



Sonic Unleashed Guide

Having troubles in the latest Sonic game, with nowhere to turn for guidance? These walkthroughs will help you restore each continent, find more medals, and walk away with bonus items to boot.

Start things off with the primer if you're new to Unleashed or Sonic games in general. Or dive right into whichever continent you need a hand with. In no time you'll breeze through the game with this guide!

In this Sonic Unleashed strategy guide, you'll find:

- **BASICS** // Tips for playing both Sonic the Hedgehog and Sonic is Werehog.
- **WALKTHROUGH** // Our Sonic Unleashed walkthrough with strategy for restoring all seven continents.

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The logo for IGN Insider Extras, featuring the IGN logo and the text "IGN INSIDER EXTRAS" in a stylized font.

A screenshot from the game Sonic Unleashed showing Sonic the Hedgehog in his Werehog form piloting a red and yellow jet. He is flying over a green landscape with a blue sky and a few clouds. There are three yellow rings floating in the air ahead of him.

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Sonic Unleashed Basics

Continents (Hubs and Action Stages)

Unleashed follows Sonic as he attempts to fix a broken Earth, continent by continent. While the story has our hero hopping between various locales, each continent is home to its own city hub, action stages, and a Gaia Temple.

In hubs, Sonic visits townsfolk, gathers information, helps people with various tasks, and can shop too. Sometimes you'll need to talk to a specific character to advance the plot or help another character with his/her problem. There are also characters who request items, need help completing a task, or could just use some information. Finally there are characters who provide specific services for rings, such as shopkeepers, chili dog vendors, and traveling merchants.

Each hub also leads to an Entrance Gate which is a hub for all the Action Stages, the gameplay meat of Unleashed. Some stages won't open until Sonic has completed a specific task or reached a certain part of the story, and the Entrance Gate serves as a mini stage itself, filled with enemies, items, and its own share of obstacles.

Once in an Action Stage the goal is simple—reach the end! The methods and challenges required to do so change with night and day. Daytime stages are prominently based on Sonic's speed, while night requires more platforming and fighting from his Werehog form.

At certain point in the story you'll be able to access and face the bosses guarding each Gaia Temple. Again the time of day alters the means in which Sonic topples each, but all have attack patterns that can be studied and avoided. Also with each boss there's an escalation of their attacks as damage is dealt out. Check out the continent walkthroughs on more info for each specifically.

The Difference of Night and Day

The hook of Unleashed is its alteration between night and day. Sonic is lightning quick with the sun up and a powerful Werehog at night, each with their own controls. Other things change too, such as the nature and layout of action stages, as well as what can be done in the city hubs.

Unique to nighttime cities are possessions and exorcisms. Some people become weighed down with Dark Gaia energy when the moon comes up. At a certain point in the story Sonic can try to drive the dark spirits out, equating to a timed fight against a set number of enemies.

The story controls the flow of time up to a point and then you can switch on the fly. Time can be passed through the world map, in the pause menu, and by using hourglasses (commonly found in Entrance Stages). Since available items and events change with the time, it's a good practice to check every place twice—once at day and again at night.

Controls

Not only does the nature of action stages change with time—so do Sonic's controls. Daytime Sonic focuses on speed and quick maneuvers while his Werehog form is all about combat and platforming ability.

Note

Controls listed for Xbox 360. Here's how they translate for PS3:

A = X
B = CIRCLE
Y = TRIANGLE
X = SQUARE
LB = L1
LT = L2
RB = R1
RB = R2

Sonic the Hedgehog (Day)

Homing Attack	A staple of 3D Sonic games, push X when a green circle is over an enemy or object and Sonic is airborne to launch straight to the target. It's useful for smacking bad guys around, hitting hard to reach springs and pulleys, as well as break away certain obstacles.
Speed Boost/Boost Gauge	New to Unleashed is the Boost Gauge—grabbing rings fills it and allows for speed boosts. Press and hold X while on the ground to give Sonic a burst of speed. A speed boost will continue until you let off X or run out of energy on the gauge. Very useful for propelling Sonic through certain obstacles and enemies, up to hard to reach areas, and for time attack runs.
Quick Step	Press LB or RB while in 3D mode to do a quick hop to the left or right. It's good for avoiding objects or snatching rings at high speed, as well as repositioning to hit rails or ramps.
Crouch/Slide	Press and hold B to crouch and move under objects. Pressing B while running sends Sonic in a slide, while continuing to press B as he moves results in a set of sliding kicks.
Sonic Drift	Hold B while steering left or right and Sonic will go into a wide slide. Do it ahead of turns to take them with more speed. Wait too late and he'll go wide, slowing down progress.
Wall Jump	After obtaining a certain item, Sonic can wall jump off certain surfaces. Approach the wall in a run, jump, then jump again when Sonic clings to the wall. Wall jump areas are easy to spot, as they're always narrow pathways leading up.
Air Boost	Another special item gives Sonic the air boost ability. Simply jump and press X when there's energy in the Boost gauge to do it. Useful for crossing wide gaps and landing on out of reach areas.
Stomp	Find another item and get the stomp ability. Press B in the air to land with a slam directly underneath. Use it to flatten certain switches, as well as land on a dime.
Lightspeed Dash	Another item is needed for this move. Press Y when close to a line of rings and Sonic will quickly pass through them. Some areas can be reached only by this method, so keep an eye open for lines of rings that lead to out of reach places.

Experience and Levels

Speed	Increasing this increases Sonic's top speed.
Ring Energy	A higher level gives Sonic a larger Boost Gauge to use.

Sonic the Werehog (Night)

Double jump	Press A after a jump to gain an extra hop in mid air.
Grab	Press B when a green targeting icon appears to grab onto various objects, ledges, poles, columns, and enemies.
Dash	Press and hold RT while moving and Sonic will go into a dash. Good for covering distances and makes certain attacks available.
Attacking	X unleashes lighter punches with stronger attacks coming from Y. As he levels up in combat experience, Sonic learns new moves and combos. All available attacks can be seen in the pause menu.
Critical Attack	When an enemy's health is lowered enough, a small arrow will appear over their head. Pressing B at this time not only grabs the opponent, but triggers a few quick time events. Pressing the right combination will finish the enemy off while missing regenerates its health and harms Sonic. The less life an enemy has, the longer you have to input the correct buttons for a critical attack.
Guard	Press and hold LB to guard. Guarding attacks takes away from Sonic's guard points, which can regenerate over time, or refilled by finding guard point items. Sonic can still move while blocking, and can also roll by pressing A.
Unleashed Mode	Gathering Dark Gaia energy through a stage by breaking objects, beating foes, or finding certain items builds Sonic's unleashed meter. When it hits a certain point the bar begins to glow and you can push RB to put Sonic in a heightened state. His attacks become faster and stronger, he moves quicker, and takes less damage. The bar empties out over time and once gone, reverts Sonic to normal.
Object interaction	Progression through nighttime stages requires a lot of lever pulling, switch flipping, and block moving. Most of these interactions are done with the B button and an on-screen prompt will appear when you're in a position to do so.

Experience and Levels

Combat	Leveling this stat increases the number of moves and combos Sonic has.
Strength	The higher the level, the more damage dealt by all attacks and combos.
Life	Increases total health. Level it up early to keep an upper hand over Eggman's forces.
Unleash	A higher unleash level increases the unleashed bar. Also, you will only need to reach a certain point of the bar to use unleash at higher levels.
Shield	Higher levels yield more guard points.

Items, Shops, Souvenirs

Rings found throughout your adventure can be used to purchase items. Some are pure fanservice while others serve a direct purpose.

Food can be given to Sonic to increase his experience or Chip to change his mood. One Achievement is gained by putting him in a great mood, so pay attention to the way he reacts what he eats.

Give Professor Pickle souvenirs and he'll impart words of wisdom in the form of hints. Some are general gameplay tips while others specifically point out item locations. Hand over enough knick-knacks and he'll even send a medal or two your way.

Bonus items are purely for fun. Videos of past cut scenes, music tracks, and concept art can be found all over Unleashed and purchased in stores. Using all those goodies though requires a TV, bookshelf, and record player, all available in the city shops of Spagonia and Shamar.

Medals and Gates

Medals serve to make activated Action Stages accessible. Even if a stage is available to play, Sonic will need a certain amount of moon or sun medals to enter it. Luckily these can be found all over the place; in action stages, entrance gates, city hubs, and as rewards in some side quests and challenges. This walkthrough will guarantee that you're covered, providing medal locations for each stage so that reaching the next is no hassle.

Sonic Unleashed Walkthrough

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Act 1 - Apotos

With new buddy in tow Sonic begins on a tutorial stage. Most of the obstacles are easy to navigate, with a lot of running along the way. The only tricky parts involve using his new Side Dash and Speed Boost abilities, but both are very valuable moves and worth the practice.



The isolated spring is used to reintroduce homing attacks. Drop down though and there are a few groups of rings to nab before hopping back up and proceeding. Outside of that little surprise all the rings are easy to spot and grab.

Apotos Street - Daytime

Sonic sets out to learn more about Chip's past. This street reveals little, but offers a few medals tucked away. Head up the street, then make a left after the ice cream vendor but before the lady. Between two buildings there's a small incline with a moon medal lurking about.



Head back to the main road, go all the way down to the last left turn, take it, and on the left there should be a small yard with another moon medal.

Talk to the townsfolk to get a feel for Apotos. The scholar Gregorios offers up some explanations about Entrance Gates and where the closest one is.

Entrance Gate - Daytime



There's not a lot to do here at the moment. Grab the rings to the left and tucked in the back by the chairs, sweep up the rest on the grass, and head for Act 2.

Act 2 - Windmill Isle (Day)



The level is pretty straightforward, alternating between 3D and 2D game elements. Jump and speed boost when the first speed ring is visible to nab the first sun medal. Keep running ahead until the first split, then go left to take out the robots.



When the path opens up, steer right to the set of springs. This path leads to a ramp, followed by two platforms. Jump left after the first to land the second and a moon medal.

Now grind down and keep an eye open for a rope pulley. Home attack this to lift up and grab an extra life.



