

A large, vibrant image of Sonic the Hedgehog in a dynamic, forward-leaning pose. He is blue with green eyes and white gloves. The background is a blurred landscape with a castle and trees. The title 'SONIC THE HEDGEHOG' is written in large, stylized blue letters with a white outline. Below it, 'OFFICIAL GAME GUIDE' is written in smaller blue letters, and 'COVERS XBOX 360™ & PLAYSTATION 3®' is written in even smaller blue letters.

SONIC

THE HEDGEHOG™

OFFICIAL GAME GUIDE

COVERS XBOX 360™ & PLAYSTATION 3®



BASED ON A GAME
RATED BY THE
ESRB



SONIC THE HEDGEHOG™

PRIMA Official Game Guide FLETCHER BLACK

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We want to hear from you! E-mail comments and feedback to fblack@primagames.com.



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Born of Fire



Every year, the people of Soleanna gather in the center of the capital city to pay homage to Solaris, the sun god. At the center of this grand, elaborate ceremony is Princess Elise, the last surviving member of the once-great royal family. The princess lights a beautiful fountain of fire, bathing the city in the crackling glow of a thousand flames. Fireworks fill the sky and there is much rejoicing by the general populace. But the ceremony's central figure, Elise, watches the fire dance in the lagoon's reflection with a conflicted, heavy heart. Every year, the ceremony reminds her of the loss of her parents, the Duke and Duchess of Soleanna. Before her father died, he made her promise never to show any negative emotions like anger or sadness, but he was unable to give her a reason before his time was cut short.

A shadow soon fills the sky. A massive cruiser blocks out the



stars and an army of robots drops to the surface, surrounding the princess. In the distance, the green eyes of a heroic hedgehog watch a familiar figure step into view: Dr. Eggman. The mad scientist attempts to kidnap the princess, but Sonic bounds into the middle of the scene to rescue her. As he pulls Elise from

the ceremony grounds, he hears something about the Flames of Disaster. But there's no time for questions; Eggman and his robots give chase.

Unfortunately, Dr. Eggman and his metal monsters get the drop on Sonic. As Eggman hoists the princess into his cruiser, she tosses Sonic the gem from around her neck—a Chaos Emerald. Dr. Eggman has been trying to gather these powerful gemstones for years, but to Sonic's surprise, the evil genius lets the hedgehog keep the emerald. The Flames of Disaster are a greater prize to him. He will pursue the emerald later, he says, as he disappears into the night sky with his hostage. Sonic vows to save the princess and defeat Dr. Eggman once and for all.

But somebody else is watching—a silver-haired hedgehog with strange markings—and he seems to have no interest in Dr. Eggman. His eyes are drawn to Sonic himself, referring to him as the "Iblis Trigger" as he watches his fellow hedgehog dash off to rescue Princess Elise. Just what is Iblis? Who is this new hedgehog? And why would Dr. Eggman forsake a coveted Chaos Emerald for something called the Flames of Disaster?



THE HEDGEHOGS

Sonic The Hedgehog

Earning the nickname "Blue Blur" for the fact that naked eyes can detect only his fuzzy outline when he hits top speed, Sonic The Hedgehog is the fastest thing on legs—and he loves to show it off. Powered by both his restless spirit and a slick pair of red shoes, Sonic travels the world, seeking adventure in an unending quest to satisfy his thirst for thrills. But even though Sonic lives by his own rules, his destiny is often shaped by the two constant figures in his life: his best friend, Tails, and his dastardly nemesis, Dr. Eggman.

When this eternal foe rears his mustachioed head, Sonic is always ready to defend those in need. Sonic and Dr. Eggman often engage in epic struggles over a collection of powerful gems called the Chaos Emeralds. So far, every battle has ended in Sonic's favor, but Dr. Eggman's latest plot is going to be the toughest battle yet. Sonic normally loves to run solo, but with the present and entire future of Soleanna hanging in the balance, Sonic may need to call on the help of his friends—and make new friends out of those who once opposed him.

Shadow The Hedgehog

Shadow The Hedgehog is the antithesis to all that Sonic The Hedgehog stands for. Of course, Shadow's sour disposition is not entirely his fault—a mysterious past, full of unsavory characters, fuels his rage. Shadow was created artificially by Professor Gerard, an accomplished genius in the field of biology and genetics. Gerard manipulated Shadow's genes so that he never tires, never grows old, and can

call upon the power of the Chaos Emeralds to use his secret Chaos Control powers.

Shadow was close to another living being once. His feeling for a human girl named Maria was the closest that Shadow has ever felt to love, but when she died under tragic circumstances, Shadow could no longer contain his destructive urges. Seeking revenge for his loss, Shadow set his sights on nothing short of the destruction of the entire human race. Fortunately, Shadow was stopped before he could complete his murderous goal, and his entire memory was wiped clean. But losing only the memories of his anger is not the same as eradicating that rage from his very fiber. Does this hedgehog still have a vicious side, just waiting to be unleashed?

Silver The Hedgehog

Very little is known about Silver The Hedgehog—this strange being was catapulted through time to catch a glimpse of a ruined future. The sight of his future world in flames has led Silver to seek out those factors in the present day that he believes will lead to such a stark and grim tomorrow. Currently, Silver believes a force (known only as Iblis) is responsible for the flames that will char the future.

Silver The Hedgehog is believed to possess Psychokinesis (PK), a strange talent for bending matter to his mind's will. Silver's PK allows him to move objects with his thoughts, manipulate material objects, and even levitate through thin air. Chaos Emeralds power his PK, which somehow links him to Dr. Eggman's terrible plot.

Dr. Eggman

Dr. Eggman has been a thorn in the side of Sonic The Hedgehog for many, many years. A brilliant inventor (his IQ sits neatly at a perfect 300) with an unparalleled gift for robotic engineering, Dr. Eggman is a certified genius. Unfortunately, he uses his sizeable cranial powers for evil, cooking up a litany of schemes to take over the world. However, all of these plans rest on his capture of the Chaos Emeralds, a collection of gemstones that contain unimaginable power.

Dr. Eggman launches his newest plot in the peaceful city of Soleanna, capturing Princess Elise in an attempt to seize the Chaos Emerald she wears around her neck. She manages to pass the Chaos Emerald to Sonic before Dr. Eggman spirits her away in his floating cruiser, so the mad scientist must once again match his wits against the heroic hedgehog's speed. Which will win out: vicious intelligence or extreme velocity?

Mephiles

Little is known about the mysterious creature Mephiles—it may not even be a material being at all. One theory poses that it is a force willed into existence by the sun god, Solaris. Others say Mephiles is somehow connected to something known as Iblis. Judging from its appearance, some believe Mephiles is linked to Shadow The Hedgehog. Despite the lack of concrete knowledge about Mephiles, the whole world can agree on one thing: it must never be allowed to capture the Chaos Emeralds.

Princess Elise

Princess Elise is the final heir in the royal lineage that rules Soleanna. She is a troubled young woman with a tragic past—she lost her parents, the Duke and Duchess of Soleanna, at an early age. Torn between duty and her impetuous whims, the princess's heaviest burden is the charge her father laid upon her shortly before he died: she must never let herself feel anger or sorrow.

Along with the Chaos Emeralds, Princess Elise is now a target of the ruthless Dr. Eggman. Hopefully, Sonic The Hedgehog can stop Dr. Eggman and rescue Elise before anything dangerous happens.

Duke of Soleanna

The Duke, father of Princess Elise, was once the ruler of Soleanna before a tragic accident mortally wounded him. In the moments before he passed away, he made his only daughter promise never to cry, but didn't tell her exactly why.

Miles "Tails" Prower

Miles "Tails" Prower is Sonic's best friend. The little fox has a heart of gold and wants desperately to be Sonic's true partner in adventure one day, but for now he settles for being Sonic's pal. Tails is an expert with machines and gadgets, able to invent some pretty wondrous machinery—some even say his skills rival those of Dr. Eggman when the doctor was Tails's age.

Tails comes by his nickname because of his twin tails that allow him to hover for a limited period of time. He can also use his gadgets in battle, helping out Sonic when his blinding speed isn't enough to overcome his adversaries.

Knuckles The Echidna

Knuckles has a checkered past with Sonic The Hedgehog. The two were once considered rivals, thanks to the manipulations of Dr. Eggman. However, the madman's lies were finally exposed and now Sonic and Knuckles can count on each other when the call for heroes goes out. Knuckles shares Sonic's stubbornness and wild attitude.

In many ways, though, Knuckles is the opposite of Sonic. He is not fast, nor does he travel the world in search of thrills. Knuckles is the protector of the Master Emerald, and it is his destiny always to watch over the treasured artifact—keeping it out of the hands of those who would use its powers for evil.

Amy Rose

Amy Rose is a young hedgehog who has a fierce crush on Sonic. She follows Sonic on many of his adventures, sometimes getting herself into trouble. However, she's helped Sonic on more than one occasion—and while he's expressed gratitude, he's never betrayed any hint of having feelings for her. She chalks that up to Sonic's devil-may-care attitude though, believing that one day the Blue Blur will slow down and notice that her devotion to him runs deep.

E-123 Omega

E-123 Omega is one of Dr. Eggman's newest creations, a robot with the ability to think for itself. However, this remarkable programming allowed the robot to become self-aware and realize that Dr. Eggman did not care a whit about Omega, so long as it did its job protecting his base. Omega went into a rage one day and destroyed all the other robots in the base. After filling the halls with tons of scrap metal, Omega broke free (unleashing Rouge The Bat in the process) and vowed revenge against its perceived captor—using the very tools its creator gave it.

Rouge The Bat

Rouge The Bat is a treasure hunter and spy, operating under orders from a government agency. She travels the world, seeking out precious metals and gems for her employer—but makes sure to keep a little bit of the ill-gotten gains for herself. Rouge is known for her mystifying allure, which allows her to work her charms on even the toughest foes and get her way. Never be fooled by these wiles, for Rouge cares only for herself and her own needs. However, there have been rumors that she has feelings for both Shadow The Hedgehog and Knuckles The Echidna. That's a love triangle that could really put off some sparks.

Blaze The Cat

Little is known about Blaze The Cat, a strange feline being who crossed over from another dimension to insert herself in Sonic The Hedgehog's latest adventure. Blaze is the protector of the Sol Emeralds, a series of powerful gemstones not entirely unlike the Chaos Emeralds.

Blaze has something of a temper, which she can only keep in check for so long. Once riled, Blaze casts off her cape and fights, revealing a hidden talent that may become extremely useful in this adventure: she can control fire with her body.

SONIC THE HEDGEHOG is an action-adventure game with an extended cast of characters, including old friends like Knuckles The Echidna and new faces like the psychic Silver The Hedgehog. In their quest to bring down Dr. Eggman and stop the fires of Iblis, Sonic and his friends must travel to the far reaches of Soleanna, braving the wintry White Acropolis and the scorched sands of Dusty Desert. The mission is perilous, but with the very fate of Soleanna hanging in the balance, the heroes have no choice but brave the obstacles set before them.

The game is divided into three episodes, each one starring one of the three central hedgehogs: Sonic, Shadow, and Silver. When you begin the adventure, only Sonic's episode is available, but as you battle Dr. Eggman's minions in Soleanna, Silver and Shadow soon become available. You do not have to play straight through each hedgehog's episode; you can switch between the episodes after unlocking them to see the story from three different perspectives. While playing as Sonic, you have to deal with a mysterious white hedgehog who keeps referring to you as the Iblis Trigger, but when you play as Silver, you must fight through a ruined future to travel back in time and hunt down a mysterious blue hedgehog. By the time you finish all three episodes and unlock the final battle, you will know the entire tale.

The game begins in the capital city of Soleanna. Between most Action Stages—the fast and furious missions in such far flung locales as Wave Ocean and Tropical Jungle—you must return to the city to visit shops, upgrade the heroes' moves, and seek out magical mirrors that show the way to the next Action Stage. While in town, you can chat with citizens as well as take on side missions to earn Rings that you can trade in at the shops.

To defeat Dr. Eggman and save Silver's future, you must steel yourself for battle. Knowledge is as powerful as speed, so be sure to study up on all the possible moves for each character, check out Shadow's special vehicles, and know the functions of all the objects found in the Action Stages. A prepared hedgehog is a winning hedgehog.

ACTION STAGES



- 1. Score:** This is your current score. You earn points by destroying enemies and performing special moves.
- 2. Timer:** The timer shows how much time has elapsed. Your rank is affected by how much time you take to complete a stage.
- 3. Rings:** The number of Rings you have collected.
- 4. Lives:** How many lives you have remaining before you must start over from the previous save.
- 5. Action Gauge:** The gauge shows how much special power the character has earned from collecting Chaos Drive or Light Core.
- 6. Level Indicator:** Current level of Sonic's selected Custom Action or Shadow's level of Chaos Boost.

The Action Stages are where the majority of the adventure takes place. In each hero's episode, you have approximately eight missions to complete. The Action Stages are full of enemies that must be destroyed, environmental hazards that must be avoided, and Rings to collect. You can attempt an Action Stage as long as you have extra lives. If you perish while in an Action Stage, you begin back in town from your last save. (The game automatically gives an option to save at the completion of an Action Stage, but you can manually save in town at any time.)

At the conclusion of an Action Stage mission, you are graded on performance. The time to complete the mission, the number of points scored, and the amount of Rings in stock when you reach the Goal Ring all factor in to your grade. You are then awarded a grade on a scale of A through D, with a special rating of S if you do an excellent job in the mission. The higher your grade, the more bonus Rings you can pocket to use in town at the shops.

HOW TO PLAY

TOWN

- 1. Rings:** The number of Rings earned in town and from completing stages. In town, Rings act as money to be spent at shops.
- 2. Lives:** How many lives remain before you must start over from the previous save.
- 3. Town Map:** A map of the immediate area around your current character.
- 4. Action Gauge:** The gauge shows how much special power the character has from collecting Chaos Drive or Light Core.
- 5. Level Indicator:** The current level of Sonic's selected Custom Action or Shadow's level of Chaos Boost.



Between Action Stages, the heroes visit the capital city of Soleanna. Magic mirrors in the three sections of town lead to the different characters' Action Stages. However, before you head off for another adventure, be sure to talk to all the people in Soleanna to gather information on Princess Elise, Dr. Eggman, and the history of Soleanna.

NOTE

For full details on the Town Stage, including the location of magic mirrors and shop inventories, please see the Town Stage chapter in this book.



Sonic The Hedgehog, the fastest being on two legs, has a variety of moves he employs during his great adventures and epic battles. The hedgehog starts out with a basic set of moves, but he can upgrade them with visits to the shops in Soleanna and earn such special moves as Light Dash or unlock a series of Custom Actions that can be assigned to a special button.

Starting Moves

Attack Sonic can use those feet for more than blistering speed—he has a basic kick attack that he can use against enemies. It's not Sonic's strongest attack, though, and it sometimes requires him to get uncomfortably close to an enemy to use it effectively. The kick works well against weaker enemies like basic mechs, but against more brutal foes, it's best to rely on more potent moves like the Homing Attack or any of the offensive Custom Actions.



Homing Attack Sonic's Homing Attack is his greatest asset—this midair move allows him to zero in on a nearby enemy and instinctively crash right into its weak spot. One strike is enough to defeat weak enemies, but against more powerful bad guys, repeated strikes are necessary. When Sonic battles a larger enemy, initiating a Homing Attack again and again will keep Sonic on top of the foe, jumping and smashing until nothing is left of it.

The Homing Attack is useful when multiple enemies surround Sonic. You can bounce around a horde of robots by pushing the Control Stick toward the next target and keep smashing into enemies until none remain. This move is good for managing several large enemies, especially those that require multiple hits to destroy. For example, if you're facing two huge robots, you can use a single Homing Attack to knock each one down—keeping them both from using their weapons—then “bounce” back and forth to keep them from getting up while you deliver withering blows. Sonic is hard to hit while he's performing a Homing Attack, so when you face enemies with projectile weapons, use this move to be an elusive target.

SONIC'S MOVES

Move	Xbox 360	PlayStation 3
Attack	X	■
Homing Attack	A after jump	X after jump
Light Dash	X near Rings	■ near Rings
Spin Dash	Hold X, release	Hold ■, release
Bound Jump	X during jump	■ during jump
Sliding Attack	Hold X during run	Hold ■ during run
Custom Action	RT	R2

You can target more than just enemies with a Homing Attack. Sonic can zero in on Capsules, such as Ring Capsules or 1-Ups, and environmental features, such as Springs and Dash Panels. This is an excellent way to cross gaps, as long as there are enemies or Capsules he can bounce between like stepping stones.



Spin Dash When Sonic uses the Spin Dash, he rolls into a ball and charges up energy by spinning in place. While he's charging energy for the dash, you can point Sonic at the intended path. When the move is charged, release the Spin Dash and Sonic shoots off in the desired direction.

Power-Up Moves



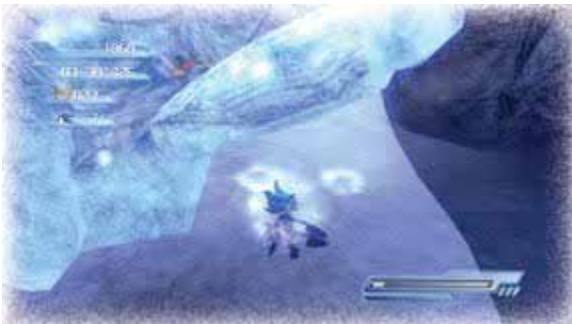
Light Dash The Light Dash allows Sonic The Hedgehog to zoom through a trail of Rings. This is an effective way to cross gaps or sail along vertical surfaces

without worry of falling. The Light Dash lasts as long as the trail of Rings. To use the move, walk up to the first Ring in the trail and initiate the Light Dash. Sonic automatically stops when he passes through the last Ring.



Bound Jump Sonic can jump fairly high without aid, but the Bound Jump gives the hedgehog even more altitude with each repeated bounce. The Bound Jump can also be used offensively. When jumping, press the attack button to slam down on the ground. If jumping above an enemy, Sonic will strike the enemy with extra force. If jumping above a breakable object, such as an ice sheet or a crate, the extra downward force of the Bound Jump shatters the object.

Sliding Attack While running at full speed or after a full charge (as if you were initiating a Spin Dash), Sonic can slide into his enemies with a fierce kick and cause great damage. The move is so swift and powerful that Sonic leaves a sparkling trail behind him as he puts his foot through several foes.

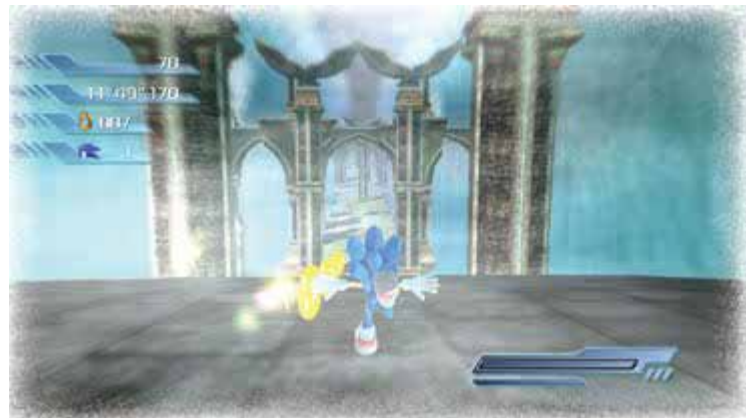


Super-Speed Stages



During his adventure, Sonic The Hedgehog occasionally encounters situations in which he must chase down an enemy or a Goal Ring without stopping. During these stages, Sonic

is always running—you cannot stop and slow down. But you can speed up even more by pressing the left Control Stick forward or by jumping. Just be warned, the faster Sonic moves, the harder it is to control him.



Sonic has no time to attack enemies during these super-speed stages; he's really moving too fast for them to pose a threat anyway. So you can't use the Homing Attack to pick up Rings or Capsules: you must steer Sonic into them in order to pick up the bonuses.

Custom Actions

Sonic The Hedgehog's impressive move set is bolstered with Custom Actions, a collection of special moves usable only after you buy them at the town shops. There are seven Custom Actions. Once they're purchased, you have use of the action for the remainder of Sonic's episode. After you buy a Custom Action, you must assign it to the Custom Action trigger in order to use it. You can swap out the Custom Action moves at any point from the Pause Menu.



Gun Drive: Allows Sonic to throw an emerald and then quickly dash ahead and catch it.

Homing Smash: Allows you to stop in mid air and perform a Homing Attack.

Mach Speed: Initiates an increased Speed Boost. While running at Mach Speed, the resulting sonic boom ruins most enemies that get in Sonic's way, except for monsters. Sonic cannot jump immediately after using Mach Speed.

Scale: Scale shrinks Sonic down to a minuscule size, making him harder to hit.

Slow: This action slows time while holding down the button, making it easier for Sonic to react to enemy attacks or perform tricky acrobatic moves in precarious situations.

Thunder Guard: This performs two functions—it draws nearby Rings (not Capsules) to Sonic and puts up a temporary shield until Sonic gets hurt once (invulnerable to one attack).

Tornado: This attack makes Sonic spin in place so fast that he unleashes a Tornado that rushes forward and damages enemies.

Action Gauge

The Action Gauge is a universal feature for all three hedgehogs: Sonic, Shadow, and Silver. However, the Action Gauge serves a different function for each character. When you collect Chaos Drives, you accumulate the power needed for Sonic's Custom Actions, such as Tornado and Mach Speed.

Shadow The Hedgehog's chaos powers are mapped directly to the Action Gauge. When Shadow collects enough Chaos Drive, the meter fills and flashes, indicating that you can use any purchased powers, such as Chaos Lance or Chaos Blast.

Silver The Hedgehog's Psychokinesis (PK) is measured with the Action Gauge. The psychic hedgehog has only a limited amount of mental power to perform such feats as Levitation. When performing such acts, the meter slowly drains. When the meter runs out, Silver must stop—even if you're in midstream. (This can prove disastrous if you're levitating over a wide chasm.) Silver's Action Gauge refills by collecting Light Cores from defeated enemies, but the gauge also refills when Silver slows down, and is not using Psychokinesis, Levitating, or jumping.

Shadow The Hedgehog is an incredibly powerful artificial life form imbued with a repertoire of potent attacks. After purchasing the necessary upgrades in town, Shadow can also call upon the power of chaos to unleash three extra attacks: Chaos Blast, Chaos Lance, and Chaos Snap. Shadow is the only hero with access to a series of vehicles, each of which has offensive weapons that help him blast through enemy defenses.

SHADOW'S MOVES		
Move	Xbox 360	PlayStation 3
Spin Kick/Tornado	⊗	■
Homing Attack	Ⓐ after jump	× after jump
Chaos Attack	Ⓐ after Homing Attack	× after Homing Attack
Edge Attack	⊗ while running	■ while running
Light Dash	⊗ near Rings	■ near Rings
Chaos Spear	⊗ while jumping	■ while jumping
Chaos Boost	Ⓐ	Ⓐ
Chaos Blast	Ⓐ	Ⓐ
Chaos Lance	⊗ while jumping	■ while jumping
Chaos Snap	Hold Ⓐ	Hold ×
Enter/Exit vehicle	Ⓨ	△

Starting Moves

Homing Attack and Chaos Attack Much like Sonic The Hedgehog, Shadow can use the Homing Attack after jumping to smash into nearby enemies, bonuses, or environmental features like Springs. However, due to his chaos powers, using another Homing Attack after the first one unleashes a slightly more powerful Chaos Attack. Shadow bounces on top of an enemy (or across multiple enemies) and delivers powerful blows. Unlike the Homing Attack, which can be used as long as there is an available target, the Chaos Attack gives out after five consecutive strikes.



Chaos Spear

Shadow can unleash bolts of electricity called Chaos Spears that shock enemies. These temporarily freeze the enemy, allowing Shadow an

opportunity to attack without fear of counterattack. Some of the larger enemies are impervious to Chaos Spears, though.

The Chaos Spear can only be used while jumping. While Shadow releases the bolt, he is temporarily suspended in midair. This makes the Chaos Spear an excellent "saving move" if you ever fall off a ledge. Use multiple Chaos Spears to "hop" through the air, regaining altitude and moving toward safe, solid ground.

Edge Attack The Edge Attack is Shadow's basic offensive move. Pressing the left Control Stick in the direction of an enemy causes you to rush toward a small target and destroy it. It takes multiple Edge Attacks to bring down larger enemies.



Spin Kick/Tornado While standing still, Shadow can kick his enemies, delivering a little damage. However, if you repeatedly press the attack button, Shadow will spin so fast while kicking that he creates a vortex that damages any enemy caught in its radius. This is a great move to use when you're surrounded by small enemies.

Power-Up Moves

Chaos Boost Moves When Shadow's Action Gauge is full, you can initiate the Chaos Boost and use any of three associated moves (as long as you have already purchased them in town). While the Action Gauge depletes, you don't take damage (but can still lose Rings) and have unlimited use of any purchased Chaos Boost move.

Chaos Blast: The most powerful of the Chaos Boost moves, the Chaos Blast destroys any enemy within a ten-yard range.

Chaos Lance: A more advanced version of the Chaos Spear, the Chaos Lance actually damages enemies instead of freezing them.

Chaos Snap: Like a Homing Attack, the Chaos Snap transports Shadow between nearby enemies (up to five), damaging each one he strikes.

Vehicles



During certain stages, Shadow finds vehicles that he can use to push through enemy defenses or cover ground quicker than normal. Each vehicle has a weapon that can fire a certain number of rounds before it must be reloaded. The vehicles have unlimited rounds, but while you're changing magazines, Shadow is extremely vulnerable. Each vehicle can withstand only a certain amount of damage. When using a vehicle, the Action Gauge becomes a damage meter, showing how much hull integrity you have left before the vehicle explodes. When the vehicle is close to exploding, it smokes and sparks.

Buggy



BUGGY CONTROLS

Move	Xbox 360	PlayStation 3
Accelerate	A	X
Turbo	A x 2	X x 2
Brake/Reverse	X	■
Attack	(RT)	(R2)

The Buggy is a general-purpose vehicle that is just as capable zooming across a paved street as it is speeding through rough terrain. The Buggy employs Homing Missiles to attack enemies, but it can only fire two missiles before you must wait for the launcher to reload.

Bike



BIKE CONTROLS

Move	Xbox 360	PlayStation 3
Accelerate	A	X
Turbo	A x 2	X x 2
Brake/Reverse	X	■
Attack	(RT)	(R2)

The Bike is much faster than the Buggy, but it can't withstand nearly as much damage. This vehicle is nimbler than the Buggy, too. Popping wheelies gives you an extra Speed Boost that lets you hop over obstacles. The Bike is equipped with a machine gun that holds 100 rounds.

Jet Glider



JET GLIDER CONTROLS

Move	Xbox 360	PlayStation 3
Accelerate	A	X
Rapid Dodge	A x 2	X x 2
Attack	(RT)	(R2)

The Jet Glider lets Shadow take to the skies and soar over enemies and impassable terrain, such as great expanses of water. (None of the hedgehogs can swim.) The Jet Glider has good maneuverability, but can't withstand many attacks before it explodes and drops Shadow to his doom. Its twin rockets, though, let Shadow blast enemies well before he gets in range.



Hover Craft

HOVER CRAFT CONTROLS		
Move	Xbox 360	PlayStation 3
Accelerate	A	X
Hover Jump	A x 2	X x 2
Brake/Reverse	X	■
Attack	(RT)	(R2)

The Hover Craft is a land vehicle: it's useful for crossing shifting sands and water rather than solid surfaces like city streets. The Hover Craft can withstand considerable damage, but it is vulnerable to tipping. If knocked over, Shadow falls out of the craft into the water or sand and loses a life.



SILVER THE HEDGEHOG

Silver The Hedgehog is a traveler from the future who is determined to track down the so-called Iblis Trigger and prevent his destiny from becoming one of fire and brimstone. Silver has the rare gift of Psychokinesis: he can manipulate physical objects with his mind. This skill allows him to levitate, pick up objects and throw them, and even shock his enemies so he can fling them around like rag dolls.

SILVER'S MOVES		
Move	Xbox 360	PlayStation 3
Levitation	A to jump, then hold A	X to jump, then hold X
Psychokinesis	(RT)	(R2)
Psycho Smash	X	■
Hold Smash	Hold X, release	Hold ■, release
Grab All	(RT) twice	(R2) twice
Teleport Dash	A, A	X, X
Psycho Shock	Hold X while jumping	Hold ■ while jumping

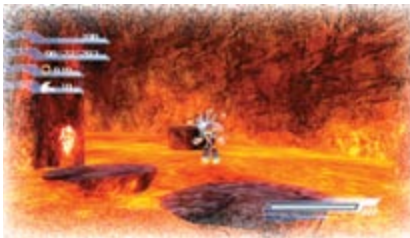


Silver can Levitate in any direction, but only on a flat plane. He cannot move up and down while Levitating. While Levitating, he is vulnerable to enemy attacks, but he can use metal crates and other objects as floating platforms to protect himself. To ride an object while Levitating, stand on top of it and use Levitation to rise into the air. While standing on the object, Silver can fly through the air when you hold down the Levitation button and press the left Control Stick to direct the flight. When the Action Gauge reaches 15-20%, you can no longer move the object.

Starting Moves

Levitation

Silver can jump into the air and fly for a limited amount of time, allowing him to cross chasms, soar over the water, or completely circumvent enemy positions. Silver can only Levitate as long as his Action Gauge has energy left in it. When the gauge runs dry, Silver drops and the gauge doesn't refill until he touches down.





Psychokinesis Silver can hoist objects into the air with this mental move. The affected object is bathed in a green glow. You can set down objects by pressing the PK button again. While lifting an object with PK, you can use Psycho Smash to throw it.



Green markers on the ground indicate places where Silver's PK can initiate special events. Stand on the marker and tap the PK button to create a bridge out of nearby debris, bend bars, or perform other cool moves. Using PK while Silver stands on a marker does not drain the Action Gauge.



Psycho Smash Psycho Smash has two functions. The first is the ability to throw objects lifted with PK. While holding up a crate or spiked ball, use the left Control Stick to point Silver in the general direction of an enemy. Press the Psycho Smash button to throw the object at the enemy and cause damage. If you're hoisting multiple objects, pressing Psycho Smash repeatedly will shower enemies with a barrage of objects or other debris.



Psycho Smash can also be employed when Silver is not lifting objects with PK. When standing next to an enemy, pressing Psycho Smash makes Silver strike the enemy with a psychically charged Punch, temporarily paralyzing it. While paralyzed, the enemy is surrounded by arcs of Silver's PK power.



Power-Up Moves

Hold Smash The Hold Smash attack allows Silver to put everything he has into a single throw.

Grab All This upgrade enhances Silver's PK, allowing him to manipulate even more objects than just crates and debris. Now, the hedgehog can lift anything and "grab" enemy projectiles out of midair, then throw them right back at their source. Most enemies are easily destroyed when their own weapons are turned against them, making this a very desirable upgrade.

Teleport Dash The Teleport Dash is a psychic jump that warps space, allowing Silver to move quickly "through" an enemy or an enemy attack and avoid damage. This is a good move to use when facing multiple enemies that you must get close enough to in order to use PK against them.



