the terrible Voxai Overmind!

Both of these enemies are harder-hitting and even more evasive than the previous Voxai. They have the same attacks, but they do more damage and are better at countering your attacks. Unleash all your POW Moves and take them out one at a time. For characters such as Sonic and Shadow, you may want to defend rather than attack and get countered. Alternatively, you can use their extra

actions to cure any stunned characters. After you prevail in battle, enter the teleporter to travel to Colony Alpha.



Thelxe ►



Item Found: Chaos Emerald 4

A Chaos Emerald infused with the power of the Voxai Overmind.

MAP **Voxai Colony Alpha**





AREA: VOXAI COLONY ALPHA

Map: Voxai Colony Alpha 🌱: 6/6 🟡: 35/35

Characters: N/A Enemies: 🐉 🐉 🐉 🐉 🐉 🐉

Mission: Sector Charyb, *Relics of the Past

*= Side Mission

Defeat the Overmind

Mission: Sector Charyb (updated)

The team has arrived on Voxai Colony Alpha, where the mind control powers of the Overmind are the strongest. Sonic and his friends must defeat the Overmind and take the remaining Chaos Emerald that powers them!

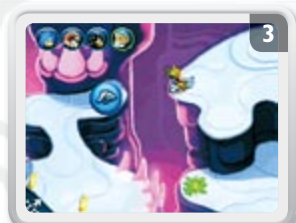
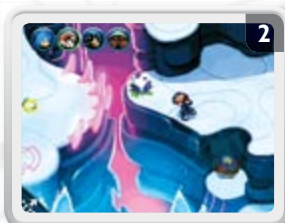
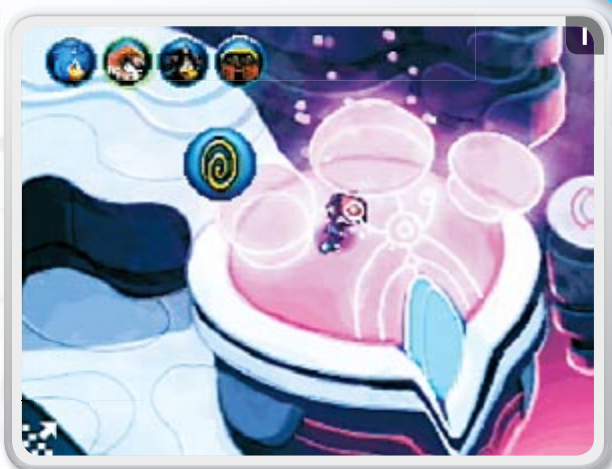
1 Start this area by going left and using **teleport** (🌀) to enter the pink illumination.

2 Continue going left and **teleport** (🌀) out to pick up **3 rings**. **Jump** (🦘) down to the ledge below to get the **Chao Egg** in the left corner. Move to the center of this platform and **jump** (🦘) right onto the springboard to land on the platform to the right.

3 Make your way back to where you started, grabbing **3 rings** on the way. Go through the pink glowing structure again, but this time fly across a small gap and grab **5 rings** next to the Voxai Conspirators.

4 Walk up the thin pink-lined ramp and **jump** (🦘) to the ledge above where another Voxai Conspirator lurks. Run past the enemy if you can and follow this path as it curves south to another pink energy structure. **Teleport** (🌀) in and then out of the pink structure, and then walk down the ramp. Once again you will need to teleport through a glowing pink illumination – but be sure to get the **Chao Egg** inside this one.

Follow the ramp and **jump** (🦘) down to the lower section. The springboard at the bottom will just return you to the same spot if you can't **climb** (🦔)



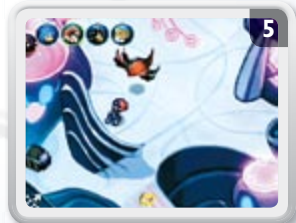
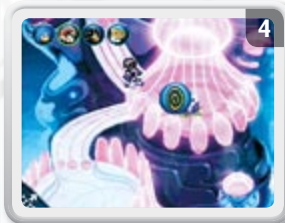
up. Descend the next ramp and pick up the string of **5 rings**. To the left is a springboard inside a pink glowing structure. **Teleport** (🌀) inside the illumination to bounce to the **Chao Egg** just north of it.

5 Once you **jump** (🦘) off this ledge, you will be right back where you started – but you are not done with this section yet. Go south and look in the corner to the left, behind a wall, to find a Container with a Nocturne Relic.



Item Found: Nocturne Relic 5

Relics left behind when the Nocturne entered the Twilight Cage.



6 There is one more diversion to make in this section before you leave it for good. Next to the wall by the Container is a slope that has **3 rings**. However, there is a blue crate that will require Amy's **smash** (III) to get the **Chao Egg**. If Amy is not in your party, and you really want that Egg, you will have to go all the way back to the main teleport to go to Voxai Colony Beta and enter the ship to change your party. This is a lot of work for one Egg!

7 When you are finally done exploring this section, pass under the archway and use Sonic to **dash** (III) up a series of ramps. **Teleport** (III) into the pink structure and walk down the ramp to another one. Teleport inside this pink structure to get a **Chao Egg**, and **teleport** (III) out to the left.

8 Grab the **4 rings** in front of you, and follow the ramp to find a small opening at the back. Walk through the small hole to find a Container with Grapple Claws, Med Emitter and Refresher Wave.

9 Stay on this thin ledge and go southwest to the next little round area. If you walk up this ledge you can get close enough to a pink illumination, in the center of the map, that you can **teleport** (III) to and collect that last **Chao Egg**.

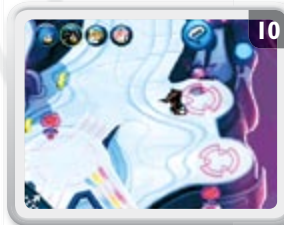
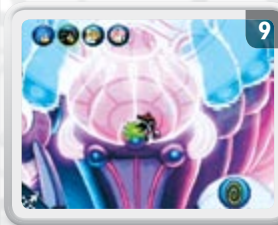
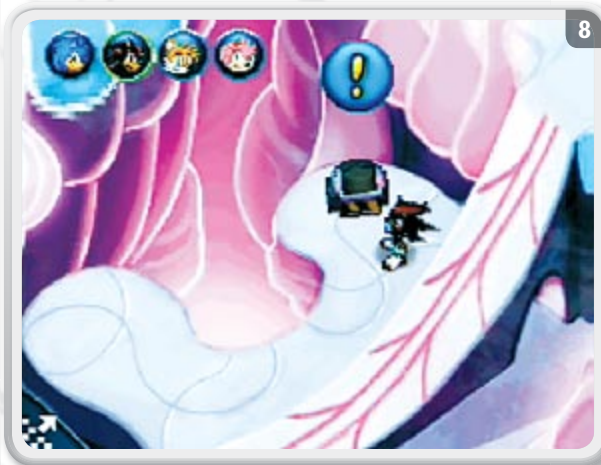
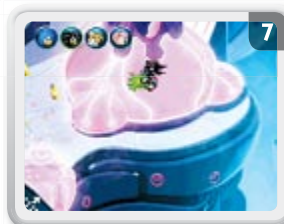
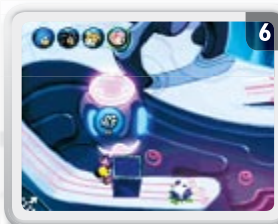
It's time to backtrack to where you first landed from the ramp you dashed along. Go north and walk up a slope to get **3 rings**. To the left of this pedestal are **3 more rings**.

10 To the right is a Voxai that was sent by Thebes to help you remove the barrier that protects the Overmind. However, you will have to solve the color match puzzle first.

?

Puzzle: Color Match

11 To begin this puzzle, have one character near the starting point hit the switch by tapping the **Interact icon** (I). Once this is done, place any three characters on each of the pressure plates in front of the switches.



I2 The center number will indicate that there are eight color matches that must be made. This puzzle is not very challenging if you know the key rules: When a color flashes twice, that is a negative signal – and you should not activate a switch. When a color flashes once, simply tap the **Interact icon** (!) next to the character by that color.

Timing is important because you need to respond (or not) to the flashing color before it goes to the next signal. If you miss one of the matches it will start over from the beginning. When you have mastered the puzzle, the barrier around the center section will drop.



Puzzle Completed: Color Match Puzzle

XP: 3,500, Reward: Antidote

Climb (🧗) up the large wall to the north and head to the western edge. With the barrier no longer in place, you can jump into the center section to take on the Overmind.

Overmind Ligaia ▶



◀ Overmind Leucosia



Boss

Overmind Ligaia

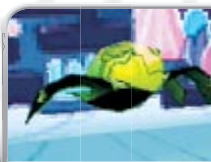
Number of Actions: 1

HP: 600	SPD: 37	ATTK: 38	DMGE: 70
DEF: 54	LUCK: 33		ARMR: 12

Elemental Resistance: Wind (50%), Ice (25%), Water (10%)

Elemental Weakness: Fire (25%), Earth (25%), Lightning (10%)

POW Moves: Air Shield, Psi-Confuse



Boss

Overmind Leucosia

Number of Actions: 1

HP: 600	SPD: 37	ATTK: 38	DMGE: 70
DEF: 54	LUCK: 33		ARMR: 12

Elemental Resistance: Wind (50%), Ice (25%), Water (10%)

Elemental Weakness: Fire (25%), Earth (25%), Lightning (10%)

POW Moves: Air Shield, Psi-Slow



Boss

Overmind Riadne

Number of Actions: 1

HP: 600	SPD: 37	ATTK: 38	DMGE: 70
DEF: 54	LUCK: 33		ARMR: 12

Elemental Resistance: Wind (50%), Ice (25%), Water (10%)

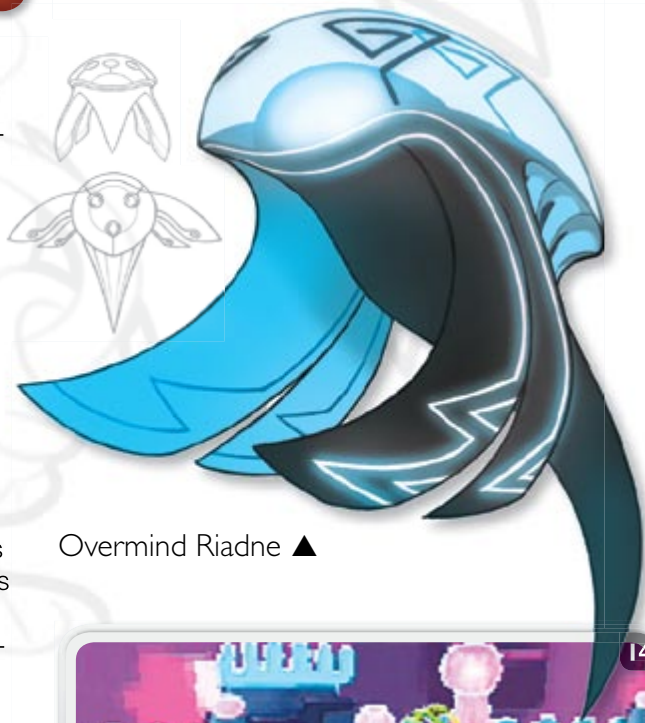
Elemental Weakness: Fire (25%), Earth (25%), Lightning (10%)

POW Moves: Air Shield, Psi-Dazzle



13 This is a tough battle because each of these enemies' basic attacks will poison you, and each one has its own status effect including stun, sluggish and distract. To make matters worse, they deal out very high damage. The only thing that makes them mortal is that they have very low armor. The plan is to hit them one at a time for as much damage as possible until each falls. You don't have to worry about armor piercing in this situation; just try to boost your damage as much as possible with Rock Salt, empowering, and/or elemental boosters as they are weak against fire and earth attacks.

14 If you have one or more Immunity Idols, this fight will be a lot easier for any character that has one equipped! The worst status effect probably is stun because it leaves you helpless. That means your first target should be Overmind Ligaia. However, the other two effects can seriously cripple your team as well. Plan on using Sonic and/or Shadow to use one of their actions to restore any afflictions. If you have an all-power team, this can be a lot more difficult since you will need to replenish your PP. However, if you are using Tails or Cream, make sure to use up all your PP and have one of them refresh it each round.

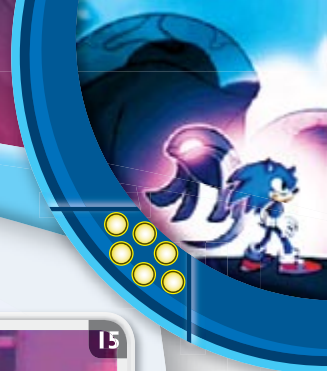


Overmind Riadne ▲



Item Found: Chaos Emerald 5

One of the legendary Chaos Emeralds.



The Voxai are Free

Mission: Sector Charyb (completed)

By defeating the evil Voxai Overmind, Sonic and his friends freed the Voxai from the tyranny of the mental domination. Now Thebes, the new Voxai Overmind, must lead his confused and newly free people and build a new Voxai nation based on independence and cooperation.

After that tough encounter, grab the last **6 rings** in the lower section around the circular impression. Use the right springboard to the north to get back to the ledge you used to get to this center section. Unfortunately the Nocturnus Clan will not let you leave quietly, and tougher new versions of previous enemies will patrol Voxai, including this upgraded Gizoid:



New Enemy

Gizoid MK. II

Number of Actions: 2

HP: 340	SPD: 40	ATTK: 38	DMGE: 65
DEF: 52	LUCK: 22		ARMR: 30

Elemental Resistance: Fire (25%), Ice (25%), Wind (10%), Lightning (10%)

Elemental Weakness: Water (75%), Earth (25%)

POW Moves: Regeneration, Quake Punch, Blade Rush, Hellfire, Tornado Kick



15

you may have to heal party members as well as keep your PP refreshed.

Go through the large teleporter to return to Colony Beta. Before you depart this colony, make sure to stop by and talk to Croesus. He will tell you that Thebes said it is okay to take the item from the Container in his house. Make a quick trip to Thebes' place to get a Precursor Tablet. Head back to the Cyclone to devise a master plan to invade Nocturne.



Item Found: Precursor Tablet 4

A stone tablet covered in strange writing.



Gizoid MK.II ▶

15 Both the Nocturne Praetorian and Gizoid MK. II deal a high amount of damage, and they have a vast array of attacking POW Moves. As you would expect, isolate the biggest threat – which will most likely be the Gizoid – and team up on it until it is knocked out. This tough version of the Gizoid can be a menace with its multitudes of special attacks and armor-piercing basic strike. Use up your POW Moves each round and be sure to restore PP when needed. During tough battles,

Twilight Congress Meeting

Mission: Citadel Showdown (start)

Shade suggested that the final two Chaos Emeralds are likely being kept on Nocturne, the fortress of the Nocturnus Clan. Unfortunately, there's a repulsor field around the fortress, and the team can't get through to land on Nocturne!