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Hit the rainbow ring for a small shortcut, beat the three robots, then go up the pulley. The next moon medal is obvious and the next, not so much. Using homing attacks to get over the gap, then again to raise up to the top of the two buildings on the landing. The left has another extra life, while the right has another medal. Head down the main road—use homing attacks on the robots ahead or, for more fun, hold down speed boost to plow through and hit the first 2D section.



Speed Boost from the checkpoint and around the loop, building up enough speed to hit the rainbow ring at the ramp. Slide through the two low gaps and hit speed boost right after the second. The speed from it and the dash pads will be enough to launch Sonic up onto a high grind rail and another medal.

The next section involves using quick steps to hop from rail to rail. Use the onscreen commands to avoid spikes and keep an eye open for groups of rings. Once on ground, continue running ahead for another easy medal. Stop just short of the ramps, jump over them and grab the soundtrack item before heading onward.



After the checkpoint, jump and dash for the rainbow ring for another shortcut. A spring will launch Sonic up to a rail. Speed boost to the left before landing to grab a sun medal, and then double back to the rail. Come across the first jump selector and hit the button shown to move forward. Ignore the Robotnik pad and use the platform to go up, hit the pole, and continue onward.

Right before the next low gap is a soundtrack item. After sliding through it's a straightforward run with some homing

attacks leading up to a ramp.

This is the first timed event where the right buttons have to be pressed in order to give an added boost. Sonic will land up on a building with some rings and a zip line.



The game transitions back to 3D and at the first fork, head left. Both lead to the same place but this path launches Sonic up high where a dash can lead to a rainbow ring and another sun medal. The converging road leads to a low gap and some gaps that need homing attacks to cross.

On the switch back to 2D, run ahead until the next jump selector. Hitting it will launch Sonic up and on a small detour. Speed Boost to hit the ramp at a good speed and land on the rails. Stop and double back when hitting the low ground to grab a video item and then move on.

Another timed even will land Sonic up on the rooftops, avoiding a bunch of nasty traps. Grind across the rails and follow along the main path all the way to the goal ring.

Apotos Street - Nighttime

During night Sonic turns into a werehog and while the layout hasn't changed, Apotos has some new goodies to find. First is a sun medal behind some breakable tables across from the ice cream vendor. Another is hidden between two buildings, to the left of the shop, back by a door. Some of the townsfolk are worse for wear during night. These are the first signs of possession and exorcism, but there's nothing to do about it now. Head up the road back to the Entrance Gate.



Entrance Gate - Nighttime

Some of the areas that were off-limits have opened up and Sonic's new abilities help reach a few other places to boot. There's a soundtrack item behind the right corner column of the main building. Then use the stretch grab on the building's rooftop to grab some rings and pull up to another soundtrack. Make note of the other blocked areas—there's still plenty of climbing to do but for another time. Go ahead and enter the Gaia Gate for the next action stage.





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Act 1 - Windmill Isle (Night)

The first stage as a werewolf means more tutorials! Break up the surrounding scenery for some Dark Gaia and break the gate to continue. The first batch of enemies is no problem and defeating them brings down the energy barrier.





Proceed on to learn about double jumping then face off against a larger horde of enemies. Using critical attacks on the larger brutes makes for a faster fight and nets some bonus experience. At the far right corner of the square there's a moon medal behind some barrels. From the left of the entrance there's a wooden door that can be busted open, leading to a room of rings. Another door can be found the opposite side of the plaza, home to a sun medal.





Head onward and watch for the wooden door hidden on the left. Get the sun medal and continue down the street and there will be another door to the right. Defeat the enemy inside and grab the moon medal in the back right corner. At the end of the street there will be a switch hidden under some breakables, with another soundtrack hidden behind some pottery in the back left corner.



Opening the next door leads to another big fight. Go into unleashed mode to make short work of the smaller enemies and use critical strikes to put down the larger foes a bit quicker. With that out of the way, hit the switch to activate the moving platform, then climb up the two ledges. There's a moon medal above the platform; reach it by timing a double jump at the height of the platform's ascent.



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Climb the pole and after the checkpoint, turn and head back down the small pathway where three barrels and a sun medal wait. Go down the hill now and raise the door leading to another fight. Afterwards the next door opens, but don't forget to break up all the pots for a life ring, dark gaia, and a guard point. Also be sure to break the wood door to the left for a sun medal.



The door shuts behind Sonic upon leaving the square. To the left of the ledge is a moon medal. Hop up and beat the next wave of enemies, but don't miss the group of rings immediately to the left. At the end of the road is another ledge, but don't miss the sun medal to the left, behind the steps.



Once up head across and grab the easy sun medal. After beating the robot, look to the left and get the art book item behind the barrel. There are also some rings nearby but to get the 10-ring time Sonic's second jump at the height of his first. To the right of the checkpoint poles is a sun medal, hidden over in the corner. The next two waves of enemies are easier to deal with using grab, throws, and heavy attack spins with foes in tow.





Opening the door leads to another area stuffed with enemies. After the last one drops, notice that two gems have to be fitted in their pedestals before proceeding. The first is easy to find, behind the wood door on the right side of the area. Another moon medal can be found to the left side of this building. Grab the blue box and walk it all the way over to provide height to reach it. There's a small alleyway to the left with four wood doors. Be sure to break through all of them for an art book, a sun medal, some experience from a few fights and, of course, the green gem.



The next section involves a little tightrope action. At the end, move left for another art book and then to the right, dropping down to hang under the rocks and jumping to grab the highest ledge. Hit the checkpoint and nab the extra life, but go back to the ledges for the next moon medal. The trick is to double jump from the top ledge, grab the floating enemy, double jump again, grab the pole, AND THEN make a timed jump to a double jump. This will get the coveted medal and put Sonic in place to grab hold of the highest pole. Don't worry either—the extra life reappears each time he takes a fall.

The next section is easy to maneuver, involving two columns to climb, a swing from a pole, and dispatching one lone robot. The path ahead leads to the last checkpoint and a mini-boss battle.



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The first thing to focus on is staying away from the biggest baddie and getting the others out of the way. Be sure to watch out for the mini-bosses pound attack—jump over it or if hit, mash on the jump button to recover quicker. On the bright side, all the boss' moves can hurt the smaller enemies. Either fight or watch him take the cronies down and when it's down to him and Sonic, run around until he misses an overhead strike and retaliate. It's manageable to end things with a critical strike too, netting a huge bonus. Be sure to smash all the pots at the edges of this area, as there are a few life rings and a soundtrack to find.

Tornado Stage - To Spagonia

Consider it a cross between on-rails shooter and quick time event. The path to Spagonia is fraught with one of the tougher segments in Unleashed. There are no hidden items and not even much strategy, aside from quick hand-eye coordination.



Flying through there will be three types of patterns to beat. One requires a button press before that "timer" runs out and the enemy leaves, or the missile hits the Tornado. The next is a short three series; complete them in order left to right to beat the whole group. Then there are the "hidden" groups, where the first enemy/missile in front has to be blown up to reveal those behind it.

Their flight patterns never change but the buttons do, so it's up to you to make the most of your gamer reflexes and stay out of harm's way. One thing to keep in mind though is that missiles have top priority. Keep them off the Tornado and then even a low score will still mean a good chance against the boss.



The Egg Cauldron is at the end of this section. It will either attack while moving left or right, or attack head on. The left/right attacks are tricky because it means one volley will always be off-screen until its right on the Tornado. Frontal attacks aren't as tricky; though watch out when Robotnik calls for a full-on attack. This usually means a heavy volley of enemies and missiles clustered tight together. When the large button icon appears in the middle of the Cauldron, that's the chance to score some damage. Continue fighting this pattern until the Egg Cauldron goes down or the timer runs out and land in Spagonia.

Spagonia Street - Daytime

Here is where Professor Pickle resides at the University. There are some moon medals to be found as the street winds down, so be sure to pick them up. When the road turns left, jump up on the awning by the second set of tables. There's a rail up here to take, but jump on the apex of the rise to slide the rest of the way to the medal. There's a second rail close by but is blocked access at the moment. Continue on to the university.



On the right side of the university yard, under some trees is another moon medal. There's not much more to do until hitting the school's entrance, which sets Sonic in search for Pickle. All that's needed is to speak to someone who mentions Pickle being in Mazuri. The closest is Aida, down the road to the left, right before the road turns. She'll mention a rumor, which according to other townsfolk is true. Head back to the entrance and speak with Tails.

Mazuri Village - Nighttime

Most of the villagers aren't too helpful, but Yawa mentions a tower on the other side of the village. Kwami's by the Entrance Gate and acting odd—looks like he's possessed. Move ahead to get to the bottom of things.

Mazuri Entrance Stage - Nighttime

There are enemies lurking, so go around and clean them up. From the entrance, go right and behind the tree with a broken bridge there's a soundtrack to grab. Further back is a tall structure. Grapple onto the small posts to reach the top, where some rings and tightrope walk to an extra life wait.



To the left of the entrance is a rock and with a well placed (and timed) double jump a soundtrack item can be had. There's also a series of thin ledges off the ground, so grapple up to reach them. The first walk is easy and dropping to the right earns an easy moon medal. Follow it around to the low platform with Turquoise Tea. Grab it then head down the ledge leading to the art book. Finally use the high ledge to reach a closed Action Stage. Behind it and below is another medal. Drop down and double jump to it, or grab onto the ledge and hop up.



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At the opposite end of the entrance is a large tree. Reaching the top is easy and introduces pulling/pushing blocks. After some climbing enter the Action Stage at the top.

Act 1 - Savannah Citadel (Night)

The flower monsters are relatively weak but immune to grabs and critical attacks. After beating them and the robot, head to the left side and grab the medal next to the skulls. Drag the box over to the switch to proceed.





After beating the enemies here move the block over to the high platform then push the lever on the right side of the area to raise a second platform. Grab the sun medal at the back right corner behind the tree then jump up the platforms. Push the block across the bridge onto the switch.