Psycho Shock During a jump the Psycho Shock allows you to smack the ground, stunning nearby enemies so Silver can grab them.

SUPPORTING CAST

Sonic, Shadow, and Silver are three main heroes of this story, but from time to time, these hedgehogs must call on the talents of their friends to help them out in a jam. These supporting heroes have unique skills, such as E-123 Omega's Laser Cannon or Knuckles's ability to glide across great distances.

AMY ROSE



AMY ROSE'S MOVES

Move	Xbox 360	PlayStation 3
Double Jump	A while jumping	X while jumping
Hammer Attack	X	■
Invisibility	Hold X	Hold ■

Double Jump: Amy can reach higher areas by initiating a second jump while in midair.

Hammer Attack: Amy can smash enemies with her Piko Piko Hammer. It's a slow attack that leaves her vulnerable while she winds up.

Invisibility: Amy can temporarily turn invisible and sneak past enemies. However, she still takes damage if she's struck by a projectile.

BLAZE THE CAT



BLAZE'S MOVES

Move	Xbox 360	PlayStation 3
Accelerator Tornado	A while jumping	X while jumping
Fire Claw	X	■
Spinning Claw	Hold X, release	Hold ■, release

Accelerator Tornado: This spinning jump propels Blaze to high ledges and attacks anything unlucky enough to be standing beneath her when she comes down.

Fire Claw: This is Blaze's equivalent of Sonic and Shadow's Homing Attack.

Spinning Claw: Blaze pirouettes through enemies while she is surrounded by flames.

OMEGA'S MOVES		
Move	Xbox 360	PlayStation 3
Hover	A while jumping	X while jumping
Lock-On Shot	Hold X, target with stick	Hold ■, target with stick
Omega Launcher	X while jumping	■ while jumping
Omega Shot	Hold X, release	Hold ■, release



Hover: Omega can hover over short distances when he fires off his rockets while jumping.

Lock-On Shot: While holding the attack button, look at nearby enemies to lock on and then release to unleash homing lasers.

Omega Launcher: This enhanced Omega Shot releases fireballs while Omega is in mid-jump.

Omega Shot: This basic attack peppers the enemies in front of you with lasers.

KNUCKLES'S MOVES		
Move	Xbox 360	PlayStation 3
Climb	Glide into vertical surface	Glide into vertical surface
Glide	A while jumping	X while jumping
Ground Shaker	X while jumping	■ while jumping
Punch	X	■
Screwdriver	Hold X, release	Hold ■, release



Climb: Glide into a vertical surface and Knuckles digs in with his claws. He can now crawl up and down the vertical surface.

Glide: After jumping, hold down the button to glide through the air, slowing the descent to reach faraway platforms or collide with a vertical surface.

Ground Shaker: After jumping, press the attack button to slam back into the ground and damage enemies with a shockwave.

Punch: Tap the attack button repeatedly to unleash a furious combo.

Screwdriver: This attack unleashes a spinning forward Punch that flattens tough enemies.

TAILS'S MOVES		
Move	Xbox 360	PlayStation 3
Dummy Ring Blitz	Hold X while flying	Hold ■ while flying
Dummy Ring Bomb	X	■
Dummy Ring Snipe	Hold X	Hold ■
Fly	A while jumping	X while jumping

Dummy Ring Blitz: While flying, Tails can drop Capsules on enemies below him.

Dummy Ring Bomb: This attack throws an empty Capsule at enemies in front of Tails. It's a slow attack, so make sure the enemy can't fire at you while Tails is hoisting the Capsule to throw it.

Dummy Ring Snipe: A first-person view gives Tails better aim with his Capsule throws.

Fly: After jumping, Tails can fly up into the air and stay aloft as long as the Action Gauge has energy in it. The gauge refills after Tails lands.





ROUGE THE BAT

ROUGE'S MOVES

Move	Xbox 360	PlayStation 3
Blast Jump	A during explosion	X during explosion
Bomb	X	■
Bomb Snipe	Hold X	Hold ■
Climb	Glide into vertical surface	Glide into vertical surface
Glide	A while jumping	X while jumping

Blast Jump: Rouge uses her exploding bombs to gain serious height while jumping.

Bomb: Rouge can throw bombs while standing still or jumping, or release a torrent of explosive while hovering in the air.

Bomb Snipe: A first-person view lets Rouge target enemies with greater accuracy.

Climb: After gliding into a vertical surface, Rouge can use her claws to climb around.

Glide: After jumping, Rouge glides through the air, slowly descending to arrive at hard-to-reach ledges.

STAGE FEATURES

ENVIRONMENT OBJECTS/ITEMS

While exploring the town and rushing through Action Stages, you encounter the following features:



Ring: You can't have a Sonic game without Rings. Pick up Rings as protection from enemy attacks. If you're attacked while holding Rings, you only lose the Rings instead of a life.



Point marker: These checkpoints let you "save" your progress in an Action Stage. If you lose a life, you restart at most recently accessed Point Marker.



Spring: These bumper-like Springs bounce you through the air.



Capsule: These Capsules contain special power-ups.



Hint Ring: Walk into these Rings to receive helpful tips or important information.



Dash Panel: Dash Panels instantly give the hero a big Speed Boost.



Rainbow Ring: Access these hard-to-reach Rings to enjoy small shortcuts through Action Stages and receive bonus points.



Goal Ring: This sparkling star marks the end of an Action Stage.



Silver medal: These collectible medals are hidden in both Action Stages and the town. Their locations are noted in bold in this guide.

POWER-UPS

You can find these power-ups inside the Capsules spread around town or in the Action Stages. Simply touch the Capsule to receive the power-up.



Rings: Earn the number of Rings marked on the icon—5, 10, or 20.



1-Up: Adds an extra life.



Invincible: Temporary invincibility lets you run through the Action Stage without taking damage.



Chaos Drive: These Capsules are full of Chaos Drive to help replenish Action Gauges.



High speed: Sonic's trademark red shoes grant heroes a temporary Speed Boost.



MULTIPLAYER

SONIC THE HEDGEHOG doesn't have to be a spectator sport if more than one person is gathered around the television—the game includes a multiplayer campaign, allowing up to two players to get in on the action. There are two distinct types of play: Tag mode, which requires cooperative play, and Battle mode, where players can trip up rivals while racing to be first to the Goal Ring. If you thought Dr. Eggman's metal minions were a threat, just wait until you have a showdown against Shadow The Hedgehog while you lead Sonic through one of Soleanna's sweeping vistas.

TAG Tag mode is a two-player variation on the Story mode campaign where players work together to complete stages and collect Chaos Emeralds. However, the stages have been slightly altered—you and a friend won't just make a mad dash from the starting line to the Goal Ring. Tag mode places a heavy emphasis on cooperation, so you must stick close to each other to solve puzzles that require both hedgehogs to be in the same area at the same time.

Game Setup



After selecting a Tag game from the Multiplayer menu, you must choose which hedgehogs you and a friend want to control. (You can't both choose the same hedgehog, unfortunately—so no Sonic duos.) Think about each hedgehog's talents of when selecting characters, such as Silver's psychic abilities that let him pick up and throw crates and rocks.

NOTE

In Tag mode, Sonic can use most of the Custom Actions. Likewise, Shadow is able to unleash his Chaos Boost powers. All abilities and custom abilities can be used in multiplayer if they are purchased from Episode Mode.

While playing, both characters collect their own Rings to hold for protection, but both draw from the same single supply of extra lives. When all extra lives have been exhausted, both players are ejected from the game. Also, if one player falls, that hedgehog restarts from the last accessed Point Marker and must catch up to help the other player to keep moving forward.

Working Together



Staying together is the key to success in Tag mode. When the going gets rough, such as during an intense battle against robots, you can quickly power through the challenge if you work together. Some doors or laser fields only vanish when all enemies in an area have been defeated, so if you both stay in the fight, you can move through the stage quicker.

Tag mode introduces pairs of switches that can only be activated if both players are present. To unlock Springs or lower laser fields, each player must stand on a switch at the same time. Sometimes these switches are right next to each other; other times one player must circumvent the obstacle to access a switch on the other side and clear the way.



Be careful not to strike each other while you're in the middle of fighting enemies. You don't want to do Dr. Eggman's job for him, do you?

BATTLE

Battle mode is a competitive take on the main campaign. The goal is still the same—reach the Goal Ring—but instead of working together, in Battle mode you must race to get there first. Of course, you can help your cause by thwarting your opponent at every turn. Slow the rival hedgehog with attacks: knock him off ledges, or pick up precious Rings before he can reach them.

Setup and Rules

Much like Tag mode, after choosing Battle, you must select your character from the available lineup. Now choose which stage you want to race through, anything from Wave Ocean to Flame Core. Each stage is full of enemies that will slow you and your opponent down.



You don't have a set number of extra lives in Battle mode. Instead, each player collects Rings for protection. If attacked when you have no Rings, you're killed and automatically restart at the last Point Marker accessed by either player. The winner is the player who reaches the Goal Ring first.

TIP

Sacrifice is sometimes the key to success. If you see a rival player in the lead pass through a Point Marker, jumping off a ledge into an abyss or falling to an enemy's attack lets you start at the new Point Marker.



Fight!

Most stages begin with each player in roughly the same spot. At first, it's a mad dash to pick up Rings, launch attacks against rivals, and avoid trouble as long as you can. If you can circumvent enemies, do so at any cost: leave them behind for other players to deal with as you rocket ahead.

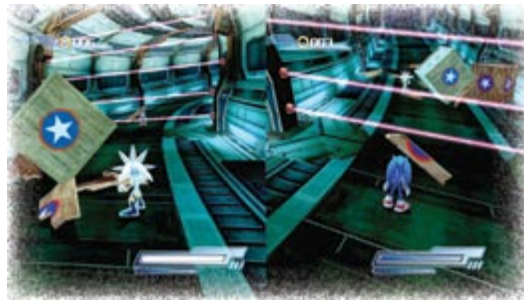


Some doors won't open until all the enemies are defeated, which can give rivals time to catch up with you and rejoin the race.



Set up traps at doors. If you enter a new room ahead of another player, wait off to the side for the rival hedgehog to catch up. As he enters, jump out and slam him with a Homing Attack to steal his Rings or send him back to the Point Marker.

his Rings or send him back to the Point Marker.



Silver is a devious choice in Battle mode. If he gets ahead, he can lift up crates or debris with his Psychokinesis and then wait for other players to get close enough to strike them. In

a hallway like this, Sonic has nowhere to go but through Silver—but that crate is going to come crashing down.



There are hundreds of ways to trip up your rivals. For example, push your rival's fragile metallic sphere at Aquatic Base into the laser fields. Be creative!



Surge ahead when you see the Goal Ring!



SOLEANNA CITY LIFE

THE MAJORITY OF ACTION

takes place in the exotic far-flung corners of Soleanna, but between these intense missions, the three hedgehogs must catch their breath in the land's thriving metropolis. The cityscape is full of helpful citizens, shops, and a series of short side missions that help pad the pocket-book. Most Action Stages are accessed from the three sections of the Town Stage: Castle Town, New City, and Forest. The only missions the hedgehogs do not enter via the town are Crisis City and Flame Core, as these Action Stages are set outside the present day.



The general layout of the Town Stage does not change for each episode, but the placement of short missions, Silver Medal collectibles, and the order of seeking out the mirrors that transport the heroes to Action Stages all shift. Many short missions in town are optional, but the heroes are funneled into certain events that must be completed in order to edge closer to defeating Dr. Eggman and stopping Iblis.

NOTE

Each episode guide in this chapter includes a quick chart that details the order of events, followed by maps that point out the location of every Action Stage mirror, Silver Medal, and short mission. Each episode guide also features strategy for events that transpire in the towns, such as battle scenes that must be conquered before a particular mirror is unlocked.

Not all Action Stages require a trip back to town or a special in-town event. If the mirror to an Action Stage is immediately open as soon as you return to town, just follow the map to the mirror and head off to the next mission.

Citizens



The town is alive with activity in spite of the recent attack from Dr. Eggman. Many citizens are out and about, minding their business, but you can talk to them to learn how life in Soleanna has changed since abduction of Princess Elise. Some citizens possess information that helps the heroes learn what they need to do next. These folks have an orange exclamation point over their heads. Citizens that have favors to ask the heroes are labeled with blue exclamation points. Unless noted in each hedgehog's episode guide, these short missions are optional.

TOWN STAGE

TOWN FEATURES



Short missions range from collection runs through the town to races through a series of large Rings. Short missions are scored and graded just like Action Stages. Depending on the final grade, money is awarded that can be spent at shops. If you are ever short on money and need to buy a power-up or ability enhancement to access a mirror, take on a few short missions. The maps in this chapter are marked with the location of short missions for each hedgehog's episode.

Shops



All three of the hedgehog heroes are naturally gifted with a set of special moves that helps them go on the offensive against Dr. Eggman and Iblis's minions, but sometimes it doesn't hurt to seek out upgrades. When you need a new special move to help in battles or to access a mirror that leads to an Action Stage, seek out a shop. Each hedgehog episode guide features the location of each shop and a price list for each shop inventory.





Mirrors of Soleanna

A network of magical mirrors in Soleanna acts as warp gates to the various wild locations, like the arid Dusty Desert or the under-sea Aquatic Base. To access these Action Stages, the hedgehogs need only leap into the mirror and they're off. The mirrors are always in the same place no matter which episode you are playing, but the requirements for accessing the mirror can change. Each episode guide details exactly how to reach a mirror if a special move is needed.



Silver Medals

Collecting Silver Medals? The three sections of town are full of the sparkling bonuses. The placement of the medals changes depending on the current episode. A medal hanging over a bridge is Sonic's episode will not be in the same place in Silver's

episode. Gathering the Silver Medals is not required to play through the episodes and access the Action Stages, but if you are trying to earn every single gold medal in the game, you must collect all the Silver Medals in Soleanna's town.



SONIC THE HEDGEHOG

EPISODE STRATEGY

General Overview

1. When Sonic's adventure first begins, visit Tails in Castle Town.
2. Complete the Shoemaker's Challenge to earn money and buy the Light Chip from the shop.
3. Wave Ocean—Action Stage
4. After returning to town, buy Antigravity from shop so you can slide under a wall and rescue a little girl.
5. Rescuing girl unlocks way to Dusty Desert. Head for mirror.
6. Egg Cerberus—Boss Battle
7. Dusty Desert—Action Stage
8. After finishing Dusty Desert, Sonic is intercepted in town by Silver. Silver The Hedgehog—Boss Battle. (Silver The Hedgehog episode now unlocked.)
9. Complete the Who Is the Captain? short mission to unlock doors to New City.
10. Head to warehouse at New City to defeat robots and meet Tails and Knuckles.
11. Defeat robots in front of White Acropolis mirror.
12. White Acropolis—Action Stage
13. Dr. Eggman transports Sonic to future. Meet up with Shadow and Rouge. (Shadow The Hedgehog episode now unlocked.)
14. Crisis City—Action Stage
15. Flame Core—Action Stage
16. Iblis—Boss Battle
17. After returning to the present day, purchase Bounce Bracelet from shop. Break into train station.
18. Radical Train—Action Stage
19. Egg Genesis—Boss Battle
20. Sonic appears in Forest area with Elise. Use combined powers to access Tropical Jungle mirror.
21. Tropical Jungle—Action Stage
22. Wave Ocean—Action Stage
23. Return to Forest area and complete Three Trials to call down eagle. Ride eagle to Kingdom Valley mirror.
24. Kingdom Valley—Action Stage
25. Return to Castle Town and Ring three bells to unlock secret base entrance.
26. Aquatic Base—Action Stage
27. Egg Wyvern—Boss Battle

Meeting Tails and Heading to Wave Ocean (1 and 2)



After losing Princess Elise to Dr. Eggman in the initial attack on Soleanna, Sonic must seek out his buddy Tails in Castle Town. Tails is waiting for Sonic near the triangular city park near the starting point by the bell tower. Tails agrees to support Sonic in his mission to rescue Elise from Dr. Eggman and encourages Sonic to explore the city.



The mirror to Wave Ocean is too far away for Sonic to jump to it, but a trail of Rings stretching across the water can be "ridden" if you have the Light Dash move. To earn the move, Sonic must buy the Light Chip at the shop for 100 coins. Unfortunately, you don't have any money.



The old man next to the shop in Castle Town wants you to try out his new special shoes. Depending on how fast you race through the Rings in the old man's short mission, you can earn well over a thousand. Use the winnings to buy the Light Chip, then return to the water's edge where you can see the Wave Ocean Mirror.



Stand beneath the line of Rings. Jump up and use Light Dash to soar through the air and land right in front of the magic mirror that leads to Wave Ocean. Jump into the mirror to head off to the first Action Stage in Sonic's episode.

Rescue Girl (4 and 5)



The mirror to Dusty Desert is guarded by armed soldiers. The soldiers will not step aside unless you have a pass from the local magistrate, Lord Regis. Unfortunately, Lord Regis is too preoccupied with a minor emergency involving a little girl trapped on a rooftop. If you rescue the little girl, perhaps Lord Regis will give you a pass to Dusty Desert. To rescue the little girl, you need to buy the Antigravity upgrade at the shop for 500. Use the upgrade to slide under the wall next to Lord Regis. You find a Spring inside the small side area.



Robot Attacks (10 and 11)

The Spring vaults you up the rooftop with the little girl. Walk up to the girl to save her, then return to the ground. To thank you for your heroism, Lord Regis orders the guards at the Dusty Desert mirror to step aside.

Who Is the Captain? (9)

You must access New City in order to proceed to the next Action Stage, White Acropolis. However, the door to New City is locked. Talk to the soldier near the door with the blue exclamation point over his head. He says that he will let you pass if you can identify the captain of the guards. When the short mission begins, you can talk to the other guards to gather clues as to who the captain is (it's the guy who initiates the mission). Talk to him again to identify him and open the door to New City.



Once inside New City, you must cross the busy streets to reach the warehouse district. Jump over the fence to meet up with Knuckles and Tails, who are waiting for you inside the district. However, as soon as you jump the fence, robots seize the area. You must destroy all the robots (they appear as red dots on your minimap) before you can talk to Knuckles and Tails. Knuckles reveals a letter from Dr. Eggman inviting Sonic to meet him at his base in White Acropolis. Knuckles thinks it's a trap, but Sonic has no choice but go if he is to rescue Elise.



When you try to access the White Acropolis mirror, more robots attack. It's a much smaller brigade than the one you encountered in the warehouse district. After you smash the robots with Homing Attacks, enter the mirror to warp to White Acropolis.

Breaking into Train Station (17)



The train station in New City contains the mirror that leads to Radical Train, but the entrance is guarded by soldiers that refuse to budge.

To circumvent the soldiers, buy the Bounce Bracelet at the courtyard shop for 2,000. Use the Bound Jump technique unlocked by the bracelet on the sewer grate next to the station to sneak inside and access the mirror.



Walking on Water (20)



To reach the tropical Jungle mirror while holding Elise, use your combined powers to create a force field like the one that helped you survive the shifting sands of Dusty Desert. The force field allows you to walk on water and cross the lake.

Three Trials (23)



If you want to access Kingdom Valley, you must prove your worth by completing the three trials: Intelligence, Courage, and Love. If you survive the trials, an eagle will pick you up from the circle in the Forest and lift you up to the mirror. To begin the trials, approach the priest next to the bell tower in north-western Castle Town.



Trial of Intelligence: This trial is a memory game that asks you to remember a series of warp gates that lead to a Goal Ring. The warp gates are all centered around crates numbered from 1 to 4. If you jump in the gates in the right order, you'll reach a series of Springs that bounces you right into the Goal Ring. If you ever take the wrong gate, you're warped back to crate 1 or back to the same crate number. The proper order is:



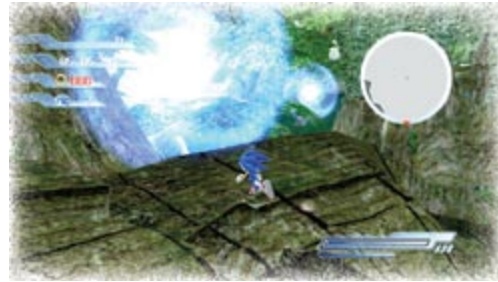
Crate 1: Take the gate on the right.



Crate 2: Use the gate next to the tree trunk closest to the wide-open space.



Crate 3: Jump through the gate between the splintered bark on top of the trunk.



Crate 4: Jump off the tree trunk through this gate.

Use a Homing Attack to land on the first Spring that bounces you through the trees and right to the Goal Ring.



Trial of Courage: To complete the Trial of Courage, you must plow through several waves of robots without a single Ring in your pocket. Follow the red marks on the minimap to track enemy movement and use Homing Attacks to smash the enemies before they can get a shot at you. If you're hit, you have to start the trial all over again—but minus one life.





Trial of Love: The Trial of Love poses a simple question to Sonic—who does he love the most? Princess Elise or Amy Rose? Elise is a relatively new fixture in his life, and even though Sonic cares deeply about Elise and wants to save her from Dr. Eggman, the loyalty of Amy Rose must be rewarded. Choose Amy Rose or Elise; either choice passes.

Ring My Bell (25)



After completing the Kingdom Valley Action Stage, you arrive back in Castle Town. You must locate the hidden entrance to the Aquatic Base. The mirror reveals itself only after three ancient bells have been sounded. The first bell is right above Lord Regis along the southern wall of Castle Town. The remaining two are atop the lofty bell towers along the shores. Springs at the bases of the towers launch you high enough to smack the bells with a Homing Attack.



The first bell



The second bell







The third bell



The mirror to Aquatic Base is in the temple in the center of Castle Town.



LEGEND

-  = Silver Medal (1-16)
-  = Short Mission (1-7)
-  = Mirror to Action Stage
-  = Shop



SHOP INVENTORY

Item	Price	Description
Light Chip	100	Enables Light Dash
Antigravity	500	Enables Slide
Bounce Bracelet	2,000	Enables Bound Jump
Green Gem	5,000	Enables Tornado custom action
Red Gem	5,000	Enables Slow custom action
Blue Gem	7,000	Enables Mach Speed custom action
White Gem	8,000	Enables Homing Smash custom action
Sky Gem	10,000	Enables Gun Drive custom action
Yellow Gem	12,000	Enables Thunderguard custom action
Purple Gem	14,000	Enables Scale custom action



Silver Medal Locations



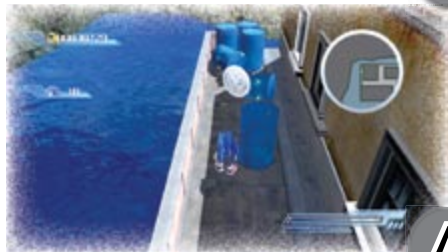
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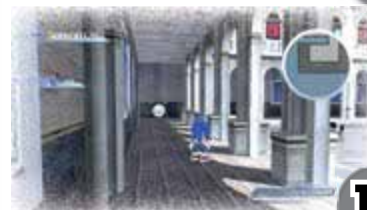
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TIP Use Springs all over the city to vault up to the rooftops.

Short Missions

1. Find Pele: A little boy has lost his puppy, Pele, and begs Sonic to help him find it. Surely the hero can spare a few moments to search for the wayward pooch. The dog is to the east of the boy.



4. Soleanna Boys' Challenge: Six young men of Soleanna want to become soldiers when they grow up, so they're starting to work out now in preparation for the grueling training. Sonic must find all six boys running around town.



5. Defeat Eggman's Mechs: A small battalion of Dr. Eggman's robots has breached the city's defenses. The people implore Sonic to help dispel the threat. To complete this mission, you must destroy the robots as quickly as possible.
6. Ring Race: Alessio, the soldier near the New City gate, talks about the legendary Mels, a man who could race through all the Rings in town in under five minutes. Can you beat the pedestrian prodigy?



2. Sonic Man: There's an imposter in Soleanna claiming to be Sonic. The delusional fan needs to be taught a lesson, so challenge him to a race through the town so he learns what a real hero looks like. Race him to the train station in New City.







3. Aristo's Challenge: Aristo, a scholar named after the Greek philosopher Aristotle, challenges Sonic to an intellectual contest. He asks a series of questions that Sonic must answer correctly to earn Rings. Questions include showing a stack of boxes and then asking how many were in the stack, requiring you to think spatially.

7. Find 100 Rings: Berruni, the richest man in Soleanna, has billions of Rings. He's so loaded he'll waste 100 of them in a lark with Sonic. The zillionaire hides Rings in the town for Sonic to find—whatever he scores, he keeps. Most of the Rings are perched on the rooftops of Castle Town, so use Springs to keep your head in the clouds.



LEGEND

-  = Silver Medal (1-5)
-  = Short Mission (1-5)
-  = Mirror to Action Stage
-  = Shop



Silver Medal Locations



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Short Missions



1. **Hotel Festival of Rings:** A hotel in New City is putting on a big celebration. The hotel is spreading Rings all over town and whatever you can collect within the time limit, you can keep. Rings are hidden in crates, placed in front of Dash Panels, and hang in the air. Use Springs to get the Ring Capsules in the air. This mission is a great way to fill your purse before heading to the shop.

2. **Circus Scout:** An employee of Solsaliente, the best circus troupe in Soleanna, is looking for



a temporary acrobat to fill in for an injured performer. You must run through the Rings spread across New City within the time limit. Look out for Rings in the sky that can only be accessed by using Homing Attacks to reach Springs attached to buildings.



3. **Chase the Fleeing Car:** Chase down a fleeing car that races along the highways of Soleanna. Catch up to the automobile and smash it with Homing Attacks and Sliding Kicks before it gets away.



4. **Three Musketeers:** A great treasure is hidden in Soleanna, and if three heroes can demonstrate the same skills of the three musketeers who once defended the city, they will be rewarded with riches: Tails must fly through a series of Rings, Knuckles must smash through rocks, and Sonic has to finish a time trial to receive the treasure.

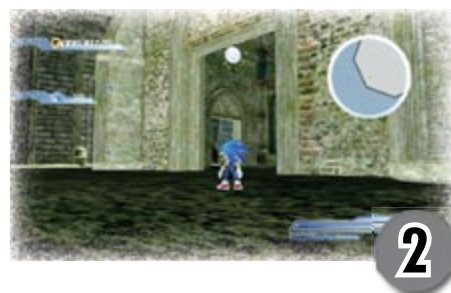


5. **Destroy Eggman's Mechs:** Dr. Eggman's robots have stolen three disks from an important businessman in New City. The man desperately needs to reclaim the disks, otherwise he'll lose his job. Chase down the mechs, smash them, and retrieve the disks.





Silver Medal Locations



Short Mission



1. Escort Lady: A lady in the Forest needs to reach Castle Town, but she's terrified about being attacked by robots. Walk with her through the Forest, smashing mechs along the way with Homing Attacks. The lady has a health bar over her head, so you can monitor her survival.

SHADOW THE HEDGEHOG

EPISODE STRATEGY

General Overview

The following list of events details the course of action in this episode:

1. White Acropolis—Action Stage
2. Egg Cerberus—Boss Battle
3. Shadow arrives in the Forest area. Purchase Air Chip and Memory Shard (Blue) from shop to reach Kingdom Valley mirror.
4. Kingdom Valley—Action Stage
5. Crisis City—Action Stage
6. Flame Core—Action Stage
7. Iblis—Boss Battle
8. Tropical Jungle—Action Stage
9. Mephiles—Boss Battle
10. Return to New City in present day. Meet up with Rouge and E-123 Omega to unlock Radical Train mirror at train station.
11. Radical Train—Action Stage
12. Silver The Hedgehog—Boss Battle
13. Aquatic Base—Action Stage
14. Arrive in Castle Town and complete Save the Archeologist short mission. Activate four flames at fountain to receive the Scepter of Darkness.
15. Wave Ocean—Action Stage
16. In Castle Town, battle flame monsters to unlock path to desert mirror.
17. Dusty Desert—Action Stage
18. Mephiles—Boss Battle

Reaching Kingdom Valley (3)



After defeating Egg Cerberus, Shadow arrives in New City. You must head for the Forest outside of Soleanna's metropolis, but a break in the bridge leading between New City and the woods prevents you from crossing. You must buy the Light Chip from a shop next to the bridge to zoom through the trail of Rings that stretches across the gap. Successful completion of the White Acropolis Action Stage should leave you with enough Rings to make the purchase. Skirt across the Rings with a Light Dash to enter the Forest.



There is no direct route to the mirror leading to Kingdom Valley—and there's no eagle in sight to give you a lift. Go to a shop and purchase the Memory Shard (Blue) to use Shadow's Chaos Boost powers. Only with this unleashed fury can the hedgehog break open a rock in front of a warp gate at the ridge full of caves.



Step through the warp gate in the cave to materialize on top of the temple, next to the mirror to Kingdom Valley.

Heading to Radical Train (10)



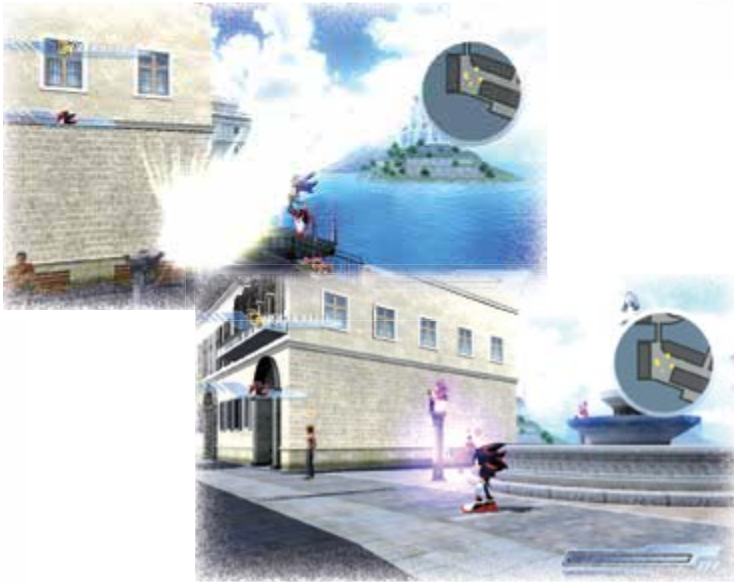
After defeating Mephiles with both Shadow and E-123 Omega, you return to present day New City. Meet up with E-123 Omega and Rouge The Bat to learn about Dr. Eggman's train. Then skate to the train station and jump through the mirror to start the Radical Train Action Stage.

Save the Archeologist (14)



When you return to the present day after completing the Aquatic Base stage, an archeologist is being attacked by Iblis's minions. Fire monsters have infested the city and Shadow must defeat them to protect the archeologist. After smashing the monsters (follow the red dots on your minimap), the archeologist tells you of her findings. She has knowledge of an artifact called the Scepter of Darkness. She believes it is somehow linked to the fire monsters.