Luckily, Sonic made a few friends among the free people of the Twilight Cage. The Voxai, Kron, Zoah, and N'rrgal may be willing to help. Their leaders have agreed to meet for a Twilight Congress in Foreman Krag's chamber on the Kron Colony. There, four races will hatch a plan to help Sonic ... or argue their way back into open war!

① Once you are in the Cyclone, chat with your team to come up with a plan to assault Nocturne. You can also speak individually to Knuckles for some insight into his plight over dealing with his fellow echidna. After your conversations, it is time to have a meeting on Kron. Use the Cyclone to access the world map and plot your course to Kron Colony.

AREA: KRON COLONY

Map: Kron

🌱: N/A

🌀: N/A

Characters: N/A

Enemies: N/A

Mission: *Relics of the Past, *The Argus Event

* = Side Mission

② When you land back on Kron, Nocturne and Gizoids will be roaming around. They shouldn't be too tough for your leveled-up team, so make a small diversion to finally talk to Nestor the Wise about all the artifacts you have collected from the other colonies.

Nestor lives inside a cave located near the south-east corner of the map. Offer him all the Nocturne Relics first, and he will fawn over each one while he relates a bit of Nocturne history. After he



You've returned! Have you found anything for ol' Nestor?

receives them all, he will reward you with the last Precursor Tablet, and he will just jump into deciphering the first one.



Return all the Relics

Side Mission: *Relics of the Past (completed)

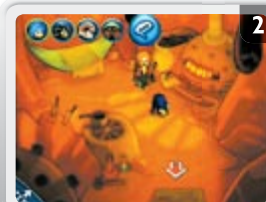
Sonic and his team found five Nocturne Relics and brought them to Nestor the Historian, who used them to decorate his home. Now, even though he's an exile, Nestor the Wise will feel less homesick when he looks at these relics of his old home.

XP: 8,000, Reward: Med Emitter, Precursor Tablet



Item Found: Precursor Tablet 5

A stone tablet covered in strange writing.





Transcribe the Tablets

Side Mission: *The Argus Event (completed)

Tablet 1

Keep an eye out for more of these strange tablets and bring them to Nestor the Historian on the Kron Colony. A race known as the Precursors lived in the Twilight Cage long before the Nocturnus Clan arrived, and the Precursors left behind tablets that contain notes about their studies of the Twilight Cage. Nestor deciphered the first Precursor Tablet and discovered that the Precursors realized that all the races in the Twilight Cage were powerful and dangerous. Not much has changed since then...

Tablet 2

Another tablet stated that the Precursors thought the Twilight Cage was a prison of sorts, and the races were brought there to suffer.

Tablet 3

Yet another revealed that the Precursors believed the races were brought there by some kind of supreme being. Perhaps it was the being behind the so-called Argus Event that brought the Nocturnus to the Twilight Cage!

Tablet 4

Nestor learned from another tablet that time works differently in the Twilight Cage. A day in the Twilight Cage could be a year in one world, or a second in another. That explains how the Nocturnus Clan can exist in the Twilight Cage, even though they vanished millennia ago from Sonic's world!

Tablet 5

The fifth tablet was the most disturbing. Nestor says that this tablet just contained the words "The Will of Argus, must escape Argus" over and over. Could this Argus be a god, the being that created the Twilight Cage? It seems this information was too much for Nestor, who retreated into seclusion. It's likely that even if you found more tablets, Nestor won't be available to translate them.

XP: 10,000, **Reward:** Med Emitter, Ring of Life

- 3 You will gain quite a bit of knowledge from Nestor, and when you are done, it'll be time to head to Foreman Krag and attend the multi-colony meeting.

Put the Plan in Action

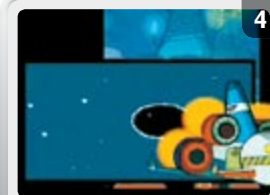
Mission: Citadel Showdown (updated)

The leaders of the free peoples of the Twilight Cage have come to an agreement. They will set their differences aside and work with Sonic to defeat the Nocturnes! The Kron will donate their energy-resistant ore to build a small rocket that will carry a small group of N'rrgal workers. With psychic-aiming assistance from the Voxai, the Zoah will fire the rocket at a weak point in the repulsor field. The N'rrgal will jump out from the rocket and chew a hole in the field!

WARNING!

Head back to your ship and talk to Tails. This is your last chance to visit any shops and search any colonies, so make sure you are ready to enter the last section of the game. Beyond saving a few rings to continue your game, you should stock up on items you may want or need because this is your last chance to spend those rings! It may also be a very wise idea to make sure all your characters are adequately equipped—not just your top four team members—for reasons that will become apparent later in the chapter.

- 4 If you are all set, tell Tails it's a go, and watch the cool cinemas as all the alien races work together to pull off this massive effort.



MAP **Nocturne**



CITADEL SHOWDOWN

Map: Nocturne

🌱: 11/11

🔴: 124/124

Character: N/A

Enemies:



Missions: Citadel Showdown



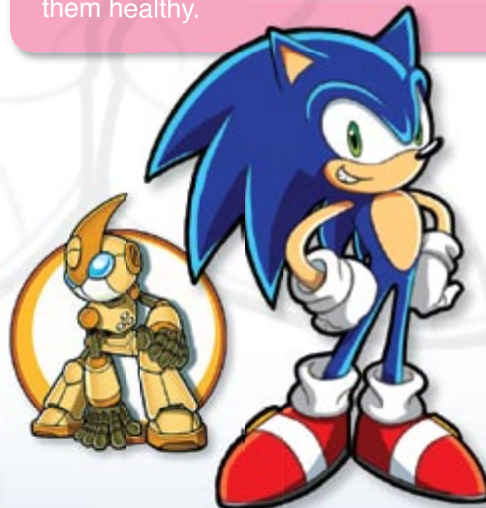
The Story So Far

When the evil Lord Ix, leader of the mysterious Nocturnus Clan, stole the Master Emerald from Sonic's world, Sonic and his friends chased him into an alternate dimension to get the Emeralds back! In a series of challenges and adventures, they recovered all but two of the Chaos Emeralds, and the only place left to go is Ix's impenetrable fortress on Nocturne! Thankfully, they were not alone in this pursuit. The alien races of the Twilight Cage all swore to aid Sonic and friends in their moment of need. And now, when his team faces the greatest battle of their lives, is that moment!



Party Selection Alert!

When you land on Nocturne, you will be forced to split up your party. Two groups will be formed, one with Sonic and Tails and the other with Knuckles and Shade. The choice for the other party members is up to you, but some choices make a lot of sense. For example, it would probably be wise to pair Amy with Sonic since he can use her Empower ability with three actions as well as the fact that he can combo attack with her to perform the Fastball POW Move. Likewise, you might want to put Shadow with the echidnas to give them their own three actions per round character. Plus, the echidnas could use Cream to support all their POW Moves as well as keep them healthy.





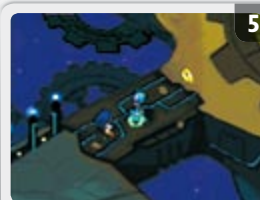
Team: Sonic & Tails

Divide and Conquer

Mission: Citadel Showdown (updated)

Thanks to a little help from their new friends, the team has laded on Nocturnus, just before Ix used the power of the Chaos Emeralds to start moving Nocturne toward the wormhole. Moments later, they were met with holoprojections of Ix's most prized warriors; the psychotic Scylla and the cold-hearted Charyb! Shade has suggested that recovering the Chaos Emeralds from Scylla and Charyb might stop Nocturne from moving. Fearing that the team might not be able to recover the Emeralds in time, Knuckles proposes that they split up. One team goes after Scylla, and the other tracks down Charyb. Sonic, Tails and their team must find and defeat Charyb before Nocturne is propelled through the wormhole and into Sonic's world!

- 5 Collect 6 rings as you run into Charyb, who will trigger the alarms. There is nothing you can do about that sneaky move, so continue forward to fight a new group of Nocturne.
- 6 The Nocturne keep on getting tougher, and the Nocturne High Praetorian is one of the strongest of



the bunch. Its regular attack can weaken you and do pretty significant damage, so Tails will probably be healing your party a lot. Also, they have a nasty habit of countering, so try to stick to your POW Moves as much as possible. If you get overloaded with status effects, make sure to take care of them to keep your party in top shape. Any status effect to weaken them can come in handy.

After that initial skirmish, enter the doorway right in front of you to find new batch of high-level Nocturne.



New Enemy

Nocturne High Praetorian

Number of Actions: 2

HP: 425	SPD: 37	ATTK: 34	DMGE: 65
DEF: 47	LUCK: 25		ARMR: 35

Elemental Resistance: Water (50%), Wind (25%)

Elemental Weakness: Fire (25%), Earth (10%), Lighting (10%), Ice (10%)

POW Moves: Immunity, Hellfire



New Enemy

Nocturne Decurion

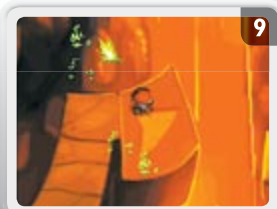
Number of Actions: 2

HP: 340	SPD: 42	ATTK: 34	DMGE: 55
DEF: 52	LUCK: 28		ARMR: 18

Elemental Resistance: Water (50%), Wind (25%)

Elemental Weakness: Fire (25%), Earth (10%), Lighting (10%), Ice (10%)

POW Moves: Leech Wave, Evade



7 The Nocturne Decurion has less armor and does less damage than its pals, but its high defense can make it tough to hit. A sluggish effect can even that out pretty fast, so try to use POW Moves that will make them easier to hit. They don't do as much damage as the High Praetorian, but their regular attacks and Leech Wave can make them a nuisance to take down. As usual, focus on one target at a time until it is completely knocked out.

8 Inside this new section, grab **3 rings** to the right and go into the adjoining room to collect another **3 rings**. Around the corner to the north is a switch. Tap the **Interact icon** (🔑) to turn the indicator green, and open the door that Charyb went through. After you flip the switch, **jump** (🏊) up to the ledge right next to it and open the Container to find Med Emitter, Refresher Wave and Cure All Spray.

Go back outside and make your way west to the next large doorway that you just unlocked. Once you step inside you will switch teams.



Team: Knuckles & Shade

Knuckles' Agenda

Mission: Citadel Showdown (updated)

Knuckles and Shade must lead their team to track down Scylla and take his Chaos Emerald before the Nocturne travel through the wormhole and into their world! Knuckles has another interesting motive for splitting up the team. He wants to try to talk Ix into abandoning his evil plan! Knuckles must reach Ix before Sonic does!

9 Knuckles seems to have his own agenda, but he won't get too far without his teammates' help. Follow the path of **5 rings** and switch back to the other team to have your friends lend a hand to deal with those turrets.



Team: Sonic & Tails

Disable the Repulsor Shield

Mission: Citadel Showdown (updated)

Sonic receives a call from Shade: Knuckles' team is in trouble! Sonic and his team must find the shutdown switch for the repulsor field so Zoah and Kron starfighters can swoop in and take out the laser turrets that are blocking Knuckles' way.

10 As soon as the game switches back to Sonic and Tails' team, you will probably be assaulted by Nocturne High Praetorian. Deal with them any way you can, and grab the **6 rings** in this first room. Use the springboard in the left corner to bounce up to a ledge with Gizoid. Go through the door on the left to head back outside.



Research the Centurion Shields

11 Move to the southeast and **fly** (III) to a small ledge with a **Chao Egg** and **2 rings**. **Fly** back to the starting point and retrace your steps to that same outside ledge.

12 This time around you will want to move to the northwest edge and **fly** to a long platform.

13 When you land, step up to the switch and tap the **Interact icon** to disable the guns.

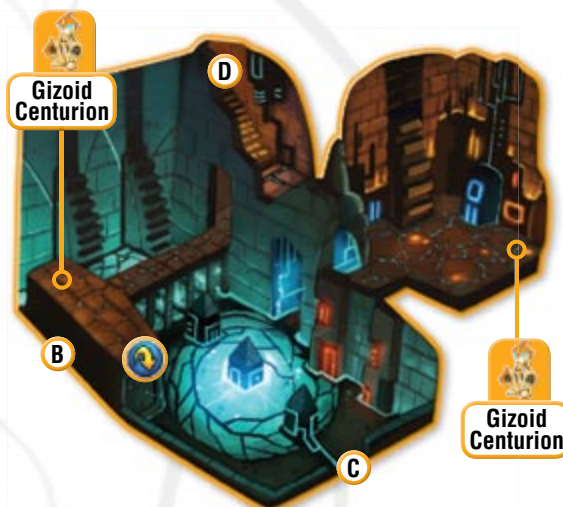
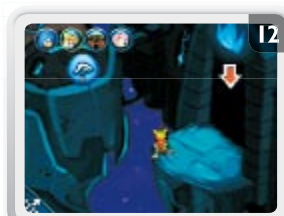
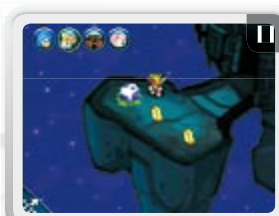
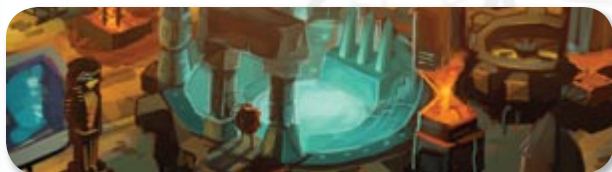


Team: Knuckles & Shade

14 Use Knuckles to **fly** over two small gaps of lava. Turn right to grab **3 rings** and take on this group's first new set of Nocturne. Shade's Echidna Drop is a great choice for nearly knocking out a foe with one move.

15 **Fly** northeast to the next landing strip and pick up **2 rings** and a **Chao Egg**. To the right of the egg is a scalable wall so use Shade or Knuckles to **climb** it. When you get to the top, a new and seemingly unbeatable enemy awaits you.

16 This is one battle you are not supposed to win. The sparkling shields around these Gizoids make them practically invulnerable. Fight them if you wish, but the battle will end when your team realizes they can't win. However, the most important thing about this fight is to keep your party healthy. You will fight them for keeps soon enough, and you will be left with whatever HP and PP you end this battle with.