Fight the enemies in the hall first, then go to the corner of the entrance for a sun medal. Open the door leading to another fight against flowers and robots. With the field down Sonic can grab and toss the small enemy at the switch. This raises a platform, making it easy to grab the sun medal and cross. Be sure to drop from the platform though, as there is a moon medal at the bottom.



The next room drops down to two robots. Beat them and then push the level to raise the platform by the entrance. Push the block to the platform, jump up, then grab the ledge of the top platform. Cross the moving platforms, head left, and jump into the small alcove to the left of the solid platform for a sun medal and art book. The path ahead has an easy to spot sun medal out on a ledge. Grab it then jump over the wall to the next checkpoint.



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Jump and grab the small posts to reach the next ledge. There's a sun medal to the left and two enemies to the right. Grab one and throw it across to hit the switch. Grab the other and carefully jump the gap to the platform. At the height of the platform, toss the foe at the next switch. Wait on the next platform to reach the moon medal and run across the bridge for a video item. From here it's easy to skip the entire tightrope walking segment down below. Just jump and grab each enemy to get across to the next platform and a sun medal. Cross the posts and drop to the floor beneath the checkpoint for a sun medal.



In this room, use the block to the left where it is to get to a moon medal, then move it next to the lowered platform. Take the second block and put it onto the lowered platform and then turn the left lever so the platform is equal with the right. Push the block over and raise both the rest of the way to proceed. From here it's easy to see a post and soundtrack item

behind Sonic, so be sure to grab it before heading forward.

The last room is filled with waves of enemy robots. Go into unleashed mode early to take out the first waves, and build up the gauge for another unleashed attack. Picking up throwing foes into each other works real well too. Be sure to stay defensive, blocking and rolling, and keep the group from surrounding Sonic and the fight should go well.

Spangonia Street - Night

With night means more unlocked areas and medals to find. The first is hidden in the large pot left of the university steps. Head down the steps and a second medal is easy to find on the street. Turn left at the intersection and smash the barrels for a third. The fourth is located back down the road, then with a right turn leading down a new area. Find the old lady, turn right and grab onto the ledge ahead. The final medal is straight ahead.



The item shop is also open, so be sure to do some shopping before hunting down the first Temple.



World Map

After leaving Spangonia the world map opens up, making travel to past stages possible. The tutorial makes it obvious that the next destination is Mazuri during the day.



Mazuri Village - Day

There's a moon medal behind the group of villagers. The second is easy to find, just to the left of the entrance by the building. The villagers don't offer much info, so head through the entrance gate.



Mazuri Entrance Gate - Day

The layout's a bit different this time out, but if you had trouble grabbing the soundtrack on the left rock, it's perfect time now. The little buggers that scurry about will latch onto Sonic and drain his rings but a well placed kick sends them packing.



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The broken bridge serves as a ramp now, leading up to a few floating enemies. Use homing attack to go across, then left, to grab the floating sun medal. The second one is a bit easier to get to—just run behind the large tree and hit the spring in the grass.

There's not much else to do besides grab some rings and head into the next Action Stage.

Act 1 - Savannah Citadel (Day)

The beginning makes use of Sonic Drift, so take time to get used to it. Run ahead and Speed Boost through the throngs of robots up to the checkpoint and springs. In 2D speed boost to get enough height for the moon medal. There's a rainbow ring close ahead and hitting it leads to a rail, rings, and a quick path to jump selector.



Right after the next hint ring, there's a video over the spikes. The next medal is easily found along the main path, right above an enemy. When the view goes 3D another medal is right down the middle path, over the springs at the end of the road. A soundtrack is very close by on the right side of the road after the dash panel.

After the next checkpoint, use the jump selector to move forward (press X) onto the rail. After hitting the spring jump left and left again for a sun medal. It's a pretty straightforward affair until the next checkpoint and transition.



In 3D use drifting to make the turns and don't miss the next moon medal—it's literally in the middle of the road.



Head forward to the next 2D section and run ahead, passing over the spikes and winding up and around the tree. A moon medal is easy to spot, floating above and left of two moving platforms. Continue right and up to the next selector and drop down. Run right, grab the medal, and drop to the rail and make way back to the selector and press X this time. Use the poles to navigate up to the video item, then right to the next dash panel. It's just a small loop, hop, and jump to the goal.

Boss - Egg Beetle

Sonic is set to auto run, so focus on dodging the Egg Beetle's attacks and picking up the medals as he speeds past. The first segment is in 3D, so use side steps to dodge incoming missiles and spiked balls. Use speed boosts to close in and use a homing attack as the pincers open wide to deal some damage. The Beetle will slow down for a big attack and Sonic needs to run around its sides to avoid getting hurt.

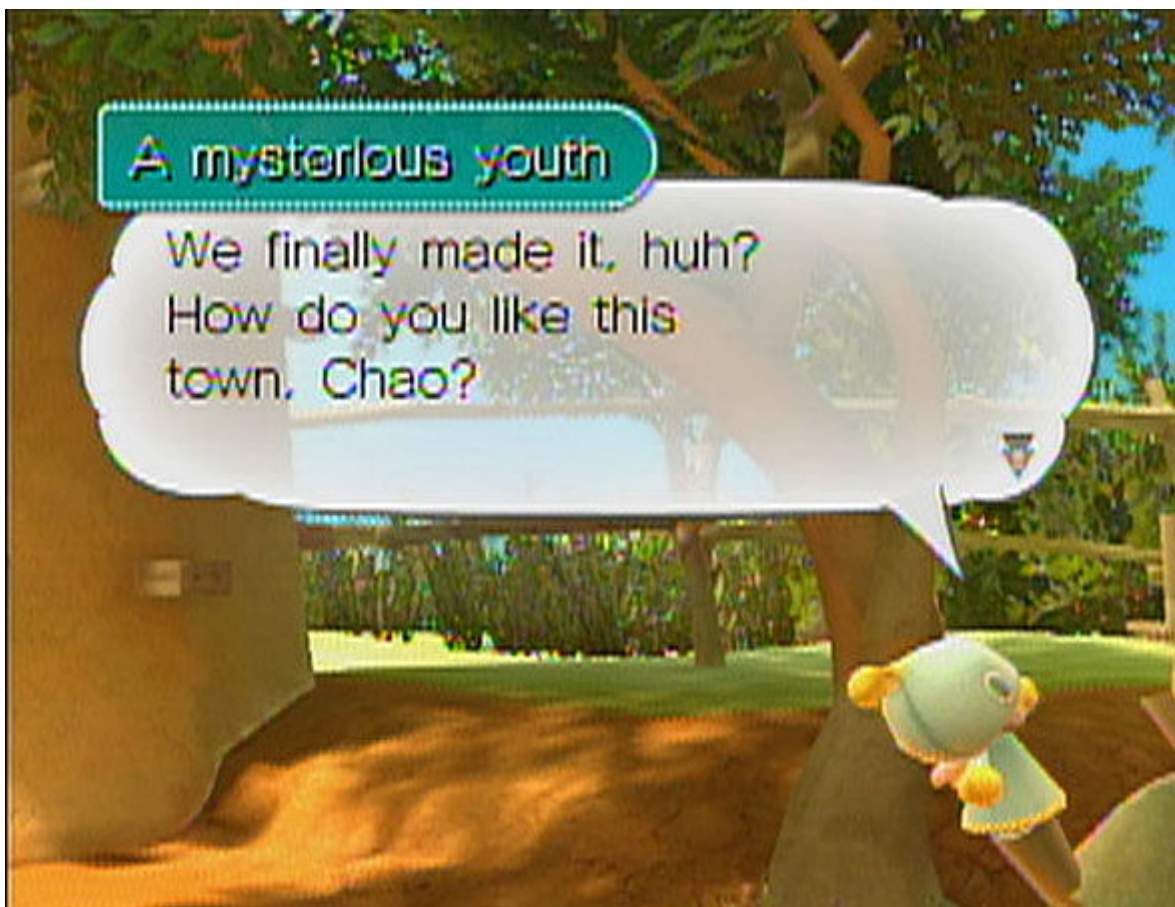


The transition to 2D also means a new attack pattern. Dodge the missiles as they drop to the ground and time jumps over the spike balls as they hit the ground between bounces. Jump when the Beetle comes close and attempts to strike with its pincers. If it's ahead a homing attack can get another tick of damage in. When the boss gets on the same plane as Sonic and opens wide that a Homing Attack will damage it as well.

The patterns repeat between 3D and 2D play until the final blow lands.

Mazuri Village - Day

With the first continent restored the time of day can now be altered through the pause menu. There are also some new conversations with the townsfolk, the shop has reopened, a chili dog vendor is roaming about, and a traveling salesman and his...Chao hand puppet are hanging out by the entrance. He'll continue to pop up around the continents—it takes three tries to get his courage up and he'll finally sell items to Sonic. Keep an eye open for him.



Now it's on to Holoska!

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Spagonia (Night)

Return to Spagonia at night and speak with the professor. He'll clue you in to two temple locations and fancy that, one is in Spagonia!

Spagonia Entrance Gate (Night)



Another Action Stage is straight ahead. There's also an hourglass which can switch the time of day. Move to the left side of the area and there are four light balloons. Hit each to light them and open a door leading to another set of lights. These shut off faster, so time hook attacks to hit as many as possible as fast as possible. This opens a final door leading back to the first Tornado attack stage. Now that that is replayable, head back to the main square and through the Gaia Gate.

Rooftop Run - Act 1 (Night)



From the entrance it's a small fight and climb to the first checkpoint. There is a red box off to the right that can be tossed as an explosive, cutting the battle short. Head back to the starting point to enter two open buildings for some rings and a soundtrack. There are also two buildings with blue doors in the main square. These can be broken open and lead to another soundtrack and sun medal.





After the checkpoint finish the fight to open the post leading up. On this rooftop head right and drop down to a closed off sun medal. The opposite side of the roof drops to the next section of the stage. Double jump left to the balcony of rings and art book. Return to the roof and drop to the ledge, move right all the way and claim another sun medal. Now drop down to the stairs below.

Head down the right fork after the checkpoint. There's a locked door at the end that needs two gems. One is real close, back in an alcove. Another alcove has a pot with a life inside. Head back and take the left fork this time, grabbing the sun medal to the right alcove and the red gem on the left.