Defend the Town Against Monsters (16)

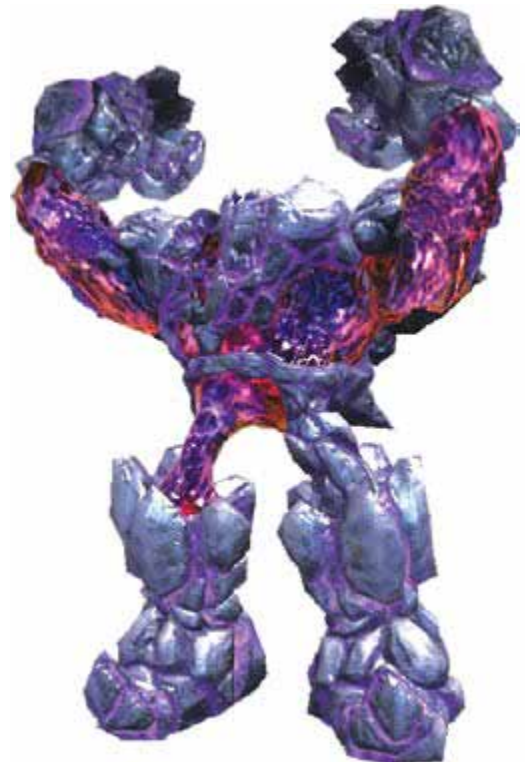
According to the archeologist, you must light four black candles to call upon the forces of darkness and reveal the scepter. Go to the fountain in the town's northeast corner and hit the four pillars with Chaos Spears. Once the four pillars burn, the scepter appears. Scoop it up just as word comes over the air that Omega is engaged at Wave Ocean.



A Spring on the docks launches you over to the Wave Ocean mirror. Jump into the mirror to join Omega in its fight against Iblis's monsters in Wave Ocean.



After returning from Wave Ocean, you discover that the city is under siege. A cadre of fire monsters is terrorizing the citizens of Soleanna. Lord Regis implores you to help fight them. Use Homing Attacks to sweep through town and defeat the monsters. When the coast is clear, Lord Regis permits you to use the mirror leading to Dusty Desert so you can chase down Mephiles.





LEGEND

- = Silver Medal (1-18)
- = Short Mission (1-3)
- = Mirror to Action Stage
- = Shop

SHOP INVENTORY		
Item	Price	Description
Light Chip	100	Enables Light Dash
Memory Shard (Blue)	500	Chaos Boost Level 1: Chaos Snap
Memory Shard (Red)	6,000	Chaos Boost Level 2: Chaos Lance
Memory Shard (Black)	10,000	Chaos Boost Level 3: Chaos Blast

Silver Medal Locations



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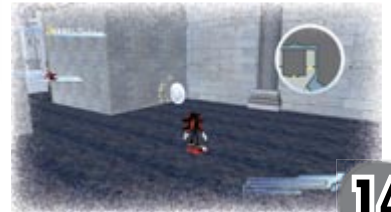
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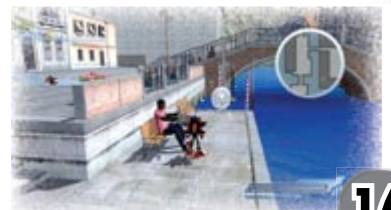
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Short Missions



1. **Agency Test:** Agents are challenged to a Ring race through Castle Town. Rush through the glowing Rings as fast as you can, using Springs to fly through the Rings hanging in the air. The quicker you finish the race, the more money you win.







2. **Protect Lord Regis's Daughter:** The recent influx of Dr. Eggman's robots has put the local government on alert. These metal monsters mean harm to officials and their families. You must protect Lord Regis's daughter, but the little brat is a pain. She tells you to go get a key under the bells and bring it back within five minutes. You must obey and grab the key.

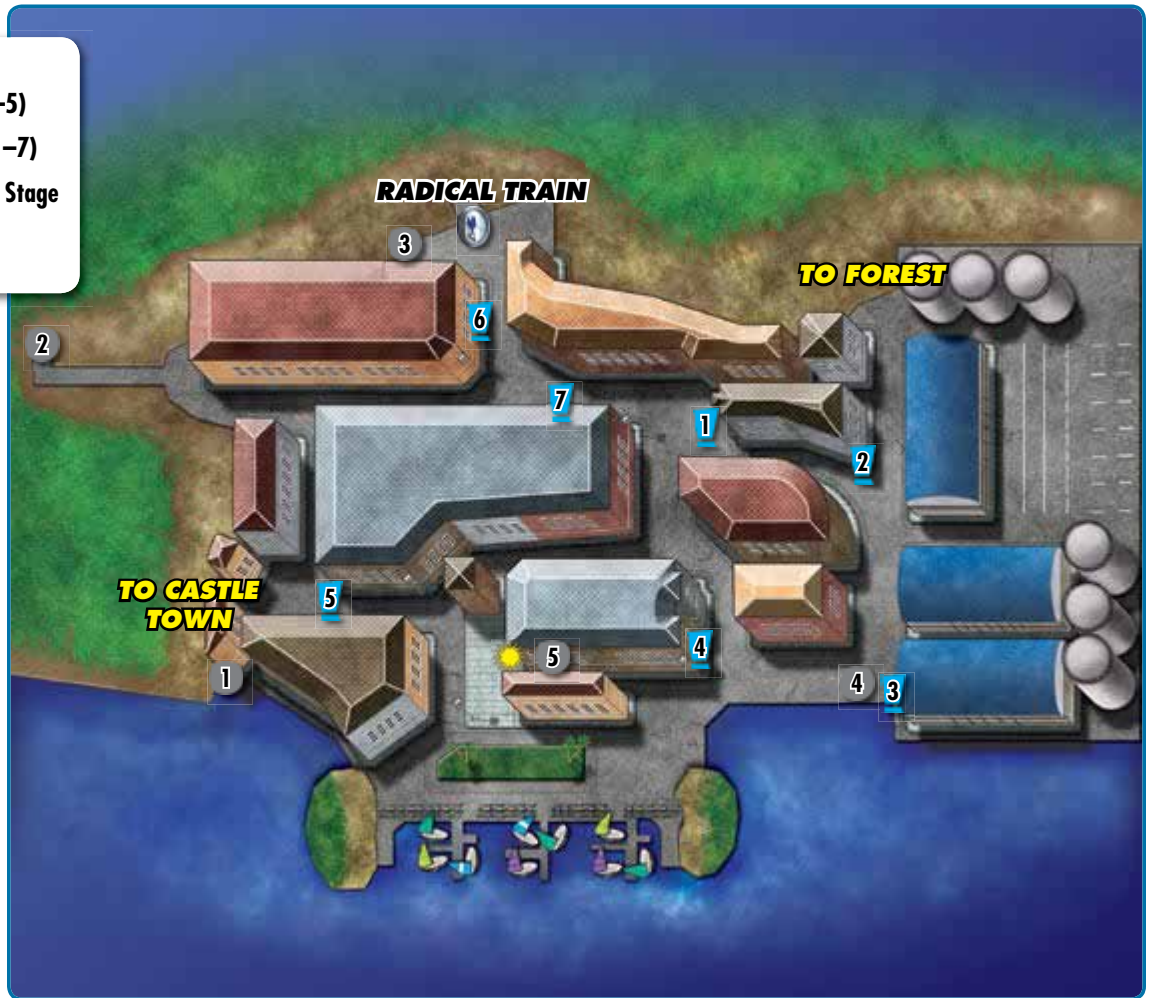


3. **Retrieve Rimlight Disks:** Dr. Eggman's mechs have stolen three important disks from the Rimlight Corporation. You must defeat three groups of robots to retrieve the three disks and end the mission.



LEGEND

-  = Silver Medal (1-5)
-  = Short Mission (1-7)
-  = Mirror to Action Stage
-  = Shop



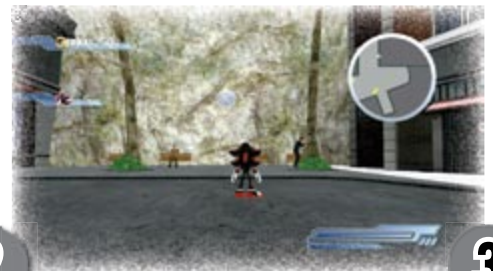
Silver Medal Locations



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Short Missions



1. **Car Festival:** There's a huge car festival in Soleanna today, but one of the racing teams finds itself without a driver. Fill in for the errant racer and beat your opponents on the highways to win Rings.



2. **Mathematician's Test:** Alfano, a famous mathematician, encourages people to use their brains as well as their brawn to solve problems. Take his test to earn money.



3. **Motorcycle License:** The Soleanna Ministry of Transportation is issuing licenses to Bike riders. Take the ministry's driving test, following all rules laid out by the officials and avoiding any crashes.



4. **Agent Intelligence Test:** The decryption unit is looking for agents with the mental power to crack codes. Guess the numbers in sequence by studying patterns.



5. **Freeway Chase:** Thieves have stolen a fuel supply from the Rimlight Corporation. The agency orders you to chase down the thugs on the highway, and they have a Buggy all gassed up for you and ready to go. Pursue the black cars on the highway and Blast them with missiles.



6. **Monster Mall:** Monsters have invaded the shopping mall! Strike out and destroy all the monsters before the time is up to earn a lot of Rings and preserve the integrity of the mall experience in Soleanna.



TOWN STAGE



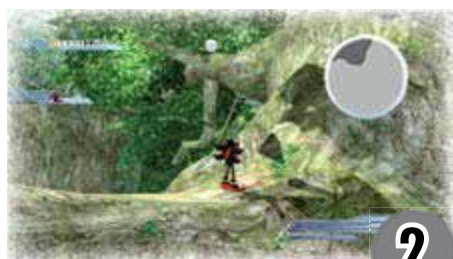
7. Protect Professor's Car: A highly respected professor is driving home on the highway—but his vehicle is under attack. Follow the vehicle closely as the professor drives, and smash the monsters that try to damage the car. If the professor makes it home alive, you win.



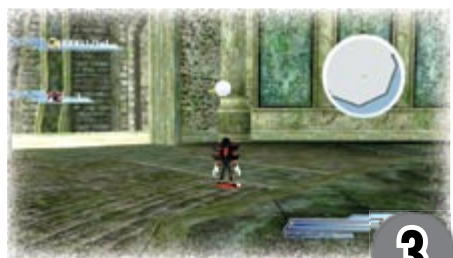
Silver Medal Locations



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Short Missions



1. Jeep Race: Dante challenges you to undertake a Ring race. Instead of rushing through Rings on foot, though, you sit behind the wheel of a Buggy. Drive fast and hard and don't miss a single Ring to win the race and earn some much-needed funds.

2. Rimlight Request: Elkan, an employee of Rimlight, has been sent to research Light Cores. He enlists your help in defeating monsters in the Forest and releasing Light Cores. Collect all the Light Cores for a handsome reward—what it is depends on your speed.



3. Ghost Hunt: According to one citizen, a ghost is on the loose in the woods. The citizen says the ghost has freaky red eyes that haunt him. He implores you to help get rid of the ghost. The ghost turns out to be a robot with a cloaking device, so look for the warping effect against the trees to spot the "spirit." The so-called ghost isn't alone, either. Attack all the robots to complete the mission.

ing effect against the trees to spot the "spirit." The so-called ghost isn't alone, either. Attack all the robots to complete the mission.



SILVER THE HEDGEHOG

EPISODE STRATEGY

General Overview

The follow list of events details the course of action in this episode:

1. Crisis City—Action Stage
2. Iblis—Boss Battle
3. Run across the Forest to the Tropical Jungle mirror in the middle of the small lake.
4. Tropical Jungle—Action Stage
5. Wave Ocean—Action Stage
6. In Castle Town, talk to Lord Regis to initiate a battle scene against robots. Winning the fight unlocks mirror for Dusty Desert.
7. Dusty Desert—Action Stage
8. Sonic The Hedgehog—Boss Battle
9. Buy Shock Bracelet from the shop in New City to activate four switches outside White Acropolis mirror.
10. White Acropolis—Action Stage
11. Egg Genesis—Boss Battle
12. Amy Rose must battle back a wave of robots in Castle Town.
13. Silver must buy Heart of Wind so he can use Teleport Dash to get to Radical Train mirror.
14. Radical train—Action Stage
15. Shadow The Hedgehog—Boss Battle
16. Aquatic Base—Action Stage
17. Protect Anna the maid from attack in Castle Town.
18. Go to Forest. Complete the Three Trials to call down an eagle that takes Silver to the Kingdom Valley mirror.
19. Kingdom Valley—Action Stage
20. Flame Core—Action Stage
21. Iblis—Boss Battle

Access Tropical Jungle Mirror (3)

When Silver arrives in present day, he's astounded by the colors in the Forest —this area is the opposite of the ruined Crisis City. However, Silver has no time for sight-seeing. He must go to the Tropical Jungle in search of the Iblis Trigger. The Tropical Jungle mirror is surrounded by water in the center of a small lake.





Silver cannot swim, so use the PK marker to raise stones from the lake bottom and create a makeshift bridge. Levitate across the stones and jump into the mirror to continue the chase.

Battle Robots for Lord Regis (6)



In Castle Town, Silver hears from Amy Rose the news that Sonic The Hedgehog went to the Dusty Desert, so Silver decides to follow. However, the mirror to the desert is blocked by guards. Lord Regis agrees to let you use the mirror if you battle back the robots causing trouble near the entrance to the Forest.



Face down the robots in the city using PK attacks. When the battle is finished and all the robots are scrap metal, Lord Regis agrees to let you go the Dusty Desert. Silver and Amy use the mirror to head for the scorched sands and track down Sonic. Amy is oblivious, however, that Silver has less-than-pleasant intentions for Sonic once he's found.

Buy Shock Bracelet (9)



After talking to Blaze following the Dusty Desert mission, Silver must go to the White Acropolis and investigate the involvement of Dr. Eggman in the entire Iblis incident. The mirror to White Acropolis is blocked by a laser field. You must buy the Shock Bracelet from the shop so that you can use Psycho Shock on the four switches in front of the field. If all four are activated at the same time, the laser fields blink off and you can jump into the mirror.



Access Radical Train Mirror (13)

When the battle against Egg Genesis ends, Amy and Princess Elise return to Castle Town. Unfortunately, the pair is ambushed by Dr. Eggman's robots. Amy Rose must fight off the robots with her Hammer to save the princess. Be sure to look for a Spring that leads to the rooftops. If Amy knocks the spiked balls down to the street, they'll crush some of the robots.



Silver is told by Mephiles to go to the train station to continue his pursuit of Sonic The Hedgehog. However, city guards have set up a perimeter around the station, so Silver must buy the Heart of Wind from the shop to unlock his Teleport Dash move. Use this dash move to warp past the guards and head for the Radical Train mirror.

Protect Anna and Complete Trials (17)

When Silver returns to Castle Town after completing Aquatic Base, he must rescue a young woman named Anna. When all the monsters are dead, Anna tells Silver he must talk to the priest by the entrance to the Forest to learn about Three Trials that will grant him entry to Kingdom Valley. When the conversation ends, go to the Forest entrance and talk to the priest to begin the Three Trials: Friendship, Memory, and Mind.



Trial of Friendship: The first task is to save Blaze The Cat. She's encased in a cube and won't be freed until you defeat all the monsters in the Forest. Use the minimap to track the monsters. Lift crates and catch missiles with PK to use against the monsters and save Blaze before time runs out.



Trial of Memory: A disciple of the priest asks you three questions about your adventure. If you answer the questions correctly, you complete the trial. The questions follow:

Question 1: What comes to mind with the words "future," "inferno," and "ruined city?"

Answer: Mission.

Question 2: What comes to mind with the words "Flames of Disaster," "seal," and "ten years ago?"

Answer: Princess Elise.

Question 3: What comes to mind with the words "blue hedgehog?"





Answer: Teamwork.



Trial of Mind: The last trial requires you to defeat a small army of robots, but you can't use any crates or rocks as weapons. You must attack the monsters directly with Psycho Shocks, and then lift their paralyzed carcasses to use as weapons. If you can defeat all the robots, an eagle picks you up and takes you to the Kingdom Valley mirror.



LEGEND

-  = Silver Medal (1-15)
-  = Short Mission (1-6)
-  = Mirror to Action Stage
-  = Shop



SHOP INVENTORY

Item	Price	Description
Single-Layered Extreme	200	Enables Hold Smash
Power Bracelet	500	Enables Psychokinesis All
Heart of Wind	1,000	Enables Teleport Dash
Shock Bracelet	1,500	Enables Psycho Shock

Silver Medal Locations



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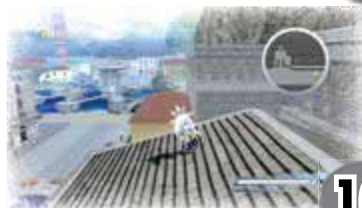
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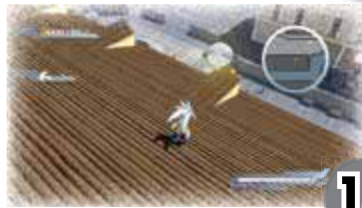
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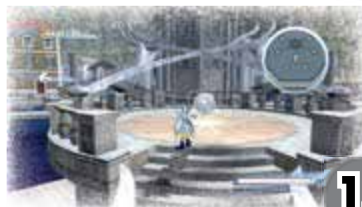
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Short Missions



1. Soleanna Boys: The Soleanna Boys want to grow up to be soldiers one day. They befriended Sonic The Hedgehog earlier in the adventure and promise Silver that if he can scour the town and find all six boys, they will tell him all about their hero. Chase down the six boys as they run around the city to collect your prize.



2. Sonic Man Returns: Sonic Man, the delusion wannabe hero, tries to pass himself off as Sonic The Hedgehog to Silver. He challenges you to race around Castle Town to prove he is Sonic, but if you beat him to the finish line, he'll give up his disguise.



3. Water Target Tournament: For 1,500 years, the annual Water Target Tournament has attracted contestants vying for big prizes. Use Silver's PK to lift barrels and throw them at small targets around the northern shore of Castle Town.



4. Protect the Coastline: Dr. Eggman's robots are en route to Castle Town. The soldiers implore you to help the cause and defend the city. If you manage to help turn back the mech attacks, the citizens will reward you.







5. Plane Tournament: You find the citizen with this mission on top of the building near the ocean. He's wistfully yearning for a lost fantasy from his youth: winning the Plane Tournament. If you can win on his behalf by flying through 21 Rings, he'd be so pleased.



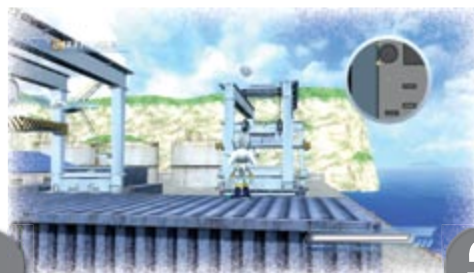
6. Stolen Bronze Medals: A little boy's cat has stolen ten precious Bronze Medals that belong to the family. The boy is terrified that his mother will find out about the cat's mischief. Hunt down the 10 medals up on the rooftops to earn a nice reward.

LEGEND

-  = Silver Medal (1-5)
-  = Short Mission (1-3)
-  = Mirror to Action Stage
-  = Shop



Silver Medal Locations



Short Missions



1. **Monster Raid:** Monsters have attacked New City. Protect the citizens of the city from attack by smashing the monsters with the copious amount of crates left out on the streets. Watch the health bars of the citizens—if one of them perishes, the mission ends in failure.



2. **Lost Company Property:** Rimlight executives are desperate to get their stolen property back, even if they cannot quite believe a monster took it. They employ Silver to help them recover the goods. Head into the warehouse area and destroy all the monsters to get the goods and complete the mission.



3. **Protect the Barrels:** The warehouse district in New City is under attack. The monsters are targeting the cargo stored at the warehouse district, so defeat the monsters before they can destroy the barrels. The red barrel is the most precious of all, so make absolutely certain you don't lose it.





LEGEND

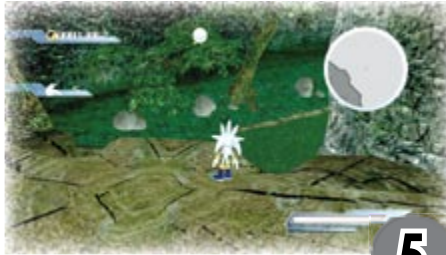
- = Silver Medal (1- 5)
- = Short Mission (1-2)
- = Mirror to Action Stage
- = Shop

Silver Medal Locations



Short Missions

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1. Apple Festival: A farmer needs help picking up apples for the upcoming festival. Use Silver's PK to lift apples into the air and drop them (don't throw them) into some of barrels. The more apples you place in the barrels before time is up, the more money the farmer gives you.



2. Training Grounds: The Soleanna army uses the Forest as training grounds. Right now, they are practicing infiltration techniques. Prove your mettle by levitating through all the Rings as fast as possible. Chaos Boost Capsules help keep you aloft when you're flying through long stretches of Rings hanging in the air.



THE BLUE BLUR

SONIC The Hedgehog is on a mission—same enemy, same goal—but a new wrinkle infiltrates this attempt to thwart Dr. Eggman's evil plans: a girl. Princess Elise, the last surviving member of Soleanna's royal family, possesses something of greater value to Dr. Eggman than his coveted Chaos Emeralds, and that has Sonic incredibly worried. The mad scientist has kidnapped Princess Elise and fanned out his robot army across the kingdom. But Dr. Eggman is not Sonic's only threat in this adventure—two rival hedgehogs have a stake in Sonic's success. While Sonic explores Soleanna and tracks down Elise, Shadow The Hedgehog and Silver The Hedgehog follow in his footsteps. The pair, working independently in their own respective episodes, has reason for seeing Sonic fail, so it's up to Sonic and his friend Tails to deny Shadow and Silver their victories.

STAGE LIST	
Stage	Area
1	Wave Ocean
Boss 1	Egg Cerberus
2	Dusty Desert
Boss 2	Silver
3	White Acropolis
4	Crisis City
5	Flame Core
Boss 3	Iblis
6	Radical Train
Boss 4	Egg Genesis
7	Tropical Jungle
Extra	Wave Ocean
8	Kingdom Valley
9	Aquatic Base
Boss 5	Egg Wyvern



Wave Ocean—Page 62.



Boss 1: Egg Cerberus—Page 71.



Dusty Desert—Page 73.



Boss 2: Silver—Page 80.



White Acropolis—Page 81.



Crisis City—Page 90.



Flame Core—Page 99.



Boss 3: Iblis—Page 111.



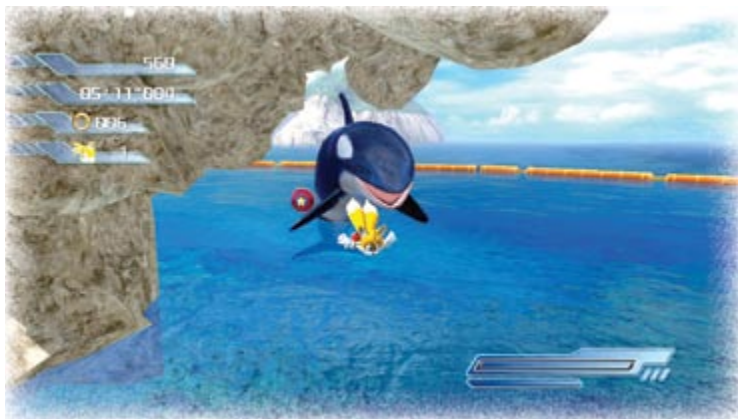
Radical Train—Page 113.



Boss 4: Egg Genesis—Page 119.



Tropical Jungle—Page 121.



Extra Stage: Wave Ocean—Page 128.



Kingdom Valley—Page 132.



Aquatic Base—Page 146.



Boss 5: Egg Wyvern—Page 157.



WAVE OCEAN



Wave Ocean is the beachside resort just outside Soleanna's capital city, where Dr. Eggman left behind nothing short of chaos after his successful kidnapping mission. Now, the once-peaceful ocean scene has been overrun by an army of rowdy robots that patrols the sun-kissed beaches and long piers that zigzag over the waves. Sonic must rush through the resort area at top speed, zooming through massive loops and scaling sheer cliffs in his pursuit of Eggman's cruiser.

1 NOIDES

Point Markers 1 & 2



When the stage begins, Sonic is doing what Sonic does best: running. The hedgehog has broken into a high-speed dash, zipping down the side of a cliff as he pursues Dr. Eggman. When control passes to you, Sonic is skipping over the ocean, en route to a ramp covered with Dash Panels. You can either stick with the main ramp, or veer off to the right and zoom over the reef to access the first beach. The choice is yours—one of the many you'll have throughout this adventure.



When gravity finally grabs Sonic and pulls him to the earth, you land on a beach with Rings and robots. Pick up the Rings as you pass through the first Point Marker in the middle of the beach. Just beyond the Point Marker are three robots—two of which use the crates nearby for cover. Use Sonic's Homing Attack to bounce off the three robots, smashing them with each individual impact. The explosive crate beneath the robot on the left detonates when you hit it, but Sonic's speed quickly gets you out of the small blast radius. After the robots are down, run over the Dash Panels on the rocks ahead.





The Dash Panels propel you toward a loop. When Sonic hits the Dash Panel, he goes so fast that he can run upside-down for a few seconds.



After coming out of the loop, you glide across the water toward another set of loops. **Veer to the left as you approach the loops to pick up a Silver Medal**, then quickly shunt to the right to hit the Dash Panel that pushes you through the three loops. After passing through the loops, glide up the next ramp and hit the Dash Panel to launch toward the next island.



When you come down off the ramp, you automatically grab a bar and spin around it. Hit the jump button when you see Sonic spinning upward and he'll land on a high ledge. This lets you bypass the robots on the beach below, though it also denies you several Rings.



If you fall off the bar, you have to contend with the robot patrol on the beach. Use Homing Attacks to charge the robots, and smash them as you barrel into them. More Rings on the beach lead to another robot standing on top of a rock. Bash the 'bot, then look to the trail of Rings stretching through the air. Jump toward the Rings, use a Light Dash to follow them through the air, and land on the strip of land with the Ring Capsule. (If you fail, you can use the Spring below to jump up to the ledge and continue.)



Point Marker 3



Grind on the rail next to the Ring Capsule. You automatically follow the rail's path, dropping off right in front of a menacing robot. Smash the robot, but watch out for the spiked bar moving up and down behind it. Slip beneath the bar to appear on top of the beach. (This is where you would land if you successfully used the first bar on the beach to vault over the robots.)



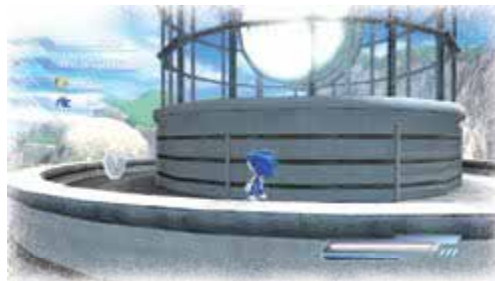
You can't jump very far if you don't have room to build up speed, so use Sonic's Homing Attack to bounce off the two flying sentries hovering near the next Point Marker.



After you land on the beach, pass through the Point Marker. Pick up the Rings. There's a Dash Panel in front of the Point Marker, but you don't need it to move into the next area.



Jump on the Spring at the end of the dock to blast into the air. Sonic moves so fast he can actually jump off flat surfaces if he acts quickly enough—but if he hesitates, gravity works its magic. Bounce off of the lighthouse, go back to the rocks, and then land on the very top of the lighthouse. You hit a grind rail leading down to the marina, which drops you off on a network of piers.

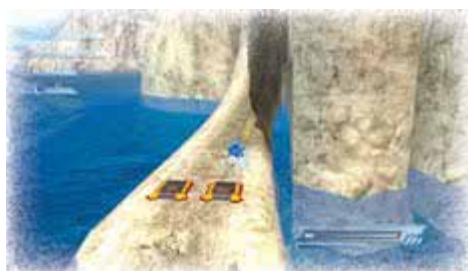


Silver Medal: Before grinding off of the lighthouse, jump from the rail to the lighthouse balcony. Walk around to the opposite side of the balcony. There is a hidden medal tucked in the shade.

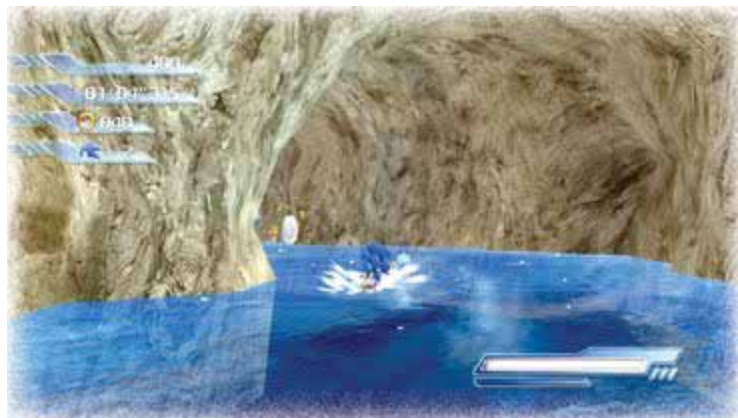




When you hit the pier, run through the Dash Panel and bounce through the series of Springs to rocket yourself toward another cliff.



The Springs fire you off to a Dash Panel at the base of the cliff. You zoom up the side of the cliff, then back down to the water.



Glide across the water, moving through a short cavern, **picking up a Silver Medal on the cavern's left side before exiting straight out into a 1-Up.** If you move fast, you can use the Homing Attack to bounce back to the sentry after grabbing the 1-Up, then bound to a small rock outcropping with a grind rail. If you use the rail, you can bypass the next system of doors and zip toward Point Marker 4.



If you keep gliding past the robot sentries, head for the ramp that leads back up to some piers. Several metal gates prevent immediate

progress, but use Sonic's basic attack to spin the gates open and pass through. Don't go so fast through the gates that you fall off the piers, though: Sonic runs like the wind and sinks like a stone. After passing through the gates, you end up on the edge of the pier overlooking another beach. A Point Marker is below, and so is a trail of Rings in the air, providing the opportunity to use Light Dash and access a secret area.

TIP

Pick up the Ring Capsule next to the fisherman's house on the piers before you pass through the third and final gate.



Point Marker 4



If you use the Point Marker on the beach, you have to jump back up on the pier to get back to a position to effectively use Light Dash on the rings. If you miss the Light Dash and accidentally grab too many Rings to climb back up and try again, cross the beach to the left of the Point Marker and step under the spiked bar.





The Light Dash drops you off inside a hole in the rock wall high above the atoll. Two Dash Panels wait in the hole. Run over the Dash Panel on the right and dash across the vertical wall. **A Silver Medal is on the wall, as well as Dash Panels to keep up your speed.** If you don't hit the Dash Panels on the wall, you'll lose your momentum and fall down to the beach below.

TIP

Grab the Ring Capsule under the pier next to the Point Marker.



Now that you've finished off the robots, use the Springs along the ledges to reach the hole in the atoll wall. A spiked bar moves up and down in the hole. Duck beneath it and go outside to a series of Springs attached to poles.



If you fail to run along the wall, you'll have to deal with a batch of robots on the beach. The first pair of robots fires on you with machine guns, but you only lose one Ring per attack if you get hit. Smash the two gun-toting robots, then zero in on the horde of robots clamoring around a central unit in the middle of the atoll.

The center robot has a red panel on its torso. Concentrate your Homing Attack on the red robot, all the other robots around it terminate. With Homing Attacks, you can bounce from robot to robot without taking any damage, but if you fail to hit a target and fall into the center of the metal monsters, you'll lose your Rings.