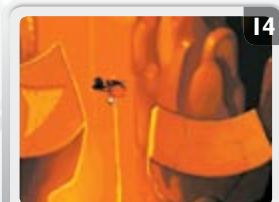
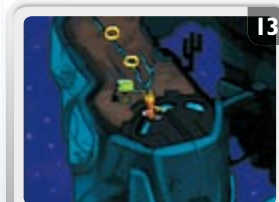


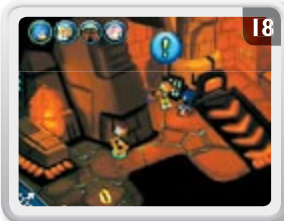
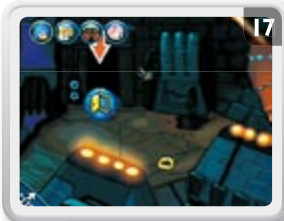
Team: Sonic & Tails

Research the Centurion Shields

Mission: Citadel Showdown (updated)

Sonic receives a call from Knuckles: He and his team are in danger! On their way to find Scylla, they were attacked by Gizoid Centurions that they couldn't defeat! Knuckles asks Sonic and his team to find a way to defeat the Gizoid Centurions.





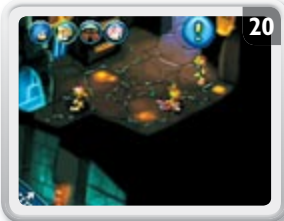
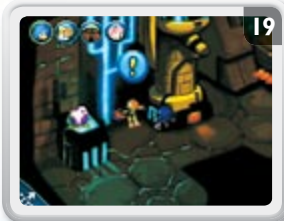
17 You must help Knuckles deal with the shield on the Gizoid Centurions. The only way to do this is to locate the inactive ones so Tails can inspect them. Pick up **3 rings** as you round the corner and head north up the slope to get another **3 rings**. Enter the doorway at this plateau to start the search for the Centurions.

18 When you enter this room, pick up **3 rings** on the stairs. Tails will alert you to a disabled Centurion on the left wall. Stand next to it and tap the **Interact icon** (i) to examine it. Roaming around this section is a fully functional Gizoid that you will have to contend with.

19 Continue to explore this room; travel left as you pick up **3 more rings**. On the left wall is another inert Centurion to inspect. In addition, **fly** (II) up to the black and blue structure to get the **Chao Egg**.

Go back to the middle of this room between the gold echidna statues and take the stairs going down. Walk along the narrow brown stones to find a third inactive Centurion.

20 **Jump** (II) down near the springboard below and go to the adjoining room to the east. Defeat the Gizoid group, and to the right of the doorway outside is the last Centurion to examine. When Tails inspects this final one, he will have the answer for dealing with those Centurion shields.

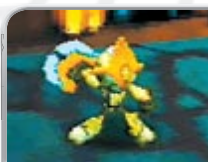


Team: Knuckles & Shade

Research the Centurion Shields

Mission: Citadel Showdown (updated)

Tails has learned that if he tunes his communicator to emit a particular frequency, he can disrupt the shield on the Gizoid Centurions! Now he wants to find one more Gizoid Centurion so he can test out his theory. Thanks to Tails' ingenuity, the Gizoid Centurions were no match for Knuckles and his team. Now to find Scylla and recover the Chaos Emerald.



New Enemy

Gizoid Centurions

Number of Actions: 2

HP: 425	SPD: 40	ATTK: 38	DMGE: 65
DEF: 47	LUCK: 20		ARMR: 30

Elemental Resistance: Fire (25%), Ice (25%), Wind (10%), Lightning (10%)

Elemental Weakness: Water (75%), Earth (25%)

POW Moves: Immunity + Regeneration, Quake Punch, Hellfire, Tornado Kick, Blade Rush

21 If you thought the Gizoids were a problem before, these soupped-up Centurions will give you a good challenge. Remember that these robots are weak to water. Also, they don't have incredibly strong armor, so hit them hard with an Echidna Drop and you can knock them down to size pretty fast. Just be careful of your HP because they deal out a lot of damage. If you can counter most of their attack inputs, you'll be able to stand toe to toe with them.

22 After this encounter with the Centurions, go through the doorway on the left. You are just going to peek into this room long enough to open a Container on the right to find a Med Emitter, Refresher Wave and Cure All Spray.

23 After you have gotten these goods, go back out the way you came and walk to the southwest edge. Using Knuckles you can **fly** (🦉) to left of the doorway to grab **4 rings**. At the end of this path is a wall you can **climb** (🦉) to continue your journey.

24 On this ledge you will find **4 rings** and a **Chao Egg** near the gear pattern on the ground. Go right to get **4 more rings**, and enter the doorway at the end. The door will transport you to a narrow path to the east. Grab the **5 rings** in this section and head back through the door.

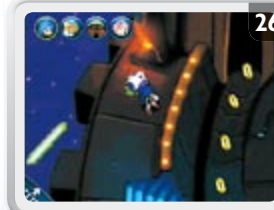
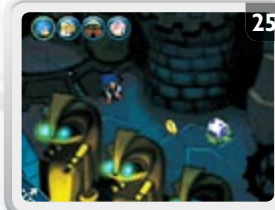
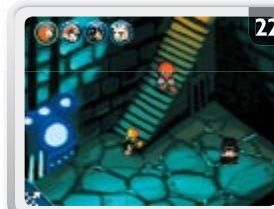
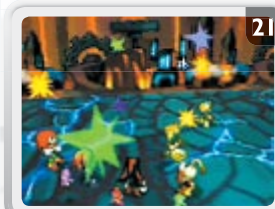
Once you have returned, go back the way you came. You will notice a scalable wall where the gold star is on your map. This is the location of Scylla, so make sure you are ready for battle before you **climb** (🦉) up.

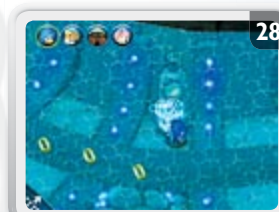
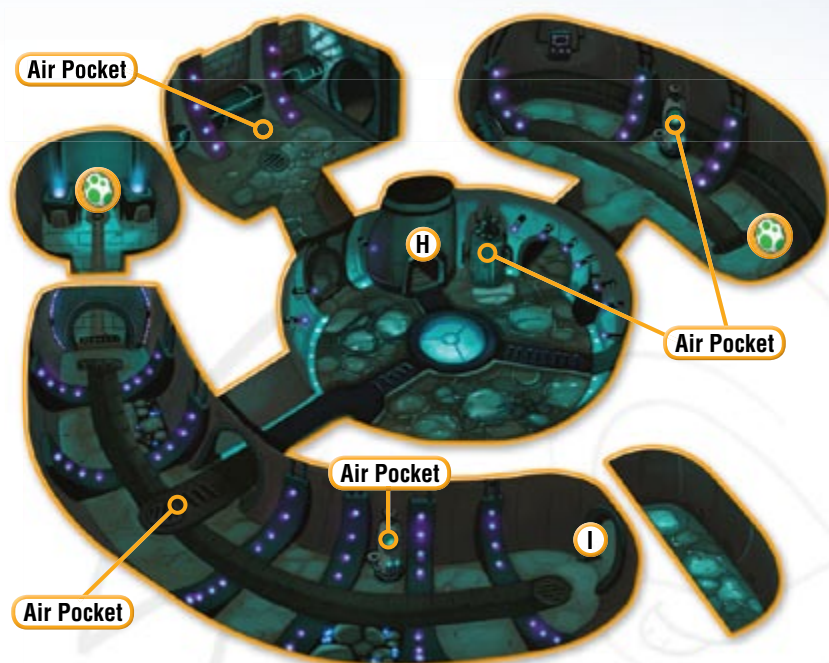


Team: Sonic & Tails

25 Now it's Sonic's turn to find Charyb. Go up the stairs and you will likely run into a group of Nocturne. Run down the slope leading southeast to collect **4 rings** and a **Chao Egg**.

26 This will clear out the lower section, so go back up that slope and make your way down the opposite side to the southwest. At the bottom of this decline is a path you can **dash** (🔥) along. Pick up **2 rings** on your journey and grab the **Chao Egg** right where you stop.





27 Use the light blue stairs and pick up **5 rings** along the wall. A few steps over is a curving ramp that Sonic can **dash** (III) through to destroy a few crates and make his way to center of the map.

Pick up the **lone ring** in the doorway to the right and **2 more rings** near the edge of the lava. Walk up the sparkling staircase and **enter** (I) the doorway. However, before you start this next section, make sure your HP and PP are fully restored because the next sequence can be challenging.

Water Woes

Mission: Citadel Showdown (updated)

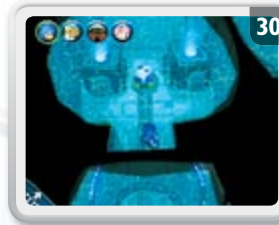
As Sonic and his team entered Charyb's lair, water began rushing in from outside, flooding the corridors. Now the team must fight their way to Charyb without drowning first! To avoid drowning, the team must look out for air bubbles coming from cracks in the corridor walls.

28 Charyb will flood the corridors, and this will make your life very miserable! While you are underwater, your PP will slowly drain away and you must race to the pockets of air bubbles to restore them. If you run out of PP, your health will start to

drop! What makes this even more difficult is that there are Nocturne roaming around, and you will not be able to use your POW Moves underwater nor will you be able to flee these aquatic fights! The first pocket of air is just ahead, so take a breather before you explore this watery tomb.

29 There are several items to collect in these halls, but it is best to deal with the water situation first. The goal will be to confront Charyb first and explore this area once conditions are less hazardous. Grab **5 rings** that end at your next pocket of air. However, a group of Nocturne roam nearby, so avoid them if you can.

30 If you must fight them, note that you can only use basic attacks, but there will only be two of them, so you should have the upper hand. Continue straight down this corridor and grab the **Chao Egg** at the end.



31 Run back to the second air pocket and prepare yourself for a quick run through this aquatic nightmare. Head through the door to the right and hug the wall as you curve around to the north into an adjacent room. In this room, pick up **4 rings** and use the air pocket in the center.

32 Go right into the next room through the doorway and stand near the last air pocket until you are completely refreshed. When you are ready, run up the ramp and confront Charyb. This is another one of those types of battles you can't win. Your goal is not to inflict damage but to keep your party healthy, as you will continue the real fight in whatever condition you leave this one. Simply defend and use health items to keep your party strong!



Team: Knuckles & Shade



Boss

Prefect Scylla

Number of Actions: 3

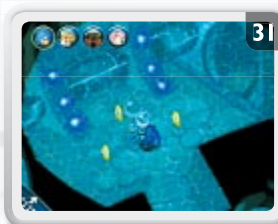
HP: 700	SPD: 42	ATTK: 40	DMGE: 80
DEF: 50	LUCK: 24		ARMR: 30

Elemental Resistance: Fire (25%), Ice (25%), Wind (10%), Lightning (10%)

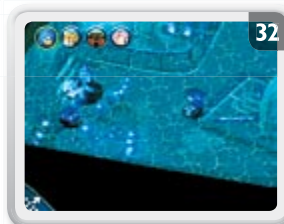
Elemental Weakness: Water (75%), Earth (25%)

POW Moves: Immunity + Regeneration, Mighty Slash

33 This Gizoid dishes out a lot of damage. A single attack can cause more than 100 HP worth of damage. Luckily you outnumber it four to one! The biggest threat from this foe is the Mighty Slash that can leave your character stunned. Try to get all the inputs on this attack, and you shouldn't have too many problems. You may need to heal if one character is getting picked on; otherwise, use your strongest POW Moves, and you should be able to take it down quickly.



31

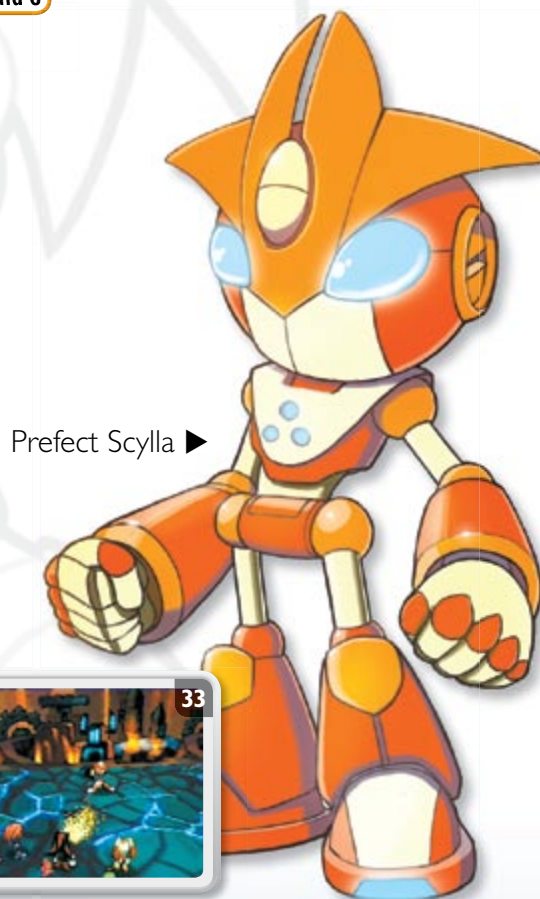


32

Prefect Charyb

Air Pocket

Chaos Emerald 6



Prefect Scylla ▶



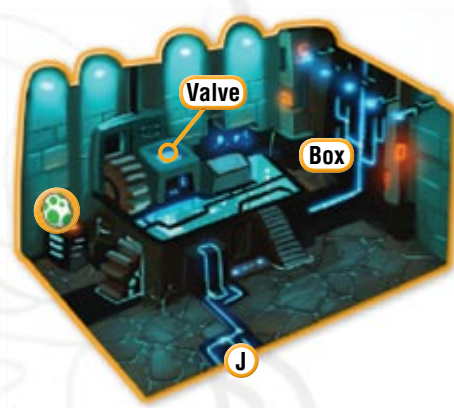
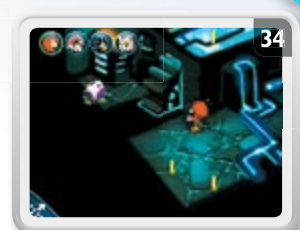
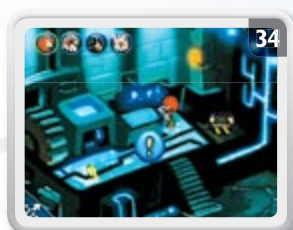
33



Item Found: Chaos Emerald 6

One of the legendary Chaos Emeralds.