The next checkpoint leads to a few fights and after the dust settles, there's a lever hidden between the planters by the staircase. Pull it to unleash a large barrel that smashes the gate blocking progress. After another small fight, continue down the new hall.

There's a large baddie in this area, so grab the ledge to the right of the hall and sidle over to the exploding box on the ledge. Tossing it puts a good dent in the mini-boss and there's a sun medal where the box once sat. Hit the ground in unleashed mode to make short work of him, well before he summons out too many smaller minions.



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Take the yellow gem back to the small pedestal before the gate entrance and cross the checkpoint. The blue door closest holds a video item, a few doors left of here have 10-rings, and there's a movable block next to those. Push it to the ledge at the dead end alley to the right and climb up. There are a few rings directly ahead and shimmying right leads to another blue door with a moon medal inside.



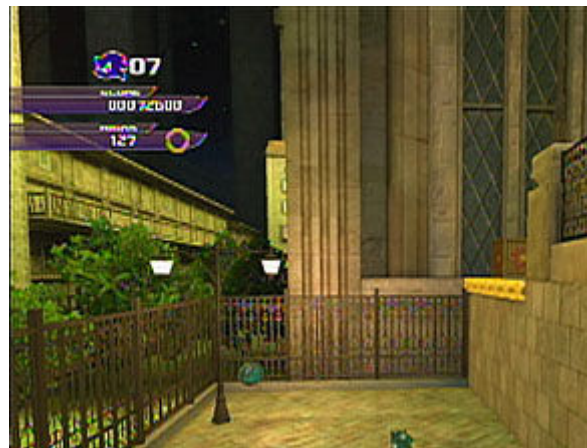


Going up the main road shuts a gate behind Sonic and triggers another fight, where priority should be set on the gun-totting robots. There are a lot of blue doors here, most with rings, but be sure to get into the long building with the moon medal in it. The building next door holds another life, while the building to the right of that another moon medal. From this spot in the street it's possible to grab the ledge above and run left on the roof to a drop point and another moon medal.





Drop back to the main road and continue onward where a fight and a blue door are just up ahead. Crossing the checkpoint leads to a street and an unlikely scene. Flip the switch so the barrel rolls down, taking out the gate. Hope the ledge where the barrel was for a moon medal, then run down the street and turn right at the fence's opening. Running back up the street on this side leads to a sun medal, while running all the way down to the end has a soundtrack hidden in a pot.



Another mini-boss and some robot foes wait past the next checkpoint. The boss waits patiently at the circle, so take time to beat all the robots and explore the lower floor. One the left there's a moon medal and a small ledge. Hope up and use the exploding box to put a quick in to the big baddie.

The next section involves platforming action skyward, most of it involving grabbing onto gears, ledges, posts, and swinging about. There's no safety in screwing up either; falling results in a lost life rather than starting over at the bottom.



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Right after the second check point though there's a column that Sonic can latch onto, climb, and use two posts to reach a sun medal.



The third checkpoint in this tower starts with some posts and poles. There's an easy to reach soundtrack and when Sonic reaches the extra life, there are two cogs leading up to another sun medal, and a quick swing to the tower's exit.

Turn the lever outside to move the clock's hour hand to run straight with the minutes. After releasing there's little time to waste as the hand slowly resets itself. Climb up to the clock face and side across the hands before it's too late. Used the ledge at the top to cross to the next side where grabbing the flying foes leads to a safe descent.



There's a sun medal behind the planters here, and a few new flying baddies appear. Use them to cross and land into one last fight before the key fragment reveals itself.

Spagonia (Night)

Returning grants use of the camera! Now that you can exorcise spirits, now would be a good time to travel back to Apatos and Mazuri. Ridding people of spirits involves fights that need to be finished within a time limit. Head out to Halooska when ready to continue the story.

Halooska (Day)

Head down the hill and run into a familiar face. Break the snowman for a moon medal, and another rests behind the two igloos behind Jari-Thure.



Halooska Entrance Gate (Day)

Sonic can dash across the water during the day to reach spiked boots that allow him to stomp. Start by stomping the busted switch down to open the door ahead. Also grab the sun medal to the right of the switch before continuing on. The second sun medal is in the next area, up and behind the Gaia Gate.



Cool Edge - Act 1 (Day)

Speed boost through the large chunk of snow by the first group of enemies for a sun medal then continue boosting through the second group and over the water. Once running over ice be careful as to not slip off to a sloppy death. The 2D section is real short and after the first gap, the second is safe to fall down.



Back in 3D, there's a hidden path on the left that comes up quick. Air dash through it, boost through the robots, and end up at a broken switch and moon medal. Fixing the switch opens the path ahead, leading to a crazy bobsled course.



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There's a sun medal after the first right turn, wedged tightly between two sets of spikes. Turn hard into the middle and level out quick to nab it.



At the next transition, jump right as Sonic hits the second ice wall to bounce across two enemies, land up high, and get another sun medal.

The next transition has a moon medal in the middle of the path. Grab it and be quick to dodge the falling rocks. Right before exiting the cave a rock will block the right, so jump over the gap to the left and dash over it.



The next segment requires some water running. Hit the speed boost early and don't let up until Sonic reaches the solid

slope leading to more enemies and a dash panel. Speed boost again on landing and stop right at the small island with more foes. Take them out and grab the moon medal to the right, then boost over the water and continue toward the next dash panel.



After the switch is another transition. Go up the ramp and stomp through the ice to continue on. There are a lot of dash panels, ramps and springs ahead. Sonic will stop dead short of or hitting a Robotnik pad, but it's harmless. Walk left and jump onto the dash ring to keep moving. There's a jump selector above that will move forward with X, but press A first to collect the video. Hit the spring but push right to slow Sonic's path or else wind up in the spikes, then take the dash rings up to another set of enemies.



Run down and stomp through the ice, leading to a short run to a checkpoint. Keep running before the ground falls out from below until the spring launches Sonic into another sled. After the first gap, there's a video item on the small ramp ahead, and a moon medal on the ramp following it.

Steer carefully on the parts where the stage opens up—without rails or walls one slip could mean demise. On the second open area, follow the dash panels to get by and don't try to over steer—it's merely seconds before hitting one final ramp, moon medal, and landing to the key piece.

Halooska (Night)

As Chip says, there's not much else to do here at the moment, but turn it to night to grab the two sun medals here. One is behind Jeri-Pekka in a snowman and the other is right the entrance. Now return to the Professor.



Spagonia (Anytime)

The Professor mentions that there should be a temple in Chun-nan as well. Head to the world map and check it out.

Chun-nan (Day)

The elder is missing and no one can go through the gate without Lin's permission. There are two moon medals to get before heading on—one behind a gong in the backmost left building's courtyard. The other is close by, on the outside corner of the building over in the pond.



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Chun-nan (Night)

The item store is open and there are two sun medals to find. One is below the bridge at the entrance and the other by a waterfall in the pond.



Chun-nan Entrance Gate (Day/Night)



Head left down the shadowy path for a video. There's another across the lake—use a speed boost through the gap in the fence to get to the small mountain base and grab it. Go back and up the mountain in the middle of the leftmost series to reach the Pick-Me Up item. There doesn't seem a way to reach the winged shoes though. The mountain next to this one has an art book at its peak and an hourglass. Use this to switch to werehog, swing on the pole, and grab the moon medal at the post. Switching to night also triggers a scene at the building at the far end of the area. This is the next destination.



Dragon Road - Act1 (Night)



Start by fighting off the enemies in this plaza, head down the bridge and take out the next group. Break through the boulders under the archway blocking progress and snatch the sun medal in the small house to the right. Head down the road and pull the lever after the last foe falls.





Cross the doorway and immediately move into the right corner for another sun medal. There's another medal on the left side of the doorway, next to a few vases. Break up the boulders on the right opening a way to a cramped fight with waves of assorted foes. Afterward head into the house for the rings, and grab the soundtrack and moon medal on its outer side edges.

Return to the checkpoint area and head over the bridge. After the fight grab the electric foe down the next bridge and toss it over. Take out the flower baddies on the long platforms before going back to the plaza, where Sonic can then jump across the floating boxes and grab another medal.



Head back and resume the main path, where after a fight Sonic needs to use the flagpole to get across. Grab the art book on the next plaza and catapult out, but be sure to double jump left and use the air enemies to reach the moon and sun medals above. Land and take out the two sets of enemies leading to the next catapult, and be sure to double jump to slow Sonic down and give enough time to grapple the pole.

The next two sets of plazas are much like the first, with some fighting and swinging to be had. The second plaza leads out to a long stone walkway and a post that can only be used when it's green, so time the grab accordingly.



Another mini-boss comes in to view shortly after the checkpoint. To the left of this area are a few boxes floating in a corner. Hop across and up the post for a sun medal, video, and another electric foe. When fighting the boss take care of the wizards first. When it's just him and the mini baddies, start working the big guy over. The goal ring is just past the next door.

Dark Gaia Phoenix - Boss

There are a bunch of moon and sun medals strewn about on the outer edges, along a platform edge, and in the middle of the stage.



The phoenix attacks in several ways. It shoots homing-type quills, rapid-fire quills, zooms across the screen igniting everything in its path, pushes Sonic back with a wing whip, and finally slams into the ground. The slam is the move to

watch for, as it radiates fire all across the stage floor. Stay up high and retaliate while the boss is center-stage.

Throw the large water jugs at the phoenix to douse its inferno then attack when it lands to rest. Complete the quick time event to score a final blow...and watch as its health regenerates!

This process repeats three times, with each cycle offering more aggression from the boss and a longer quick time event to complete.

With the rescue of the elder and Chun-nan's treasure our heroes learn the treasure is the key to the next Gaia Temple. Now the second continent can be restored!

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Spagonia (Day)

Sonic learns that Eggman is snooping around Spagonia and Chun-nan. Head to the Entrance Gate and see what's up.