Let the Springs take you over the water, directing you toward another cliff. The Dash Panel at the base of the cliff rockets you up to a Point Marker at the top.



Point Marker 5

After passing through the Point Marker, you're forced down the other side of the rock cliffs and back into the water. A pair of killer whales surfaces from the ocean blue, and lunges for you as you speed across the waves. Fortunately, a nearby ramp provides access to a network of piers that get you out of the drink...but hardly out of danger.



The orca follows you as you run down the piers. A system of Dash Panels bolster your speed, though, helping you stay one step ahead of the orca's threatening jaws.



Not even Sonic can outrun these ravenous killer whales. The orcas chew up the pier, leaving you with nowhere to go. Jump across the splintered boards as they fly through the air, but don't linger on any timber for too long—you'll drop into the waiting jaws of the orca. After bouncing between flying lumber, you finally grab the killer whale's dorsal fin and ride it like a bucking bronco. The killer whale heads out to sea. Without any means of getting back to dry land, Sonic must call on Tails to help him out of this jam.





Tails is on a nearby island. When you get control of Tails, run for the Hint Ring on the other side of the tiny island. Tails can fly in short bursts using his twin tails. With all the piers smashed, take to the air and find the switch that closes the harbor gate before the orca drags Sonic out to sea. You only have two minutes to close the gate, so start twirling those tails and get moving.



Tails can only fly for a few moments before he has to rest his twin tails. While soaring through the air, be careful not to fly too high and sputter out before you can land on terra firma.



Tails can't jump on robots to attack them, but he can throw Dummy Ring Bombs at his foes to damage them.

When flying through the air, look for these mechanical Rings to give Tails an extra boost and keep him aloft longer than he normally can.



***Silver Medal:** There is a Silver Medal hanging just on the other side of the rock arch, to the left of the Booster Ring. Jump off the boxes on the rocks and soar through the air to collect the medal.*



When Tails lands on the next island, watch out for the missiles of the robots on top of the explosive crates. Throw a Capsule at the crate to destroy the robot, then fly out to the right of the island. Aim for the next section of pier just beyond the pair of menacing sentries.





Run along the pier to reach the next beach, but watch out for the killer whale—it jumps into the air and breaks the boards out from underneath your feet.



Avoid the robots on the beach (there's no time to engage them with Capsules) by running around the edge of the water to the left. A Spring is behind the shorter of the two rocks that launches you into the air. Switch at the higher rock, then fly up to the higher one.



Destroy the robots, then hit the switch on top of these rocks to prevent the orca from carrying Sonic out to sea.

SECTION 2

After Tails rescues Sonic from the killer whale, the pair gives pursuit to Dr. Eggman's cruiser as it makes its way over the seaside resort's remains. With only minutes to spare before Eggman reaches escape velocity, Sonic turns up the juice. He starts a furious sprint across the beach to catch up with Dr. Eggman and rescue Princess Elise.



Sonic begins by blasting across the beach, running at full-speed after Eggman's cruiser. (He's so fast that the background blurs as he rockets over the sand!) When you gain control of Sonic, maneuver over the beach, picking up trails of Rings. Watch for the Ring Capsules in hard-to-reach places, such as between two spiked balls or next to the base of the cliffs. A pier extends the width of the beach. If you can hit the ramp just right, you'll launch into the air and pick up a Ring Capsule.

If you miss the ramp, watch out for the pier's support pillars. Hitting pillars or trees trips Sonic up, causing him to lose Rings. **There**

is a Silver Medal on the left side of the grassy area, in the middle of this area. Keep running over the beach, taking ramps into the air, and travel down a long pier that extends out over the ocean.





A Spring at the end of the pier blasts you into the air. Bounce off the rocks to keep up with the cruiser.



The next stretch of pier sends you flying toward a beach that leads into the jungle. **There is a Silver Medal on the left side of the beach.** Watch out for trees as you zoom through; pick up Ring Capsules and avoid robot guards that try to get in your way.



Silver Medal: There is another medal in the trees. It's on the left side of the route, against the rock walls.

Silver Medal: Another Silver Medal is in the



center of the pier. Because you're running so fast, jump in advance so you soar right into the medal and continue to pursue the cruiser at top speed.

Watch out for the

battalion of robots on the final beach. It's best to run around them, but don't swing so wide that you end up in the water.

After avoiding



Silver Medal: Don't go into the cave directly behind the robots. Instead, head along the right side of the island. The final medal in this stage is beneath the second pier on the beach, but your view of it is blocked by a small pile of rocks until you pass under the first pier.



Eggman's robots, make a run on this series of loops. Hit the Dash Panel at the base of the first loop, rocket through the roller coaster rush, and aim for the Goal Ring on the sand below the final ramp. When you land, you meet up with Tails again—just as Dr. Eggman's cruiser finally escapes into the horizon, taking Princess Elise with it. But Eggman leaves behind a present—the ferocious Egg Cerberus.



BOSS BATTLE: EGG CERBERUS

The Egg Cerberus is one of Dr. Eggman's most terrible creations—a hulking metal monster capable of trampling Sonic the Hedgehog beneath its thunderous gallop. The clockwork monster thunders around the crumbling arena, smashing columns and causing mayhem.

To survive this encounter, Sonic must somehow find a way to tame the savage metal beast, even if it's for only a moment. Egg Cerberus's weak point is a neon pole on its head. Sonic must scale the robotic canine and grab the pole, then steer the menace. The giant stone walls that surround the arena are the perfect thing to slow down this runaway terror.



When you begin the battle, you have absolutely zero Rings. Race around the arena, picking up the gilded treasures for safety. Look for some Ring Capsules along the outer walls of the arena. After you've picked up some Rings, pursue Egg Cerberus. The monster wildly bucks and stomps around the arena, but eventually slows down its gears long enough for you to hitch a ride on its tail.



When the beast lowers its tail to the ground, jump on it and grind to Egg Cerberus's head. If the monster starts moving again while you're grinding, you'll be kicked loose.

When you grab the neon pole, you control Egg Cerberus for just a few moments. The machine freaks out and start bucking like a wild horse, but you can still steer it. Smashing into walls causes a little damage to the monster, but to maximize your effectiveness, steer Egg Cerberus into the two statues on opposite sides of the arena. A direct hit drains half of the beast's health.





After smashing into a wall, Egg Cerberus shakes you lose, sending you into the air.



After taking its health down halfway after the first big smash, the Egg Cerberus leaps out of the arena and stands on a circular ledge that directly overlooks where Sonic stands. The monster jumps high into the air; when it comes down, the shockwave from the impact rattles the entire arena. Keep a lookout for the Egg Cerberus's shadow as it descends, because you need to get some distance from it. If you're caught in the shockwave, you lose your Rings.

Continue avoiding the Egg Cerberus' massive attacks and take control of the monster whenever it lowers its tail. If you strike both statues, the Egg Cerberus falls—otherwise, you need to drive the monster into the walls four times in order to bring the beast to its knees.



DUSTY DESERT

Sonic The Hedgehog may have saved Princess Elise from Dr. Eggman's clutches by defeating Egg Cerberus, but now he must carry her through the treacherous Dusty Desert. A glacial progression of sand dunes slowly swallows the ancient ruins where Sonic starts, leaving the hedgehog precious little safe footing. Getting caught out in the sand is an invitation for disaster—Sonic can't run over the dunes if he can't get solid footing. Fortunately, he and Princess Elise can combine their strengths, defy the pull of the sand for a few moments, and buy enough breathing room to get through the ruins and put some distance between them and Dr. Eggman.



SECTION 1

Point Marker 1



When the stage begins, Sonic and Elise are staring down one of Eggman's patrols. The robots lower themselves into the ruins that you must run through in order to escape Eggman. But not only does the duo's special energy field keep them afloat over unstable sand dunes, it can also protect them from enemy attacks. Activate the energy field and barrel through the robots, detonating the explosive crate that destroys the robot trio.



Silver Medal: The very first Silver Medal in Dusty Desert is on the ledge behind where Sonic and Elise start their travels.



Never set foot on the sand without first activating the energy field. If you don't have it to protect you, you sink into the dune with no chance of recovery.



Run up a ramp and hit the Dash Panel at the apex. You're launched through the arid desert air. You land on top of a wall that's been almost completely consumed by the desert. When you land, you have to make a choice: either run along the wall and battle a series of robots, or jump up on the rapidly ascending pillars to jump into a Rainbow Ring for a boost ahead. However, if you take the Rainbow Ring shortcut, you'll miss some Silver Medals.



If you decide to go for the shortcut, quickly leap on the rising pillars and ride them until they stop moving. Look for a series of Rainbow Rings in the sky. Run and jump into the closest Ring to start a chain reaction that sends you careening through the sky. You drop onto a Dash Panel that propels you to an overturned wall.



Use the Dash Panel on the wall to keep from sliding into the sand. (Unlike Silver, Sonic cannot stand on uneven surfaces for very long.) At the end of the wall, use Homing Attacks to smash the robot sentries between you and the next section of wall. Hit the Dash Panel on that wall to launch yourself to a small piece of ruins covered in crates. Jump on top of the crates and use your Homing Attacks to bounce across the sentries floating near the pillars.



Even while carrying Princess Elise, Sonic can smash robots with his Homing Attacks and clamor to the top of the wall. The Silver Medal that you came out here for is on top of the wall. You can now jump back to the main "path" through the stage.



If you go back to the group of robots near the rising pillars, you can run along the ruins and pass through the next Point Marker. One of the dangers of taking alternate paths to grab Silver Medals is that you risk skipping Point Markers,

so always be on the lookout for Point Markers and backtrack whenever necessary to access them.

Point Marker 2

After you pass through the Point Marker, avoid the spiked bar and use the Springs to reach a set of stairs in the middle of the sand. Bash the two robots. **If you are collecting Silver Medals, grab another one just off the beaten path.**





Look to the right of the stairs where you destroyed the robots. A small rock in the middle of some fossilized bones stick up from the dunes. Jump off the stairs, but activate the energy field before hitting the sand. Race out to the rock, grab the Silver Medal, and then run back to the stairs.

NOTE



You can take a shortcut around all of this by looking for the three wooden crates on the edge of the ruins by the crablike robots. Break open the crates to reveal a Spring. You can see the back of the fossilized bones from the ledge. Use the Spring to vault over the desert and land on a Dash Panel, which sends you into a horde of robots.

Use your Homing Attack to destroy the robots, then cross the desert with your energy field. Avoid any spiked bars. Find a ramp with two Dash Panels in the middle of the sand. Follow the ramp up to launch over the sand; you end up right on top of some ruins that lead to the rock loop.



After rocketing through the rock loop, you're dropped off near a stretch of sand. You should see a Point Marker ahead of you on some exposed

ruins, but to reach it, you must activate your energy field and run around some spike traps in the middle of the sand that divides the two platforms.

Point Marker 3

Pass through the Point Marker. Now step on the nearby Dash Panel to race through the ruins and close in on several Springs. You launch into



the air, over a spiked bar, and land on a set of stairs leading up to more robots. Two smaller robots with white shells flank a large droid with massive fists. The big robot fires his fists at you, but the projectiles move slowly enough that you can easily avoid them.



After you destroy the two robots, use the energy field to walk over the sand and duck beneath the spiked bar. You'll find another stretch of ruins that leads to a Spring. The Spring kicks you up to a ledge with robots. Bash the robots crawling around, then follow the Dash Panels on the ground if you're not collecting Silver Medals. The Dash Panels launch you toward a giant rock loop.



Silver Medal: If you're collecting the medals, turn back and face the Dash Panels after the Point Marker. Jump out to the ledge on the left. The Silver Medal is on the archway over to the right, next to the spike trap. Avoid the spikes, swipe the Silver Medal, and then continue moving through the stage.



Silver Medal: There is another Silver Medal on the opposite side of the structure with the robots. Jump off and cross the sand with your force field, then use a Homing Attack to scale a stretch of pillars across a bunch of robots. Use one last Homing Attack to reach the top of the Pillars and then jump out to the right to grab the Silver Medal.



Get rid of the smaller robots first, then use your Homing Attack to jump up and down on the fist-firing robot's energy core—right in the middle of its chest. Defeating all three robots unlocks a Spring inside a cube. You can use it to head for the next area, but if you do, you'll miss a Silver Medal.



Silver Medal: There is a medal on top of an exposed temple roof to the left. The medal is in between two large statues. You have to jump down from the safety of the ruins and run across the desert with your energy field activated. Jump up

on the temple roof using Homing Attacks on the nearby robots and grab the medal. Wait for your energy meter to refill, then race back across the sand to the stairs that lead up to the Spring.



The other Silver Medal is on the sheer rock wall to the left of the unlocked Spring. Jump up on the stone wall—look out for the spike traps on the wall. Jump toward the two flying sentries and use the Homing Attack to cross the expanse of desert. When you land on the ground, race to the Dash Panels—they propel you up the side of the cliff. Run around the crablike robots and pick up the medal. Keep moving or you'll fall off the wall. If you do fall, use the energy field to protect yourself from the sand and then run to the Dash Panels at the base of a series of rock loops. These loops send you to the next area of the ruins.





If you choose to jump on the Spring unlocked by defeating the three robots, you sail through the air and land on a stretch of ruins that leads you right up to the rock loops. Run through the ruins and cross the sand using your energy field. Duck beneath a spiked bar and use the next set of Dash Panels to zoom up the face of a long ramp. You fly over the sand and land right in front of the rock loops.



Silver Medal: There is a Rainbow Ring in the air at the end of the loops. Leap off into the Rainbow Ring so you fly over the robots and land on top of the temple structure. The Silver Medal is to the right. The Spring to the left, however, rockets you almost to the very end of the stage—it's a huge shortcut.



between the two 'bots. Smash their exposed energy cores until they both explode.

After the two robots have been destroyed, use the Homing Attack again to bounce over a series of flying sentries in the middle of a gap between two massive ruins. You can jump to a 1-Up Capsule while bouncing around the sentries, but be careful not to grab the Capsule and then fall to the ground.



TIP If you do fall, use the energy field to stay above the sand and run for the series of Springs right in front of the steep temple walls. These vault you up to the other side of the gap.



Another Point Marker waits on the other side of the gap you crossed via the sentries. Pass through it, picking up Rings, but look out for the horde of crab robots on the ground below.



Point Marker 4



Smash the crab robots with your Homing Attacks, then turn to the left and begin ascending a spiral path that winds around a giant, ruined tower. The path is covered with sand, but don't worry

about needing the energy field here—you can't sink in this sand. As you travel up the path, look out for a set of spiked balls on the road and a series of robots waiting to unload their guns into you. Attack the robots and avoid the spiked balls while continuing your ascent.

Silver Medal: To get the next Silver Medal, you must scale the wall by using Homing Attacks on the crab-like robots. Eventually, you reach a series of sliding ledges with several Ring Capsules. There is a Silver Medal on one of the ledges.



There are several gaps in the winding path, but Dash Panels always provide the means to get over them. However, look for Ring Capsules and other goodies in the air as you sail above the gaps.

As you near the top of the tower, another robot patrol confronts you from behind some spiked balls. Run around the balls and use Homing Attacks to smash the robots. Some of them stand on crates, so jump into the crates to break them and bring the robots tumbling down.



Silver Medal: Another Silver Medal floats over the last gap in the path. If you use the Dash Panels, you miss it, so just get a running start and use a regular jump to clear the gap and grab the prize.



Several robots wait for you at the end of the path. Jump into the first batch of white crawlers and use Homing Attacks to destroy them, but watch out for gunfire from the two red robots at the top of the ramp. Bash these last two robots, then get ready to make your final push to the top of the tower. You can jump up the three sliding platforms to access the roof, but there's a much easier way to get up there....



Smash the crate in the corner to expose a Spring that launches you right up to the roof.





On the roof, grab the Rings from the stairs and confront the robots on the edge of the tower. Avoid using the Homing Attack too close to the edge—if you don't have an immediate target, you might accidentally jump off the roof. Smash the three robots on the roof to cause two pillars to rise up from the desert and complete a path to the Goal Ring.

Use a Light Dash to follow the Ring trail across the gap between the two new pillars.



Before closing in on the Goal Ring, pick up the Silver Medal tucked behind the statues on the left side of the temple entrance. Use the energy field to cross the sand safely. After you have the medal, rush up the stairs and jump into the Goal Ring to complete the stage and head back to town.



BOSS BATTLE: SILVER THE HEDGEHOG

When Sonic The Hedgehog returns to town, he finds himself staring at a familiar-looking creature—another hedgehog. But there's something strange about this silvery fellow who keeps referring to Sonic as the "Iblis Trigger." Sonic doesn't necessarily want to fight this newcomer, but Silver leaves the heroic hedgehog little choice. Silver uses his psychic talents to break crates around Sonic and attack him with a special Psycho Smash that knocks all of Sonic's Rings loose. Silver's mind may be extremely powerful, but his body is not. Sonic only needs to avoid Silver's mind attacks and land sharp, physical blows.

At the beginning of the battle hit Silver first, scoop up the Rings in the center of the arena, then get out of the way as Silver launches his first attack. Steer clear of the crates, especially the explosive ones, to prevent Silver from using them and his Psycho-kinesis (PK) powers against you.



When Silver starts to charge up an attack, run and slide into the psychic hedgehog. The kick attack knocks Silver to the ground, giving you a chance to move away before he recovers and tries to launch any nearby crates at you. Repeat this pattern of either kicking Silver or using your Homing Attacks to bounce off his head.

Even when it looks like Silver is beaten, the hedgehog proves that brains are quite often more powerful than brawn. He gets ready to deliver a vicious blow against Sonic, but Amy Rose steps between them to distract Silver and allow Sonic to escape.



WHITE ACROPOLIS

With Princess Elise in captivity, Sonic The Hedgehog has no choice but to brave the icy mountains outside Soleanna and somehow infiltrate Dr. Eggman's frozen fortress. Hundreds of robot guards stand between Sonic and Elise, but with Tails at his side, Sonic is confident he can rescue her and get all three of them out alive. Dr. Eggman has other plans, of course, and commands his mech battalion to secure every station between the outer perimeter and the inner sanctum. Sonic must use his extreme snowboard skills, coupled with Tails's talent for flight, to overcome the robot horde and snatch Elise out from under Dr. Eggman's rather sizeable nose.



SECTION 1



Sonic begins his mission at the outskirts of the White Acropolis. You must guide the hedgehog through the mountain pass on the snowboard, scooping up Rings and avoiding robot attacks. When the action starts, head down a slight decline, picking up speed en route to the first jump.



Three ramps wait at the edge of the pass. Jump off the middle ramp to soar over the pass and land in a narrow passage between two sheer cliffs. **A Silver Medal hangs right where you fly out of the secret route.** If you fail to make the jump or take either of the flanking ramps, you'll drop down to the route below, where several robots are poised to attack.



Silver Medal: If you missed the center ramp or failed the jump, you can still get the medal by cutting toward the inner wall of the first big turn.



The mountain pass has several steep drops and big jumps. A 1-Up Capsule hangs in the air right after the Silver Medal pick-up. Try to stay toward the middle

of the route—you risk jumping right off the track if you catch big air on the left side of the drop.



When you hit the bottom after making the big jump, the track curves to the right. A big Ring Capsule is in the track's center, but be careful of the spike ball right next to it. Aim for the Capsule, then swing wide around the turn, riding up on the red chevrons. Follow the track as it bends back to the left and pick up the Rings.



You come to another set of ramps. Hold down the jump button to charge up for huge air, then fly off the ramp to land on a narrow ridge in the middle of the pass below. Robot guards (and Rings, too) stand on each side of the strip, but if you hit the big jump, you'll avoid them entirely.



Silver Medal: Another small ramp is in the middle of the track between two wooden guard towers. Jump off the ramp to land on another strip of raised ice, and pick up the Silver Medal.





As you continue down the pass, look for a side passage marked by a Trail of Rings to the left. **Follow the Rings down a narrow bend and navigate the slim path to reach another Silver Medal.** After you pick up the medal, continue carefully taking the sharp turns on the route until you're dropped back on the main pass.

CAUTION

If you pass up this side route, you cannot backtrack and collect the medal.



Glide down the pass and go through a large arch. Dozens of snowballs are rolling down the hill, gaining speed. Negotiate the pass, avoid the snowballs, and pick up Rings.



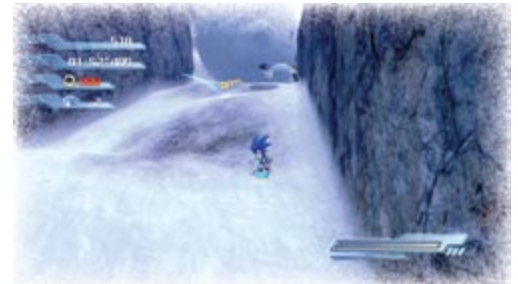
Silver Medal: Stick to the left side of the snowball pass to nab another medal for your growing collection.



At the bottom of the snowball pass, the track curves off to the left, funneling you into a tight passage with a steep decline.

The decline is sharp enough that you pick up considerable speed—which is highly beneficial considering a colossal snowball is chasing you down.

If the snowball hits you, you'll lose your Rings. You also will most likely have such a hard time regaining enough speed to outrun the hazard that you'll be squashed and sent back to the beginning of the pass. Stick to the center and avoid any drastic moves that might reduce your speed.



Silver Medal: After the camera swings around to show you Sonic from the front, steer toward the center of the pass. Pick up a Silver Medal on a small jump.





When you reach the bottom of the pass, slide through the archway guarded by two mechs, then zoom up the ramp on the other side. You fly over a massive chasm and land right in front of the doors that lead to the next Ring of Eggman's defenses.

SECTION 2

Point Marker 1



You must conquer the interior defenses on foot, starting with a pair of spiked bars that slam down on you if you try to pass beneath them. Jump over the bars and immediately attack the robots waiting to intercept you. Use Homing Attacks to slam into the crates, causing explosions that quickly destroy

this first robot patrol. When the coast is clear, trudge through the snow to the right, following the arena's outer wall.

Silver Medal: The first medal in this section of the stage hides in a set of wooden crates next to a laser field. Bash the crates to reveal the medal.



TIP



Ice sheets often hide bonuses or Springs that help you reach special routes. When you spy an ice sheet on the ground near the outer perimeter, kick through it to land on a Spring. You're bounced up to a ledge with two Ring Capsules and a 1-Up.



Continue moving through the snows until you reach an archway blocked by another ice sheet. Smash the three mechs guarding the ice with Homing Attacks, and then kick through the ice to access a set of Dash Panels that launches you along a winding path bridging an abyss.



The ice bridge arcs to the right. There are several Dash Panels on the bridge—avoid them. Hitting the Dash Panels *might* help shave off a few seconds from your mission time, but you also run the risk of slamming into one of the many spike balls, or losing control and flying off the side of the ice.



The track ends with another iced archway, but if you hit the last Dash Panels on the bridge, you can smash right through the archway and not lose any speed as you scream into the next Ring of the base's defenses.



When you first reach the ice bridge, wait for a couple of floating mechs to materialize in the air to the right of the track. Jump out and slam into them with Homing Attacks—you're now close enough to pass through the Rainbow Rings in the center of the area and take a shortcut over the bridge.



As you close in on the base's interior, Eggman's robots step up their efforts to stop you. An entire platoon of them stands just beyond the ice bridge. Fortunately, they crowd around a few explosive crates. Slam into the crates to detonate them. Most of the robots should be incinerated by the explosion, but mop up any survivors with Homing Attacks.



Keep moving through the snow until you reach a pair of brutish 'bots with massive fists. These robots attempt to smash you with their fists; jump over them and zero in on their energy cores with Homing Attacks. Bounce back and forth between the robots, keeping them on the ground as you pound their cores.



The path to the next Point Marker is cut off by a tall laser field that not even Sonic can jump over. With no robots in sight, you must find a switch to lower the field and safely pass to the next area. Stand on the ice sheet on the ground and perform a slide to kick through it. Step on the switch beneath the ice to deactivate the laser field and access the Point Marker. Jump over the spiked bar just beyond the Point Marker to make contact with Tails.



Point Marker 2



There are simply too many large gaps in the path ahead for Sonic to cross them successfully, so the controls are turned over to Tails. The little fellow can fly over all the chasms with his tails as long as he doesn't burn too much of his energy on gaining altitude. Before heading out to penetrate the base defenses with Tails, break open the nearby crates with Tails's Capsule attack. The Rings inside help protect Tails as he confronts several robots that might be inclined to pick on somebody who's very much not their own size.



Run and jump into the air over the chasms, then use your tails you fly the rest of the way. You need to close as much of the gap as possible before relying on the flying maneuver—because if you gain too much height by mistake, you'll be too tired to finish the flight. Once Tails's energy peters out, he falls to his doom.



When you reach the first clearing, the spotlight from a massive watchtower sweeps over the area. There are no robots to contend with, but if Tails is caught in the light beam, the resulting alarms bring enough mechs into the area to cause plenty of difficulty. Tails does not have particularly strong offensive moves, so do everything you can to avoid the spotlight, even if it means passing up a few Rings.



To reach the next area, you must fly over the laser field behind the watchtower. However, the lasers are too tall for Tails to get over. He needs a slight height advantage before he can make the big jump to vault the beams. Fly up to the ledge to the right of the lasers. On the ledge, give Tails a second to regain his strength, then jump out and hover over the lasers.

NOTE An ice sheet is on the ledge, but no bonuses are behind it.



The next area is patrolled only by a single spotlight. Again, avoid the beam to keep the menacing robots away.

Silver Medal: After you jump over the lasers, glide through the air to the ice sheet on the narrow ledge to the left of the spotlight. Throw a Capsule to break the ice and reveal the medal.



Point Marker 3



After getting the medal and resting, jump out and fly around the spotlight to reach the next clearing. Another laser field blocks you from passing through the steel doors leading to the base's interior. Take stock of the spotlight that's cutting a swath through the clearing. Now drop down to the ground and touch the switch to lower the lasers and clear the way to the exit.



Before Tails can slip through the exit and hand the adventure back over to his friend Sonic, he must get past a large white robot that hides among the trees. When the robot uses his fist attack, fly up into the air to avoid being hit, and then drop down to the ground before the robot tries its spinning machine gun attack. Throw a Capsule at the robot's chest plate to damage its energy core and knock it on its back. Keep pelting the metal monster with Capsules until it explodes and the door opens for Sonic. After Tails steps through the Point Marker, the action returns to Sonic.



Sonic has finally pierced Eggman's outer defenses. Now it's time to finish off his final batch of mechanical guards and

reach the Goal Ring that's right in front of the titanic doors to Eggman's wintry headquarters. However, before victory is yours, you must cross the wide-open expanse of the inner arena where there are few places to hide from the robots.

When you regain control of Sonic, look out for missile attacks from the robots in front of the tall laser fields. Explosive crates make up the base of the stacks the robots stand on, so run in close and use a Homing Attack to slam into the exploding crates and quickly send these mechs into early obsolescence.



There is no switch to deactivate the laser fields cutting you off from the rest of the inner arena, so you must find a way over them. Head to the right of the first battle and look for a wooden watchtower. A Spring is almost flush with the ground in front of the tower. Walk on the Spring to launch up to the platform on top of the tower. Use Homing Attacks on the floating sentries over the laser field. If you successfully bounce across their hulls, you'll drop down on the laser field's other side.





More robots—more problems. As you push deeper into the area, another patrol of robots gets in your way. Again, these metal monsters have significant firepower,

but not enough artificial intelligence between them to avoid standing on top of exploding crates. Exploit this flaw in their programming by slamming into the crates and dismantling the 'bots with one quick maneuver.

Just beyond the mechs on the crates is another Silver Medal, but it's on top of the wooden watchtower and Sonic can't jump high enough to reach it. Look for the small stack of rocks near the area's outer wall. Slide into them, then kick them aside to reveal a hidden Spring. Step on the Spring to vault into the air, sail over the tower, and pick up the medal before coming back down. Keep moving through the arena, kicking through an ice-covered archway to access the next Point Marker.



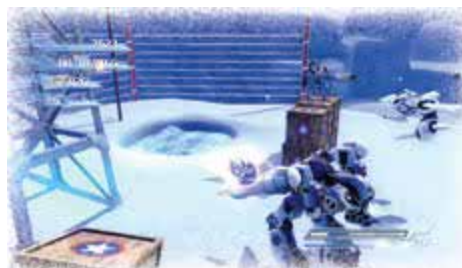
Silver Medal: Look for a Silver Medal in a rock pile that's beneath the ramps in the center of the frozen wasteland. Kick the rocks to expose the medal.



Silver Medal: Bounce across the robots on top of the watch towers (they're to the left of the ramps), and reach a narrow ledge along the rock wall. As you land, a platoon of mechs show up to block access to the Silver Medal. Bash the robots and grab your prize.

Point Marker 4

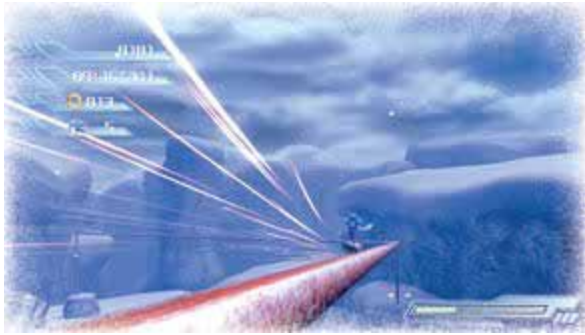
To reach the Goal Ring, you must climb the series of ramps that lead up and over the frozen wasteland. Pass through the Point Marker on the first ramp and jump across the next gap to spot a batch of robots on a circular ledge. Smash the 'bots with Homing Attacks, then ascend the ramp to the right. A Dash Panel on the ground sends you zooming right into the thick of the next robot platoon.



Several robots, including a giant mech with twin Laser Cannons, congest the path ahead. Unlike basic gun bursts, these burning laser beams cause you to lose all

of your Rings with just one strike—so prioritize the bigger 'bot and bring it down with a few Homing Attacks to its core. After finishing off the robots, kick through the ice sheet on the ground next to the laser fields. There is a Spring below the ice—step on it to bounce out of the hole and up to a series of rails that stretch from the plateau to the final path leading to the Goal Ring.





Grind the rail as it curves around the base interior. It ends at a Spring that launches you down to a series of Dash Panels. The Dash Panel powers you up a ramp covered with chevrons, allowing you to bend the rules of gravity and avoid a nasty fall into an abyss.



Several robots wait for you at the top of a slight incline on the other side of the chevrons. Look out for the spiked bar that slams down into the snow. If you're clipped, you'll lose your Rings—and that's extremely dangerous in front of these cold-hearted robots wielding missile launchers. They won't show you any mercy, so duck the bars and rush past the robots, turning right to approach the massive doors that lead to Eggman's mountain lair.



Rush up to the Goal Ring to finish the stage and enter the base to rescue Princess Elise. Unfortunately, Dr. Eggman has a contingency plan in case any resourceful hedgehogs manage to best his robot brigade....