34 Only one Chaos Emerald remains, but first you need to help your friends. Walk up the ramp and **enter** (Ⓜ) the doorway to the left. Inside this room are **11 rings** and a **Chao Egg** in the left corner. Walk up the staircase and open the Container to the right to receive a Med Emitter, Refresher Wave and Cure All Spray. In front of the top stair is the valve to lower the water. Tap the **Interact icon** (Ⓜ) to drain the water in the corridors and give your friends a chance to really fight Charyb.



Team: Sonic & Tails



Boss

Prefect Charyb

Number of Actions: 3

HP: 700	SPD: 42	ATTK: 40	DMGE: 80
DEF: 50	LUCK: 24		ARMR: 30

Elemental Resistance: Fire (25%), Ice (25%), Wind (10%), Lightning (10%)

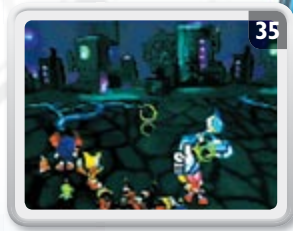
Elemental Weakness: Water (75%), Earth (25%)

POW Moves: Immunity + Regeneration, Mighty Slash



Prefect Charyb ▶

35 This is pretty much the same battle as with Scylla, but you have to contend with the previous fight you just had. Depending on how that first battle went, you might need to attend to your characters' HP before assaulting Charyb. Unleash your most damaging POW Moves to drop Charyb before he has a chance to stun your party and cause you a lot of headaches. If you go all out and manage to get all your POW Move inputs, you can knock him out pretty quickly because you greatly outnumber him.





Item Found: Chaos Emerald 7

One of the legendary Chaos Emeralds.



Team: Knuckles & Shade

Confront Ix

Mission: Citadel Showdown (updated)

With both Scylla and Charyb defeated, the team has all seven Chaos Emeralds! Now to find Ix and take back the Master Emerald before it's too late! With Shade's help, Knuckles hopes to find the entrance to Ix's chamber before Sonic does. Knuckles still hopes Ix can be redeemed and the echidnas can return from the Twilight Cage in peace, but he knows Sonic will just want to destroy Ix, no questions asked!

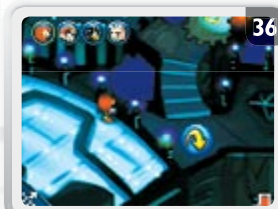
36 With all the Chaos Emeralds in your possession, it is finally time to take down Ix for good. Go up a small ramp to the left of the doorway and **jump** (⬆) on the large blue glass roof. Go north-east and **jump** (⬆) off the other side of the roof.

37 Make a small diversion by going right to grab a **Chao Egg** on a thin plank. Return where you first landed and walk up several steps. Follow a string of **3 rings** that will put you in front of a laser turret where you can grab another **4 rings**.

Backtrack to where you first jumped off the roof. Collect **3 rings** on a large gear and climb up the wall it is connected to only when you are ready to face Ix.

WARNING!

This is the last time you will be able to change your equipment or Chao, use items or spend POW points before the last battle. Be sure you are ready when you scale that wall.



Team: Sonic & Tails

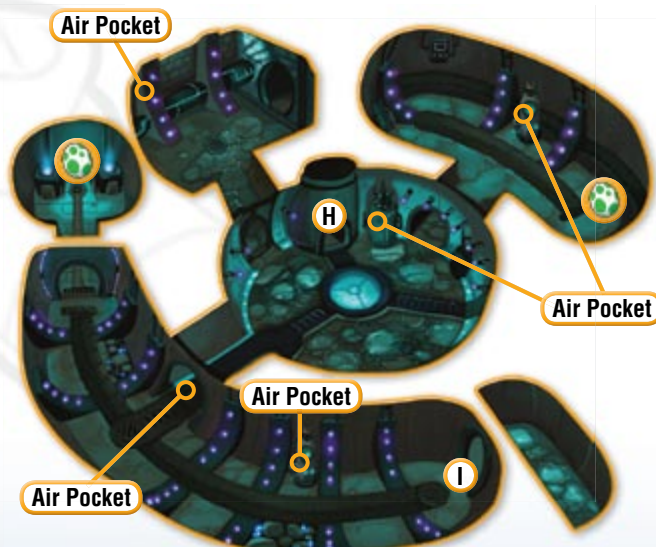
Find Knuckles and Defeat Ix

Mission: Citadel Showdown (updated)

Tails lost contact with Knuckles, and now he's worried. Sonic and his team must not only find Ix but also make sure Knuckles and his team is safe!

With the previous watery threat removed, you can move around the corridors a lot easier. Nocturne continue to patrol down here, so heal if your party took a beating from battling Charyb.

Go back out through the doorway to the next room. Head south to the adjoining room and take on the Nocturne to easily collect the **4 rings** in the center. The elevator to Ix is in front of the rings, but you might as well finish up your exploration down here.



Head into the adjacent room to the right to grab a **Chao Egg** and **4 rings**. This will clear out the soggy corridors, so it is time to take the elevator to meet Ix. You will emerge on a bright blue floor on the top level. Go northwest down a narrow ledge to get **4 rings**.

38 Now go to the opposite side of this upper deck by heading southeast to a springboard. This will bounce you along a series of other springboards where you will land on a cog that has the last **Chao Egg** and **6 rings**.

Jump (↓) down the southern tip to bounce back where you came from. Go back to where you first entered the upper tier and prepare for your fight with Ix.

WARNING!

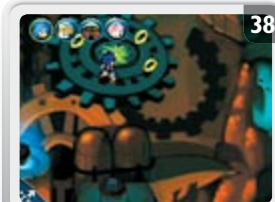
This is going to be the final series of challenges, so be sure to equip all your Chao and gear to maximize your advantage. Also be sure you have spent all your POW points. Don't overlook equipment such as the Kron Hammer for your heavy damage characters and Angel Amulets for a quick revival.


As you make your way to the large door of Ix's chamber, collect the **last 3 rings** and prepare for the final showdown!




Team: Knuckles & Shade

39 The Power Pylons make Ix's attack even more powerful. He is tough as it is, but the boost from these Pylons can drop your health in half! Because of the high factor of getting knocked out, you might want to equip the Angel Amulet to auto revive. It would seem the obvious choice is to take out the Pylons first, but he can call for more through his Reinforcement Move.



			
Boss			
Power Pylon			
Number of Actions: 1			
HP: 300	SPD: 0	ATTK: 0	DMGE: 0
DEF: 37	LUCK: 35		ARMR: 25
Elemental Resistance: Fire (25%), Ice (25%), Earth (10%), Lightning (10%)			
Elemental Weakness: Water (75%), Wind (25%)			
POW Moves: None			

			
Boss			
Imperator Ix Power Throne			
Number of Actions: 2			
HP: 800	SPD: 45	ATTK: 60	DMGE: 95
DEF: 53	LUCK: 36		ARMR: 50
Elemental Resistance: Water (50%), Wind (25%)			
Elemental Weakness: Fire (25%), Earth (10%), Lightning (10%), Ice (10%)			
POW Moves: Reinforcements, Doom Orb			

Find Knuckles and Defeat Ix

The important thing to note is that you don't have to completely knock out Ix! You simply need to reduce his HP by 800 or so, and your team can take a break. This means that your goal should be to pinpoint all your damage on Ix. However, he does enough damage to knock out any character with two hits, so be prepared to heal as soon as you take damage. There is nothing worse than having a teammate go down who is your primary support character or the tag team partner for your best POW Move. If you are having a lot of trouble dealing with his high damage attacks you can try to distract him to increase his chance of missing.

40 Also, be very attentive to the Doom Orb attack that can stun one of your characters. Be sure to cure that immediately to have your full team in the fight. If you leveled up the Echidna Drop, use this twice in a row to nearly knock him out and pound away with your other characters. If you have Cream in your party, consider using her Demoralize POW Move to lessen Ix's ability to fight effectively.



Team: Sonic & Tails

41 This is the same battle as before but with Sonic and Tails' team. Again, you will only have to deplete Ix's remaining HP, so he should be your main target. In fact, two fully powered Fastballs from Sonic and Amy can drain most of his HP.

The outcome of this fight (like the previous one) will largely depend on how well you can perform the inputs to your POW Moves and to counter his. If you manage to use all your POW Moves and get all the inputs, you can actually knock out Ix in the very first round. However, if you aren't doing maximum damage, you get hit by the Doom Orb, or you need to heal your characters, this fight will drag out a bit longer. Ix can also regenerate 168



HP each round, so you need to keep assaulting him with POW Moves that deal heavy damage.



New Enemy

Gizoid Guardian

Number of Actions: 1

HP: 600	SPD: 50	ATTK: 39	DMGE: 50
DEF: 51	LUCK: 24		ARMR: 35

Elemental Resistance: Fire (25%), Ice (25%), Earth (10%), Lightning (10%)

Elemental Weakness: Water (75%), Wind (25%)

POW Moves: Immunity, Crippling Arc



Boss

Imperator Ix

Number of Actions: 2

HP: 800	SPD: 45	ATTK: 60	DMGE: 90
DEF: 51	LUCK: 30		ARMR: 35

Elemental Resistance: Water (50%), Wind (25%)

Elemental Weakness: Fire (25%), Earth (10%), Lighting (10%), Ice (10%)

POW Moves: Immunity, Dark Matter, Dark Anomaly



Party Selection Alert!

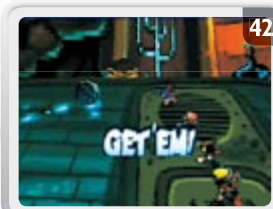
After you both have had your chance to tackle Ix, you will need to fight him one more time! This battle will allow you to pick any of your teammates. There are many ways to tackle this battle, but it will come down to how aggressive you want to be. You can use a support character like Cream or Tails and be more tactical, or you can load up your party with Shade, Omega, and Shadow and go for broke in an all-out assault.

Before you start the actual battle you will need to chase down Ix. Depending on your character's speed, this can be a bit of hassle due to the obstacles in your way. In your path several large spheres will appear that you must leap over. If you fail to do so you will not only slow down but you will lose 25 HP. Eventually you will catch up to Ix and make him pay.

42 Now matter how you choose to go into this battle, your agenda is the same. You must eliminate Ix as quickly as possible. He can dish out too much damage, and his special attacks are deadly. Drain most of your PP into moves that will take him out fast. Since you will have to contend with the Gizoid Guardians this fight will last a lot longer than fighting Ix alone. Because of this you might want to start this battle with some status effects to reduce their damage or accuracy.

Surprisingly, the Gizoids are not as threatening as you may suspect. While they have very impressive stats, they don't have as many special attacks to contend with, and they are not as quick on the draw. Granted, they do have armor-piercing strikes, but they don't have high enough damage to knock you out in a few attacks.

The game is not over yet! Ix still has one more trick up his sleeve, and it is a good one. He will use the power of the Emeralds to become super powerful. Well, there is only one way to deal with this megalomaniac and that is to become just as powerful as Super Sonic!



The final confrontation will consist of two ultra powerful adversaries! When you are this close to omnipotent, you only need one attack. Ix will start out with his Overload move that can do 3,599 damage!

43 You should be able to counter most of his inputs, but it is really not important how much damage you take as it is how much you put out. After he has had his chance to attack, it will be your turn. If you are able to pull off most of the input commands, you can knock him out in a single round. If not, he will heal for a very large amount, and you will have to try again. Ultimately you just need to successfully do enough inputs in your attack string, and he will be finished!

As a last ditch effort Ix will attempt to trap you in the Twilight Cage. Luckily, Tails has taken care of your escape and you will be able to go home to a warm reception ... or not?

Gizoid Guardian ▼

Imperator Ix ▼



Boss			
Imperator Ix – Final Form			
Number of Actions: 2			
HP: 9999	SPD: 100	ATTK: 100	DMGE: 3000
DEF: 51	LUCK: 100		ARMR: 0
Elemental Resistance: Water (50%), Wind (25%)			
Elemental Weakness: Fire (25%), Earth (10%), Lighting (10%), Ice (10%)			
POW Moves: Overload			

Chao

	Barbo Type: Common	Level 1 Abilities +10% HP Max	Level 2 Abilities +12.5% HP Max	Level 3 Abilities +15% HP Max
	Belgog Type: Rare	Level 1 Abilities +2 Defense	Level 2 Abilities +4 Defense	Level 3 Abilities +6 Defense
	Bepke Type: Rare	Level 1 Abilities 1 Enemy attacks bonded character over other targets	Level 2 Abilities 2 Enemies attack bonded character over other targets	Level 3 Abilities 3 Enemies attack bonded character over other targets
	Blaysee Type: Rare	Level 1 Abilities +2 Damage	Level 2 Abilities +4 Damage	Level 3 Abilities +6 Damage
	Bobo Type: Rare	Level 1 Abilities Extra item recovered after defeating enemy	Level 2 Abilities Extra item recovered after defeating enemy	Level 3 Abilities Extra item recovered after defeating enemy
	Cheese Type: Unique	Level 1 Abilities Luck/ team +5	Level 2 Abilities Luck/ team +10	Level 3 Abilities Luck/ team +15
	Cheezlet Type: Common	Level 1 Abilities +1 Damage	Level 2 Abilities +2 Damage	Level 3 Abilities +3 Damage
	Choo Type: Common	Level 1 Abilities +1 PP Regen each round	Level 2 Abilities +2 PP Regen each round	Level 3 Abilities +3 PP Regen each round
	Choopaloo Type: Unique	Level 1 Abilities Increases XP gained from each battle +2%	Level 2 Abilities Increases XP gained from each battle +4%	Level 3 Abilities Increases XP gained from each battle +6%
	Churdle Type: Common	Level 1 Abilities +1 Attack	Level 2 Abilities +2 Attack	Level 3 Abilities +3 Attack
	Dusty Type: Rare	Level 1 Abilities Increases odds of catching fleeing enemy, +5%	Level 2 Abilities Increases odds of catching fleeing enemy, +10%	Level 3 Abilities Increases odds of catching fleeing enemy, +15%