Spagonia Entrance Gate (Day)

Entering this area during the day before didn't yield much—there was a place Sonic could slide under on the right but was blocked by lasers. With the stomp boots though, he can easily progress by stomping on the broken switch. A pulley will drop, giving a way over the way and onto the next area.



In this place there's a set of wall-jump shoes on the far end. Problem is there are more lasers guarding it—head to the left pillar closest to the boots and there should be a pulley on its left side. Once up top, use a homing dash to hit the

spring then time a stomp attack onto the switch, dropping the lasers. This also a good vantage point to jump over to the art book—the medal is another matter.

With the shoes on, it's easy to bounce up the two walls and snatch another sun medal. The moon medal atop the pillar is also accessible. Head back to the first pulley and the lasers here will be down, making it simple to slide through. Now head to the other wall jump area in the middle of the main plaza and bounce up to the rail above. This leads around the plaza, up, and over into the next action stage.

Rooftop Run - Act 1 (Day)

There's a shortcut to the right, behind a set of planters to the right when the road first opens up. On the left though is a sun medal and a few enemies, followed by another easy medal, to the left over a short fence. A few perilous jumps later and the path meets back with the safer shortcut.





On the first transition Sonic is launched ahead into a wall where some wall jumping is needed. Go back instead and wall jump up following the straight trail of rings to a sun medal.

There's an art book on the first sliding point. Head up instead, using the flagpole or homing attacks on the balloons to propel to the roof.



On the next transition things are pretty straightforward. Not until after the second set of robots where there be another moon medal—and its dead center in the road.

A short transition marks a few jumps, a jump selector, and another dive (literally) into 3D. Falling down Sonic can speed boost to fall faster and quick step to avoid hitting the myriad of spiked balls on the way down. There is a moon medal in the middle of one circle of spikes so be sure not to miss it.



Hit the ground running and a rail comes up quick. Jumping from the rail affords a chance to home attack several airborne enemies, leading to a soundtrack.

Run down the narrow street and come up against three mini-bosses. Each fires a laser that Sonic will have to quick step to avoid, and while there's no fighting them per se, each is destroyed as they hit unavoidable walls. So the trick is to move fast and dodge the lasers—fighting the enemies shouldn't be considered.

Shortly after the fight a split in the road occurs—keep right and hit the fountain for a sun medal then continue on the elevated road. The following section contains a lot of split paths between high and low rooftops but nothing that drastically alters Sonic's flight path.



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Once the path converges into a single wide roof, there's a group of robots to dispatch. There's a moon medal easily in reach as the roof ends in a series of springs, a wall run, and a return to the streets. Use quick step to dodge the spiked barrels ahead, and speed boost through the normal ones.

On the transition there are quite a few platforming elements ahead, so slow down the pace on reaching the first balloon. It's not difficult to get through this section, but going too fast can prove fatal. Use homing attack up the line of flying enemies to reach a timed event, where Sonic winds up on a dizzying rail ride back down the clock tower.



After the checkpoint, grind the top rail and hit A on the jump selector for another medal. A shortcut rests at the next selector by using X to propel across the gap instead of up. Run all the way to the ramp, where a successful timed event leads to a moon medal, and failure leads to a mad dash from another set of barrels.

The three mini-bosses return, but Sonic's options are limited high up on three rails. Use quick step to avoid lasers and pits ahead. When the fight continues on the street, speed dash robots into them or continue pursuit to force them into walls one more.

Chun-nan Entrance Gate (Day)

With the wall jump shoes it becomes perfectly clear how to reach the air boost shoes at the top of the first mountain. Use the spring here and air boost to the mountain on the lake, and the next action stage. There's also a sun medal hovering over a pair of rainbow rings to the right of the landing point.



Dragon Road - Act 1 (Day)

Luckily an extra life shows up early; just air dash after the first ramp in the middle of the road. Short after, there are two green crates in the road, with the right one containing a spring that leads to a rail. At the very end is the first moon medal, and the rail right of it leads up to a roof with a cache of rings.



Executing the timed event after the first major ramp lands Sonic up high; homing attack into the flying enemy to launch through the dash ring and make another shortcut.

Ride down the dragon for the first transition. After the checkpoint there is a group of fliers that can be used to make faster progress.



The next checkpoint switches things to 3D and some slower platforming. There's an art book on the third rotating platform before ascending up the taller ones.

There's a moon medal after the next checkpoint. Quick dash to the right rail as soon as it shows up for the medal, and to avoid a nasty fall. Dash left or right when the opportunity is there to miss the fall in the middle, then hop back into the center. The next ramp tosses Sonic into the water, so boost as soon as possible to avoid drowning.



This section is tricky as it involves moving fast enough to stay afloat while making hard turns. The trick is to hit the dash pads the push Sonic forward at the desired turns. There's a sun medal to be had after the first turn this way. Continue to speed boost and don't let up after reaching air, as the boost will end in landing on a roof, a grind, and a moon medal.

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On the transition and checkpoint, there's a dash ring shortly after the loop. Take it to avoid all the platforming below and grab another sun medal.



Shortly upon landing, there will be a stop in momentum and flagpole that leads up. Instead duck down and crawl under the structure to reach a spring and the final sun medal.

At the next checkpoint quickly dispatch the missile launching robots and use the tower of rotating platforms to reach the video to the right. From the third platform up, hop to the left, bash the robot, and jump from here to reach the highest platform and extra life in the middle. Another moon medal is on the last platform. Being patient works best as the rotation will lead Sonic to it.

After the next checkpoint, make way quickly across the rotating platforms, as there's no way to take out the missile-firing baddies. On the last platform be sure to use a homing attack on the electric enemy to reach the dash rings.

While running from the mini-boss it'll slam the ground creating a wave Sonic needs to jump over to avoid. Quick dash as needed to avoid its lasers as well as oncoming bombs. After a section of this, the boss will be held back by a small archway and the goal will be in sight.

Spagonia Entrance Stage

With both key halves in tow, it's on to the Gaia Temple and another boss fight.

Rooftop Run - Egg Devil Ray (Day)

There are three types of perspective to handle in this fight—3D, 2D, and overhead. In the 3D segments quick step to avoid any attacks from Ray's side lasers and rotating beams. In 2D, Sonic needs precise jumping and dodging to avoid rotating lasers and bullets coming from Ray. The overhead view works like a vertical shooter, requiring Sonic to navigate a path through a volley of bullets.





The real trick in this fight is Devil Ray's shield. Hitting it with a homing attack brings it offline for a while, leaving an opening for real attacks. As its health drops to 2/3, it enters another "level" of attack. While the main modes persist, the patterns Sonic needs to navigate get harder. This change happens once more at about 1/3 health.

Once Egg Devil Ray falls another continent is restored.

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Halooska Entrance Gate (Night)

As a werehog Sonic has access to a few new areas. To the left of the entrance is a ledge to grab onto, leading up to a moon medal up another ledge and on the left, and a group of enemies to the right. There's a second moon medal to find by the enemies, over in a corner to the left of the group.



Beating the enemies affords a chance to throw all three switches, opening the door which leads to the next action stage, and a soundtrack off to the right.



Cool Edge - Act 1 (Night)

The first sun medal is in plain sight, on the third ice platform from the start. Tread slowly across each to avoid sliding into a watery grave.



The second fight puts a barrier over the gem pedestal but grabbing the fire enemy at the checkpoint makes the encounter laughably easy. On the small hill to the left, dash with LT or RT and double jump to get close enough to latch onto the ledge ahead.

The gem is here in front of the very door it opens. To the right on the very edge of this hill is a snowman with a videotape hidden in it.



After the fight ahead and climb up, there's a column to the right of the next checkpoint. Latch onto the side facing the ledge above and climb fast, as the thing falls apart pretty fast. Don't worry about failure—grab the extra life to the left and jump off to restart from the checkpoint with column in tact. Once on top there's another sun medal hiding inside the first snowman on the right.



Drop back down and melt the door with the fire foe, and open the small door left of the main path for a sun medal. With the main door is open, cross the three platforms and three columns quickly. On the last column there's a chance to jump to the right and latch onto another ledge, leading to a moon medal across a thin platform.



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In the area following the next door there are two easily visible medals on the right. The moon medal is an easy grab while the sun one requires pulling the lever to reveal a platform. This also leads up to another sun medal and the next section of the stage.



Swing across the poles above to reach the medal, and continue Sonic's progress. An art book can be found inside the small igloo, just left of the landing.



While the next destination is up and over the ledge, another sun medal can be found by passing this platform and walking along its base.



More sinking platforms and crumbling columns ahead; once on solid ground take them out, open the door to the left for another moon medal, and snatch the soundtrack by the iceberg. Melting down the iceberg makes it easy to smash over. After crossing it's a series of posts and poles to the top.



Upon climbing the ledge, there's another video to the right, hiding in an igloo point and a sun medal in the large snowball, left of the checkpoint. On the ice slide leading down, bear right to get the sun medal ahead.



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Up ahead drag the ice block to the high ledge nearby. There's an art book inside the igloo and a seventh sun medal at the top of the next ledge. Back on ground use another flame foe to melt the ice so the door switch will work.



The icicles ahead work just like the columns and give out after a few seconds. A moon medal is right past the first and easy to get at. The next video item is even easier, but the sun medal past that requires a well-set double jump.



The next jump leads to a series of sinking platforms and icicles. There is, however, a set of icicles just left of the second platform that leads to an out-of-reach moon medal, with a videotape below and path back to the main door.



After the short slide down there's a moon medal on the edge of this area to the left, and a soundtrack item on the right edge. The last fights before the key are easy as long as the wizards go first.

Halooska Entrance Stage (Night)

The gate just to Sonic's left can now be entered.

Boss Battle - Dark Moray (Night)

Dark Moray's main body can't be reached until something is done about the protruding heads from the base of the platform. Either Sonic can grab cold canisters around the outer stage and throw them at the secondary heads, or use the main Moray's attack against them. Stay wide of any head though, as they can whip around and do some damage.



Once frozen, each head goes down with a few hits and the field goes down when the last drops. Hop up and find another canister to use against the main Moray then pummel its glowing weak spot with a few combos.