After he infiltrates Dr. Eggman's base, Sonic sacrifices his Chaos Emerald to the madman in exchange for Elise's safety. Unfortunately, it's a trap. Dr. Eggman has a time machine that catapults Sonic, Tails, and Knuckles into the future, giving them a taste of Silver's ruined fate. The sight of the infernal metropolis comes as a shock to Sonic, but he doesn't have much time to sit and stare at the handiwork of the Iblis Trigger. The minions of Iblis close in on this hedgehog intruder from the past. Sonic must sprint, grind, and glide through wave after wave of fiery monsters if he wants to reconnect with Tails and Knuckles. Perhaps together they can find a way back to their own time before they become permanent fixtures in this terrible apocalypse.



SECTION 1



You begin your journey in the heart of Crisis City, skating down the side of a toppled tower of glass and steel on a sheet of rusted metal. As you glide down the face of the building, line up with the rail directly ahead of you to pick up some Rings as you zoom through the building. If you miss the jump, skate around to the left of the building and pick up the trail of Rings on the twisted avenue.



As you zip down the building's face, watch out for eruptions of flame and smoke. The building's interior is ablaze and it belches brimstone as you skate close to the holes. Head down the center of the building so you can pick up a 1-Up Capsule after jumping the ramp. If you hit the 1-Up Capsule, you land on a grind rail that goes through an infested building. **Grab the Silver Medal at the end of the rail.**

When you drop back down to the next skyscraper, skate to the left and hop on the rail to grind through the next building. Fire worms and phoenixes menace you inside, but you're moving too fast for the beasts to get a bead on you.





Silver Medal: Look for a Silver Medal in the center of the skyscraper, hidden behind a flailing worm.



As you emerge from the building (or if you missed the rail), avoid the fire plumes and head into the half-pipe freeway. (It's been curled by the searing heat from Iblis's flames.) Watch out for phoenixes in the air; swoop beneath them to avoid any trouble.



As you skate the half-pipe, line up with the Rings and avoid the fire worms and phoenixes that you see. You can skate up to the edge of the pipe and grind the length of the road, but you will miss all of the Rings.



The freeway's gnarled edge looks like something just chewed it off. You can drop off the edge and skate on the skyscraper below, but try to jump to the rail in the center of the route. If you hit the rail, you can grind over the entire building.



If you miss the middle rail, skate off to the left when you crash down on the skyscraper. Hop up on the rail and grind into a length of curved metal grating, aiming toward the center as you close in on the edge.



Jump at the end of the curved grating to land on another rail that allows you to go over the freeway below and avoid several fire monsters. The rail leads to the left side of a split in the freeway, but jump to the lip on the right route. Grind the lip of the freeway to pick up three Ring Capsules in a row. If you stay on the lip of either side, you'll pass the fire monsters at the base of the curved road.





After emerging from either side of the freeway, head straight ahead to hit a series of Dash Panels and fly off to the next section of Crisis City.

SECTION 2

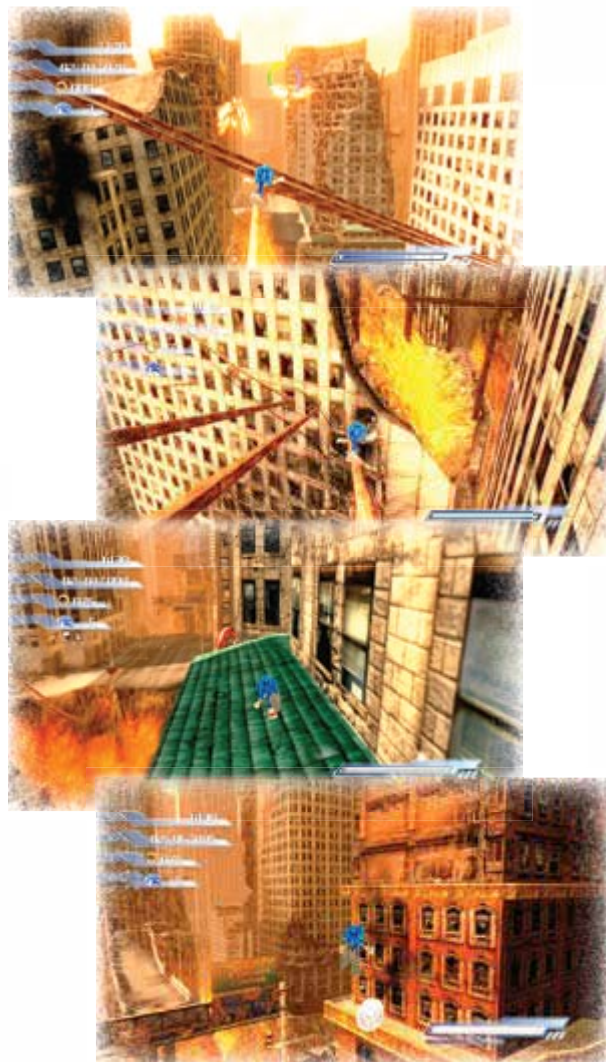
Point Marker 1



You begin without your impromptu skateboard, but you can still ride the rails courtesy of Sonic's red sneakers. The rails are full of Rings, so as you skate through the worst part of the city, you automatically pick up plenty.



When the rail dips down, jump into the air and slam into the nearby phoenix with a Homing Attack. Now use another Homing Attack to jump to the next railing. If you follow the rail without jumping to the fire bird, you'll still end up in the same place, but this shortcut shaves a few seconds off your mission time.



It's time to make some choices. As the rail you're grinding joins up with two more parallel rails, you can either continue to follow it as it curves off to the left, or jump into the air and aim for the other routes. If you use Homing Attacks on the birds, you can fly into the rainbow Ring and down to the next highway, cutting even more time off of your run. If you ride the other two rails, you can either zoom off to the left to pick up more Rings and bonuses, or drop to the right and grind along the side of the still-standing skyscrapers. **If you're collecting Silver Medals, take the right rail.** The first medal is at the end of the rail. Then keep running along the building until you land on a green awning with a Spring that bounces you around the buildings. You collect a Silver Medal while rocketing through the air.



The railing takes you down to street level, but most of the avenues have been consumed by molten lava. Grind down to the highway below or use a Homing Attack on the phoenix at the bend in the rail and hit a Ring Capsule.



When you finally reach solid ground, several fire monsters materialize and launch their attacks. Use Homing Attacks to smash the serpent-like monsters in the middle of the road, then repeatedly smash the head of the fire worm. After you defeat the worm, jump on the Spring to vault up to the next freeway.



Let the Springs bounce you into a Dash Panel. The Dash Panel rockets you through a trail of Rings and sends you zooming up a section of twisted freeway. You're fired up into the air and get a bird's eye view of the charred metropolis before you fall back to earth. You land on a rail, picking up a Silver Medal just as you touch down.





Grind on the rail down to the building, jumping off only to bounce to a Ring Capsule, then drop down on the only surviving section of street at the base of the skyscraper. Run around the building to the right and use a Light Dash to follow the trail of Rings up to a ledge. Step on the Dash Panel to rocket toward a Spring and launch into the air again.



Gravity soon pulls you down to a rail. Grind down to a Dash Panel and zoom along the freeway. Pick up the Rings as you dash, then jump on the Spring at the edge of the road.

The Spring vaults you right in front of a trail of Rings. Use Light Dash as you close in on the Rings to bypass the fire monsters on the crumbling building and take a shortcut to the upper floors via a rail.



Whether you grind the rail to the upper floors or stick to the ground and use the Springs in the background, you end up next to a fire monster on top of the building. Pick up the 1-Up Capsule on the building's edge, then extinguish the monster with a Homing Attack.



A network of Springs behind the fire monster on the upper floors bounces you up to a Dash Panel on a stretch of curled freeway. Let the Dash Panel take you up the ramp and blast you into the air.



You land on top of a skyscraper that has miraculously remained standing. Dash panels on top of the building's roof propel you around the entire balcony, then fire you off into another burnt-out tower. Two more Dash Panels in the building send you sailing through two lines of Rings and back out of the building. You soar through the air and smash into another building.





Inside the building, use a Homing Attack to destroy the fire monster in front of the crumbling wall. If the wall doesn't fall from the impact with the monster, slide into it to knock it down all the way. The floor has a major gap in it, so use Homing Attacks to bounce across the backs of the airborne phoenixes and land on the fire monster on the other side of the room. When you look out the window, you can spy a section of road that leads to another husk of a building. Follow the road and walk through the Point Marker.

Point Marker 2



Walk ahead and pick up the Ring Capsule tucked behind a pillar on the building's left side. You need to use the Springs beyond the fire monsters, so smash the beasts with Homing Attacks. When the monsters are gone, jump on the Springs to reach a rail high above you.



Grind the rail out of the building and through the searing skies above Crisis City.



The rail drops you off on the roof of a tall building. More fire monsters and worms lash out at you. Be cautious with your Homing Attacks up here— if you bound off an enemy carelessly, you might just topple off the side of the building. **When you use a Homing Attack on the worm, jump up to grab the Silver Medal in the air**, then go for the Springs.

The Springs launch you to another burned-out building. A set of Dash Panels in the building sends you zooming through the air and into a giant loop.



The flames of Iblis are hot enough to curl an entire freeway into a loop. Run through the loop and hit the Dash Panel at the end to launch Sonic into the next section of the city.



Point Marker 1



A violent wind rips through the city, picking up pieces of buildings, freeway debris, and trucks. The fierce air current carries the garbage through downtown. There are no guard rails in this section of the mission—one false step and you'll fall to the city below. Unlike cats, hedgehogs don't always land on their feet—so watch your footing.



Use Homing Attacks on enemies like phoenixes and fire monsters to bounce between the flying platforms. Springs always send you flying directly to another Spring, or drop you safely on another piece of debris.



Charged up, full-speed jumps won't have the distance they normally do, so

rely on Homing Attacks to cross the debris. Stay on relatively flat surfaces because Sonic doesn't have the "sticking" ability that Shadow and Silver both have.



Silver medal: A medal waits between two cargo containers on the left side of the course, near the flying yellow taxi.



As you jump through the air, look for this rainbow Ring next to the Spring on the vertical section of freeway. If you leap into the Ring, you'll enjoy a sweet shortcut through some of the swirling debris.





A Point Marker is halfway through the swirling winds, right beyond the fire worm wiggling on the overturned freeway. Bounce off the worm and use a Homing Attack to hit the phoenix above it. Then bounce to the Ring Capsule and fall down to the Point Marker.

Point Marker 2



Run over the cargo containers and jump into the vortex, aiming for the phoenixes. Use Homing Attacks to bounce over several fire birds en route to a Spring. There is no ground, no debris, and no surface of any kind beneath you in this long line of fire birds. If you miss a jump, you'll fall.



Silver Medal: You can find another Silver Medal hanging in the air by a tall piece of building debris. Look to the left, then jump across the fire birds and leap onto the debris. Check to make sure you'll land on the concrete ledge below, then jump out into the wind and grab the medal.



When you hit the Spring, you soar through the heart of the vortex and drop down into the last section of Crisis City: a lengthy stretch of freeway that is being consumed by Iblis's hungry flames.



SECTION 4



You hit the ground running in this final section, and can't stop until you reach the Goal Ring. The Tornado of fire is right behind

you, swallowing the freeway whole and spitting out debris that comes crashing down on the road. Rings are plentiful on the freeway—pick up as many as you can, because every time you trip up and hit a rock or car, you'll lose all of your rings.



Two Silver Medals are on the freeway. The first one is behind a giant wall of wooden crates. The wind tears the crates asunder as you close in on them, revealing the Ring in the center of the freeway.





The camera angle often switches between an over-the-shoulder and a frontal view. When the camera swings out front, watch for alternating

lines of Rings on each side of the freeway. Also, be wary of pieces of automobiles that fly out of the Tornado and smash down on the road. Iblis doesn't have the greatest aim, but if you run in a straight line for too long, it'll surely get a lucky shot.



zigzagging across the freeway to avoid the cars.



As you close in on the Goal Ring, the Tornado begins spitting entire cars at you, not just tires and debris. Keep

The Goal Ring lies in the center of the freeway, so as soon as you see it, move to the middle of the

road. After surviving the ordeal of Crisis City, the last thing you want is for Sonic to zoom right past the goal and plummet into the lava below.



Watch out for monsters on the freeway, such as these two brutes. You don't have time to slow down and attack, so run between them. Don't worry about them coming after you—they'll be caught by the Tornado within seconds.

The second Silver Medal is just beyond the 1-Up Capsule that waits past the two brutes, hanging behind the four crates perfectly stacked on the freeway's right side. As you get close, the winds lift up the crates and reveal the its location.



FLAME CORE

After surviving Crisis City, Sonic The Hedgehog follows Shadow and Rouge to the depths of Flame Core, a volcanic wasteland that pulsates with deadly lava flows and eruptions. Sonic must negotiate the rivers of molten earth to find the heart of the volcano, where only the powerful Knuckles can help the hedgehog light a path through the darkness. As Sonic stabs deeper to the core, and after he engages in a fearsome showdown with one of Iblis's many forms, he must figure out how to undo the time wrinkle made by Dr. Eggman's terrible machine and return to the present to help Princess Elise. Hopefully, he can withstand the withering heat of the volcano long enough to connect with Shadow The Hedgehog, who may have the secret of bending time and space.

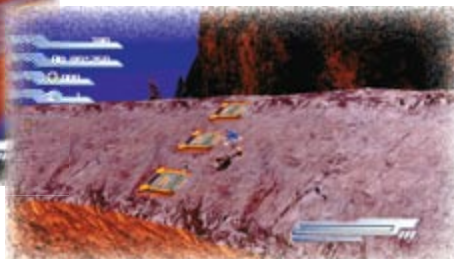
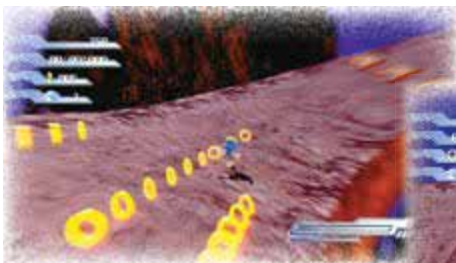


SECTION 1

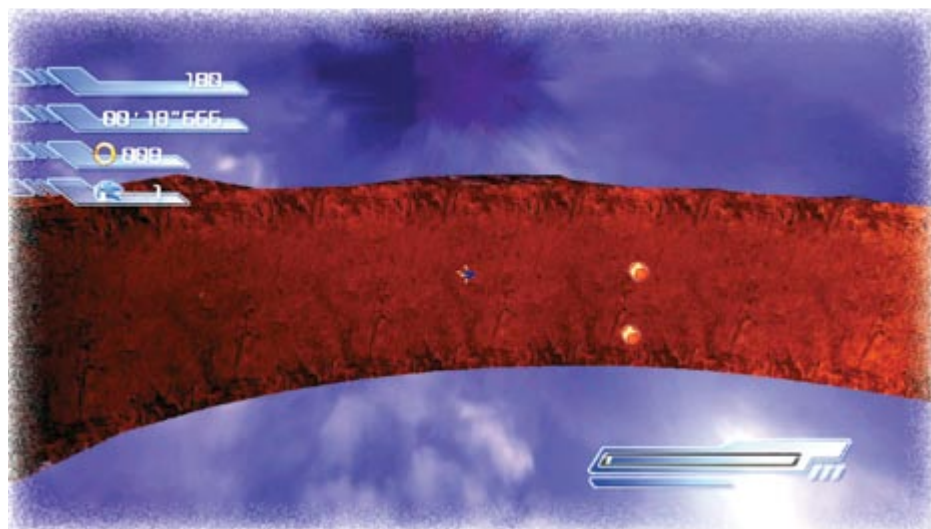
Point Marker 1



Sonic begins his mission far from the volcanic lair of Iblis. You must navigate winding paths that twist and turn over the lava that oozes from the red-hot summit of Flame Core. When you gain control of Sonic, run down a narrow path and hit a line of Dash Panels to cross a dangerous chasm and land near a fire monster. Bash the monster with a Homing Attack to access the Dash Panels it was protecting.



The Dash Panels send you rushing along a curvy stone bridge that arcs high above the lava pools. Keep pressing forward to dash along the path and reach a Spring that blasts you up the face of a cliff. **Catch a Silver Medal at the zenith before cascading down the other side.**



Keep powering through the Dash Panels to survive a giant loop and pick up some Ring Capsules while defying gravity. You'll slow down as the looping path levels out. Run along the path, dodging the lava bombs dropping from the sky. If one of the lava bombs strikes you—or even explodes near you—you'll lose your Rings. If you're too close to the edge, the blast may even dump you into the lava river below.



When the path ends, use Homing Attacks on a flock of phoenixes to cross a fiery gap between two stable stone outcroppings. You can bounce off a Ring Capsule, but just make sure you don't hit it last—if you do, there won't be any more birds to bound from so that you can land on the opposite ledge.



The phoenixes flutter their burning wings around a Rainbow Ring. **A Silver Medal is just out of sight, but if you jump out and slam into the closest bird, then use a Homing Attack aimed backward to reach the medal, you can then slam back into the birds before dropping down to the lava.**



When you reach the other side of the gap, the path twists to become vertical. Use the Dash Panel to run along the side of the stone path fast enough so that you don't drop into the lava. The path levels out soon enough, and deposits you right in front of another horde of phoenixes.

If you're quick, you can use the Light Dash to zip through the trail of Rings and reach the Rainbow Ring. This special Ring propels you over the lava and drops you safely on the other side.





If you miss the phoenixes or fail the Light Dash and fall down to the floating platforms in the lava, carefully hop to the other side of the burning river.

The platforms stop too far from the next ledge, though, so you must close the gap by slamming into the phoenixes with Homing Attacks.



After you hit the final bird, zero in on the fire monster on the rocky landing with one last Homing Attack.



Use the Dash Panel to cross the path as it tilts close to a vertical face. More fire monsters wait for you on the other side; they protect a Spring locked up in a cube. You must destroy the monsters to access the Spring, so bounce on the monsters with Homing Attacks, then use the Spring to launch up to the next clearing.



As you come down from the Spring launch, the clearing quickly fills up with fire monsters. If you're short on Rings, you'll find several in a line right in front of where you drop. As soon as you touch the ground, start slamming into the fire monsters with Homing Attacks. When you finish off the first batch of monsters, another group replaces them. You must destroy all the monsters to open the door on the clearing's opposite side.



The final monster is a terrifying brute that lingers in front of the door. (It is covered with purple orbs.) The massive monster raises its arms into the air to conjure a huge spiked ball. When the monster throws it at you, dodge the projectile, then charge in to attack the monster's weak spot: its head. Sometimes the monster's headpiece disappears, exposing its lava brains. If you can hit the brain with a Homing Attack, you can drop the brute with only two attacks instead of four.





Silver Medal: After clearing all of the monsters away from the door, backtrack to the right side of the plateau and pick up the medal along the narrow edge. Walk slowly to prevent any mishaps.



Step into the cave beyond the now-open door. The cavern has a purplish glow, thanks to the mesmerizing crystals that poke out of the walls. Don't be distracted by the beautiful glow, though. Jump up and with Homing Attacks, smash the phoenixes flying above the gap inside the cave. When you land on the opposite ledge, the door automatically opens, revealing a Point Marker.

Point Marker 2



After passing through the Point Marker, jump on the Springs to launch out over the lava flow. Break your fall by jumping on the phoenixes with Homing Attacks, then land on the stone bridge that spans most of the river. If you're collecting Rings, miss the birds on purpose, so that you fall down to the platforms in the lava to the right. If you miss and hit the lava instead of a platform, you'll lose your Rings, but you have a second to quickly scramble to a small platform.



If you try to cross the stone bridge, it collapses under your feet. Use Light Dash on the trail of Rings to zip through the air and land on an outcropping on the left side of some dangerous lava falls. Step on the Spring on this ledge to bounce farther up the falls.





The bounce of the Spring isn't quite enough for you to reach the next ledge. You must use Homing Attacks on the fire birds to finish your ascent and land safely on the ledge halfway up the lava falls. A Spring on this ledge vaults you up to the river at the top of the lava falls.



Silver Medal: At the top of the lava falls, turn around to face the area you were just exploring. The medal hovers in the air—jump out and get it.



The lava river moves swiftly, carrying cooled platforms over the edge of the falls. You must cross the river on these platforms before they go over the falls and head toward a narrow ledge on the river's left side. **A Silver Medal hangs in the air, over the center of the lava river.** As you close in on the ledge, jump up and use a Homing Attack to reach a 1-Up Capsule in the air, then drop down on the strip of rock. A flame-belching fire monster on the ledge must be defeated before you can use the Dash Panel to rush along the length of the ledge. At the end of the ledge, you must cross the river again, moving back to the right side.



Plenty of platforms float down the lava rapids, but use the Ring Capsule instead to bounce high in the air and cover more distance. After bopping the Capsule, use a Homing Attack to slam into the nearby phoenix and reach the opposite ledge.





At the end of the ledge, you must cross back to the river's left side. Using a combination of the platforms in the lava and some strategically placed phoenixes, you can easily traverse the river without singeing the soles of your shoes.

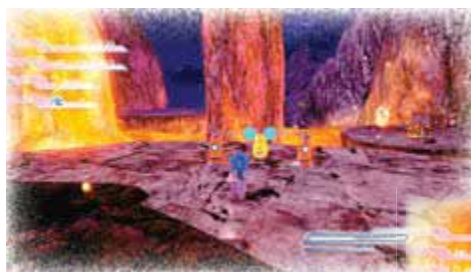


You only have to cross one more section of the lava rapids, but instead of heading back to the right side of the river, this time you must leap across some fast-moving platforms to reach a ledge directly in front of you. With no phoenixes or Capsules to bounce across, you have to rely strictly on jumping from platform to platform until you're close enough to home in on the fire monster that's near the crates on the ledge you want. Break open the crates to reveal a Spring that launches you up to another monster-infested plateau.



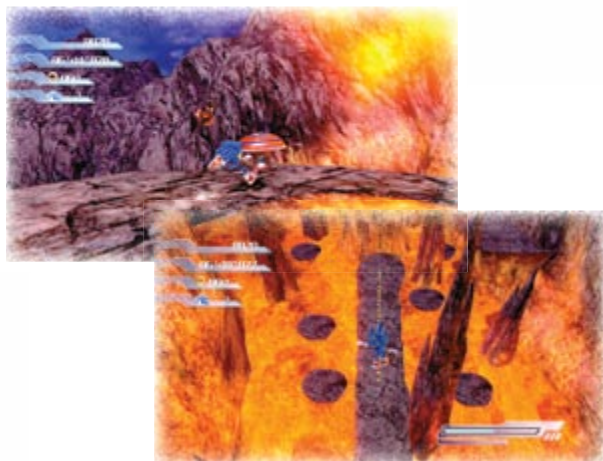
Fire monsters and worms menace the plateau. As you hunt your quarry with Homing Attacks, watch out for minor eruptions from the glowing pools of lava in the clearing. If the pool brightens, step back—it's about to spring a hot geyser. A door on the left side of the clearing won't open until all the monsters are gone, so eliminate all of them to proceed to the next Point Marker.

Point Marker 3



The Point Marker is at the edge of a small platform. After passing through it, you must cross two more platforms in the lava. Use Homing Attacks to bounce safely over the molten earth.





When you reach the third platform, step on the Spring to launch yourself high over the infernal river. As you come down, you'll spot a trail of Rings. A Light Dash is perfect for gathering them, especially since the stone bridge beneath them topples as soon as you touch it. At the end of the Rings, use the Spring to jump up to the central platform.



If you used the Springs that flanked the fallen bridge, you must defeat a fire monster to unlock Springs encased in cubes. **A Silver Medal is on the right side of the area, just above the cube that's guarded by a fire monster.** Once the cube has vanished, jump on the Springs to access the central platform.



If you miss the Rings, don't worry. There are Springs just above the lava flow on either side of the crumbling bridge. If you jump out to either side of the bridge and use a Homing Attack to zero in on the Springs, you'll be launched up a series of Springs that drops you off on small platforms that flank the canyon.

TIP

If you use the Springs on the left side of the bridge, you'll land next to a 1-Up Capsule.



Beware of the fiery titan on the central platform. You don't have to engage it since the exit to this section of the stage is just beyond it. However, if you do decide to fight, use Homing Attacks to smash its skull, then move on to the phoenixes behind it. Bounce on the three fire birds to reach a narrow strip of rock that teeters above vertigo-inducing lava falls. Hit the Dash Panels on the narrow ledge to shoot off a ramp at the very end, and fly out toward the volcano.



Point Marker 1



When you touch down in the second half of Flame Core, you're standing on a small platform. Your blue outline looks dark against the glowing lava river before you. Vault over the lava flow with the Spring, dropping down near a Dash Panel on the opposite ledge.

There is one exit in this area, but two routes to reach it. The quick route takes only a few seconds, but you'll miss a Silver Medal. If you're in a hurry, use the Dash Panel to dash toward the fire monster at the end of the ledge.



Then, after defeating the fire monster, make a hard left turn and go back to face two more monsters covering a Spring encased in a cube. Home in on the beasts to liberate the Spring, then bounce up to a cylindrical tunnel that disappears into the depths of the volcano.



If you want to pick up the Silver Medal, don't turn back toward the locked cube. Instead, continue along the path that curves around a lava pool. Two fire monsters stand on the twisting path, but you can zoom past them thanks to a Dash Panel in the middle of the route. When you reach the end of the path, jump out to a Spring that bounces you over to a few phoenixes.



Slam into the birds with a Homing Attack, then jump to the purple rail. Grind the rail as it twists and swerves all over the area.





Jump off at the Silver Medal, then use Homing Attacks on the phoenixes to drop down to the ledge to the right of the rail.



When you reach the ledge, run up to the right and use the Dash Panel with the longest trail of Rings in front of it. The Dash Panel pushes you into the dark tunnel. The tunnel drops and the gradual descent becomes a blind plummet.



When you land on the platform at the bottom, you see a fire monster on the landing on the other side of a relatively calm lava pool. Jump over the lava and slam into the monster to close the gap and open the door behind it.

The next chamber is extremely dark—so much so it's not easy to see where you're going. The lava illuminates the room a little bit, but the best way to see where you can safely walk is to follow the blackness of the rock against the red glow of the molten earth. You must cross the room and hit a switch to open the exit, but limited vision makes this a tricky proposition.

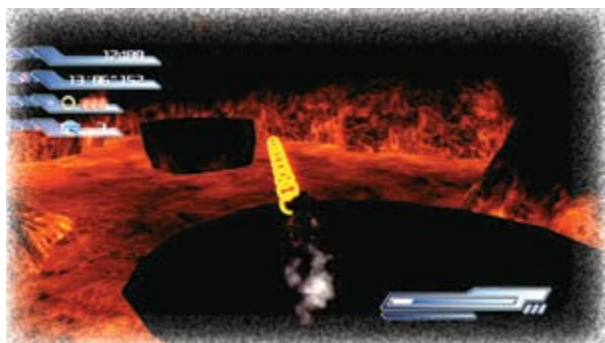


Several purple orbs float in the air in the chamber. You can use your Homing Attack on these orbs to cross the lava: when you touch them, they light up for a short time. The ball burns brightly then crumbles, returning the immediate vicinity to darkness. Use the short time of illumination to find your way around.

To cross the room, advance up the path to the right and then jump across the room, moving to the left. Use the orbs to anchor your jumps. You can also access it with a Homing Attack, but the jump back to the main route is tough without anything to target with another Homing Attack.



Point Marker 2



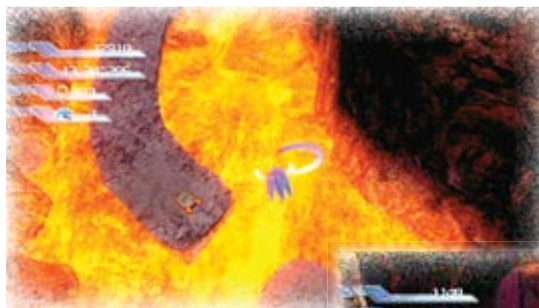
When you spot the trail of Rings on the room's left side, you know you're close. Use Light Dash to zoom across the Rings, but quickly unleash a Homing Attack to smash into a fire monster that appears in the darkness. From there, jump to the platform to the left and use a Homing Attack to touch the switch that opens the exit, which reveals another Point Marker.



Silver Medal: A Silver Medal hides in a wooden crate on the left side of the dark chamber. Jump across the chamber to the small outcropping in the dark, then kick open the crate to reveal your prize.

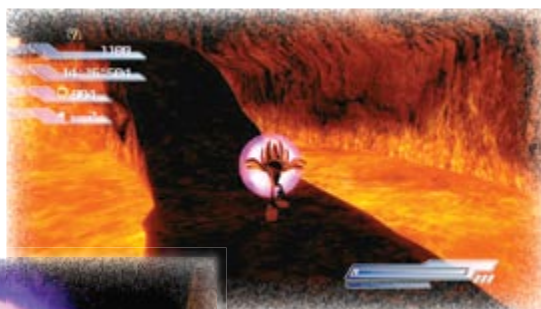


After the Point Marker, jump on a Spring to zoom up the steep face of the lava falls. The Spring drops you down on a Dash Panel that launches you along a curving path leading into another darkened chamber. (If you use the Dash Panel, you'll miss a Rainbow Ring—more on that in the next paragraph.) You meet up with Knuckles in the poorly lit room, and the tough-as-nails echidna takes over for a while.



Alternatively, you can bypass the lava if you hit the Rainbow Ring on the way down from the first set of Springs. The Rainbow Ring propels you through the air and deposits you on a purple rail. Grind the rail until it drops you off next to Knuckles in the gloomy chamber.





The way out of this chamber is to light all of the purple orbs. When they are all illuminated, the entire room brightens and the exit door opens. The catch? The orbs only stay lit for a short while and they must all be illuminated for a moment for the exit to reveal itself. Thankfully, Knuckles has the skills to make this task easier than if Sonic tried it himself. Knuckles can both glide through the air and climb up vertical surfaces with his claws. When he glides, he doesn't lose much altitude, so you can easily "surf" from one ledge to another, circumventing enemies. (If you prefer to fight, don't worry—Knuckles has a brutal Punch attack that flattens almost any foe with a single blow.)

Trying to illuminate the orbs while progressing upward through the room is extremely difficult. It's much easier if you feel your way through the darkness, jumping across pillars that rise up from the lava, until you reach the top of the chamber. From here, you can soar back down the length of the room, gliding right into the orbs as you spot them. Hit the orbs to activate them.





When you illuminate all the orbs, control immediately switches back to Sonic. Grab the Silver Medal in this chamber before lighting all of the orbs. **The medal is on a column in the middle of the lava, guarded by a fire monster.** Punch the monster to reveal the medal.



When control switches back to Sonic, step forward and blast off from the Spring. You shoot through the air and bounce off a network of Springs until you drop onto a ledge with a fire monster.



When you touch down, run forward and smash through the monster and the crates. Follow the path as it bends to the left. More monsters are on the next landing, but if you use Homing Attacks to get a little height, you can jump up to the Rainbow Ring and soar over all the beasts. When you drop back down, step on the Dash Panels that lead into another pitch-black cave.



You fall through the vertical shaft, **picking up a Silver Medal as you drop**, and land right in front of a glistening Goal Ring. Rush forward to touch the Ring. You've completed the stage, but now you must brave a boss battle with Iblis's horrible worm form.