	Ferox Type: Unique	Level 1 Abilities Bonded character automatically succeeds damage attacks	Level 2 Abilities Bonded character automatically succeeds damage attacks	Level 3 Abilities Bonded character automatically succeeds damage attacks
	Fess Type: Rare	Level 1 Abilities Increases odds of eggs hatching to rare/uniques	Level 2 Abilities Increases odds of eggs hatching to rare/uniques	Level 3 Abilities Increases odds of eggs hatching to rare/uniques
	Ghise Type: Common	Level 1 Abilities Attacks now have water element	Level 2 Abilities Attacks now have water element, +1 Damage	Level 3 Abilities Attacks now have water element, +2 Damage
	Gibber Type: Rare	Level 1 Abilities +2 Armor	Level 2 Abilities +4 Armor	Level 3 Abilities +6 Armor
	Griff Type: Common	Level 1 Abilities Attacks now have ice element	Level 2 Abilities Attacks now have ice element, +1 Damage	Level 3 Abilities Attacks now have ice element, +2 Damage
	Hayda Type: Rare	Level 1 Abilities +1 PP Regen each round/team	Level 2 Abilities +2 PP Regen each round/team	Level 3 Abilities +3 PP Regen each round/team
	Jirna Type: Common	Level 1 Abilities +1 Armor	Level 2 Abilities +2 Armor	Level 3 Abilities +3 Armor
	Joy Type: Rare	Level 1 Abilities +5% HP Regen each round/team	Level 2 Abilities +7.5% HP Regen each round/team	Level 3 Abilities +10% HP Regen each round/team
	Kayla Type: Rare	Level 1 Abilities Reduces odds of being ambushed -5%	Level 2 Abilities Reduces odds of being ambushed -10%	Level 3 Abilities Reduces odds of being ambushed -15%
	Keroyo Type: Rare	Level 1 Abilities Increases odds of enemy fleeing +5%	Level 2 Abilities Increases odds of enemy fleeing +10%	Level 3 Abilities Increases odds of enemy fleeing +15%
	Knickt Type: Common	Level 1 Abilities +1 Armor	Level 2 Abilities +2 Armor	Level 3 Abilities +3 Armor

	Koolet Type: Common	Level 1 Abilities +1 Defense	Level 2 Abilities +2 Defense	Level 3 Abilities +3 Defense
	Korus Type: Common	Level 1 Abilities +1 Armor	Level 2 Abilities +2 Armor	Level 3 Abilities +3 Armor
	Luunan Type: Rare	Level 1 Abilities +4 PP Max	Level 2 Abilities +8 PP Max	Level 3 Abilities +12 PP Max
	Oldarg Type: Rare	Level 1 Abilities +2 Attack	Level 2 Abilities +4 Attack	Level 3 Abilities +6 Attack
	Oolean Type: Common	Level 1 Abilities +2 PP Max	Level 2 Abilities +4 PP Max	Level 3 Abilities +6 PP Max
	Ovus Type: Rare	Level 1 Abilities Bonded character auto revived 1x battle	Level 2 Abilities Bonded character auto revived 2x battle	Level 3 Abilities Bonded character auto revived 3x battle
	Perty Type: Common	Level 1 Abilities +1 Armor	Level 2 Abilities +2 Armor	Level 3 Abilities +3 Armor
	Pyraz Type: Common	Level 1 Abilities Attacks now have fire element	Level 2 Abilities Attacks now have fire element, +1 Damage	Level 3 Abilities Attacks now have fire element, +2 Damage
	Radu Type: Rare	Level 1 Abilities +20% HP Max	Level 2 Abilities +25% HP Max	Level 3 Abilities +30% HP Max
	Rugle Type: Common	Level 1 Abilities +1 Luck	Level 2 Abilities +2 Luck	Level 3 Abilities +3 Luck
	Seeri Type: Rare	Level 1 Abilities +1 Armor	Level 2 Abilities +2 Armor	Level 3 Abilities +3 Armor

	Seggo Type: Common	Level 1 Abilities Attacks now have wind element	Level 2 Abilities Attacks now have wind element, +1 Damage	Level 3 Abilities Attacks now have wind element, +2 Damage
	Spartoi Type: Unique	Level 1 Abilities 5% chance Instant KO	Level 2 Abilities 7.5% chance Instant KO	Level 3 Abilities 10% chance Instant KO
	Stebly Type: Common	Level 1 Abilities +5% HP Regen each round	Level 2 Abilities +8% HP Regen each round	Level 3 Abilities +10% HP Regen each round
	Stiglin Type: Common	Level 1 Abilities +1 Armor	Level 2 Abilities +2 Armor	Level 3 Abilities +3 Armor
	Velk Type: Common	Level 1 Abilities +1 Armor	Level 2 Abilities +2 Armor	Level 3 Abilities +3 Armor
	Zimba Type: Common	Level 1 Abilities Attacks now have lightning element	Level 2 Abilities Attacks now have lightning element, +1 Damage	Level 3 Abilities Attacks now have lightning element, +2 Damage
	Zousar Type: Rare	Level 1 Abilities Increases odds of ambushing +5%	Level 2 Abilities Increases odds of ambushing +10%	Level 3 Abilities Increases odds of ambushing +15%

Secret Chao

Even if you diligently collected all the Chao Eggs and traded with your friends, there are still an elusive final five. These secret Chao will be released at a later date. Keep checking the website for updates, community support and events or shows that will divulge the secret to obtaining these final five Chao!

	Pooki Type: Viral Chao 1	Abilities Armor +6 and spread damage to team
	Farfinkle Type: Viral Chao 2	Abilities Inflict random status effect to enemy, Damage +2
	Baki Type: Viral Chao 3	Abilities Parry, Damage +2
	Stugs Type: Viral Chao 4	Abilities Character only attacked when last one alive
	Fimbley Type: Viral Chao 5	Abilities Character auto-missed by up to 3 basic attacks/round

POW Moves

Name	Characters	Cost	LVL	Damage	Effect / Element
Low Blow	Amy	4	1	125% of Attack damage	Vulnerable 1 (30% chance)
			2	150% of Attack damage	Vulnerable 1 (50% chance)
			3	175% of Attack damage	Vulnerable 1 (80% chance)
Amy tries to hit an enemy at its weakest point, leaving it vulnerable.					
Spin Cycle	Amy, Cream	4	1	150% of Attack damage	Can't miss
			2	175% of Attack damage	Can't miss
			3	200% of Attack damage	Can't miss
Amy and Cream attack their foes as a whirling dervish, hitting multiple targets.					
Temper Tantrum	Amy	5	1	100% of Attack damage	Sluggish 1 (20% chance)
			2	125% of Attack damage	Sluggish 1 (30% chance)
			3	150% of Attack damage	Sluggish 1 (40% chance)
Amy delivers a series of concussive hammer attacks that may leave her target sluggish.					
Blow Kiss	Amy	4	1	-	Empowered 1
			2	-	Empowered 2
			3	-	Empowered 3
Amy blows a kiss to a friend, empowering the friend to do his or her best!					
Tarot Draw	Amy	4	1	-	Cursed 1
			2	-	Cursed 2
			3	-	Cursed 3
Amy foresees the future with her tarot deck, cursing a single foe and causing the target to miss subsequent attacks.					
Flower Power	Amy, Big, Cream	5	1	300% of Attack damage	Stun (40% chance)
			2	325% of Attack damage	Stun (50% chance)
			3	350% of Attack damage	Stun (60% chance)
Amy, Big and Cream team up for their most potent attack, likely to leave a single foe stunned.					
Tug of War	Big	4	1	50% of Attack damage	Stun (60% chance)
			2	75% of Attack damage	Stun (70% chance)
			3	100% of Attack damage	Stun (80% chance)
Big casts his line out to trip up a foe, potentially leaving the target stunned.					
Battering Ram	Big	5	1	3x 140% of Attack damage	Distracted 1 (30% chance)
			2	3x 160% of Attack damage	Distracted 1 (50% chance)
			3	3x 180% of Attack damage	Distracted 1 (80% chance)
Big slams headfirst into a foe, causing damage and possibly distracting the target.					
Taunt	Big	6	1	-	Fortified 1, target will only attack Big
			2	-	Fortified 2, target will only attack Big
			3	-	Fortified 3, target will only attack Big
Big attracts one foe's attention away from Big's friends and fortifies himself against damage.					
Froggy Poison	Big	5	1	50% of Attack damage	Poison
			2	75% of Attack damage	Poison
			3	100% of Attack damage	Poison
Big deploys Froggy to kiss a target, leaving the foe poisoned.					

Name	Characters	Cost	LVL	Damage	Effect / Element
Feel No Pain	Big	5	1	-	30% Regeneration for three rounds
			2	-	40% Regeneration for three rounds
			3	-	50% Regeneration for three rounds
Big gets so excited about the fight that he hardly even notices incoming damage.					
Froggy Rain	Big	6	1	120% of Attack damage to all enemies	Can't miss
			2	140% of Attack damage to all enemies	Can't miss
			3	160% of Attack damage to all enemies	Can't miss
Big asks Froggy to summon his friends, causing a rain of frogs to drop on the opposing team.					
Refresh	Cream	8	1	-	Replenish 5 PP to all party members
			2	-	Replenish 10 PP to all party members
			3	-	Replenish 15 PP to all party members
Cream performs a cheer that restores PP to her team.					
Demoralize	Cream	5	1	-	Distracted 1 (all enemies)
			2	-	Distracted 2 (all enemies)
			3	-	Distracted 3 (all enemies)
Cream performs a cheer that distracts the opposing team.					
Cure	Cream	4	1	-	Antidote for one round
			2	-	Antidote for two rounds
			3	-	Antidote for three rounds
Cream performs a cheer that will clear negative status effects on her friends.					
Revive	Cream	5	1	-	Revive 1 ally with 1 HP
			2	-	Revive 1 ally with 50% of total HP
			3	-	Revive 1 ally with 100% of HP
Cream performs a cheer that can revive a KO'd friend.					
Heal	Cream	6	1	-	Replenish 50 HP to all party members
			2	-	Replenish 100 HP to all party members
			3	-	Replenish 150 HP to all party members
Cream performs a cheer that restores HP to her team.					
Tough	Cream	5	1	-	Fortified 1
			2	-	Fortified 2
			3	-	Fortified 3
Cream performs a cheer that fortifies a friend.					
Bombardment	Eggman	5	1	200% of Attack damage to all enemies	Can't miss, Sluggish 1 (50% chance)
			2	225% of Attack damage to all enemies	Can't miss, Sluggish 1 (50% chance)
			3	250% of Attack damage to all enemies	Can't miss, Sluggish 1 (50% chance)
Eggman calls down an artillery barrage on the opposing team, potentially leaving them sluggish.					
Sabotage	Eggman, Tails	6	1	-	Instant KO (80%); Robots Only
			2	-	Instant KO (90%); Robots Only
			3	-	Instant KO (100%); Robots Only
Tails joins Eggman to quickly and aggressively dismantle a robot target.					

Name	Characters	Cost	LVL	Damage	Effect / Element
Uppercut	Knuckles	4	1	135% of Attack damage	Armor Piercing
			2	150% of Attack damage	Armor Piercing
			3	175% of Attack damage	Armor Piercing
Knuckles focuses his best punch into an attack that ignores armor.					
Quake Punch	Knuckles	6	1	65% of Attack damage to all enemies	Can't miss, Stun (30% chance), Element: Earth
			2	80% of Attack damage to all enemies	Can't miss, Stun (40% chance), Element: Earth
			3	100% of Attack damage to all enemies	Can't miss, Stun (50% chance), Element: Earth
Knuckles pounds the ground, causing an unavoidable earth attack that may stun the entire opposing team.					
Revolver Slam	Knuckles, Sonic	4	1	200% of Attack damage	Armor Piercing, Vulnerable 1 (30% chance)
			2	225% of Attack damage	Armor Piercing, Vulnerable 1 (50% chance)
			3	250% of Attack damage	Armor Piercing, Vulnerable 1 (80% chance)
Sonic sends Knuckles flying for a devastating punch that ignores armor and may leave the target vulnerable.					
Knuckles Express	Knuckles, Shadow	5	1	150% of Attack damage to all enemies	Distracted 1 (20% chance)
			2	225% of Attack damage to all enemies	Distracted 1 (30% chance)
			3	250% of Attack damage to all enemies	Distracted 1 (40% chance)
Shadow sends Knuckles flying for a sweeping attack that may distract the entire opposing team.					
Knuckles Sandwich	Knuckles, Sonic, Amy	5	1	2x 125% of Attack damage	Stun (30% chance)
			2	2x 150% of Attack damage	Stun (50% chance)
			3	2x 175% of Attack damage	Stun (80% chance)
Knuckles throws both Amy and Sonic as weapons in a brutal attack that may stun the target.					
Hard Line	Knuckles, Shadow, Shade	5	1	300% of Attack damage	Distracted 1 (50% chance)
			2	325% of Attack damage	Distracted 1 (60% chance)
			3	350% of Attack damage	Distracted 1 (70% chance)
Knuckles teams up with Shadow and Shade to deliver a crushing attack likely to distract the target.					
Flame Thrower	Omega	4	1	100% of Attack damage to all enemies	Element: Fire
			2	130% of Attack damage to all enemies	Element: Fire
			3	150% of Attack damage to all enemies	Element: Fire
Omega reconfigures his claws to deliver a fire attack that hits multiple targets.					
Beam Cannon	Omega	5	1	250% of Attack damage	Armor Piercing, Vulnerable 1 (50% chance)
			2	275% of Attack damage	Armor Piercing, Vulnerable 1 (70% chance)
			3	300% of Attack damage	Armor Piercing, Vulnerable 1 (100% chance)
Omega reconfigures his claws to deliver a devastating laser beam that ignores armor.					
Blazing Tornado	Omega, Rouge	4	1	200% of Attack damage	Element: Fire
			2	225% of Attack damage	Element: Fire
			3	250% of Attack damage	Element: Fire
Rouge channels Omega's fire attack into a fiery exploding kick.					
Wrecking Ball	Omega, Big	5	1	200% of Attack damage	Distracted 1 (30% chance)
			2	225% of Attack damage	Distracted 1 (50% chance)
			3	250% of Attack damage	Distracted 1 (80% chance)
Omega launches Big at a target, causing damage to and possibly distracting adjacent foes.					