The whole process repeats itself, with each iteration revealing a different weak point. When Moray is weak enough, the main head begins to spin around. Stay wide and wait for a lull before tossing another canister.

The final form of Moray's attack involves speedier versions of everything, with a new ice blast that follows Sonic along the main platform. Dash around to avoid it and retaliate when it's too tired to continue.

Congrats on restoring the fourth continent!

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Spagonia (Day)

After conferring with the Professor again, the whole crew picks up for Shamar.

Shamar (Day)

From the entrance, run up then left at the couple of ladies. There are a bunch of vases to break, opening way to a low entrance to slide under with a moon medal on the other side.



Run left of here and up the set of stairs where another moon medal is by a set of kids, under some trees. Back down the stairs and further left is a moon medal hiding on a small path at the side of the last building.



Speak with the Professor to learn that Shamar and Empire City are the next hot spots. Head over to Shamar's Entrance Gate to get things going.

Shamar Entrance Gate (Day)

Another set of shoes is here although a bit out of reach. Start by grabbing the art book from behind the statue ahead.



To the right, time Sonic's jumps on the switching spring to avoid getting hurt. Stop after the first spring to get a moon medal hiding to the left then continue up. Past the archway is a small crystal ball. There's another tea item to the left, over the three elemental enemies.



On the ground there's a place to wall jump, left of the statue, where a few enemies and a gun placement lurk. At the top in a small cave is a video and sun medal.

Getting to the shoes is pretty simple. There is a small path leading up from the ground, at the back of the area. Go up and get ride of the enemies then air dash across the end of the walkway to the rainbow rings ahead.



A set of stones leads up from here, but don't miss the moon medal on the far left side under the tree. Continue up and the light speed dash shoes are at the top. Follow the rings in the air to reach the next stage.

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Arid Sands - Act 1 (Day)

The light speed dash works incredibly well at keeping Sonic along desired paths, especially here.



For example, after the first turn a line of rings is high above. Light speed dash to catch a rail and a sun medal.

After the second turn there's a soundtrack on the right in a corner. Coming up to the market and hard left, stop before the market opening and take the dash panels to the left. This is a real quick shortcut with a moon medal at the end.



On the 2D segment after the checkpoint, run into the Eggman springs and drop down below. Jump from the canopy there to reach a sun medal.

When the stage switches back to 3D, slow down and head back, over the first set of dash panels, and a video is hiding to the far left sandwiched between two buildings.

Speed boost through the next ramp and hold it in the air to reach a moon medal.

After the next checkpoint, slow down after the loop and light speed dash through the rings above for a shortcut.

Ahead of the next checkpoint is a huge chasm that requires a lot of speed to cross. Use the light speed dash to stay on track and keep speed. Speed boost after the turn to make it across.



In the 2D section with an Egg Launcher and Spinner, there's an art book high out of reach. If the first wall jump is started at the height of Sonic's jump, there should be no problem getting to it.

Above is a "?" jump selector. Use A to go up, dash left to hit a dash ring and moon medal and continue onto a timed event. Completing it nabs a sun medal before hitting the ground.



The next 3D section has a cache of rings next to a ramp, obscured from view by boxes on the right side of the path. On the transition, watch out for another Eggman spring after the loops and use A on the jump selector.

After the spring Sonic can drop by edging off the right side, landing by an art book. Stomp through the box ahead but only when the upper platform is fully extended, hold still and jump at the right time as it's retracting.

On landing at the rail, there's a group of Spinners to Sonic's right coming up. Use the homing attack to cross and hit the spring, bounce off the jump pads, and land further down the rail.



Sonic should come off this rail up high, where a few more enemies wait and a long stomp down. The checkpoint is close and on crossing it, use the light speed dash to cross over the moving columns and spikes. On the other side, drop down, run left, and jump over the dash panel for a moon medal.



As Sonic runs along the walls, use the quick dash to avoid any rocks that will slow him down. More Egg Launchers wait on the other side of the chasm and then it's a quick dash to the key half.

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Empire City (Night)

At night, Charles is possessed and there are two sun medals to find. One is on the right, behind the hot dog stand and next to the benches and the other is right behind on ice cream stand, next to Counter of Dreams 2.



Empire City Entrance Gate (Night)

There's a soundtrack to the left, just under the leaning sculpture. On the far end of the area is a moon medal on the grass.



On the far right side of the entrance is a group of Eggman's robots guarding a switch. The switch opens a post leading up to a sun medal on the building's roof. Drop down onto the lower roof for another tea item.



The right building farthest from the entrance has a few posts Sonic can grab onto, making his way up and around. Double jump from the last post to snatch the second moon medal.



Finally, there are two machines next to the right building closest from the entrance. Bust both up to open the way to the next stage.

Skyscraper Scamper - Act 1 (night)

Things start off like a straightforward platformer. There are a lot of jumps between poles and columns suspended high above, and right away the machine from the entrance gate makes a reappearance. Take each out to continue progression.



There's a small section with tricky moving column jumps, a small reprieve, then a ledge walk alternating between high and low saw blades. Hang or sidle as needed to cross and be sure to get the sun medal, just below the first vertical saw.



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After the second checkpoint and past the floating platforms is another sun medal, behind the crates and billboards to the right.

The rail ahead is spiked on both sides, meaning one slip will be the last. Cross carefully and double jump when coming to the section that collapses to reach a soundtrack. If Sonic does fall, aim for one of the floating platforms below—both methods lead to the same destination.



The next rail after the checkpoint isn't so forgiving, so take it slow and steady. The enemies on the next building need to go down before the door opens. Also be sure to grab the moon medal by the switch that lowers the electric field.



The taller building in front of the checkpoint has a ledge on its other side, with a sun medal waiting above.

The ledges fall after a second or two so be quick about the climb. Bust up the billboards on the other side of the building to get another sun medal by the fence.

A mini-boss waits right after the next check—it's really important to stay close in the middle during the fight. It's very easy to get knocked over the building, so staying center gives a better shot at the ledge.



When approaching the next spiked rail pick up the pace, as a good deal of it begins to collapse. Jump quickly to snag the sun medal, but be ready to try this a few times.



On the other side, navigate the small maze and grab the sun medal on the south end, then smash up the next machine. Another moon medal is in plain sight as Sonic crosses the columns.





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Jump over the electrified floor and there will be a ledge on the right building that leads to a moon medal. Pull the block past the two tables to get high enough for the sun medal here. There's also an extra life—just hang from the small ledge left of the next machine to get it.



Before the next set of floating columns, drop down on the ledge and shimmy over to the rings and sun medal on the other side of the fence. Another sun medal is easy to pick up along the way to another mini boss. Stick to the middle like before and break the tables in the far left corner for an attack power up. After the fight the goal ring is straight ahead, but go around it to pick up one sneaky moon medal first!

Shamar (Night)

Left of Labib is a small alcove behind some vases with a sun medal tucked away. Another is right behind Iman, in front of a door. One more can be found in a small room down a walkway, to the right of Pickle's lab. Sa'id is possessed as well.



Speak with Pickle and he mentions a temple in the Abadat sea. He also mentions that some new areas should be open in Empire City and Shamar.

Adabat (Day)

There's a moon medal in the center of town, in the lowered circle just behind Rudi. The second medal is behind a few crates on the pier, just right of the entrance.



Adabat (Night)

From the entrance there's a sun medal on a small island to the right. It's around the same place where a moon medal sits during the day. The second medal is down a small set of stairs that leads to a tiny bit of land between two piers.



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Adabat Entrance Gate (Night)

The medals are easy to find here. A sun medal is on the far end of the island, behind some trees.



A moon medal rests between two poles that lead to the next action stage.

On the ground next to the gate are three rings and another moon medal. Launching across with the nearby flagpole lands by another action stage, and a tea item behind the stone structure.



The last medal is behind the left torch that lights the gate. There's an art book behind the right torch as well.

Jungle Joy ride - Act 1 (Night)

There's a sun medal on top of a rock, just behind and right of the starting point.



Behind the third wave of flowers is an art book. The next sun medal is in plain sight and leads to another fight. Afterward, smash the boulders to the left of the ledge to get a soundtrack. Back to the ledge is another fight on the lower island. Sonic will need to use flag poles again to catapult around the stage.



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A switch can be found behind some breakable boulders just after the checkpoint. It raises some submerged platforms down by the other pier. Cross them quickly, as they drop back after a few seconds, grab the sun medal, and head back with the flag pole, snatching another sun medal in the process.



Pass the next bridge and hang off the short pier ahead for a moon medal. When Sonic hits the pier below each segment will begin to collapse. Make way to the next small island ahead for a moon medal. There's a sun medal too, just off the left corner ledge.



At the mini-boss, be sure to get the moon medal in this area. It's on the lip of the island, against the high rocks.



To the right of the next checkpoint is a sun medal—grab it before the waterfall drops above. Continue and get the next sun medal above the three vertical posts. Swinging from the poles can only be done between waterfall drops, so use posts as breathing points.



After the next set of poles is activated, swing without pausing to get to the other side and avoid drowning. The gem found across the wooden bridge opens a post that leads to a switch, opening the large stone door ahead. There's a moon medal just left of the door, so don't miss it.



The switches above the mini-boss are used to stop the waterfall ahead. Use the flying nightmares in the middle of the area to get from one side to another fast, and nab a sun medal along the way. Along one wall are some posts; going across leads to a switch, but go up quickly and a sun medal can be found.

When all four switches are triggered, the key half is revealed!

Shamar (Night)

Adabat's temple isn't opening, so Pickle recommends hitting up the new areas in Shamar and Empire City.

Shamar Entrance Gate (Night)

Head to the back side of the mountain that the Arid Sands - Act 1 (day) gate sits on. There are some posts that lead up. Behind the gate and small pile of bricks is a sun medal. From here it's much easier to drop to the mountain's ledge and jump to the light balloon below, rather than cross a nasty set of flaming pillars. This opens a door leading to a sun medal (if it hasn't already been snagged).

The next stage is easy to find—right in front of the statue.

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Arid Sands - Act 1 (Night)

In the back right corner from the start is a moon medal hiding inside the planters. Head up lands Sonic against a few fire mages—use the water barrels to douse them before attacking. If he gets roasted, run for any body of water to put the flames out.