BOSS BATTLE: IBLIS



When Sonic The Hedgehog finally reaches the core of the volcano, Iblis is waiting for him. The living flame has taken the form of a giant fire worm, and awaits Sonic in the center of the lava pool that's deep beneath the volcano's smoldering peak. Iblis is a terrifying giant capable of shaking the pillars of heaven to bring the whole earth crashing down on Sonic. But the monster is not invincible: in the darkness of the lava dome, Iblis cannot resist investigating any source of illumination. Sonic must discover a way to trick Iblis into coming close so that he can strike hard right in the beast's weak spot: a glowing green third eye. If Sonic smashes this eye four times, Iblis will retreat down into the lava to lick its wounds and fight another day.



When the battle begins, you have a few seconds to seek out Rings on the stone platforms in the lava. (The platforms are really fallen stalactites that were shaken loose from the lava dome's ceiling.) Collect some of the Rings for safety, but leave behind as many as possible so that you'll have a back-up supply in case Iblis nails you with one of his fireball attacks, or if you accidentally fall from a platform.



After the first volley of fireballs, Iblis brings down another batch of stalactites. This creates a make-shift bridge to the three purple orbs in the center of the chamber. Make haste to the orbs, and avoid giving Iblis another opportunity to fling more fireballs at you.



Use a Homing Attack to slam into an orb and make it light up. The illumination attracts Iblis, and the monster clumsily lunges for the orb with its pincers. If you're standing underneath the orb when Iblis arrives, you'll be knocked off the platform. After lighting the orb, jump back one row of platforms to give the brute ample clearance to investigate the orb.





When you see the green eye in the middle of the worm's forehead open up, jump forward and use a Homing Attack. You're automatically drawn to the eye, and the attack results in a loss of one-quarter of the monster's health. After you hit the monster three times, its armor falls away.



A successful attack on Iblis launches you back to the chamber's far side, near where you started. If you lost any Rings during the attack, pick up some replacements now. Iblis drops more stalactites into the lava, but these don't create a path to the orbs. These break the existing bridges, leaving you stranded at the rear of the chamber and vulnerable to a far-reaching fireball attack. Jump back and forth around the remaining platforms to avoid the incoming blasts.

NOTE

Iblis never creates the same path to the orbs—sometimes only specific orbs will be available, such as the central sphere.



CAUTION

Don't get greedy about inching close to the orbs after a successful attack. The living flame destroys platforms with raining stalactites and fireballs, leaving you in the middle of the lava. If you cannot reach high ground before you lose all your Rings, you're cooked.



When Iblis has only a quarter of its health remaining, it changes its tactics. The monster now knows that the orbs aren't lighting up on their own—you're causing the illuminations. After you light one of the orbs, the worm sinks into the lava, swims behind the platforms, and surfaces under your feet. While the worm is out of sight, jump around—if you stay still, you'll get killed. When Iblis surfaces, use a Homing Attack to zero in on its green eye one last time.



After Iblis vanishes, Sonic connects with Shadow and Rouge. Using Shadow's chaos powers and the hedgehogs' emeralds, Shadow creates a time warp they all use to return back to the past. Two large tasks await them there: not only do they have to save Princess Elise from Dr. Eggman, they must also intercept Silver The Hedgehog—the time traveler from the future determined to hunt and destroy the Iblis Trigger.

Advanced User Tactics: The user can speed up the battle by gaining some Rings and jumping into the lava, then heading to the orbs on the solid footholds lowest to the ground.



RADICAL TRAIN

After fighting his way back from a future destroyed by the diabolical Iblis, Sonic now sets his sights on Dr. Eggman. However, the madman has created the perfect diversion to keep Sonic off his back while he attempts an escape: a runaway locomotive full of innocent passengers. As much as Sonic wants a showdown with Eggman, he can't just abandon the people on the train, so he diverts his course to clear the stretch of track that Eggman has sabotaged. After Sonic saves the train, he can then chase down Eggman's own locomotive before it can outpace even the world's fastest hedgehog.



Point Marker 1

When the stage begins, Dr. Eggman dares Sonic to sacrifice a runaway train full of innocent passengers in order to intercept and stop his nemesis. Eggman has rigged three stacks of explosive crates on the tracks and Sonic must destroy them before the train barrels into them. To catch up with the runaway train and destroy the first set of crates, you must run through a rickety, wooden covered bridge that runs parallel with the train tracks.



The covered bridge spills out into an open-air bridge that runs parallel to the train tracks. There's a Dash Panel that can launch you over the gap in the center of the bridge, but it'll send you flying right into a robot standing on a stack of crates. Instead, kick the wooden crate to the left to reveal a Spring. The Spring launches you up to the cable running the length of the bridge. You can grind the rail across the bridge, or you can jump out and use Homing Attacks to pound the flying sentry between the bridge cables, then fly through a series of Rainbow Rings. The Rings shoot you right through a 1-Up Capsule and into a series of Springs that bounce you to the first train station.



If you miss the Spring or the Rainbow Rings, another Spring is on the far side of the broken wooden bridge. The Spring launches you into the air and bounce you over the track, dropping you down into the first depot where you must save the train.



A handful of robots lurk in the depot, but with the train whistle growing ever louder, you don't have time to attack them. Use a Homing Attack to

slam into the switch near the laser field. This prematurely detonates the explosives on the track, allowing the train to scream by without injury.



After you save the train, the wooden door in the rear of the depot opens, revealing a Point Marker and a massive loop. Run through the Point Marker and hit the Dash Panels to rush the loop and stay ahead of the train as it races toward the next trap.

Point Marker 2



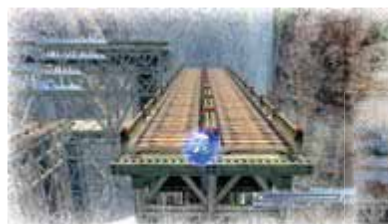
When you come down from the rollercoaster loop, two robots materialize in front of you. An explosive crate sits on the platform, so slam into it to destroy the robots. Afterward, jump out to the cranes on the left. You don't have any spare time to engage most of the robots in this section of Radical Train, so only engage those that directly threaten you.

The cranes support large steel plates hanging over the edge of an abyss. When you jump on one plate, your weight causes it to drop while the partner plate rises.

You must keep moving to keep the crane from becoming so unbalanced that its cables snap and the plates drop into the abyss. When you touch down on the far plate, immediately leap into the air again and use a Homing Attack to smash the robot on the wooden platform.



Run down the platform to the right, kicking through the wooden crate to pick up some extra Rings. Jump up on the conveyor belts at the end of the platform, but watch out—they change direction rapidly. The belts may rocket you toward the Springs at the end, only to switch directions and send you flying out into oblivion if you don't jump up in time.



The Springs at the end of the belts bounce you up to another wooden platform.

Run the length of it to another set of conveyor belts. **A Silver Medal is in the wooden crate at the end of the platform.** Break it open, pick up the medal, then use the Bound Jump technique to gain some altitude. Jump over to the set of belts that stretches back toward the first train depot, but be ready to leap to the belts on the left before you tumble off the end of the conveyor.





Ride the belts around the top of the crane site, while watching out for flying sentries in the air. You can smash them with Homing Attacks, but be careful not to bounce off the second sentry and topple off the belts.



Ride the belts up to a small plateau on the mountainside. Several robots appear from the ether as you close in. Use a Homing Attack to bounce from the belts to the plateau.

TIP



You don't have to fight the robots on the mountainside, but if you slam into the explosive crate in the middle, you can dispose of the mechs and keep moving without losing too much time.



Silver Medal: Find the rock outcropping that's beyond an explosive crate surrounded by robots. Smash the two robots on the platform, then kick open the nearby wooden crates to reveal a medal.



When you hear the train whistle, you must hurry to the next depot. Jump from the plateau to the wooden platform, then make your way across the cranes. Hop from plate to plate, never lingering long enough to tip the scales.



After you reach the fourth plate, jump out and use a Homing Attack to slam into a green mech in the train depot. Don't engage the other robots; concentrate on hitting the switch to blow up the explosives before the train reaches the station. The switch is hidden in the stack of crates in the corner, next to the laser field.

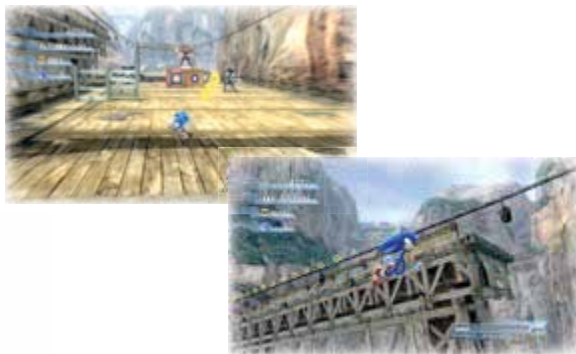


Use a Homing Attack to break the crates and hit the switch. The explosives on the track burst, allowing the train to pass safely. There's no time to lose, however, as there is one last trap. Rush through the door in the rear of the depot to pass through a Point Marker.

Point Marker 3



After running through the Point Marker, kick open the crates on the right to claim a Silver Medal. Then jump on the Spring at the edge of the platform, and bounce up to the stone tower. Keep jumping until you drop down on the next section of bridge.



At High Speed, you can jump up and use a Homing Attack to land on the cables that stretch the length of the bridge, thus avoiding the gap in its middle. If you stay on the bridge itself, avoid engaging all the robots, and aim for the Dash Panel behind the red mech. Smash into the explosive crate to destroy the robots and hit the Dash Panel, which launches you over the gap in the bridge.



Silver Medal: Grab another Silver Medal from the conveyor belts that run parallel to the broken bridge. Either jump off the cable next to the belts, or use a Spring hidden by crates in front of the belt.



When gravity pulls you back down, use a Homing Attack to pop the explosive crate beneath the robot at the end of the bridge and clear the way to cross the next plateau.



The plateau is covered with mechs, but you have little time to engage the robots before the train gets too far ahead of you. Seek out the leader in the robot packs (look for the one robot with a different paint job) and smash it with a Homing Attack to destroy the entire patrol.



If you grind along the cables over the bridge, you can cross the plateau using Homing Attacks to bounce across the Capsules and land on the cables. These run down the train tracks that lead to the third train station.



A Spring is tucked inside a crate on the plateau, right below the conveyor belts that run alongside the bridge. Bash open the crate and use the Spring to access the belts.





Run down the length of the train tracks leading to a tunnel. Trains coming up the tracks interfere with your moving to the next depot, so avoid trouble by jumping up on the roof of one of the train engines and then use a Homing Attack to attach to one of the cables that run down the tracks. Grind the cable until you reach the bottom, then hop on a Spring to bounce up to a steel platform. **A Silver Medal is in the corner.** Pick it up before using the Spring to bounce up to the depot.



When the Springs drop you into the depot, you must immediately attack the giant robot standing in front of the switch. A cube surrounds the switch—after you smash the robot, the cube vanishes and you can step on the switch to destroy the explosives on the track and rescue the train. After the train is made completely safe, run through the door in the back of the depot and race down the track to follow Eggman's locomotive.

SECTION 2

Dr. Eggman's train has reached its top speed, so Sonic must really lay down some rubber to catch up with the caboose before it evacuates the area. This section is all about speed: you must rocket through a winding section of track at a blistering pace. You cannot afford a single slipup, because any mistake sends you flying off the track and into the canyons below the mountain pass.



When the action begins, you must race around a curving stretch of track. **A Silver Medal waits along the track's right side, dangerously close to the edge.** Rush through the medal, then maneuver back to the track's center to pick up some Rings as the ground levels out.



When the track flattens out, **look for a Silver Medal in the center followed by a trail of Rings.** Jump up to grab the medal and use a Light Dash to follow the Ring trail to the next platform. If you miss the medal and drop down the steep decline, a set of Springs will launch you back up to the track. Pluck a 1-Up Capsule from the middle of the track.





Follow the track as it leads up to a train yard. You must jump over a gap in the track, but remember: jumping increases your speed dramatically, making it harder to control Sonic. As you barrel ahead, leap over the trains crossing your path and aim for the Dash Panels between the giant cargo containers. The Dash Panels vault you up to the side of a bridge. Jump from the bridge back across the track and drop down on a grassy ledge.



Sonic runs at full speed to the edge of the ledge. **There is a Silver Medal on the left corner of the ledge overlooking the train tracks.** Aim for the medal—you'll pick it up and safely ricochet down to the train tracks below.



After leaping, you land on a stone tower. Jump from the tower to the side of the mountain, then down to the track. As soon as Sonic touches down, he resumes chasing the train.



Silver Medal: In the middle of the tunnel, look for a Silver Medal on the left side of the track. Beware—jumping increases your speed and decreases your ability to control Sonic.



As you close in on the train, Eggman detonates the rear cars to slow you down. Power ahead, moving closer to the train. **Stick to the left side of the track to pick up the Silver Medal;** it sits on a Dash Panel that launches you on the train. This ends the chase, but Eggman isn't about to roll over and let Sonic take back his precious princess. The mad scientist has a little something to keep Sonic busy while he makes his escape: Egg Genesis.



Just as Sonic rescues Elise, Silver The Hedgehog shows up looking to take down the infamous "Iblis Trigger." Before Silver can destroy Sonic, Shadow steps between them and allows Sonic to escape.



Eggman manages to recapture Elise while Silver attacks Sonic, but the princess takes her fate into her own hands and jumps from the madman's cruiser. Fortunately, Sonic escapes Silver's clutches and runs beneath Elise just in time to catch her.



BOSS BATTLE: EGG GENESIS



The Egg Genesis is a titanic battle station that carries multiple mech battalions in its four massive arms. The metal monstrosity is loaded with multiple offensive weapons, including missile launchers on each arm and a homing laser that erupts from its undercarriage, the Egg Genesis's weak spot. When the beast spreads its arms to release robots, it lowers to the ground long enough for Sonic to jump up and smash the orange sphere with a Homing Attack. Each successful round of attack causes the Egg Genesis to lose one of its four arms. This decreases the number of missiles the machine can unleash, but Egg Genesis makes up for the loss with even more powerful laser attacks.



At the beginning of the battle, the Egg Genesis rises into the air, closing its arms. When you see the arms lock into a vertical position, start running, because it's about to fire missiles at you. The missiles are slow enough that you can outrun them, but with four individual volleys in play, you must avoid running away from one salvo and into another. While running from the missiles, be sure to pick up Rings.



When Egg Genesis spreads its arms to release robots, it lowers its weak undercarriage into attack range. Use Bound Jumps to get enough height to latch onto the orange sphere with a Homing Attack. Once you hit the weak spot, attack repeatedly to cause enough damage for the machine to drop one of its arms.





Every time the Egg Genesis sheds one of its arms, Sonic flies high above the machine. You always land on the arena's outskirts just in time to watch the Egg Genesis rise into position to fire off a missile salvo.



When you are finally about to finish off the Egg Genesis, it makes one last desperation move. Knowing it is going to crash, the machine targets Sonic one last time and attempts to smash into him. If you're caught beneath the titanic battle fortress, you will be crushed, so run to the arena's outskirts as you watch the damaged hull descend from the skies.



After you destroy two of the four arms, the Egg Genesis employs a laser attack after each unsuccessful missile volley. The machine rises back up into the air and paints Sonic with a red target. As soon as you see the target, run! Egg Genesis locks on and tracks your movement right up to the moment it fires, so if you keep running, you can outmaneuver the laser attack. The first few laser attacks release only a single beam. However, when all four of the arms are gone, the Egg Genesis powers up the laser for additional strikes. The laser now emits three beams, so keep running until the final laser blast hits the ground.



TROPICAL JUNGLE

After rescuing Princess Elise and destroying the Egg Genesis, Sonic The Hedgehog dashes off into the Tropical Jungle to put some distance between him and Dr. Eggman. However, no corner of Soleanna is truly free of the doctor's influence, as even this lush paradise is overrun with robots. The menacing mechs are not Sonic's only problem in the wilderness, though. He must carefully negotiate the dizzying heights of the dense jungle canopy where a misstep can be disastrous. Before paradise is truly lost, Sonic must carry Elise to safety on the other side of the jungle.



SECTION 1



Point Marker 1

Sonic carries Elise through the entirety of this mission, which allows you to use their combined powers to plow through enemies and walk over water in the back half of the jungle. When the stage begins, Sonic and Elise are grinding high above the jungle before dropping down into a hollowed-out tree trunk.

A network of Springs inside the tree bounces you down to the base of the trunk. Since the interior of the tree is full of robots, step on the Dash Panel at the bottom before anything can draw a bead on you. The Dash Panel fires you off through the jungle air and sends you sailing toward a narrow path guarded by a single robot.





As you close in on the path, use a Homing Attack to smash the robot, then bounce up to the Ring Capsule. **As soon as you get the Rings, bounce backward to pick up a hidden Silver Medal.**



Run ahead to a curved trail made out of the bark of a giant tree. Use the nearby Dash Panel to rush along the bark, using the force field created by your combined powers to run through the wooden crates and pick up some Rings. Springs at the end of the bark launch you out to the flowery vine.



Swing on the vine to gain serious altitude. Jump when the pink bulb flashes, not at the top of its swing, to be launched through a hole in the jungle wall. **However, note that a Silver Medal is on the wooden platform below the hole, so if you're collecting the bonuses, drop down from the vine and smash the crates to the left.** Pick up the Silver Medal, then use the Springs to bounce up to the hole in the wall.



Descend down the next path, using Homing Attacks to destroy the robots blocking your way. The rickety wooden path drops down and to the right, where even more robots await. You can bypass these metal monsters by jumping on the vine to the left of the path. (Use a Homing Attack to ensure that you slam into it.)

Grind around the robots. Two Springs at the end of the vine bounce you up to another vine. If you opt to take the wooden path instead, defeat the two robots and use the Dash Panel to rush up a twisted bridge and end up at the exact same vine.



Swing across the gap in the jungle canopy on the flower. When the vine is closest to the bark bridge on the far side of the scene, jump to vault into the air and drop down on the bark.



Several crab robots patrol the bark bridge. If you use the force field, you can run through them; the trick is that you must stay at top speed. You can't just walk into the robots with the field active, or you'll take damage. Watch out for the projectiles that the crabs catapult at you. When they pop, the resulting sparks can shake loose some of your Rings.



After rushing through the crabs, look for the Springs at the end of the bark. Jump on the Springs to bounce across another gap in the canopy.



You automatically grab a flowery vine that swings you up the side of a beautiful waterfall. Release when the bulb flashes to drop down into a cave.



The first Point Marker is right inside the cave, directly in front of some Dash Panels and a trail of Rings.



Point Marker 2



After passing through the Point Marker, step on the Dash Panels to rocket through the cave; you pass a patrol of crab robots just as they materialize. Hit the set of Dash Panels at the cave exit to zoom right into a bank of Springs. The Springs launch you into the air; you drop down on a vine that you can grind.

Several vines wind around the majestic trees in the jungle. **If you stay on the first**



vine, you grind past a Silver Medal: it's on the left, right below a floating robot.

To get the medal, jump off the vine and slam into the robot, then jump to the medal. Save yourself with a Homing Attack aimed at the flower before you fall into the jungle. It's a tricky maneuver—if you hesitate with any of the jumps, you'll fall. Once on the flower, you can swing back to the first grind vine or swing out deeper into the jungle and get on another grind vine.

If you miss the first medal and stay on the grind vine, you eventually reach a flower dangling at the edge of the vine. Use a Homing Attack to jump out to the flower. Swing on the flower and jump out when you're at the vine's apex, when the pink bulb flashes.



The flowery vine drops you down on a tree trunk, where there's a Spring surrounded by mushrooms. Bounce on the Spring to leap up to another grind vine high above you. This vine snakes through the deep jungle. As you take the rollercoaster tour, you pick up some extra Rings.



Just as the vine ends, you spy two flowers dangling from the canopy. Jump out to the first flower, and start swinging. At this point you have two choices: you can either jump to the next flower and go deeper into the jungle to pick up another Silver Medal, or take a shortcut out of the trees.



Point Marker 3



Shortcut: Jump out from the first flower and use a Homing Attack to slam into the robot to the left of the vines. From the robot, immediately use another Homing Attack to reach the Spring on the tree. This launches you into a system of Springs that fires you out of the jungle.



Pass through the Point Marker, then follow the bark as it curves to the left. You can take a Dash Panel, but you may wish to round the turn a little slower to make sure you don't accidentally fly off the path. Another set of Dash Panels waits at the end of the bark. Step on these to rush into a hollowed-out branch.



Silver Medal: Jump to the second flower. Swing as high as you can and jump out to reach another flower (it's there, don't worry). Elise will call out that you should jump to the right. Follow her directions to reach another flower that swings you to a Silver Medal.



No matter which route you take, you always end up at the same place: a seeming dead end. However, this stretchy vine drops you almost down to the jungle floor before snapping taut and hurling you high into the air. When you fall back down to the jungle, you pass through a 1-Up Capsule and land near the next Point Marker.



The branch quickly changes from horizontal to a vertical drop. You pick up incredible speed as you rocket through cobwebs and trails of Rings. At the bottom of the tree, you're fired out to another set of Dash Panels. These Dash Panels launch you through a bark loop. Maintaining full speed, keep in the middle of the track and push forward to hit one last set of Dash Panels. They hurtle you into the next section of Tropical Jungle.

Things slow down considerably in the back half of the jungle, now that you're out of the canopy and down on the ground. Water is everywhere, so watch your step. Though the force field does keep you from sliding into the drink, you'll both sink like a stone if the field runs out while you're still walking across the water's surface.



Start by walking down to the edge of the water. Use the force field to cross the water; watch out for the robot sentry floating off to the left. Solid ground sits on the other side of the water, so you can recharge the force field energy.



Silver Medal: When walking across the water, duck beneath the sentry and poke into a small alcove to the left. A medal hides back behind the bog grass.



When you reach terra firma, you have another choice. You can either move to the right and walk along some tree roots that rise up from the water like the back of a sea serpent, or run across the waters to the left and jump up onto the stone pillars by using Homing Attacks against the floating sentries.



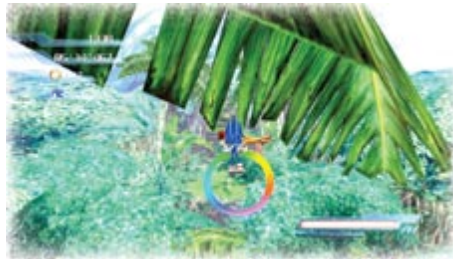
If you head up to the pillars, you can pick up four Silver Medals. The closest medal is on top of the tall pillar in the middle of the water. You must jump over to the pillar with the spikes, but wait for them to retract before hopping over, then immediately jump up to the medal.



You can keep jumping across the pillars to the wooden catwalks directly ahead and pick up another medal, or bounce over to the giant robot to the right. A 1-Up Capsule is on the ledge above the robot. Bounce off the Capsule to the grind vines and skate through the jungle until you reach solid ground. If you go for the medal, use a Homing Attack to smash into the robots firing missiles at you, then jump over to the flying robots near the line of Springs. The next medal is on top of the far pillar, on the other end of the wooden wall.



Next, bounce across another set of flying robots to reach a vine you can grind along. There is a Silver Medal in the middle of the vine you'll automatically pick up just by skating the greenery.



To get the next medal, head to the top of the wooden structure. Jump out to use Homing Attacks on another set of mechs. Bounce across the mechs and grab the flowered vine to swing high in the air. When the pink bulb flashes, jump off and you automatically land in a Rainbow Ring, which propels you through the jungle and drops you off on a vine leading right to the Goal Ring. There is a medal on this vine.

If you decide to pass up the pillars and the medals, travel over the water to the right and walk up the tree roots. There is a sea turtle you can bounce across on the other side. Don't linger on the shell for too long, because the disturbance prompts the turtle to slip beneath the water.



Look out for crab robots crawling along the tree roots.



Silver Medal: Before exiting this stage, look for a medal tucked beneath the

wooden catwalks, near the twisted tree trunks. Use the force field to safely walk across the water and pick it up.



When you reach solid ground again, walk beneath the wooden catwalks and a tree root until you spot a collection of robots guarding a cube. You must defeat all the robots to unlock the Spring inside the cube.



Jump on the Spring to bounce up to the Goal Ring.



EXTRA STAGE: WAVE OCEAN



While Sonic The Hedgehog navigates the jungle, Tails heads back to Wave Ocean to rendezvous with Dr. Eggman in a clever attempt to distract the scientist. The resort is pretty much as Sonic left it, with overly playful orcas destroying piers and beaches infested with robots. Thanks to Tails's ability to fly, he can cross great expanses of water and cover ground quite quickly. Tails's ultimate goal is the top of a plateau near the lighthouse.

SECTION 1 NOTES

Point Marker 1



Tails begins his mission on the beach, starting down a horde of robots. Explosive crates are on each side of the beach, but the stacks are guarded by mechs. If you get in close enough and throw a Capsule at the crates, the explosions will eliminate all the robots on the beach. However, if you get up some speed, Tails can jump up and fly over the robots altogether.



The energy from the Dash Panels gives out just as you reach the sand. When you drop down, several crab robots spring into action and move across the beach. Throw Capsules at the crabs to keep them at bay and walk across the beach. Head for the grassy alcove in the rear.



The ocean ahead is too wide for Tails to hover across, so jump on the Dash Panels and rocket through the rock loops in the water.



Silver Medal: A Silver Medal rests behind the rocks at the water's edge.





Jump up and fly past the hornet-like robot in the grassy alcove. You can target it with a Capsule from the ground, but watch out for the hornet to drop bombs. At the

top of the alcove, walk forward and grind down the rail. The rail drops you off in front of some spiked bars, so hop over those and step back out onto the other side of the small island.



Fly over the floating sentries as you go toward the pier in front of the lighthouse. On the pier is a Point Marker that you must step through; afterward bounce up to the lighthouse via the nearby Spring.



***Silver Medal:** Before you bounce up to the top of the lighthouse, pick up the medal underneath the pier.*

Point Marker 2



When you land on the lighthouse, a grind rail immediately leads you across the water. Sentries flank the rail, so watch out for any shots as you grind downward.

At the end of the rail, jump up and hover over to the Silver Medal before flying to the small stretch of pier to the left. Run to the end of the pier, then jump out and

sail through a Boost Ring just beyond a pair of floating sentries. The Boost Ring sends you flying toward another loop. The Dash Panels on the loop shoot you around the rocks and drop you down on a pier with several spiked bars.



***Silver Medal:** Jump over the spiked bars and fly up to the grass roof of the corner cabana. A medal is perched at the very tip of the roof.*



The next Point Marker is at the end of the pier.

Point Marker 3

Walk through the Point Marker, then drop down to the beach and run through the green robots on



the sand. You can smash them with Capsules, but getting in the thick of the fight is not always a good move for the offense-challenged Tails. He's far more suited for flight than fight, so bypass the robots and run to the left of the beach. Enter the atoll's interior.



Even more robots wait at the interior beach, including a horde that's positioned near the crate stacks

on the grass. Toss a Capsule at the explosive crate to cause a chain reaction that destroys most, if not all, of the robots. Now cross the beach. More robots are on the sand below the grass.



Silver Medal: There's a large rock along the beach, near the grassy area. Look inside a small hole in the rock to find a medal.



Jump through the spiked bars at the top of the beach. A Dash Panel on the other side of the spikes launches you into the air and drops you into a system of Springs and Dash Panels. These rocket you up a cliff and through a Point Marker.



Silver Medal: If you're collecting Silver Medals, don't fly out to the Dash Panels just yet. Drop down the cliff that's on the other side of the spiked bars; you'll spot a medal on the narrow beach.

Point Marker 4



When you come down the other side of the cliff, a Spring vaults you over the waters just as an orca surfaces to nip your heels. The Springs on the rocks safely escort you over the orca, but gravity soon drags you down to a small pier. Don't get too comfortable because the orca surfaces again to knock out the pier as you step over it. Jump over the attacking orca and use the Dash Panel at the pier's edge to zoom to a Spring.



The Spring bounces you to another pier. The orca doesn't surface here, though. **You have room to gather enough speed to leap out over the ocean and use your tails to fly through the Silver Medal that's to the right of the palm tree-lined platform in the middle of the water.**





After you land near the palm trees, fly out to another stretch of pier that is guarded by a single robot. A 1-Up Capsule is behind the 'bot. After you collect the extra life, hit the robot with a Capsule, then fly back to the palm trees. Rest, then jump up and fly over to the Point Marker near the stone arch rising out of the water.

Point Marker 5



Run through the Point Marker, then jump out from the edge of the pier. **Fly under the arch, picking up the Silver Medal.** Avoid the hornetlike robot floating nearby. Keep moving until you reach the next section of pier. If you miss the medal, you have to keep moving—Tails doesn't have enough energy to hover very long before he falls into the water.



Jump off the edge of the pier and fly through the Boost Rings next to the rocks. The Rings shoot you over to the next beach. While flying through the air, you

miss a spiked bar and also catch sight of the Goal Ring on top of the high plateau. If you're not collecting Silver Medals, you can drop right into the Goal Ring. However, the last two medals in the stage require you to brave the robot army on the beach.



Silver Medal: After you land on the beach, jump up and fly up to the top of the short plateau next to the lighthouse. Break open the rocks with a Capsule and pick up the medal.



Silver Medal: Resistance is strong on the beach. After grabbing the medal hidden in the rocks, fly around to the back side of the lighthouse, avoiding the robots gathering around you. Swipe the medal there, then fly into the air before the metal menaces can close in on you.



To reach the Goal Ring, face the ocean and fly up to the tallest plateau on the beach.



KINGDOM VALLEY

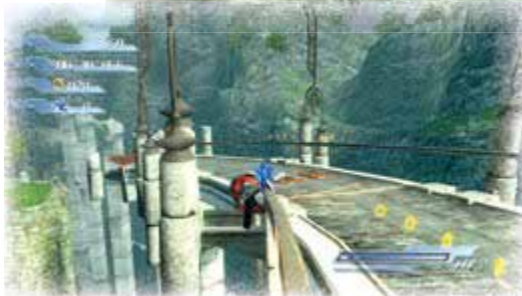


Abandoned after the downfall of the royal family, Kingdom Valley houses the majestic palaces that once hosted grand galas and magnificent ceremonies. Now, the crumbling castles are slowly falling into disrepair, with no help from Dr. Eggman's mech army. His mechanized forces have taken up position within the once-impregnable walls of the royal stronghold. Sonic The Hedgehog must cross the valley in pursuit of Princess Elise before Dr. Eggman evacuates Soleanna and discovers how to unlock the Flames of Disaster. Fortunately, now that Silver The Hedgehog has come to realize that Sonic is not the threat Silver once believed, the psychic hedgehog joins the cause to stop Eggman before he is able to ruin the future.



SECTION 1
NOTES**Point Marker 1**

This mission begins at the entrance to Kingdom Valley. Sonic stands on the entrance road that leads over the moats that once offered protection for the castles. With water everywhere, you must watch your step since Sonic cannot swim. Run down the cobblestone road, jump into the air, and smash into the first robot patrol with a Homing Attack. Watch out for a missile volley; you can leap over the slow-moving projectiles and target the explosive crate in the center of the robots.