Name	Characters	Cost	LVL	Damage	Effect / Element
Temporal Field	Omega	5	1	-	Hyper 1, Phase
			2	-	Hyper 2, Phase
			3	-	Hyper 3, Phase
Omega deploys a temporal field that phases a friend and makes that friend hyper.					
Machine Gunner	Omega	6	1	12x 25% of Attack damage	Full Auto
			2	12x 50% of Attack damage	Full Auto
			3	12x 75% of Attack damage	Full Auto
Omega reconfigures his claws as gatling guns, delivering full-auto attacks to the opposing team.					
Tornado Kick	Rouge	4	1	125% of Attack damage	Element: Wind
			2	135% of Attack damage	Element: Wind
			3	145% of Attack damage	Element: Wind
Rouge delivers a rapid series of kicks that create a damaging wind attack.					
Jewel Storm	Rouge	5	1	75% of Attack damage	Armor Piercing
			2	100% of Attack damage	Armor Piercing
			3	125% of Attack damage	Armor Piercing
Rouge throws a handful of counterfeit gems at the opposing team. These gems, while small, are armor piercing.					
Rising Knuckle	Rouge, Knuckles	5	1	2x 175% of Attack damage	Stun (20% chance)
			2	2x 200% of Attack damage	Stun (30% chance)
			3	2x 225% of Attack damage	Stun (50% chance)
Rouge and Knuckles team up for a double attack that may leave the target stunned.					
Plunder	Rouge	4	1	-	Pilfer Health Seed or POW Candy
			2	-	Pilfer Health Leaf or POW Gum
			3	-	Pilfer Health Root or POW Drink
Rouge feints an attack while stealing an item from her target.					
Distract	Rouge	4	1	-	Distracted 1
			2	-	Distracted 2
			3	-	Distracted 3
Rouge tempts the enemy with her feminine wiles to keep their mind off the fight.					
Shriek	Rouge	4	1	-	Sluggish 1
			2	-	Sluggish 2
			3	-	Sluggish 3
Rouge directs a shrill scream at her foe, leaving the target sluggish.					
Cloak	Shade	4	1	-	Hyper 1
			2	-	Hyper 2
			3	-	Hyper 3
Shade activates her cloaking field, making her faster and harder to hit in combat.					
Blade Rush	Shade	5	1	3x 150% of Attack damage	Leech
			2	3x 175% of Attack damage	Leech
			3	3x 200% of Attack damage	Leech
Shade rushes the enemy and delivers a brutal five-hit combo with her leech blade.					

Name	Characters	Cost	LVL	Damage	Effect / Element
Echidna Rush	Shade, Knuckles	5	1	3x 200% of Attack damage	Armor Piercing, Distract 1
			2	3x 225% of Attack damage	Armor Piercing, Distract 2
			3	3x 250% of Attack damage	Armor Piercing, Distract 3
Shade and Knuckles team up to deliver a powerful attack that ignores armor and may also leave the enemy distracted.					
Blade Drop	Shade, Sonic	5	1	2x 200% of Attack damage	Armor Piercing, Leech
			2	2x 225% of Attack damage	Armor Piercing, Leech
			3	2x 250% of Attack damage	Armor Piercing, Leech
Sonic propels Shade into her target to deliver a leech blade attack that ignores armor.					
Chaos Spear	Shadow	4	1	2x 100% of Attack damage	Armor Piercing
			2	2x 125% of Attack damage	Armor Piercing
			3	2x 150% of Attack damage	Armor Piercing
Shadow hurls spears of raw Chaos energy that ignore armor.					
Chaos Rift	Shadow	8	1	-	Instant KO (40% chance), Distracted 1 (50% chance)
			2	-	Instant KO (50% chance), Distracted 1 (80% chance)
			3	-	Instant KO (60% chance), Distracted 1 (100% chance)
Shadow opens a rift in time and space meant to banish a foe. If the target remains, he may become distracted.					
Chaos Blast	Shadow	6	1	150% of Attack damage	Blast, Weakened 1 (20% chance)
			2	160% of Attack damage	Blast, Weakened 1 (30% chance)
			3	170% of Attack damage	Blast, Weakened 1 (40% chance)
Shadow delivers an explosion of chaos energy that may weaken effected targets.					
Atomic Strike	Shadow, Sonic	4	1	200% of Attack damage to all enemies	Can't miss, Element: Electricity
			2	225% of Attack damage to all enemies	Can't miss, Element: Electricity
			3	250% of Attack damage to all enemies	Can't miss, Element: Electricity
Shadow and Sonic rapidly spinball around the opposing team to create a devastating electrical attack.					
Focus Field	Shadow, Omega	4	1	225% of Attack damage	Vulnerable 1 (30% chance)
			2	250% of Attack damage	Vulnerable 1 (40% chance)
			3	275% of Attack damage	Vulnerable 1 (50% chance)
Shadow and Omega combine their strongest attacks on one target damaging it and possibly leaving it vulnerable.					
Metal Storm	Shadow, Rouge, Omega	5	1	300% of Attack damage	Stun (20% chance)
			2	325% of Attack damage	Stun (30% chance)
			3	350% of Attack damage	Stun (40% chance)
Shadow and Rouge use Omega as a torpedo in a brutal attack that has a chance to stun a foe.					
Axe Kick	Sonic	4	1	2x 150% of Attack damage	-
			2	2x 175% of Attack damage	-
			3	2x 200% of Attack damage	-
Sonic spinballs to deliver a powerful double kick to a single foe.					
Whirlwind	Sonic	6	1	100% of Attack damage to all enemies	Can't miss, Element: Wind
			2	110% of Attack damage to all enemies	Can't miss, Element: Wind
			3	125% of Attack damage to all enemies	Can't miss, Element: Wind
Sonic runs circles around his foes, lashing them all with a powerful wind attack.					

Name	Characters	Cost	LVL	Damage	Effect / Element
Blue Bomber	Sonic, Tails	4	1	2x 200% of Attack damage	Weakened 1 (30% chance)
			2	2x 225% of Attack damage	Weakened 1 (50% chance)
			3	2x 250% of Attack damage	Weakened 1 (80% chance)
Tails airdrops Sonic to deliver an extra powerful spinball that has a chance to weaken the target.					
Fastball	Sonic, Amy	5	1	3x 175% of Attack damage	Sluggish 1 (30% chance)
			2	3x 200% of Attack damage	Sluggish 1 (50% chance)
			3	3x 225% of Attack damage	Sluggish 1 (80% chance)
Amy uses her hammer to send Sonic spinballing into a foe for a triple attack that might make the target sluggish.					
Triple Tornado	Sonic, Knuckles, Tails	5	1	3x 150% of Attack damage to all enemies	Can't miss, Sluggish 1 (30%), Element: Wind
			2	3x 175% of Attack damage to all enemies	Can't miss, Sluggish 1 (50%), Element: Wind
			3	3x 225% of Attack damage to all enemies	Can't miss, Sluggish 1 (80%), Element: Wind
Sonic, Knuckles, and Tails join in on a powerful wind attack that may leave targets Sluggish.					
Hail Storm	Sonic, Tails, Knuckles,	6	1	7x 175% of base damage	Stun (20% chance)
			2	7x 200% of base damage	Stun (30% chance)
			3	7x 225% of base damage	Stun (40% chance)
Knuckles, Tails and Amy smash a spinballing Sonic careening at a single target, potentially stunning the foe.					
Scan	Tails	4	1	-	Vulnerable 1
			2	-	Vulnerable 2
			3	-	Vulnerable 3
Tails scans a target to find weak points, leaving it vulnerable.					
Tinker	Tails	4	1	-	Weakened 1, Sluggish 1; Robots only
			2	-	Weakened 2, Sluggish 2; Robots only
			3	-	Weakened 3, Sluggish 3; Robots only
Tails sabotages enemy robots to leave them distracted and weakened.					
Medi Bot	Tails	5	1	-	Regenerate 20 HP and 2 PP for 3 rounds
			2	-	Regenerate 40 HP and 4 PP for 3 rounds
			3	-	Regenerate 60 HP and 6 PP for 3 rounds
Tails deploys a small robot equipped with healing tech to heal a friend.					
Shield Bot	Tails	5	1	-	Fortified 1
			2	-	Fortified 2
			3	-	Fortified 3
Tails deploys a small robot equipped with a force field to fortify a friend.					
Flash Bang	Tails	5	1	-	Sluggish 1, Distracted 1; Non-robots only
			2	-	Sluggish 2, Distracted 2; Non-robots only
			3	-	Sluggish 3, Distracted 3; Non-robots only
Tails flies up to deploy a flash grenade that leaves a target sluggish and distracted.					
Adrena-line Rush	Tails	5	1	-	Hyper 1, Extra Action
			2	-	Hyper 2, Extra Action
			3	-	Hyper 3, Extra Action
Tails deploys a temporal field that gives a friend an extra action and makes the friend hyper.					

Equipment



Blunt Claws

Standard grade work claws. Slightly increases damage.

Effect	Usability	Buy	Sell
+1 Power	Omega	50	25



Boxing Gloves

Super tough gloves provide the maximum fighting edge. Slightly increases damage.

Effect	Usability	Buy	Sell
+1 Power, +1 Attack	Not usable by robots	50	25



Cloth Gloves

Casual, stylish and comfortable.

Effect	Usability	Buy	Sell
+1 Attack	Not usable by robots	40	20



Cursed Claws

Prototype combat claws. Difficult to control, but very powerful. Very greatly increases damage.

Effect	Usability	Buy	Sell
+6 Power, -2 Attack, -2 Defense	Omega	120	40



Cursed Gloves

A prototype combat glove. Tough to control, but very powerful. Very greatly increases damage.

Effect	Usability	Buy	Sell
+6 Power, -2 Defense, -2 Attack	Not usable by robots	50	25



Golden Gloves

A master crafted combat glove without peer, a rare artifact. Slightly increases damage.

Effect	Usability	Buy	Sell
+1 Power, +2 Attack, +2 Defense	Not usable by robots	150	90



Grapple Claws

Standard grade, durable and reliable combat claws. Moderately increases damage.

Effect	Usability	Buy	Sell
+2 Power, +2 Attack	Omega	N/A	25



Gritty Gloves

All-around tough gloves for tough customers. Moderately increases armor, moderately increases damage.

Effect	Usability	Buy	Sell
+2 Power, +2 Armor, -2 Defense	Not usable by robots	70	25



Iron Claws

Extra durable work claws combine protection with power. Moderately increase damage, slightly increase armor.

Effect	Usability	Buy	Sell
+2 Power, +1 Armor	Omega	50	25



Lucky Gloves

Durable yet agile gloves soaked in clover juice.

Effect	Usability	Buy	Sell
+1 Attack, +2 Luck	Not usable by robots	70	35



Mirror Gloves

Made with flexible metal, these shiny gloves boost combat prowess. Moderately increases damage.

Effect	Usability	Buy	Sell
+1 Attack, +2 Power, +1 Defense	Not usable by robots	120	60



Polymer Gloves

Gloves made with durable polymers. Slightly increases damage and armor.

Effect	Usability	Buy	Sell
+1 Power, +1 Armor	Not usable by robots	80	35



Power Gloves

Infused with power, these gloves hit hard but can be tricky to handle. Greatly increases damage but reduces attack.

Effect	Usability	Buy	Sell
+5 Power, -2 Attack	Not usable by robots	100	50



Rubber Gloves

Light and smooth gloves for faster reaction. Moderately increases damage.

Effect	Usability	Buy	Sell
+2 Power, +2 Attack, +1 Defense	Not usable by robots	N/A	25



Serrated Claws

Aggressive, razor sharp combat claws that require caution to use. Greatly increases damage.

Effect	Usability	Buy	Sell
+4 Power, -1 Attack	Omega	150	60



Sparkly Gloves

Light and dazzling, these gloves tingle with energy. Greatly increases damage.

Effect	Usability	Buy	Sell
+3 Power, + 1 Attack	Not usable by robots	N/A	25



Spiked Gloves

Cleated gloves that pack a nasty punch. Moderately increases damage.

Effect	Usability	Buy	Sell
+2 Power	Not usable by robots	N/A	25



Spiny Claws

Needle-like claws that tear through steel. Greatly increases damage.

Effect	Usability	Buy	Sell
+3 Power	Omega	110	55



Titanium Claws

Master grade combat claws providing superior overall combat power. Greatly increases damage.

Effect	Usability	Buy	Sell
+3 Power, +2 Attack, +2 Defense	Omega	150	60



Work Gloves

More durable gloves to pack extra punch. Slightly increases damage.

Effect	Usability	Buy	Sell
+1 Power	Not usable by robots	45	20



Alloy Boots

Modern footwear made from very durable material. Moderately increases armor.

Effect	Usability	Buy	Sell
+4 Armor, +1 Defense	Amy, Big, Cream	150	75



Alloy Slippers

Modern footwear made from very durable material. Moderately increases armor.

Effect	Usability	Buy	Sell
+3 Armor, +1 Defense	Amy, Big, Cream	N/A	25



Dura-Hydraulics

Double reinforced parts for maximum durability. Greatly increases armor.

Effect	Usability	Buy	Sell
+3 Armor	Omega	130	65



Iron Hydraulics

Hardened metal for durability and greater hitting power. Moderately increases armor.

Effect	Usability	Buy	Sell
+2 Armor, +2 Power	Omega	80	40



Light Boots

Fashionable and comfortable boots. Slightly increases armor.

Effect	Usability	Buy	Sell
+1 Armor, +1 Defense	Knuckles, Rouge, Eggman, Shade	35	25



Light Slippers

Casual, stylish and comfortable. Slightly increases armor.

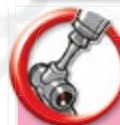
Effect	Usability	Buy	Sell
+1 Armor, +1 Defense	Amy, Big, Cream	35	15



Light Sneakers

Simple, reliable sneakers. Slightly increases armor.

Effect	Usability	Buy	Sell
+1 Armor, +1 Defense	Sonic, Tails, Shadow	35	15



Master Hydraulics

Premium grade materials providing the best defense and armor. Greatly increases armor.

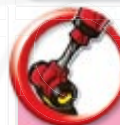
Effect	Usability	Buy	Sell
+3 Armor, +1 Defense	Omega	150	75



Nimble Slippers

Light, agile slippers for quick feet. Slightly increases armor.

Effect	Usability	Buy	Sell
+1 Armor, +2 Defense	Amy, Big, Cream	100	50



Oily Hydraulics

Well lubricated and lightweight parts for more agility. Slightly increases armor.

Effect	Usability	Buy	Sell
+1 Armor, +3 Defense	Omega	50	25



Rusty Hydraulics

Leftover parts from disassembled E-100 series robots. Moderately increases armor but decreases defense.

Effect	Usability	Buy	Sell
+2 Armor, -1 Defense	Omega	50	25



Shielded Sneakers

Prototype footwear offering the best armor available. Greatly increases armor.

Effect	Usability	Buy	Sell
+3 Armor, +1 Defense	Sonic, Tails, Shadow	120	60



Speedy Sneakers

Light and well cushioned for more agility. Slightly increases armor.

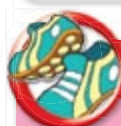
Effect	Usability	Buy	Sell
+1 Armor, +3 Speed	Sonic, Tails, Shadow	50	25



Spiked Slippers

Aggressively styled footwear. Slightly increases armor.