After a string of fights the stage leads into a large square fountain. Behind it use a barrel or crate on the switch to open a door to some rings and a soundtrack.





Pull the stone from the end of the street over to the sun medal at the corner of the street. Double jump to get the medal and grab the post above then use the enemy across to get over onto the next building. There's an extra life ahead and a moon medal down a long corridor to the right. From the extra life there's a sun medal around the left corner.



Land below and take out the mage and other foes, then get the moon medal hiding between two square planters to the right of the checkpoint. There's a blue gem here, used on the pedestal on the left side of the area. Another sun medal is under the tree closest to the large doorway.



Down the road, the green gem is under the row of trees in the middle, and a sun medal to the left—just look for the opening in the fences. In the right building is a yellow gem—pass through the fences on the gap to reach it.



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Further down there's a sun medal inside the left building, some rings in the back building, and the red gem is in the backmost left corner. Head up the stairs nearby for a fight, sun medal, and soundtrack.



With the large door open, there's another sun medal in the left corner, on the other side of the door. One more sun medal is on the left, on the ground over some flame vents by the ledge.



Up above are some small Moray's. To the left is a sun medal and there's a moon medal in the room on the right. Pull the rock over between the two pillars, flush with the right, to grab hold of the post above. Move quick and there's a moon medal and art book at the top.



At the tip-top of the level are more mages, a mini-boss, and a few goodies. Off to the left in a cave on a ledge there's a moon medal. After defeating the boss, there's an art book behind the Gaia Key so don't miss it.

Afterward, head to Empire City during the day.

Empire City (Day)

The two moon medals are real easy finds—one is over by the table and hot dog stand on the right and the second by Counter of Dreams 2 item shop.



Empire City Entrance Gate (Day)

At the top of the leaning sculpture there are jump selectors Sonic can use. Go up with the first, across on the second, then up with the last and use a homing attack on the pulley. Up here are a sun medal and a line of rings reaching out to some rainbow rings. Below is the next action stage.



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Skyscraper Scamper - Act 1 (Day)

There's a rail to the left, just after the second set of toll booths, which gives a small jolt of speed. After launching into the air, homing attack to get across to the three rails ahead. Not too far from there is another rail on the left side of the road, right before the timed event.



A moon medal is out in the open after the checkpoint. Quick step to avoid the spiked balls and drift around the hard curves of the road. Once Sonic reaches a tall building with springs bounce up and push ahead on hitting the dash rings to get the next moon medal in the air.



Another checkpoint is close, as are some spinners up above. Attack to get across and go high if the last enemy there isn't electrified. End up on the lower roof though, and there are a few goodies to get. One is a tape on the roof where the springs are, to the right on some crates. Another is an art book, just after the floating platforms, on the right of the next roof.



Up ahead there's a way to double back. Once on the next rooftop, head to the left edge and drop to the large pipe below. There's a moon medal close to here, right next to an air enemy.

Back on the roof, there's a spring hiding in the crates left of the blue door. Use it to reach another moon medal.



When you reach a roof with an Egg Launcher on top of the door, use the metal crates on the right to reach and attack it. There's a sun medal on the left side of the building, just above a vending machine.

On the transition, go right until reaching a pulley past an Egg Knight, then light speed dash to cross the gap. Wall jump up after sliding under the building, and grab the moon medal after the spring.

Drop to the ground below and go left for an art book before heading right and wall jumping back up to the main road and loop ahead.



There's a section ahead with glass floors and platforms underneath. However there's also a way up, by wall jumping from the right wall to the platform, then bouncing off that and air dashing through the glass wall. There's a moon medal up here and a quick stomp leads down to the checkpoint.

A timed event ahead leads to a mad dash away from the mini-boss of the stage. Like in Dragon Road, quick step to avoid the bombs ahead and watch for the bosses lasers from behind.



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After this guy gives up the mini-boss trio returns. While they continue to fire lasers as they follow Sonic, they now throw bombs onto the road and electric trip wires. Quick step around the explosions and jump over the wires to avoid damage, and speed boost into Egg Knights to launch them into the bosses.

Up ahead is a spring that leads into some rail riding—quick step when new rails appear to avoid falling into the fog below. Once Sonic's landed on a roof, take out the Egg Knights, grab the sun medal on the grass to the left, then eliminate the Egg Launchers before moving on.



During the wall run segment keep your eyes open for spikes ahead of time, as there is a lot of quick stepping that needs to be made. Once landing, there's another rail segment ahead. Quick step left as soon as the next rail shows up for a moon medal.

Landing in the plaza below leads to a short fight with Egg Knights. The goal ring appears once the last baddie falls.

The next temple is open now. You can opt to do more stages in Empire City, Shamar, and Aduat, or head to Shamar's temple.

Shamar Entrance Gate (Night)

Climb up the stone column on the left and the temple entrance is right in the small cave.

Arid Sands - Dark Guardian

Use the boxes to get the sun and moon medals above before pushing them over to the blue ramp at the far end of the stage. A moon and sun medal is on the far end of the stage as well, right at the altar base. The final medal is on the other side, by the purple altar.



The Dark Guardian will try to move the blocks over to purple ramps at the back of the stage as Sonic attempts to get them on the blue side. Be sure it doesn't get the chance to and continue back to center stage to halt its progress.



Dark Guardian will try to attack Sonic as well, unleashing lighting and hammer strikes when close. Both are easy to see and avoid, but will halt progress to the blue side.

There are fences that periodically come in and out of the ground as well. Crossing these spots cuts down on the time it takes to move the blocks. If the fences come up as Sonic is crossing it damages him though, so be careful.

When a block makes it to the blue side, it damages the Dark Guardian, who then powers up to do more damage and summon nightmares. Beating the nightmares only keeps them away for a short time. The Dark Guardian can also be attacked, stunning it and giving Sonic more time to move blocks.

After the second block the boss goes into a quick time event where all your button presses defend against its aggression. After the last block goes in, a short combo spells victory against the Dark Guardian.

Congratulations on restoring the 5th continent!

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Shamar

Professor Pickle says Sonic should be able to get into areas of Adabat that he couldn't before. Head on out when you're ready.

Adabat Entrance Stage (Day)

Across the water on the far island is the next action stage. As long as you've been following this walkthrough it should be

no trouble getting in, but if you're short sun medals hit up some older stages or the optional acts that open up through the world.



Jungle Joyride - Act 1 (Day)

Make use of quick stepping to navigate the thin piers. Get to the left side and stick to it as much as possible—there will be a set of rainbow rings ahead that leads up high to an Egg Knight and moon medal. Underneath is a sun medal too so grab it before moving on.



After the checkpoint is a transition. Use air dash to get enough air to hit the rails above.

On the second jump selector, use A instead of X to get high enough to attack the Spinners above and land on another

rail.



Grab the moon medal in the middle of the road after the next checkpoint and use the light speed dash to take the two turns ahead cleanly. Upon reaching the springs there's a long fence to the left. Follow the fence over to an alternate route with a moon medal.

This route leads to a short section of rail riding, landing at a checkpoint and starting yet another encounter with the Aero-Chaser mini-bosses. Speed Boost to get through the section quick and launch Egg Fighters into the three.

Going over the water it's easy to miss the moon medal in the middle, but worth aiming for. Run over the first island to the second, where a group of enemies are waiting. The next section over water involves falling pillars and water bursts. Slow down on the turns but not too long to lose momentum.



After the springs and checkpoint ahead the Aero-Interceptor reappears. This chase is a little on the short side, so just avoid all its usual attacks until Sonic drops to the next checkpoint below.

More water running antics are ahead and require speed boosts to short controlled runs to navigate. There are a few stone platforms with springs at the end, on the left side of the screen after the first major turn. Taking the springs leads to a loop and moon medal at the end.



On the next transition there are spike/spring combos on the first gap. Sonic can use them to go higher than the first ledge ahead, but needs to time each jump with the spring side-up. All the way up leads to a few rainbow rings and small ramp, which gives a small shortcut to the next checkpoint.

Things slow down a bit by the waterfalls. There are a lot of different paths to take but the lowest one from the checkpoint offers the least resistance. Watch for things like spouting fountainheads, and collapsing and extending/retracting platforms.



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On the short transition after the rails, watch out for the large gap in the floor. Go wide right or use the ramp on the left to avoid it, then hit the next check.

The ceiling begins to lower, so speed boost all the way to the end where a dip in the floor offers protection. Continue on until a set of spring pads; on the other side the floor will begin to rise. Boost through to avoid getting squished.

On the other side is a rainbow ring as the road begins to dip, offering a shortcut to the ramp ahead. The checkpoint and another ramp come up quick, where a gap appears right on landing.

Around the corner from the Egg Fighters are moving platforms and a shaky floor. Use the moving platforms to cross and avoid falling down the gaps that the collapsed floors make. Come up the pulley and cross the next gap only when the platform is fully extended.



After the switch drops the flames above, wall jump to a set of dash rings and drop down, slightly left after the last one to nab a soundtrack. Use the rings to go back up and use homing attacks to get across.



Ride the rail down the group of Egg Fighters ahead. Before taking the spring, head right along the stone path to a well-hidden sun medal.

Up above, hop over the spiked posts until the flamethrowers drop, then proceed over a few shoddy platforms and a group of Spinner to one more rail. The Gaia Gate key is at the end.

Adabat Entrance Stage (Day)

More daytime stages open up, and the temple is now accessible. Use the new stages for more medals if needed, then head to the temple.

Jungle Joyide - Egg Lancer

Much like Eggman's other bosses bots, the Lancer makes use of lasers the Sonic needs to stay away from. Use quick step to dodge as well as pick up medals along the way and try to get a homing attack in before the fight goes up.



When the fight moves up the walls, jumping is out of the question! Continue to quick step around the laser columns and when the view switches overhead, stay between the beams it fires.

Back on solid ground jump over the horizontal beams and dodge the vertical ones to close in for another hit on the Lancer.