The road curves off to the left. Several Dash Panels are set in the stones, but instead of rushing down the middle and worrying about jumping over the gaps in the road, grind on the rails that run the length of the street. Springs at the end of the rails bounce you over the gaps in the road. Several lines of Rings stretch along the rails, so bounce between the two sides of the road with Homing Attacks to pick up as many as you can.



The final Spring launches you over the water and drops you down on a tower occupied by three robots. Smash the robots, then kick down the crumbling stone wall.



The distance between the two pillars is just too far and there are no enemies on which to use Homing Attacks to cross the gap. Instead, hit the green orb with a Homing Attack to conjure up a jet stream. You can ride the wind just like a rail as it twists and blows through the kingdom.

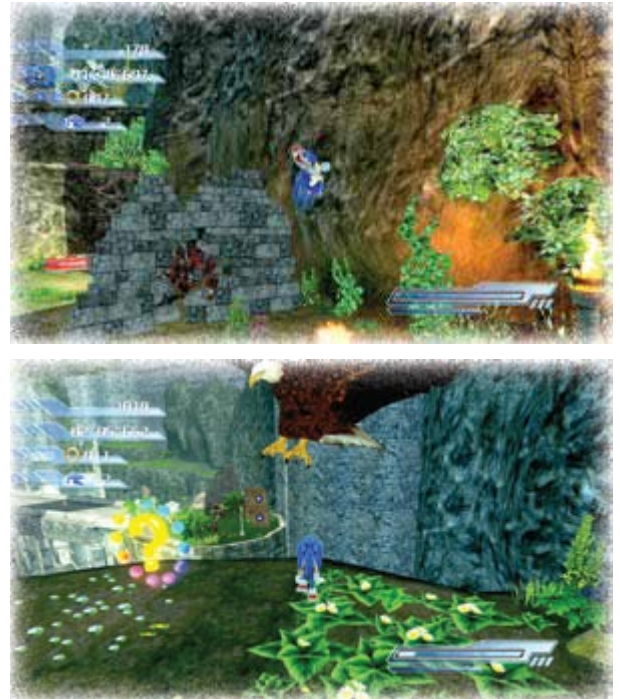




While riding the wind down to the next pillar, look out for a collection of floating sentries that fire missiles at you. Jump out of the wind and slam into the closest robot with a Homing Attack, then bounce along the tops of the remaining robots until you reach the Rainbow Ring. The Ring shoots you directly to the next pillar. As you fly, you pass through two Ring Capsules. You don't have to use the Rainbow Ring if you don't want to risk missing the jump. The wind eventually drops you off right on the tower.



When you land on the pillar, run forward and use a Homing Attack to jump to the tightrope stretched between the two giant stone columns in front of you. From the tightrope, you have a few choices about how to ascend the rest of the walls and enter the interior of Kingdom Valley. You can use Homing Attacks to hit the robots beneath the bridge and then drop down to the ledges with the Springs, or you can hit the fist robot to cause a chain reaction that brings the entire bridge down, unlocking a new route to the top.



If you opt to use the Springs on the ledges, smash into the red robot in front of the stone wall. This knocks down the wall and reveals the first set of Springs. Bounce up the ledges with the Springs and defeat the robots on the circular platform at the top. The eagle will swoop down to pick you up.



The eagle carries you up the wall and drops you off on a platform with crab robots. Destroy the robots, then walk toward the stone bridge just beyond. As you walk out, the bridge collapses, so use the Light Dash on the trail of Rings that stretch across the gap to reach the next platform with two more tightropes.



If you complete the Light Dash, you'll nab a 1-Up Capsule before dropping down to the platform next to the tightropes.



Bounce across the pair of tightropes, using Homing Attacks to smash into the flying sentries and cross to the ledge with the white mechs. You can slide into and detonate an explosive crate on the ledge, destroying all the robots in the area. When the robots are down, move farther up the wall until you reach a Dash Panel that propels you along the wall's vertical face.



If you opt to bring the first bridge crashing down, wait for it to drop into place, then step back out across the stone. A trail of Rings leads to a tightrope over the water. Use Light Dash to cross the Rings and reach the rope, then bounce up on the backs of a robot patrol hovering in the air. Close in on an ivy-covered wall infested by crab robots.



Before you touch down on the ground, use a Homing Attack to slam into the crab robots on the wall. After you bop both 'bots, use one last Homing Attack (directed away from the wall) to bounce into a 1-Up Capsule. If you miss the Capsule or drop back to the ledge after destroying the robots, you can't get the extra life.

Cross the next bridge (don't worry, it doesn't collapse). Slam into the robot patrol near the crates on the other side. The first Point Marker is on the ground right behind the crates.



Silver Medal: If you're seeking medals, this next one is especially tricky to find. Jump out to the eagle nest instead of crossing the nearby bridge; the eagle carries you up to a ledge with a Rainbow Ring. Jump into the ring to soar across the valley, over to a system of ledges against the opposite wall. Hit the green orb to create a wind and ride the wind up to the next platform. The medal is in the cave behind the spot where you land. There are plenty of Rings in the cave, too, but watch out for robots.

Point Marker 2



After you pass the Point Marker, hit the Dash Panel on the ledge to run up the sheer face of the Kingdom Valley's protective wall. Several crab robots are on the wall, but if you run between them, you can collect two lines of Rings and pick up a Ring Capsule. When you drop back down to the next ledge, look out that you don't immediately step on the Dash Panel and rush right off the ledge.



Use Light Dash on the trail of Rings to cross the gap between the two ledges. When you reach the bridge, a Dash Panel rushes you underneath a giant mech that drops out of the sky.

Another Dash Panel on the other side of the bridge sends you screaming along the side of a wall. Run up the face of the wall to avoid slamming into the castle tower's side. If you hit the tower, you fall off the wall and down into the water. A large, curved trail of Rings runs up the wall's face. **Use a Light Dash on the line to safely pull yourself up the wall and pick up a Silver Medal before landing on the ledge.** The bridge ahead is out, but you can bounce off the flying sentries to cross the gap and keep climbing.



A Spring is flush with the ledge behind you. Step on the Spring to jump up to the small platform above you. Kick the green orb on the ornate pillar at the platform's edge to activate another jet stream. Follow the jet stream down the wall and to another ledge. From the ledge, jump up to an eagle's nest.

A shortcut is available from within the jet stream. Just as the wind dips down, leap up and do a Homing Attack to reach the Rainbow Ring in the air. The Ring fires you directly to the eagle's nest.



When you reach the nest, circle the Rings while you wait for the bird to drop from the skies and pick you up. The bird carries you over the wall and into the interior of the castle grounds.



Silver Medal: Before taking the eagle's talons, jump over to the small platform to the left. Peek behind the tree to find the Silver Medal, then use the Spring on the edge of the platform to bounce back to the eagle.



Point Marker 1

When you reach the inside of the kingdom, Silver takes over for a little while. The pacing may slow with the psychic hedgehog, but the severity of the action does not. Silver deals with the robots not with brute force, but with tricks such as lifting crates into the air with his mind and using them as weapons.



After you take control of Silver, run along the bridge, picking up crates with PK to throw at the robots standing guard on the other side. The robots fire missiles that can shoot wooden crates out of the air, so make sure you pick up metal crates instead. You can also use PK to grab missiles out of the air and fire them back at the robots.



After you defeat the robots, go to the left and walk up to the barred doorway. You can't break the bars with crates, but using PK in front of them bends them enough for you to step through.



Silver Medal: Jump on one of the crates near the fence and levitate into the air using PK. Float over the water while standing on the crate. Jump down, grab the medal, and then levitate back over the fence.

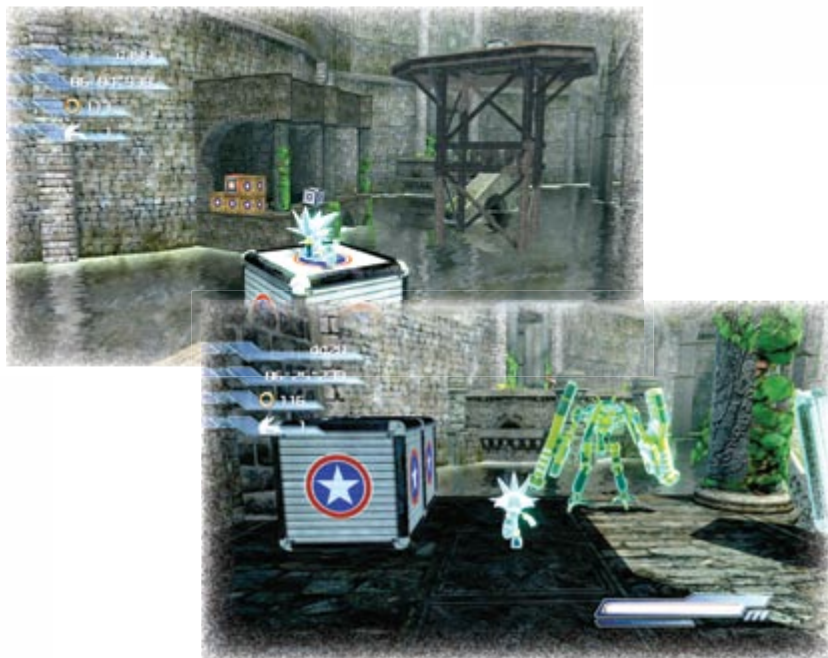


Several spiked balls and crates wait at the top of the stairs. Lift up the spiked balls with PK and walk to the edge of the stairs. Instead of

throwing the balls, simply release your PK to drop them on the robots. The balls destroy the robots as they roll to the water.

Walk down the stairs. Hoist a crate with PK and throw it at the beams supporting a guard tower in the middle of the water. The tower collapses and the wooden platform drops into the water.





You can jump out to the wooden platform, but making it from the platform to the stone ledge on the other side of the moat requires perfect timing. Instead, use one of the metal crates as a floating barge. Levitate over the water on top of the crate until you get close to the stone ledge. Jump down. Pick up the crates on the ledge to destroy the robot, or get in close and zap it. You can then pick up the mech's husk with your PK and drop it in the water.

TIP

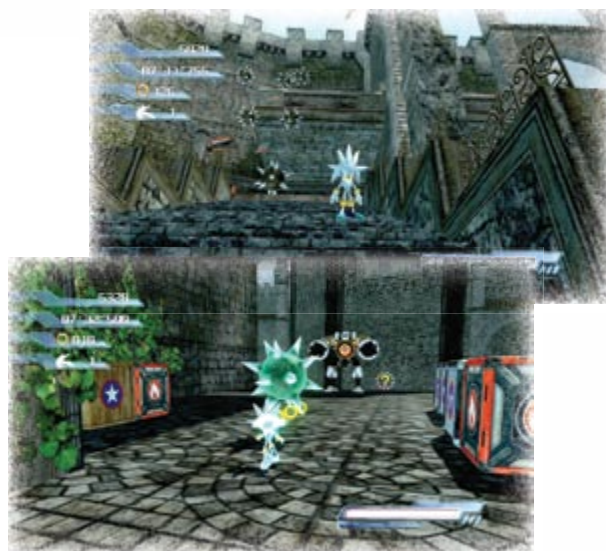
Before moving on, jump on one of the metal crates and float back to the river's other side. Visit a stone ledge with two Ring Capsules and a 1-Up Capsule. Use one of the crates on this ledge to cross back to the ledge with the robot.



Levitate out to the broken stones in the river and pick up the Rings. From the top of the stones, levitate over to the grassy ledge in front of the large green

door. Rush up to the first red mech on the ledge and throw it into the other robot. After destroying the robots, jump out and float over the water to the Point Marker on the dock at the base of the stairs.

Point Marker 2



Just as you walk up the stairs, several spiked balls roll off the awning at the top ledge. Catch the balls with PK and carry them up the steps. Three robots wait at the top of the stairs. After you ruin them, pick up the balls again and carry them through the newly opened door. Throw them at the large robot standing at the edge of the platform, near the Point Marker. If you miss, you can use the crates on the platform to knock out the robot. The explosive crates are especially powerful weapons, but the robot may try to shoot them while you hold them with PK.





After destroying the robot, you can see a PK marker on the ground. Stand on the marker and use PK to create a makeshift staircase from crates. Jump out and levitate over to the bottom crate, then hop up to the top of the steps.



Levitate through the open window of the giant tower in front of you. **Land on the windowsill to regain your PK, then float out to the chandelier to pick up a Silver Medal.** After you nab it, drop down into the room and attack the robots to open the exit.

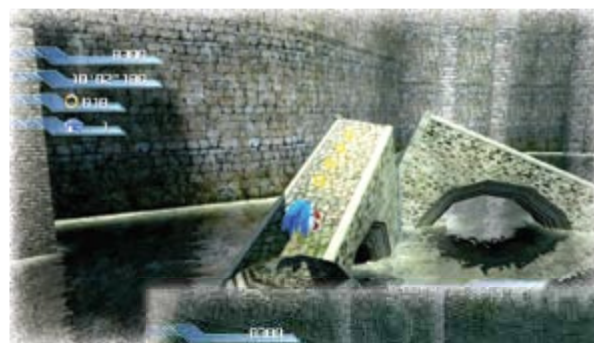
With PK, you can hoist several crates inside the tower and use them against the mechs. It's sometimes easier, however, simply to rush a 'bot and zap it. Use PK to lift the robot into the air and throw it into one of its fellow machines. The resulting explosion destroys both robots.



After you finish off the first batch of 'bots, a large robot drops into the room. Use the crates to knock it down. When the robot drops to one knee, run close and zap it to overload its circuits. Then pick up the robot and throw it into the tower wall to open the door and reveal a ledge with a PK marker. Step out on the ledge and use PK to raise the crumbled staircase to the left.



Sonic The Hedgehog is waiting at the base of the steps. Run down the stairs and touch Sonic to hand off the controls. An appreciative Sonic thanks Silver for his handiwork.



When you're back in control of Sonic, jump out to the stones in the water. Pick up the Rings, then use a Homing Attack to slam into the Spring at the water's edge. The Spring bounces you up to a circular platform. Wait a second for the eagle to swoop down and pick you up like a field mouse. The bird carries you over the wall and takes you to the next section of Kingdom Valley.



This section involves a lot of high-speed acrobatics over the water. Dash Panels, Springs, and tightropes keep you in the air for a long time, so you have to be quick with your Homing Attacks to keep from falling into the drink. Hesitation is the worst thing for Sonic in this section. Every time you spot something you can jump to, hit the Homing Attack to keep moving.

Point Marker 1



The eagle drops you on a steep roof. Run down the side of the roof and hit the Dash Panel to rocket down the face of the castle. As you scream toward the water, you pick up several Rings. Just before you splash down, you're shot back up into the air.



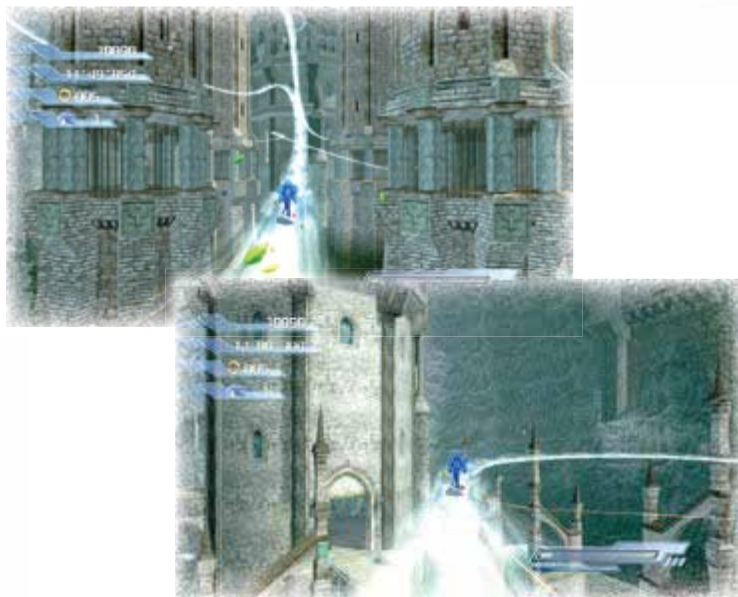
Slip out the exit and step on the Dash Panel to rush across the stone bridge. The bridge collapses beneath your feet, so use a Light Dash to close the gap and safely land on the opposite platform. Jump on the green orb to activate another system of wind rails.



Sonic breaks through a stained-glass window and lands in the middle of a mech-infested tower. Use Homing Attacks to bounce around the chamber, smashing everything made of nuts and bolts. The biggest threat is the large robot with twin Laser Cannons. Jump between the beams and slam into its head with a Homing Attack. When it falls, bounce up and down on top of it to stomp it into scrap. When all the robots are gone, the exit slides open.



Point Marker 2



Ride the jet stream around the grandiose towers. A Rainbow Ring is in the middle of three towers. If you jump into it, you're automatically launched over to the ledge near the next Point Marker. Otherwise, just ride the wind to a ledge beneath a massive stained-glass window.



Kick through the stained-glass window and drop into the tower. Several robots are inside. As you drop, initiate a Homing Attack to start ruining the robots. You can finish them off without ever touching the ground. When the mechs are gone, step out on the narrow ledge with the Point Marker, then re-enter the tower and proceed to the ledge with the Dash Panels.

NOTE

As always, make sure you smash every crate to check for extra Rings.

The Dash Panel rips you through the air and brings you crashing down on a yellow robot on the opposite ledge. As soon as you smash the robot with a couple of well-placed Homing Attacks, enter the tower to engage the two large, white robots with massive fists.



The chests of these robots are vulnerable, so slam into their energy cores to knock them off their feet. Drop both robots with kicks to their

cores to keep them from shooting you, then zero in on each one individually to finish them off.



The only way out of this tower is up, so use a Homing Attack to jump up the lowest tightrope that stretches across the interior. Several ropes lead up to a stained-glass window, so keep using Homing Attacks to bounce off the robots in the air and land on the ropes until you are on the same level as the stained-glass window. (If you keep moving up, you'll find a 1-Up Capsule.) When you are near the window, jump toward the trail of Rings that extends through the glass and over the water. Use a Light Dash to zip along the Rings and reach the next Point Marker.



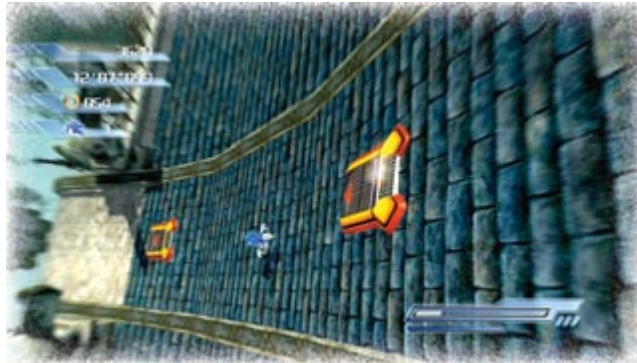
Point Marker 3



The path beyond the Point Marker dips down, leading to a Dash Panel. The Dash Panel rockets you across a narrow strip of stone. **There is a Silver Medal along the strip**, right before another batch of Dash Panels. These panels send you flying high over the water, but you arc downward before you're above solid ground.



Before you drop into the water, use a Homing Attack to slam into one of the sentries hovering around the steeple. Bounce on the robots until you close in on the Spring at the tip of the steeple. If you want the Silver Medal, let yourself drop a little after the last robot. When you're beneath the medal, use a Homing Attack to slam into the Spring, picking up the medal on the way.



The Spring launches you down to a ramp at the base of a chapel. Dash Panels on the ramp send you ripping up the side of the building. You gather enough

velocity to fly off the roof, but gravity pulls you down before you get too high. When you land on the rooftop, you land on another Dash Panel. This Dash Panel sends you flying off the roof and out to a tower in the water.



Jump from tower to tower. Never linger long enough on any of the verticals for gravity to pull you down.



The last jump sends you flying through a window into a dark interior. Several crab robots are inside the chamber. Destroy all of them to open the exit. When the door opens, run out to a Dash Panel and launch yourself toward a batch of robots in the distance.





As you get close to the robots, use a Homing Attack to knock the red one back. Now slam into the explosive crate on the right. The shockwave demolishes all the robots on the platform and knocks down the crumbling stone walls.

TIP If the walls don't fall, walk up to them and kick them down. Be careful, though—any sudden movements will send you off the side of the platform and into the water. A Ring Capsule is behind the center wall.

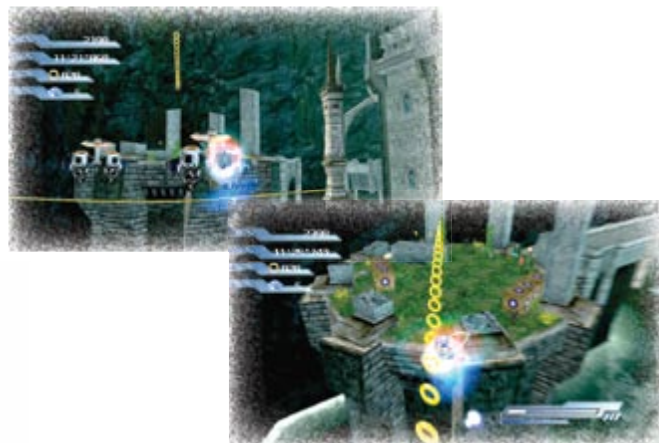


Run across the stone bridge and smash the robots at the end with Homing Attacks. Break the explosive crate and let the blast radius finish off the remaining robots. Then walk down the stone stairs that wind around the next tower.



A 1-Up Capsule is over the water at the base of the stairs. Jump up, then use a Homing Attack to hit the Capsule and bounce back to the landing. When you reach the very bottom of the steps, bounce off the green orb to activate another jet stream.

Ride the jet stream between the towers, ignoring the flying robots. You're almost to the final section of Kingdom Valley—easily one of the toughest runs in Sonic's adventure—and you need to preserve as many lives as possible.



Two sentries float next to this platform, right in front of a tightrope. This jump is especially tricky and requires quick actions—if you miss the rhythm, you'll fall into the water with no recourse. First, use Homing Attacks to bounce out to the tightrope on the backs of the sentries. Bounce on the tightrope and jump toward the trail of Rings. As soon as you hear the first jingle from collecting a ring, hit Light Dash to cross the water. If you miss the Light Dash, you'll drop into the water. After dropping down on the platform, head through the Point Marker.



Silver Medal: As you close in on the final platform of this section, look for a Silver Medal in the middle of the jet. It's right over the wind, so just hop up to grab it and land right back on the jet stream.





The jet stream drops you on a ledge with several robots. To open the door behind them, you must destroy every robot on the platform. Target the yellow robots first, as they stand on exploding crates. The blasts should take out the white robots and knock down the giant robot in front of the portal. When the big robot falls, jump up and down on its energy core to finish it off. When all the robots are gone, the door opens.



A Silver Medal is on the left side of the track, right before a fissure. Naturally, the next section of track is off to the right. Steer for the medal and then leap to the right and steady your course. If you oversteer Sonic, you'll fly into the water.

NOTES

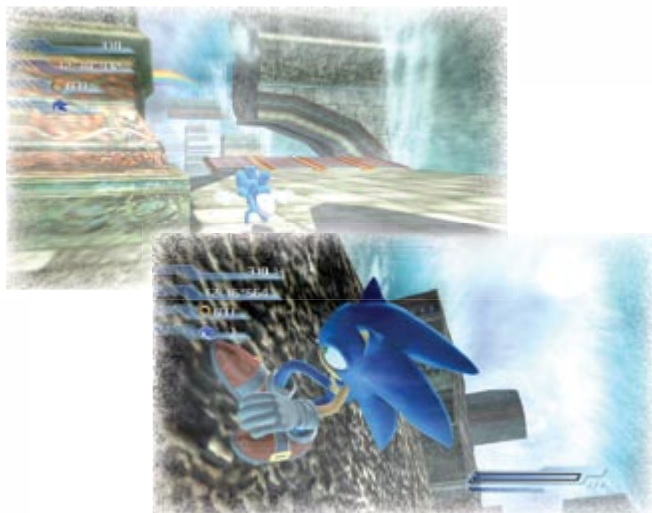


The final section of Kingdom Valley rushes by at a breakneck pace—there is no room for error as you race through the sunken castle ruins revealed by the parting waves.

Ignore all the robots that buzz overhead; you're moving far too fast for them to draw a bead on you. You must concentrate solely on staying on course. If you veer too far to either side of the track, you risk flying off into the water.

Several breaks appear in the stone path and you must leap across them. Every time you jump, you gain speed. Try to keep those jumps to a minimum because if you get going too fast, it's very difficult to control Sonic.





The line of Dash Panels at the edge of the stone road sends you flying through the air, bouncing around broken arches that stick out of the waves. Jump from stone to stone until you land on the side of the wave itself. Start running fast enough to avoid sinking.



As you run along the side of the waves, pick up Rings to reach 100 and earn an extra life.



Bent by the force of the waves, the road steers you back up on the water. Avoid crashing into broken arches. If you hit one of the arches, you'll stop in your tracks and fall into the water. **Veer toward the top of the wall, avoiding the stones, to find the last Silver Medal.**



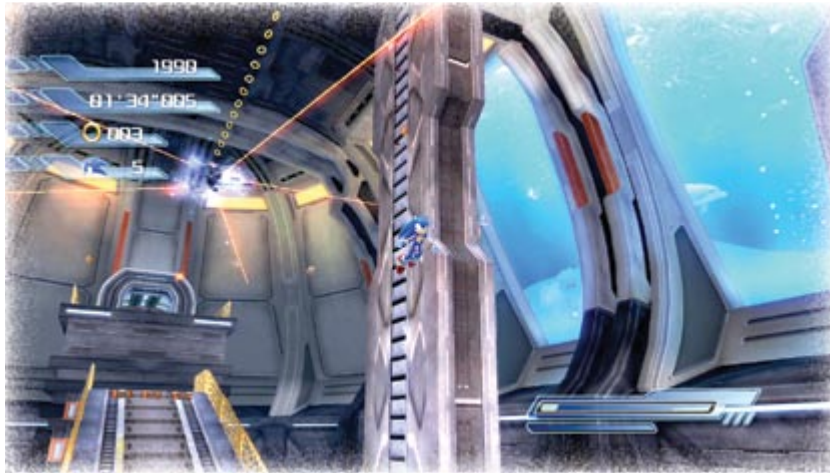
When you spot the temple at the end of the waves, you're closing in on the Goal Ring. The pace picks up even more as you hit the Dash Panels and go flying out toward the broken arches.



The final stretch of road leads right up to the temple doors. Scoop up the trail of Rings and head for the track's center so that you run right into the Goal Ring and end the stage.



AQUATIC BASE



Now that Sonic The Hedgehog has rewritten the future and saved Princess Elise from perishing in the crash, he can set about accomplishing his final showdown with Dr. Eggman. First, Sonic must slip beneath the waves and infiltrate the old Aquatic Base, an undersea laboratory used by Elise's father before the tragic accident that ended his life. Eggman has stocked the base with his robot army and uses it for experiments. With the help of Knuckles and Tails, Sonic must clear out the mechanized forces and reach Dr. Eggman before he can escape in his Egg Wyvern.



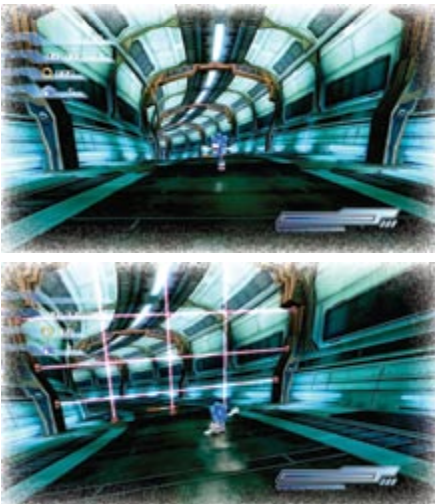
As you approach the end of the corridor, use explosive crates to eliminate any robots in your way. The door to the next chamber opens automatically, revealing a brutish white robot with giant fists. **Avoid defeating the robot and kick the nearby crates to reveal a Silver Medal.**

NOTES

Point Marker 1



Silver Medal: The very first room in Aquatic Base contains a medal. Break open the wooden crates on your left to expose the prize.



A winding corridor leads down from the surface into the interior of the Aquatic Base. Laser fields in the corridor slow your progression, even though the hall is lined with Dash Panels. The laser fields blink on and off to trip up intruders, so be careful about using the Dash Panels, even when the fields are inactive. When running at full speed after using a Dash Panel, you can't immediately stop if the fields blink on.



Use a Homing Attack to zero in on the robot's weak spot: its energy core.

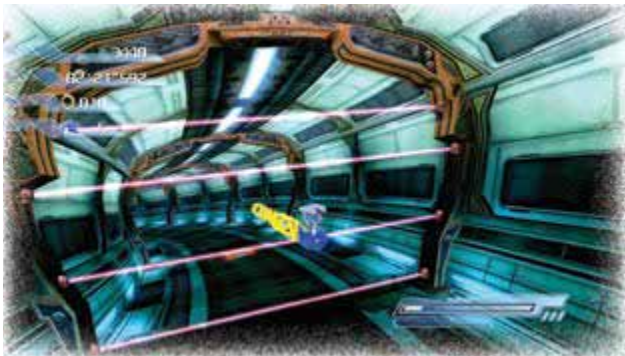




The gap in the chamber is too wide to jump across, so use Homing Attacks on the backs of the 'bots flying near the ceiling. After you smash a sentry, bounce up to the hornetlike robot in the middle of the room. Use Light Dash as you near the trail of Rings leading to the Rainbow Ring. The Rainbow Ring shoots you across the room and drops you safely on the opposite ledge. As you touch down, though, a large robot materializes out of the ether. Destroy the robot to open the doors to the next hall.



Walk along the catwalk and engage the giant robot in the center. Then use the floating sentries to finish crossing the abyss. Take a moment to look at the Rainbow Ring in the center of the ceiling. You should see a slight warping effect in front of it—that's a cloaked robot. Jump up and use a Homing Attack to slam into the disguised robot, then jump into the Rainbow Ring. You'll fly along the ceiling, picking up Rings and an extra life before dropping down on a pulley that raises you up to the ledge at the exit.



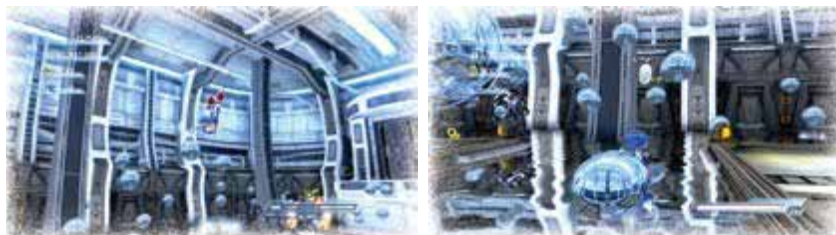
Watch out for blinking lasers in the corridor. A Light Dash will pull you safely between the beams in this laser field.



Use a Homing Attack to jump from the pulley to the ledge. Smash the explosive crate to wipe out all three mechs. When the robots are scrap, the door opens and you can move into the next chamber.