Effect	Usability	Buy	Sell
+1 Armor, +2 Power	Amy, Big, Cream	120	65



Spiked Sneakers

Sneakers with cleats provide an edge in combat. Slightly increases armor.

Effect	Usability	Buy	Sell
+1 Armor, +2 Power	Sonic, Tails, Knuckles	150	75



Steel Toe Boots

Steel reinforced to provide more kick in combat. Greatly increases armor. Moderately increases damage.

Effect	Usability	Buy	Sell
+3 Armor, +2 Power	Knuckles, Rouge, Eggman, Shade	100	75



Stiff Sneakers

Sneakers made with tough polymers. Moderately increases armor.

Effect	Usability	Buy	Sell
+2 Armor, +2 Defense	Sonic, Tails, Knuckles	70	25



Swift Boots

Agile and speedy boots for the quick footed.

Effect	Usability	Buy	Sell
+2 Speed, +2 Defense	Knuckles, Rouge, Eggman, Shade	50	25



Tough Slippers

Heavy duty slippers for outdoor use. Greatly increases armor but reduces defense.

Effect	Usability	Buy	Sell
+4 Armor, -1 Defense	Amy, Big, Cream	65	25



Work Boots

Durable and rugged for tough customers. Moderately increases armor.

Effect	Usability	Buy	Sell
+2 Armor, +2 Defense	Knuckles, Rouge, Eggman, Shade	75	28



Angel Amulet

A mystical amulet with the inexhaustible power to put the fallen back on their feet.

Effect	Usability	Buy	Sell
Automatically revive with 1 HP, once during a battle	Usable by all	35	15



Chao Print Dress

A stylish dress sure to make one look extra striking. Moderately increases damage.

Effect	Usability	Buy	Sell
+2 Power	Amy, Cream	50	25



Earth Ring

A ring infused with earthquake force. Gives Earth damage to basic attacks.

Effect	Usability	Buy	Sell
150% damage against ground based enemies	Usable by all	100	50



Economizer

A wrist device able to boost its wearer's energy levels. Lowers PP cost of all POW Moves by 1.

Effect	Usability	Buy	Sell
Reduces the PP cost of POW Moves by 1	Usable by all	150	75



Fire Ring

A ring infused with the power of inferno. Gives Fire damage to basic attacks.

Effect	Usability	Buy	Sell
150% damage against non robotic enemies	Usable by all	N/A	25



Ice Ring

A ring infused with the power of subzero cold. Gives Ice damage to basic attacks.

Effect	Usability	Buy	Sell
+25% chance of paralysis for 1 combat round	Usable by all	N/A	25



Immunity Idol

A mystical charm with the inexhaustible ability to make one immune to afflictions.

Effect	Usability	Buy	Sell
Causes character to become immune to negative status effects	Usable by all	150	100



Kron Hammer

A rock hammer infused with ultimate combat power. Very greatly increases damage.

Effect	Usability	Buy	Sell
+10 Power	Usable by all	150	75



Lightning Ring

A ring infused with the power of raw lightning. Gives Lightning damage to basic attacks.

Effect	Usability	Buy	Sell
120% damage against all enemies	Usable by all	100	75



N'rrgal Module

This device has the uncanny ability to help one when trying to escape or catch someone.

Effect	Usability	Buy	Sell
Increases running speed during Flee and Chase sequences	Usable by all	N/A	25



Nocturne Blade

A blade infused with ultimate martial skill.

Effect	Usability	Buy	Sell
Increases ATK (accuracy) by 4	Usable by all	150	25



Pretty Dress

A lovely dress sure to make one fight with extra grace and style.

Effect	Usability	Buy	Sell
+2 Defense, +2 Attack	Amy, Cream	125	64



Refresher

A medical kit that recovers 1 POW Point at the end of each round of combat.

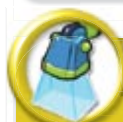
Effect	Usability	Buy	Sell
Increases PP regeneration between rounds by 1	Usable by 1	50	25



Replenisher

A wrist device able to regenerate the wearer's health over time. Regenerates 5% of maximum HP per round.

Effect	Usability	Buy	Sell
Regenerates 5% of maximum HP at start of each round	Usable by all	150	75



Scanner

High-tech GPS tracker fully displays map in current area.

Effect	Usability	Buy	Sell
Fully displays map	Usable by all	N/A	25



Spooky Charm

A mystical charm likely to cause fear in one's enemies. Foes flee more often.

Effect	Usability	Buy	Sell
Increases probability of enemies attempting to flee	Usable by all	100	60



Zoah Shield

An energy shield infused with Invulnerability. Greatly increases armor.

Effect	Usability	Buy	Sell
+10 Armor	Usable by all	N/A	25



Voxai Teleporter

A teleporter infused with ultimate agility.

Effect	Usability	Buy	Sell
Increases DEF (evasion) by 4	Usable by all	N/A	25



Water Ring

A ring infused with the power of tidal fury. Gives Water damage to basic attacks.

Effect	Usability	Buy	Sell
150% damage against non robotic enemies	Usable by all	100	50



Wind Ring

A ring infused with the power of a hurricane. Gives Wind damage to basic attacks.


Effect	Usability	Buy	Sell
150% damage against flying enemies	Usable by all	100	50

	Antidote A curative elixir that removes all bad status effects from one team member.	Effect Clears negative status effects	Usability Usable by all	Buy 10	Sell 5
	Bug Spray A potent pesticide for pesky critters of the insect variety. Weakens insects.	Effect Insect enemies suffer permanent stat decrease	Usability Usable by all	Buy 15	Sell 7
	Clover Juice Made with an extract capable of boosting ones luck for short periods.	Effect Increases LUCK by 10	Usability Usable by all	Buy 15	Sell 7
	Crazy Beans Boosts you in unpredictable ways. Try them and see what happens!	Effect +10 to random attribute	Usability Usable by all	Buy 15	Sell 7
	Cure All Spray A large dose antidote able to remove status ailments from all team members at once.	Effect Clears negative status effects/team	Usability Usable by all	Buy 20	Sell 10
	Health Leaf The leaf of a plant known for its healing effects.	Effect Recover 100 HP	Usability Usable by all	Buy 10	Sell 5
	Health Root The root of a plant known for its healing effects.	Effect Heals 250HP	Usability Usable by all	Buy 12	Sell 6
	Health Seed The seed of a plant known for its healing effects.	Effect Recover 50 HP	Usability Usable by all	Buy 6	Sell 3
	Immunity Booster A vaccine effective in preventing debilitating systems for short periods.	Effect Immune to negative status effects for 3 rounds	Usability Usable by all	Buy 15	Sell 7
	Iron Tonic Made with medicine capable of toughening the skin for short periods. Moderately increases armor.	Effect +5 Grit/clears vulnerable	Usability Usable by all	Buy 15	Sell 7
	Med Emitter An alien device that produces an energy pulse that heals all party members. Restore HP	Effect Heals 250HP to all members	Usability Usable by all	Buy 20	Sell 10

	POW Candy A refreshing formula that invigorates mind and body.	Effect Recover 5 PP	Usability Usable by all	Buy 6	Sell 3
	POW Drink A refreshing formula that invigorates mind and body.	Effect Recovers 50 POW points	Usability Usable by all	Buy 12	Sell 6
	POW Gum A refreshing formula that invigorates mind and body.	Effect Recover 10 PP	Usability Usable by all	Buy 10	Sell 5
	Prune Juice Made with an extract guaranteed to improve combat abilities for short periods.	Effect +5 Attack/clears distracted	Usability Usable by all	Buy 15	Sell 7
	Psychic Water A rare concoction capable of providing heightened premonition for short periods.	Effect Increases DEF (evasion) by 10	Usability Usable by all	Buy 15	Sell 7
	Refresher Wave An alien device that produces an energy pulse that invigorates all party members.	Effect Recovers 50 POW points to all	Usability Usable by all	Buy 20	Sell 10
	Revival Ring A ring with the power to put the fallen back on their feet. Revives one KO'ed team member.	Effect Revive/1 HP	Usability Usable by all	Buy 10	Sell 5
	Ring Of Life A ring with the power to put the fallen back into fighting shape. Revives one KO'ed team member.	Effect Revive/Full HP	Usability Usable by all	Buy 20	Sell 10
	Rock Salt A rare earth extract capable of raising one's raw strength for short periods. Moderately increases damage.	Effect +5 Power/clears weakened	Usability Usable by all	Buy 15	Sell 7
	Speed Bar Made with medicine capable of boosting one's reflexes for short periods of time.	Effect Increases SPEED by 10	Usability Usable by all	Buy 15	Sell 7

Enemies

Enemy	ACT	HP	SPD	ATK	DEF	LUCK	DMGE	ARRMR	Elemental Resistance		
Assault Drone	2	60	18	20	31	12	20	10	(25%), (25%), (10%), (10%)		
Assault Drone Mk. II	2	120	20	24	35	14	20	16	(25%), (25%), (10%), (10%)		
Bomb Pawn	2	320	12	20	20	10	50	30	(25%), (25%), (10%), (10%)		
Colossal Worm	1	175	4	12	14	6	23	25	(50%), (25%)		
Commander Syrax	2	400	30	37	47	15	60	50	(50%), (25%), (10%)		
Dominated Voxai Citizen	2	350	40	30	44	30	35	10	(50%), (25%), (10%)		
Dragodon	2	150	16	20	22	13	40	14	(50%), (25%)		
Egg Bot	2	280	24	29	35	17	40	20	(25%), (25%), (10%), (10%)		
Enraged Armadillo	1	30	3	7	9	1	4	3	(50%), (25%)		
General Raxos	1	600	33	35	45	20	40	25	(50%), (25%), (10%)		
Gentleman	2	600	22	31	38	12	80	50	(50%), (25%), (10%)		
Giant Millipede	1	80	5	14	12	6	20	15	(50%), (25%)		
Giant Scorpion	2	225	12	14	16	11	35	18	(50%), (25%)		
Gizoid	2	250	36	50	44	25	40	25	(25%), (25%), (10%), (10%)		
Gizoid Centurions	2	425	40	38	47	20	65	30	(25%), (25%), (10%), (10%)		
Gizoid Guardian	1	600	50	39	51	24	50	35	(25%), (25%), (10%), (10%)		
Gizoid Mk. II	2	340	40	38	52	22	65	30	(25%), (25%), (10%), (10%)		
Guardian Pawn	2	210	15	21	20	8	25	30	(25%), (25%), (10%), (10%)		
Guardian Pawn Mk. II	2	300	21	24	20	10	20	30	(25%), (25%), (10%), (10%)		
Gun Pawn	2	150	8	14	15	5	25	25	(25%), (25%), (10%), (10%)		
Gun Pawn Mk. II	2	275	23	23	20	15	25	25	(25%), (25%), (10%), (10%)		
Imperator Ix First Fight	2	350	23	30	32	18	45	40	(50%), (25%)		
Imperator Ix Final Form	1	9999	100	100	51	100	3000	0	(50%), (25%)		
Imperator Ix	2	800	45	60	51	30	90	35	(50%), (25%)		
Imperator Ix Power Throne	2	800	45	60	53	36	95	50	(50%), (25%)		
Kron Warrior	1	410	26	26	31	15	45	75	(75%), (25%)		
Laser Drone	2	50	13	18	25	12	30	8	(25%), (25%), (10%), (10%)		
Laser Drone Mk. II	1	60	19	19	33	13	25	15	(25%), (25%), (10%), (10%)		
Marauder Scout	2	70	10	12	21	8	12	5	(50%), (25%)		
Marauder Vet Scout	2	60	16	20	27	14	16	8	(25%), (25%), (10%), (10%)		
N'rrgal Drone	2	125	27	27	31	8	20	0	(50%), (50%)		
N'rrgal Warrior	2	350	30	32	31	8	40	0	(50%), (50%)		
Nocturne Decurion	2	340	42	34	52	28	55	18	(50%), (25%)		
Nocturne Equites	2	230	36	28	46	24	50	15	(50%), (25%)		
Nocturne Hastatus	2	150	20	26	29	13	25	15	(50%), (25%)		
Nocturne High Praetorian	2	425	37	34	47	25	65	35	(50%), (25%)		
Nocturne Praetorian	2	420	32	40	43	21	70	22	(50%), (25%)		
Nocturne Princeps	2	180	20	23	30	12	30	18	(50%), (25%)		
Nocturne Triarius	2	308	30	28	37	19	50	22	(50%), (25%)		
Nocturnus Velite	3	90	16	19	31	13	20	8	(50%), (25%)		