As Sonic hits the blue springs you'll need to hit the right buttons to hit all the spring pads (and get a moon medal), before the final spring where a quick time event occurs. Hit the right buttons and score massive damage against the boss.

Like with other bosses, the pattern repeats and after taking enough damage, its attacks become more aggressive. Keep the pressure on though and the Egg Lancer should drop on the third rotation.

Now there's just one continent left to restore!

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Shamar

If there are any loose ends you'd like to handle—possessions, extra stages, chili dog challenges—now is the time to do so. When you're ready to tackle the last temple, speak to Tails in Pickle's lab.

Tornado Attack - Act 2

It's the same gig as before—press the corresponding button to each enemy and missile to shoot them down.



The Egg Cauldron reemerges for another round. Its patterns begin like before, launching attacks and becoming vulnerable as it sends an all-out attack. Hit it enough and the whole Cauldron blows, leaving an easy descent into Eggman Land.

Eggman Land

Laser beams constrict Sonic's path to high then low. It's a straight run to another set of beams, requiring a light speed dash to get over.



The quick time event is a long series, but completing it lands Sonic on the other side unharmed. Stay in the middle to hit the next set of springs.

This leads to a set of movable platforms and a Thunder Ball. The green and yellow platforms disappear on contact, so stick to the checkered tiles unless necessary and snatch the extra life on the way ahead.



The dash panels ahead will lead straight to some springs, but jump and use the homing attack instead to hit the Spinners straight ahead. It leads all the way to a rail, cutting through a frustrating section of moving platforms and crushing spikes.

A really BIG and risky shortcut involves speed boosting right before hitting the rail and aiming for the conveyor belt below. If you land it, speed boost against the belts to find a huge circle littered with Eggman's robots. Destroy them all and proceed to the next checkpoint.

There are more conveyors ahead, this time with spikes, boxes, and rings all thrown at Sonic. Jump the boxes and avoid the spikes, pick up the rings to fuel speed boosts forward. The Egg Fighter on the right makes for a small shortcut when its in attacking range.



Now there are more disappearing panels—this time they vanish on their own. Run in time with them to reach a dash ring and the next section above. Hit the hourglass to take the next section as a werehog.



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A long series of fights wait ahead. First by the checkpoint, then another across two poles, another one above that, and a finale across the hanging vats that lowers the barrier around a switch. Use this to ascend and switch back to daytime Sonic.



Watch out for the Eggman face tiles in the background—they'll try to push Sonic off the stage! When the second one extends, it serves as a platform for a wall jump, then a few homing attacks to progress on.



Run on the conveyor to slowly build speed then wall jump up the corridor. If the yellow tiles block the ascent continue to wall jump until it vanishes.



Up here there is a soundtrack on right, under the moving platform. There's a tricky wall jump above that leads to an art book and a shortcut to the checkpoint.

Stomp the blocks, leading to short rollercoaster ride into a half pipe ride. Lasers dot the ground, so try to get over around them without launching Sonic off the road. Things get hairier with large fan blades rotating in the stage. Find ramps nearby to go through the middle and avoid harm. At the end of the section is a ramp with another timed event. Complete it to reach the next hourglass.



Use the right pipe at the beginning to reach another extra life. Grab the post below it, jump up to reach it, then grab the post again to make Sonic's drop even with the pipe. Follow it to the platform above and fight the enemies here. Take the mages out first, finish off the Egg Knights, then flip the switch when the last wave falls.



The next checkpoint leads to another valuable extra life across the pipe. The ledges ahead will collapse after a few seconds, so waste no time in moving—but be mindful of the fire that spews out along the sides of each furnace.

On the other side, jump out to the pipes. And art book is ahead and requires a jump onto a thin horizontal pipe to reach. From there a series of jumps makes for a much shorter route.



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The path below is easier to access but contains more twisting pipes to tightrope across, as well as spikes that move across them. Reach the checkered platform and move along the right pipe to reach the long one closest to the wall. This makes tackling the moving spikes a straightforward affair.



Once up on the large pipe, notice the switching post and pole. There's only a second to grab the post and jump for the pole, so move quickly. After the checkpoint there are more spikes—they don't move about so line up each jump carefully and take your time.

A checkpoint is just ahead and triggers a few Egg Knights onto the scene. After the last wave is defeated, throw the switch and hit the next hourglass.



The next section is 2D and timing jumps is key. The laughing blocks are all over the place and can be used to advantage, or cause an untimely end. The next check leads into a conveyor belt run with a laughing block at the end. Land by it but jump back to use it as a platform towards the next checkpoint.

In this section timing is key. Fans move about the corridors and Sonic must use jump selectors to advance. When hitting the first safe spot, take a minute to observe the fans' patterns. Wall jump to the next selector after a fan is well past the two selectors on the right, but before another shows up.

A short run past the checkpoint leads into a few very fast quick time pads. Failing any of the three will drop Sonic into the lava. After the third, get ready for a jump past the set of rings, and then a conveyor belt run like before, up to the pulley ahead.

The next platform has a few Egg Fighters and Launchers, as well as a spiked panel above. Get rid of the enemies while staying out from under the panel. When it drops, jump on top of the panel to reach the next spring.



Time the attack on the Spinner so that Sonic lands on the laughing block to the right. Jump to the next block and then quickly cross the yellow panels to reach a jump selector.

Use A to nab the extra life then X to reach the next platform, jumping as soon as Sonic touches down. Light speed dash across to reach the next spring and platform, with a dash ring to the right.

Head up from here to reach another selector, then a quick spring and homing attack section. The checkered platform goes up, leading to a section of yellow panels Sonic must run across to reach the spring at the end. There's a blue spring above, which leads off to the next checkpoint.

This is tricky—the ramp ahead triggers a long quick time event with not a lot of time to finish it. A good cheat is to pause the game and study the sequence before attempting it.



This leads down a shaft filled with fan blades and lasers. There's an art book in the middle of the first fan blade down.



Once Sonic reaches the bottom a checkpoint and switch are ahead. To the left of the switch is an hourglass and on the right, a small wall jump section across fans. If Sonic falls back down though, a series of lasers activates, making a second attempt impossible.



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As a werehog, hit the switch, dash, then double jump to latch onto the moving platform. Drop below, take out the Egg Fighter, and throw the next switch. Dash and jump to the right floating platform to reach a final Egg Fighter. The posts above lead to poles with spikes running across. Time your progress to give Sonic the most time possible on each pole. At the end is a checkpoint and a door that Sonic needs to open to progress.



Down below a large assortment of Egg Fighters will start to drop. Run left right away and look for a glowing pink panel. Bust it open to reveal a switch, dropping the lasers ahead and avoiding a prolonged battle. Next head down the pipe and avoid the spinning blades. There's an extra life in the middle of the tube, right before the checkpoint.



Drop blow and there will be a circle of flying nightmares above a large spinning blade. Use the posts to aim out towards the nightmares, taking each down. The lasers blocking the next switch drop after the last enemy does.





Down the short tube is another checkpoint and retracting poles ahead. There's an extra life in the small alcove right of the second pole. Use the flying nightmares to make it across, grab the pole, and release before it collapses.

Another tube drop is ahead and lands Sonic in another circular room with Egg Fighters. The switch is behind the panel opposite of the door, opening it allowing progress.



Defeat the mini-boss to open the next door, then flip the switch at the end of the hall. This opens the next door to two more mini-bosses. Defeat all the cure mages first then focus on the bosses. On the bright side, the boss' stomp attacks will hurt the other boss, making the fight much easier and shorter than you'd think.

After the last boss falls, touch the goal ring!

Boss Battle - Egg Dragoon

Dash when the Dragoon fires to stay ahead of its blasts, then attack the glowing green areas on its body when it moves up to the lip of the platform.



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When the drill begins to glow get outside the range of the circles glowing on the floor to dodge the next attack. The Dragoon also launches Egg Fighters onto the field. Luckily its own attacks will hurt the minions it summons, so use that to your advantage.

When its life drops ¼, follow the on-screen prompts to cause some more damage and start up the next section of the fight.



The Egg Dragoon fires a drill into the platform sending Sonic into a freefall. Avoid its gun blasts and aim for the rock platform below.

The old patterns return with a new ice bomb attack. Stay on the outside of the blast and jump over the shockwave to avoid being frozen. There's less room on this platform so dodging the other attacks requires a little more footwork.

Lowering its health more triggers another freefall sequence, then a repeat of its attack patterns. Each drop leads to a smaller platform too, meaning much tighter squeezes for avoiding attacks.

When the Egg Dragoon has only a quarter of its health remaining, follow the next quick time sequence to end the fight and send Eggman flying.

Boss - Dark Gaia

Use the Gaia Colossus Chip summons to boost ahead to Dark Gaia. Fly between the fireballs it throws and guard when it fires off a laser. Get close enough and complete the sequence to get in a few hits and transition to Sonic's part of the fight.



Now it's up to Sonic to hit Gaia's weak spot as the Colossus holds it at bay. Go as fast as possible through this segment, using light speed dash across rings to hasten the assault. There's less than a minute to reach the final ramp at the end. Perform the next sequence that shows and take a chunk of life out of Dark Gaia.



The pattern repeats for each eye left. However the Sonic sequences alter depending on which eye is next. This fight is all about memorization—be sure to bring a lot of lives in order to make it a lot less frustrating.

Boss - Perfect Dark Gaia

As Super Sonic, grab as many rings as possible while dashing toward Dark Gaia's shield.



At the shield Chip distracts the boss giving Sonic a chance to destroy the gaia serpents that hold the barrier up. Dash into each to damage and destroy them. Don't give them a chance to retract once you begin an attack, or they'll regain energy.

Chip also fights in the Colossus, providing a distraction and a challenge—you can't let Chip die as the fight continues on. Every now and then Perfect Dark Gaia will turn its attention on Sonic though, offering Chip a rest. During this time put priority on dodging the fireballs and lasers.



When the shield drops, follow the on screen prompts to save Chip and put Dark Gaia in a position Sonic can strike from.

The screen switches back to a 3D view where Sonic has to navigate around Gaia's hands to get a hit in, putting an end to the beast and saving the world!