Elemental Weakness	POW Moves
 (75%),  (25%)	Evade, Buzz Saw, Full Auto
 (75%),  (25%)	Evade, Buzz Saw, Full Power
 (75%),  (25%)	Charging - Increased inflicted damage, Super Bomb - Stun (50%) and Blast
 (25%),  (10%),  (10%),  (10%)	Swallow - Instant KO (100%), Acid Spit - Armor piercing
 (25%),  (10%),  (10%)	Power Burst - Distracted (100%), Energize, Regenerate
 (25%),  (25%),  (10%)	Air Shield - Reduced incoming damage, Psychic Wave - Stun (20%), Armor piercing, Blast
 (25%),  (10%),  (10%),  (10%)	Tail Swipe - Weakened (30%) and Inescapable
 (75%),  (25%)	Shocker - Stun (100%) and Blast
 (25%),  (10%),  (10%),  (10%)	None
 (25%),  (10%),  (10%)	Lock On - Increased accuracy, Super Nova - Sluggish (100%)
 (25%),  (10%),  (10%)	Super Slam - Stun (100%), Regeneration, Lightning Shield - Reduced incoming damage
 (25%),  (10%),  (10%),  (10%)	Roller Ball - Sluggish (100%)
 (25%),  (10%),  (10%),  (10%)	Tail Blast - Poison (100%)
 (75%),  (25%)	Tornado Kick, Hellfire - Blast, Quake - Stun (30%), Regeneration, Blade Rush - Leech (10%)
 (75%),  (25%)	Immunity, Regeneration, Quake - Stun (30%), Hellfire - Blast, Tornado Kick, Blade Rush - Leech (10%)
 (75%),  (25%)	Immunity, Crippling Arc - Weakened (100%) and Blast
 (75%),  (25%)	Tornado Kick, Hellfire - Blast, Quake - Stun (30%), Regeneration, Blade Rush - Leech (10%)
 (75%),  (25%)	Charging - Increased inflicted damage, Super Shot - Weakened (100%), Armor piercing, Blast
 (75%),  (25%)	Charging - Increased inflicted damage, Super Shot - Weakened (100%), Armor piercing, Blast
 (75%),  (25%)	Lock On, Rocket Volley - Weakened (100%), Blast, Mega Blaster - Armor piercing and Blast
 (75%),  (25%)	Lock On, Rocket Volley - Weakened (100%), Blast, Mega Blaster - Armor piercing and Blast
 (25%),  (10%),  (10%),  (10%)	Immunity, Dark Anomaly - Weakened (100%) and Distracted (100%), Dark Matter - Instant KO (100%)
 (25%),  (10%),  (10%),  (10%)	Overload
 (25%),  (10%),  (10%),  (10%)	Immunity, Dark Anomaly - Weakened (100%) and Distracted (100%), Dark Matter - Instant KO (100%)
 (25%),  (10%),  (10%),  (10%)	Reinforcements - Additional enemies are summoned, Doom Orb - Distracted (100%) and Armor piercing
 (25%),  (10%),  (10%),  (10%)	Bash - Distracted (100%) and Blast
 (75%),  (25%)	Evade, Buzz Saw, Full Power - Instant KO (100%)
 (75%),  (25%)	Evade, Buzz Saw, Full Power - Instant KO (100%)
 (25%),  (10%),  (10%),  (10%)	Phase, Stasis Grenade - Stun (100%)
 (75%),  (25%)	Phase, Stasis Bomb - Stun (100%) and Blast
 (25%),  (25%),  (10%),  (10%)	Drain Life - Weakened (100%) and Leech (50%), Water Shield - Reduced incoming damage
 (25%),  (25%),  (10%),  (10%)	Slime Shot - Weakened (100%), Water Shield - Reduced incoming damage
 (25%),  (10%),  (10%),  (10%)	Leech Wave - Armor piercing and Leech (15%), Evade
 (25%),  (10%),  (10%),  (10%)	Leech Wave - Armor piercing and Leech (15%), Evade
 (25%),  (10%),  (10%),  (10%)	Regeneration, Leech Blade - Armor piercing and Leech (15%)
 (25%),  (10%),  (10%),  (10%)	Immunity, Hellfire - Blast
 (25%),  (10%),  (10%),  (10%)	Immunity, Hellfire - Blast
 (25%),  (10%),  (10%),  (10%)	Leech Blade - Armor piercing and Leech (15%), Regeneration
 (25%),  (10%),  (10%),  (10%)	Leech Blade - Armor piercing and Leech (15%), Regeneration
 (25%),  (10%),  (10%),  (10%)	Phase, Stasis Bomb - Stun (100%) and Blast

Enemy	ACT	HP	SPD	ATK	DEF	LUCK	DMGE	ARRMR	Elemental Resistance	
Overmind Leucosia	1	600	37	38	54	33	70	12	🌀 (50%), ⚡ (25%), 💧 (10%)	
Overmind Ligaia	1	600	37	38	54	33	70	12	🌀 (50%), ⚡ (25%), 💧 (10%)	
Overmind Riadne	1	600	37	38	54	33	70	12	🌀 (50%), ⚡ (25%), 💧 (10%)	
Power Pylon	1	300	0	0	37	35	0	25	🔥 (25%), ⚡ (25%), 🌀 (10%), ⚡ (10%)	
Prefect Charyb	3	700	42	40	50	24	80	30	🔥 (25%), ⚡ (25%), 🌀 (10%), ⚡ (10%)	
Prefect Scylla	3	700	42	40	50	24	80	30	🔥 (25%), ⚡ (25%), 🌀 (10%), ⚡ (10%)	
Procurator Shade	2	200	27	23	33	18	30	10	🌀 (50%), 🌀 (25%)	
Queen Wasp	2	100	11	15	22	10	20	9	🌀 (50%), 🌀 (25%)	
Raptor Hawk	2	100	20	16	29	18	40	0	🌀 (50%), 🌀 (25%)	
Robodillo	1	90	6	16	17	4	18	14	🔥 (25%), ⚡ (25%), 🌀 (10%), ⚡ (10%)	
Seeker Drone	1	60	20	19	35	14	30	14	🔥 (25%), ⚡ (25%), 🌀 (10%), ⚡ (10%)	
Sentry Drone	2	25	7	11	21	4	12	5	🔥 (25%), ⚡ (25%), 🌀 (10%), ⚡ (10%)	
Sentry Mk. II	3	40	11	18	27	9	13	8	🔥 (25%), ⚡ (25%), 🌀 (10%), ⚡ (10%)	
Shadow the Hedgehog	3	275	21	20	30	14	45	12	None	
Shadow 2nd Fight	3	75	21	20	30	14	35	8	None	
Shield Pawn	1	180	10	16	20	7	34	35	🔥 (25%), ⚡ (25%), 🌀 (10%), ⚡ (10%)	
Shield Pawn Mk. II	2	360	20	22	20	15	40	40	🔥 (25%), ⚡ (25%), 🌀 (10%), ⚡ (10%)	
Swat Bot	1	90	7	14	14	1	18	10	🔥 (25%), ⚡ (25%), 🌀 (10%)	
Swatbot Mk. II	2	200	9	20	20	10	35	24	🔥 (25%), ⚡ (25%), 🌀 (10%), ⚡ (10%)	
Thelxe	3	400	40	34	50	30	50	20	🌀 (50%), ⚡ (25%), 💧 (10%)	
Voxai Conspirators	2	350	42	34	48	32	45	15	🌀 (50%), ⚡ (25%), 💧 (10%)	
Wasp Swarm	3	30	16	13	23	10	6	0	🌀 (50%), 🌀 (25%)	
Wild Boar	1	45	5	8	12	2	8	3	🌀 (50%), 🌀 (25%)	
Zoah Brute	2	510	25	34	35	15	70	40	🔥 (50%), 🌀 (25%), ⚡ (10%)	



Elemental Weakness	POW Moves
🔥 (25%), 🌪️ (25%), ⚡ (10%)	Air Shield - Reduced incoming damage, Psi-Slow - Sluggish (100%)
🔥 (25%), 🌪️ (25%), ⚡ (10%)	Air Shield - Reduced incoming damage, Psi-Confuse - Stun (100%)
🔥 (25%), 🌪️ (25%), ⚡ (10%)	Air Shield - Reduced incoming damage, Psi-Dazzle - Distracted (100%)
💧 (75%), 🌪️ (25%)	None
💧 (75%), 🌪️ (25%)	Immunity, Regeneration, Mighty Slash - Stun (50%) and Armor piercing
💧 (75%), 🌪️ (25%)	Immunity, Regeneration, Mighty Slash - Stun (50%) and Armor piercing
🔥 (25%), 🌪️ (10%), ⚡ (10%), 🌪️ (10%)	Reinforcements - Additional enemies are summoned, Blade Rush - Leech (15%)
🔥 (25%), 🌪️ (10%), ⚡ (10%), 🌪️ (10%)	Evade, Poison Quill - Poison (100%)
🔥 (25%), 🌪️ (10%), ⚡ (10%), 🌪️ (10%)	Feather Barrage - Armor piercing
💧 (75%), 🌪️ (25%)	Cyclone
💧 (75%), 🌪️ (25%)	Evade, Self Destruct - Instant KO (50%) and Inescapable
💧 (75%), 🌪️ (25%)	Evade, Buzz Saw
💧 (75%), 🌪️ (25%)	Evade, Buzz Saw
None	Chaos Spear - Armor piercing, Chaos Rift - Distracted (50%) and Instant KO (50%)
None	Chaos Spear - Armor piercing, Chaos Rift - Distracted (50%) and Instant KO (50%)
💧 (75%), 🌪️ (25%)	Shields Up - Reduced incoming damage, Quake - Stun (50%) and Inescapable
💧 (75%), 🌪️ (25%)	Shields Up - Reduced incoming damage, Quake - Stun (50%) and Inescapable
💧 (75%), 🌪️ (25%)	Crusher - Weakened (100%)
💧 (75%), 🌪️ (25%)	Crusher - Weakened (100%)
🔥 (25%), 🌪️ (25%), ⚡ (10%)	Air Shield - Reduced incoming damage, Psychic Wave - Stun (25%), Armor piercing, Blast
🔥 (25%), 🌪️ (25%), ⚡ (10%)	Air Shield - Reduced incoming damage, Psychic Wave - Stun (20%), Armor piercing, Blast
🔥 (25%), 🌪️ (10%), ⚡ (10%), 🌪️ (10%)	Buzz Swarm - Sluggish (100%)
🔥 (25%), 🌪️ (10%), ⚡ (10%), 🌪️ (10%)	Parry - Automatic counter attack
🌪️ (25%), 🔥 (10%), 💧 (10%)	Power Blast - Weakened (100%) and Blast, Regeneration, Lightning Shield - Reduced incoming damage



Offensive Properties Key

Armor Piercing	Damage is not reduced by target stats, full damage value is applied
Inescapable	Attack will never miss the target
Blast	Splash damage (50%) is spread to adjacent targets
Leech	Attack drains PP from target and converts it to HP for the attacker
Full Auto	Multi-hit projectile attacks that spread damage across all members of target group
Instant KO	Max HP damage applied, instant knock out
Phase	Immune to damage and status effects
Evade	Automatically evade attacks that are not inescapable
Immunity	Negative status effects are removed

Side Missions

Act I

The Tired Old Woodsman

Location: Green Hill Zone

Summary: An elderly woodsman asked Sonic for his help. Tap the woodpile 3 times to help the man out!

Reward: 50 XP, Random Item

Robot Muggers

Location: Central City

Summary: A GUN agent has been chasing rogue 'bots through Central City, but he managed to lose them. Find them and take them out.

Reward: 75 XP, Random Item

Queen of the Swarm

Location: Central City (rooftops)

Summary: A guy in the streets of Central City says that dangerous swarms of large wasps have been terrorizing the rooftops. The team must find and defeat the Queen to drive out these dangerous pests.

Reward: 50 XP, Antidote

Norton is Missing

Location: Green Hill Zone

Summary: At Tails Workshop talk to Big about his friend Norton that is missing. Four frogs are scattered all over Green Hill Zone, and the fourth frog found will be Norton.

Reward: 75 XP, Random Item

The Signal

Location: Green Hill Zone

Summary: Dr. Madden is concerned about the behavior of the animals in Green Hill Zone. He asks the player to find three "signal projectors" and destroy them. Completing this quest replaces any animal enemies in Green Hill with robots.

Reward: 50 XP, Cure All Spray, Random Item

Young Boy in Trouble

Location: Green Hill Zone

Summary: On a hill near Cream is a cave with an Eggman Device and a young boy who is in trouble. Enter the cave and defeat the Giant Scorpion to rescue the boy. Agree to take him with you and go to Central City, near the man who gave you the Queen of the Swarm mission, to reunite him with his father.

Reward: 25 XP, Random Item

GUN Escort

Location: Blue Ridge

Summary: A GUN official is stranded in Blue Ridge Zone. The quest is completed when the team brings him to the Station Square airfield.

Reward: 100 XP, Immune Booster, Random Item

Timmy's in Trouble

Location: Blue Ridge Zone

Summary: An old man tells Sonic that his son Timmy has fallen down the well! Go to the well to find "Timmy" is actually "Timothy", a grown man who works maintaining the well. Return to the old man with Timmy to realize he is a little crazy.

Reward: 75 XP, Crazy Beans

Deliver the Warning!

Location: Blue Ridge Zone

Summary: An employee is in Station Square and realizes he left the breakers open. Go to the factory and warn the foreman!

Reward: 500 XP, Speed Bar

Man in a Booth

Location: Blue Ridge

Summary: A guy inside a strange booth is locked in. To pass the time, he asks the team for the Blue Ridge Times from a local store.

Reward: 25 XP, Prune Juice

Act 2

Secret Operations

Location: The Cyclone

Summary: When you land on Kron, Rouge has a secret mission from GUN to collect 5 pieces of Nocturnus technology. Return to her aboard the ship at any time to give these to her.

Reward: 1,000 XP, Random Items

Poisoned the N'rrgal Supply

Location: N'rrgal Colony

Summary: Someone has poisoned the N'rrgal spawning pools! Enter a cave to the west to find a Swatbot was sucked into the Twilight Cage by the wormhole. Defeat the enemy and clear up the pools.

Reward: 3,000 XP, Random Items, Precursor Tablet

Pirates: The N'rrgal Shipment

Location: N'rrgal

Summary: After acquiring the N'rrgal sweat from the other pirate side mission, go to Kron and deliver the shipment. You will receive the Kron Payment. Take the payment back to the N'rrgal trader and end the mission.

Reward: Delivering the shipment after fighting the pirates: 2,500 XP, Rock Salt, Random Item. Delivering the Kron payment to the N'rrgal: 2,500 XP, Refresher Wave, Random Items, and Precursor Tablet

The Night Stalker

Location: Zoah Colony

Summary: A horrible creature terrorizes the community from the shadows. Coincidentally, a local merchant, Haniman, is getting rich off selling charms to protect people from the monster. Talk to several people on Zoah and learn the truth about this fearsome menace.

Reward: 3,000 XP, Precursor Tablet, Crazy Beans

Pirates of Twilight Cage

Location: Zoah Colony

Summary: A gang of exiles has taken to work as pirates. Speak to the Zoah trader to start the mission. Head back to N'rrgal and talk to the trader to agree to run an errand. When you try to leave N'rrgal, you will be confronted by the pirates. Defeat them to set them on the righteous path.

Reward: 10,000 XP, Random Item and Precursor Tablet

Interference

Location: Voxai Colony Beta

Summary: One of the Voxai citizens, Croesus, has something wrong with his connection with the Overmind. After searching a platform to the north, you will find Nocturnus that are testing out an anti-mind-control technology on the Voxai. Destroy the machine they were using, and return to Croesus to tell him what happened.

Reward: 4,500 XP, Psychic Water, Random Item

Relics of the Past

Location: Kron, N'rrgal, Zoah and both Voxia Colonies

Summary: A Nocturnus Clan scholar on Kron named Nestor misses his old home and says he'd love to collect remnants from Nocturne that have ended up on other worlds. There's 1 Nocturne Relic in a container hidden on each colony. Return all 5 to Nestor to make him feel at home.

Reward: 8,000 XP, Med Emitter, Precursor Tablet

The Argus Event

Location: Various

Summary: There are 5 Precursor Tablets that are awarded for completing the other Act 2 side missions. Bring these to Nestor on Kron to reveal some of the mysteries behind the Twilight Cage.

Reward: 10,000 XP, Ring of Life, Med Emitter





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