The next chamber has a narrow catwalk stretching across an abyss. However, the trio of mechs with missile launchers is a more immediate problem. Dispose of them with Homing Attacks—don't use your slide attack or you'll fall off the ledge. After the robots are scrap, you can concentrate on crossing the chamber.



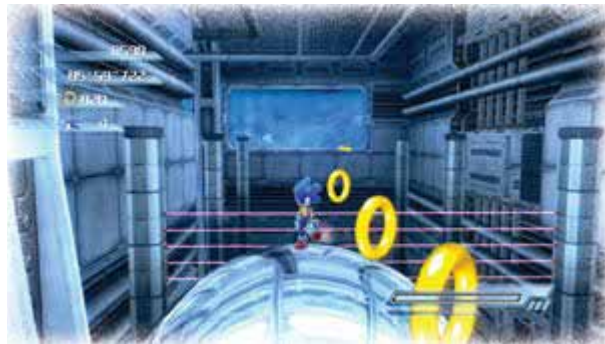
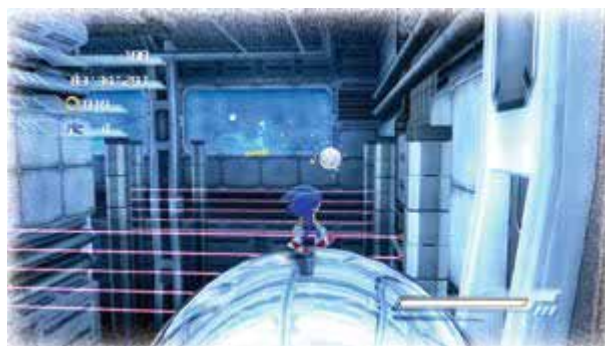
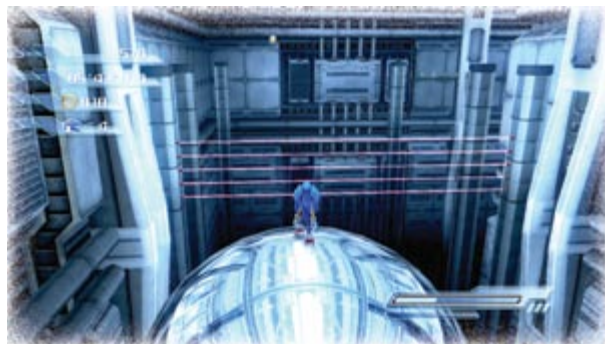


The next chamber is full of floating silver orbs. You can use Homing Attacks to jump into the orbs and ricochet them at the robots in the middle of the room. You can also jump off the orbs to avoid incoming missiles and other projectiles. **There is a Silver Medal in the chamber, on the left side behind one of the pillars.**

After you destroy the first batch of robots, a metal monster drops into the room right in front of the ledge opposite of the entrance. You must defeat this robot to open the next door, so leap into the air and kick into it with a Homing Attack. When the robot falls, use a Bound Jump to get the necessary height to scale the ledge and move into the next chamber.



A pulley in the middle of the chamber lifts you up to the next room, but it's guarded by a hornet robot. When you jump up to attack, aim for the actual robot instead of just bouncing around the stingers that surround it. When the robot attacks, it shoots lasers out of the stingers, but if you destroy the core mech first, the stingers will explode. When the hornet robot is gone, jump on the pulley to rise out of the chamber.



The next chamber has no floor—only a bottomless pit that Sonic must not fall into. To cross the room, jump on the large silver sphere floating in space. When you walk on top of the sphere, Sonic stops moving and you control the ball instead. Guide the sphere through the chamber as it curves to the right, but watch out for the laser fields. If the sphere is popped by a laser, Sonic will fall. The sphere is affected by momentum—it cannot stop suddenly, so be careful when closing in on a laser field. Move through the room one laser field at a time, following the right-hand turn to arrive at a ledge. **Use the sphere to pass through a Silver Medal that's hanging in the air halfway through the room.** When you reach the ledge, jump off the sphere and step through the door to meet up with Tails.



The switch to open the exit in this chamber is high above the ground, so you must use Tails to fly into the air and escape.

However, even the first ledge is too high for Tails's normal flying talents, so you need a little help from a Spring. Unfortunately the only Spring on the ground floor is locked in a cube and guarded by robots. Tails must defeat the robots to access the Spring. You can use your Capsule attack to target the robots individually, but you risk being overwhelmed.



Silver Medal: A few crates on the opposite side of the ledge hide a medal. You can't just hop over the robots and pick up the medal—the metal monsters will shoot you while you destroy the crates. So, instead, throw Capsules at the robots and clear the ledge before picking up the medal.



Here's a better way: a dark gray cylinder is near the cube. If you hit the cylinder with a Capsule, it lights up and emits a pulse that disables the robots. The cube vanishes and you can jump on the Spring.



Fly from the center column to the ledge with the switch. A hornet robot hovers above the switch, so be sure to target it with a Capsule to destroy it before trying to move into the next room. Even if you do open the door and pass through it, the mech's lasers can reach into the next chamber and hit you in the back.

The Spring bounces you up the central column. Four robots are on the ledge that encircles the column; however, they don't immediately react to your presence. You must actually touch down on the ledge for them to turn their attentions toward you, so attack before they become aware of your presence.





A wide gap spans the two ledges on opposite sides of the room—too wide for Tails to cross in a single flight. You must use the three columns in the middle of the room to make it to the other side. First, throw a Capsule at the robot hovering between you and the short column to the right. Fly over the platform and drop a Capsule on the blue robot before touching down. **When the coast is clear, fly over to the Silver Medal next to the column and then land to regain your strength.**



Next, fly across to the next highest column. No robots guard it, so you're safe to land and pick up the Rings. The metal crates on the edge of the column act as a shield from the robots that materialize when you get close to the opposite ledge. Now you are close enough to jump out and fly to the opposite ledge and exit the room. However, don't forget the 1-Up Capsule hidden in the crates on the highest column. Fly up to the column, blast the robot with a Capsule, and get the extra life before descending to the ledge.



When you reach the ledge, several robots attack, but you can destroy most of them by hitting the explosive crates with Capsules. However, the giant robot that drops down from the ceiling poses a bigger threat. Its twin lasers are potent weapons that can knock out Tails. Flank the robot and throw a Capsule at its legs to bring it to its knees. Then keep pelting it until it explodes and you can move into the next room.



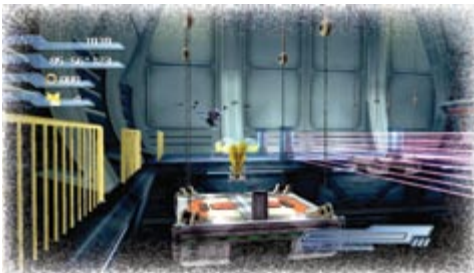
The next chamber has almost no floor. The room is divided into three "lanes" by laser fields. Each lane has a hanging platform on which you can land and regain your strength before flying to the ledge on the opposite side of the room. The first lane is easy—there's no resistance. However, when you come back across the room via the center lane, three robots wait for you on the opposite ledge. Drop Capsules on them before touching down.



Point Marker 2



You can also run around the back side of a stack of wooden crates. The crates can withstand several shots from the robots, but destroy them yourself: that way you can pull a 1-Up Capsule from the splinters.



After you grab the extra life, jump back into the air and fly across the third lane, stopping on the hanging platform. When you're ready to take to the air again, fly over to the opposite ledge and land on the switch to open the exit. Watch out for the hornet robot hovering over the switch.



Go through the door and fly across the room to reach the Point Marker on a ledge in the middle of the chasm. Before flying around the corner, wait a second to regain your strength.



When you fly around the corner, you're spotted by three robots. The mechs are hovering dangerously close to one of those cylinders, though. Punish their poor programming by bombing the cylinder as you fly over the abyss. The pulse knocks out all three robots and unlocks the door to the next chamber.



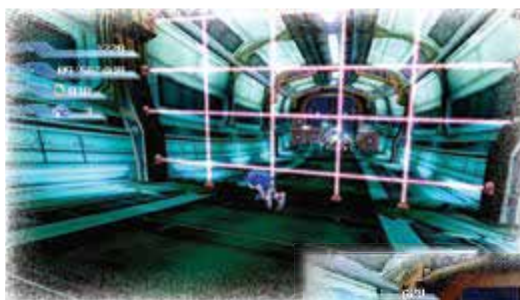
The exit door in this small chamber is locked. The switch to open it is inside a cube that disappears only when all the robots in the room are scrap metal. However, there are simply too many robots for Tails to defeat without being overwhelmed. Fortunately, another pulse cylinder waits in the center of the chamber—one of the robots is even standing on top of it! Run to the cylinder as fast as you can and hit it with a Capsule to destroy all the robots in the room. Then immediately fly up in the air, just in case one of them shot at you before you released the pulse.

When you drop back down to the floor, step on the switch to open the door and go back into the large chamber where Sonic turned the adventure over to Tails. Sonic thanks Tails for a job well done, then gets to work defeating the robots that now infest the chamber.

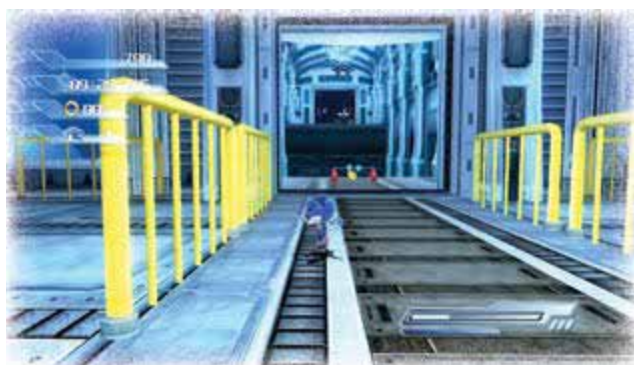




To exit the chamber, you must finish off the remaining robots. Slide through the robots and kick the cylinders in the room to emit the disruptive pulse.



The corridor leading to the next section of the Aquatic Base is lined with laser fields. Wait for the fields to blink off, then storm the robots at the end of the corridor. Smash into the explosive crate to rock the robots and unlock the exit.



When all the robots are down, exit through the newly opened door and step through the Point Marker.

Point Marker 3



After hitting the Point Marker, you must cross the gap in the floor by bouncing along the row of sentries hovering in the air.



Step through the door and hit the Dash Panels to rocket up the ramp and zoom into the base's next area.



Point Marker 1

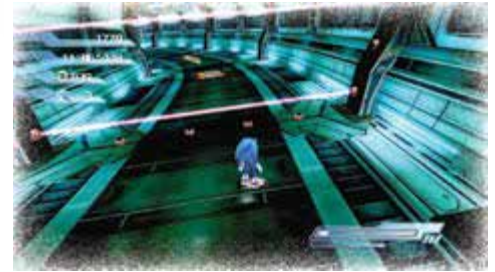
When you drop into the next chamber, you quickly notice that there is no floor—and you're falling rather fast. Steer toward a trail of Rings on the right side of the room and use Light Dash to touch down on one of the floating platforms. **The platforms slowly move back and forth over the void—they are pokey enough that you can hop down to the Silver Medal, then back up to the topmost platform.**



Ride the platform to the ledge on the room's opposite side. Use a Homing Attack to reach a 1-Up Capsule to the left of the platform. Now jump back to the platform. When the platform nears the ledge, jump off and slam into the robots with a Homing Attack. After you destroy all three mechs, the door behind them opens to reveal a Point Marker.

Point Marker 2

The twisting corridor beyond the Point Marker dives deeper into the base. You're getting closer to Eggman, which is why he has stepped up the defenses. The hall is lined with laser fields that don't just blink on and off, but follow patterns that activate and deactivate the beams one by one. Step through the fields when the beams allow safe passage for the hedgehog.



The laser fields were dangerous, but at least they let you see what robots were waiting for you on the other side. Now the corridor is sectioned off with glass doors that obscure your view.



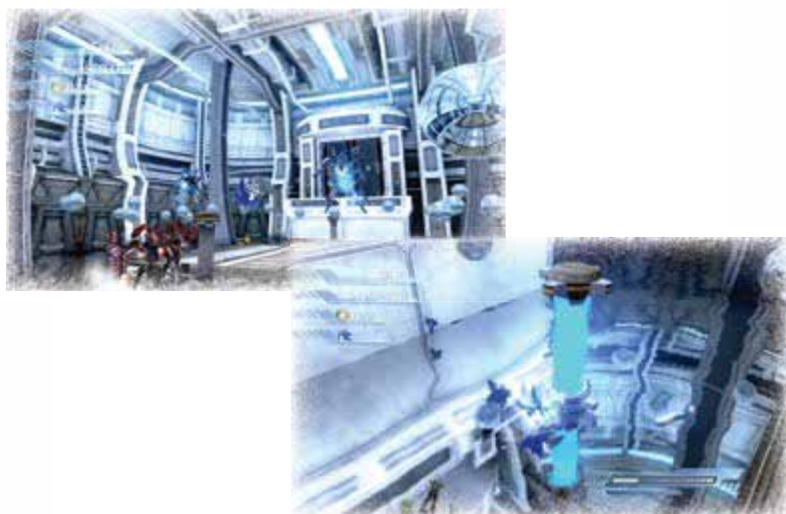
Break the glass easily with a simple kick or Homing Attack.



Silver Medal: A Silver Medal is tucked behind the lip of the first door with the glass barricade.



As soon as you break the glass, initiate a Homing Attack to jump on whatever robot is on the other side. There are no gaps in the corridor, so don't worry about falling to your doom.



The corridor empties out into another chamber full of floating silver orbs. You can use Homing Attacks to kick the orbs into the robots that patrol the room, but the cylinder in the chamber's center is way more tempting. Zero in on the cylinder with a Homing Attack. The resulting pulse disables all the robots, allowing you to move on to the next room safely.

TIP

Before leaving the chamber, be sure to scoop up all of the Rings that line the walls.



When Sonic exits the orb chamber, he spots a room with no floor. Unable to cross the room, Sonic hands the controls over to Knuckles. Use the echidna's gliding technique to soar over the abyss and land on the small ledges along the walls. Crates on the first ledge offer an extra height boost so you can safely glide across the gap and reach the ledge on the room's right side. You must glide over a laser field to reach the next ledge, so climb up the wall to the ledge with the Ring Capsule.



From the high ledge, you can easily glide over the chasm. No fewer than five robots wait for you on the other side of the lasers, but if you glide into the cylinder on the ground, the resulting pulse destroys all the mechs.



Silver Medal: On the left side of the chamber, hidden inside a collection of crates, is a Silver Medal. Beat the 'bots and punch the crates to spot it.





Glide to the last ledge in the floorless chamber and hit the cylinder to demolish the large robot standing next to the switch. Kick the switch to open the door at the end of the room and return control to Sonic.



When you move into the next chamber, the entire base goes into high alert. The normal lights are cut and the base is bathed in the red glow of emergency lighting. The robots become even more aggressive, so you must move quickly to disarm them before they can fire upon you. Rush into the room and slam the explosive crates with Homing Attacks to set off a destructive chain reaction.



Use Homing Attacks to cross the next chamber, bouncing on the backs of the sentries that hover over the void.



Watch out for the hornet robot in the next room. If you don't immediately destroy it, the stingers that surround it release laser blasts that can incinerate Sonic.



After eliminating the robots in the middle of the room, destroy three large robots at the door. To manage all three, hit each one with a Homing Attack to disable them. When all three are disabled, juggle the robots with Homing Attacks, bouncing back and forth across their hulls until they blow up. If you move back and forth, none of the robots will have a chance to recover and get back on its feet.





Silver Medal: After you've destroyed all the robots in the chamber, jump up to the ledge on the right side and grab the Silver Medal tucked in one of the cubby holes.



The last room in Aquatic Base is a narrow strip that runs through the center of an abyss. Several robots occupy the catwalk; smash them with Homing Attacks.

Use the Dash Panel in the middle of the catwalk to zoom into the air and sail over the abyss.



Silver Medal: The final Silver Medal in Aquatic Base is just below the first ledge in the room. Drop down after defeating the first set of mechs, then look back to see the medal.



The Goal Ring is on the chamber's far side. Run into the Goal Ring to escape the base and continue your pursuit of Dr. Eggman.

The final corridor is divided by glass panels you can smash with Homing Attacks. Each segment of the hall created by the plates is full of robots, so move quickly and create as much scrap metal as possible with Homing Attacks. Most segments have more than one robot, and the farther down the corridor you move, the more robots you find in each section.



As Sonic emerges from the base, Dr. Eggman attempts to escape in his cruiser. Sonic leaps out and grabs one of the ship's vertical stabilizers, hitching a ride—much to the doctor's chagrin.



BOSS BATTLE: EGG WYVERN



Tired of his metal minions always failing to stop Sonic The Hedgehog, Dr. Eggman finally decides to engage his nemesis himself. The madman sits down in his most terrifying creation, the Egg Wyvern. The attack ship is a high-speed fighter armed with Laser Cannons that sear the landscape with blistering energy beams. The lasers are not Sonic's only concern during this battle in the clouds, though. Desperate to destroy Sonic, Eggman uses the power of the Egg Wyvern to destroy the very platform Sonic is standing on with a series of attacks. In order to survive this epic battle, Sonic must outmaneuver Dr. Eggman and his attack fighter and commandeer the Egg Wyvern.



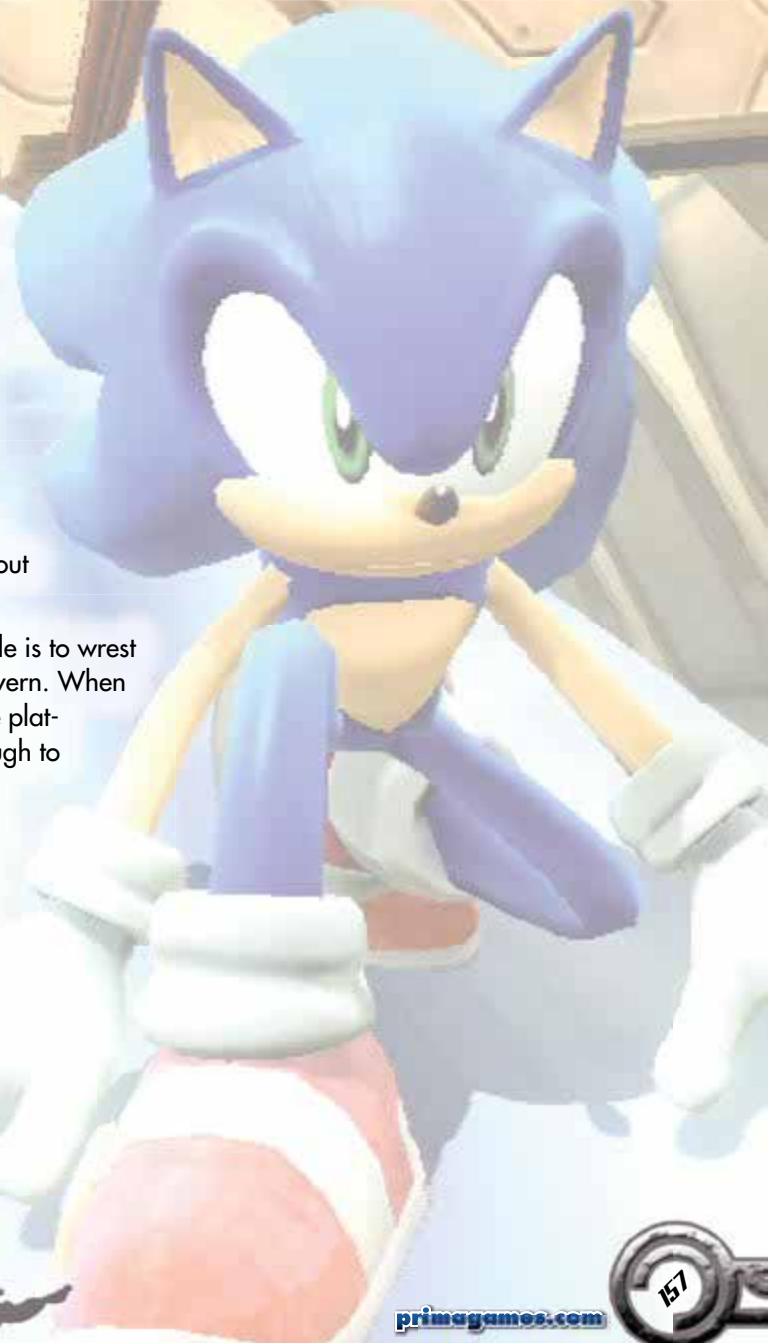
When the battle begins, run around the platform to pick up Rings while Dr. Eggman gets in position to buzz you from overhead. Gather these Rings sooner rather than later, since the platform shrinks throughout the battle.



Your goal in this battle is to wrest control of the Egg Wyvern. When Dr. Eggman strafes the platform, he flies low enough to clip Sonic. Hit the ship with a Homing Attack. Sonic jumps up and grabs the antenna at the nose of the Egg Wyvern.

NOTE

If you're badly hurt or just need a momentary break, you can also run away when Dr. Eggman strafes the platform.





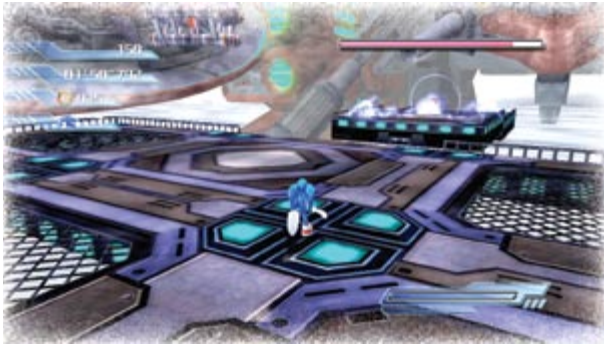
You can hold on for just a few passes over the platform before Eggman regains control of the ship from you.



While you've got control of the Egg Wyvern, damage it by steering it into the falling cruiser debris. The cruiser is already at critical speed, shaking loose giant fuel canisters. If you hit one of the canisters, the Egg Wyvern bucks like a bull, knocking you back to the platform while Eggman rights the controls and comes around for another pass.

When the Egg Wyvern hovers near the edge of the platform and raises its wings like a bird trying to slow down for a landing, watch out for one of two attacks. If you see red target reticles appear on the platform, move away and brace for a laser attack. Should one of the lasers hit you, your Rings are ejected with such force that most will probably fly off the platform.





The other attack the Egg Wyvern makes from this position is even more potent. Dr. Eggman fires two stingers at the platform. When you see the sparks from the stingers' impact, back away because that section of the platform is about to be yanked off. If you fail to move in time, you'll tumble to the earth below—and that's a long way down. When he circles the platform, he fires Red Flares at Sonic.



After you successfully steer the Egg Wyvern into fuel canisters four times, Dr. Eggman tries a different strategy. Instead of buzzing the platform (or what's left of it), he shoots two powerful lasers at you. With limited space to run, you must get uncomfortably close to the platform's edge to avoid being shot.



However, the laser attack proves to be Dr. Eggman's undoing. His cruiser goes crashing down to earth. He extends the cannons too close to the platform, giving you a chance to use a Homing Attack to bounce off one of the cannons and strike the cockpit. After two more hits, Dr. Eggman will sweep in for a final attack, in which you must use another Homing Attack to finish him. His cruiser goes crashing down to earth.

Sonic and Elise escape the ship just before it smashes into the side of a mountain. Excited over his victory against Dr. Eggman, Sonic bounds through the countryside still holding on to the princess. However, pride gets the better of Sonic and he tumbles to the ground, landing in a field with Elise. They laugh about narrowly avoiding disaster at the hands of Dr. Eggman, but even though Sonic and Princess Elise are safe, Shadow and Silver still have battles to fight to ensure that the future doesn't fall victim to Iblis.



FUELED BY ANGER

Shadow the Hedgehog storms into action on government orders, determined to free his partner Rouge the Bat and get to the bottom of an incident involving Dr. Eggman. Shadow's assignment is not what it seems, though, and pretty soon the hedgehog finds himself embroiled in an epic conflict that spans hundreds of years. Shadow meets up with his old acquaintances, Sonic the Hedgehog and Tails, during his mission, but also comes into contact with Silver the Hedgehog, a time traveler who is wrinkling the tapestry of time and space in his desire to change the past. Somehow, Dr. Eggman fits in the middle of this chaos. Shadow must use his superpowers to help set things right and return the world to the way it was prior to Dr. Eggman's scheme to use a deadly weapon known as the Flames of Disaster for himself.

STAGE LIST

Stage	Area
1	White Acropolis
Boss 1	Egg Cerberus
2	Kingdom Valley
3	Crisis City
4	Flame Core
Boss 2	Iblis
Extra	Tropical Jungle
Boss 3	Mephiles
5	Radical Train
Boss 4	Silver the Hedgehog
6	Aquatic Base
7	Wave Ocean
8	Dusty Desert
Boss 5	Mephiles



White Acropolis—Page 162.



Boss 1: Egg Cerberus—Page 168.



Kingdom Valley—Page 170.



Crisis City—Page 179.



Flame Core—Page 190.



Boss 2: Iblis—Page 199.



Extra: Wave Ocean—Page 201.



Boss 3: Mephiles—Page 204.



Radical Train—Page 206.



Boss 4: Silver the Hedgehog—Page 211.



Aquatic Base—Page 212.



Wave Ocean—Page 219.



Dusty Desert—Page 226.



WHITE ACROPOLIS

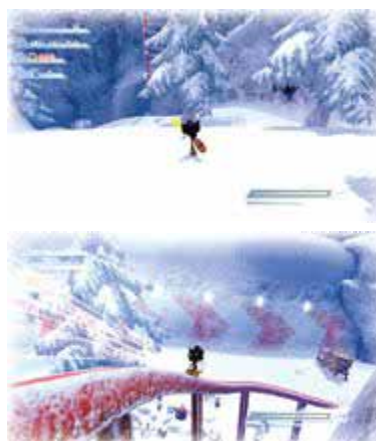


Dr. Eggman uses the snowy wasteland of White Acropolis to hide one of his many bases. The base is heavily guarded by robots, including the terrible Egg Cerberus that attempted to stomp out Sonic when he challenged Dr. Eggman just outside the Dusty Desert. Shadow must somehow infiltrate the base and rescue Rouge the Bat from Dr. Eggman's minions. He must then rely on the clever spy to blow open the base and grant Shadow free reign to tear the place up with his all-wheel drive Buggy. Shadow is the only hedgehog who uses vehicles to complete his missions. This artificially created life form has no problem relying on machines rather than heart or mind to get a job done.

SECTION 1 NOVICES

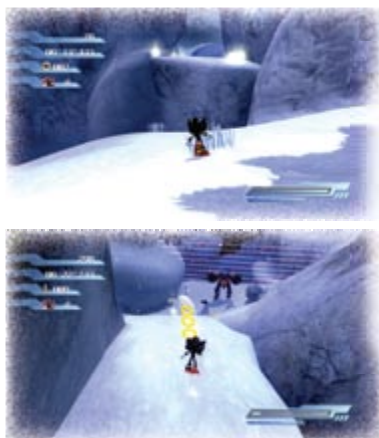
NOTE

There are no Dash Panels in the first section of White Acropolis.



Shadow begins his mission outside Dr. Eggman's base in the wintry wilderness. There is only one way to go on this mountain slope: down. Follow the path until you reach the first grind rail and jump on it. As you skate down the mountain path, avoiding confrontation

with several robots stationed on the ground, pick up several rings. The rail drops you off on a small ledge with a couple of guard robots. Use your Homing Attack to smash them before dropping to the ground level.



Silver Medal: The first medal in White Acropolis is on the side passage right after you begin the stage. When Shadow lands, jump up on this ledge and fight the robots to spot the medal.



The robots on the ground Spring to life and close in on your position. Use the Chaos Spear attack to zap their circuits, temporarily freezing them. Short out the entire pack of robots, then clean them up with a Homing Attack. After pushing back enough robots to guarantee your safe passage to the bottom of this section of the slope, move down to the laser field that stretches across the gap in the mountain pass.

A giant robot guards the laser field. It fires both of its massive fists at you, but the projectiles move slowly enough that they're easy to dodge. Before the robot can regenerate its hands for another attack, freeze it with the Chaos Spear, then smash its energy core with a Homing Attack. When the robot malfunctions and explodes, the laser field blinks out. You can now move into the next section of the mountain pass.





As you drop down the slope, look for a **Silver Medal** hanging in the air above a snowy ramp. Jump on the Dash Panel to get enough air to grab the medal and move on through the pass. You can jump to the Silver Medal without aid of the Dash Panel, but watch out for the laser field just out of sight below the edge of the ramp. If you get zapped by the lasers, you'll lose your rings.

Several single-wheeled robots patrol the mountain pass as it curves off to the right. Use the Chaos Spear to disable a few of the robots, making the group more manageable when you unleash your Homing Attacks.



After you finish off the single-wheeled robots, drop down the pass to a pair of ramps. **Both Dash Panels on the ramps launch you farther down the mountain, but only the left ramp leads you to the next Silver Medal.** Step on to the Dash Panel and let it fire you into the Rainbow Rings. The Rings shunt you off the main path and right down on top of a narrow ledge with a Silver Medal. Watch out for the robots on top of the nearby guard towers. They fire missiles at you that cannot be intercepted with Chaos Spears. Grab the medal, then step on the next Dash Panel to pass the robot guards on the towers and drop in close to the bottom of the mountain pass.



Watch out for robots hiding around crates. You can freeze them with Chaos Spears, then run from them, but if you stay and fight, you'll earn extra points to help your grade.





The large metal door halfway down the slope is locked, but the switch for the door must be somewhere nearby. Travel all the way down the hill until you stop at another locked door. A ring hangs in the air—but it's not the type that you collect. Jump on the ring to pull down on it. The ring snaps back into place, flinging you up to a small ledge.



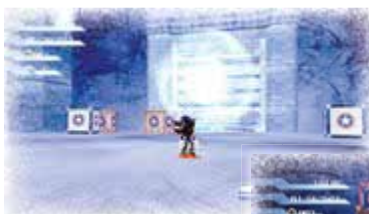
Silver Medal: Before grabbing the ring, walk all the way down to the bottom of the path, then turn around to face back up the pass. There is a medal behind a tree on the right side of the route.



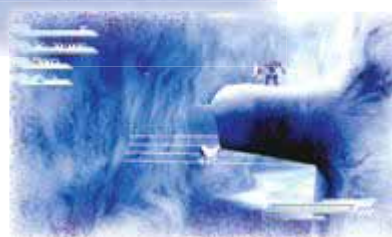
On the ledge, use the Homing Attack to bounce across two floating sentries and land on another narrow ledge. The star-studded switch unlocks the metal door, but also frees a large robot patrol to move out into the pass. Jump down quickly and stop the bad 'bots in the room from moving beyond the newly opened door.



The robot patrol inside the warehouse consists of four small gun- and missile-toting droids and one giant robot with massive Laser Cannons. The key here is to use the Chaos Spear on the giant robot—you want to keep it from roasting the room with its lasers while you mop up the smaller robots with Homing Attacks. Keep dish-ing out the Chaos Spears to keep the robots frazzled, then jump up and down on the big robot's energy core to finish it off.



After you destroy the robots, a warp hole appears in the center of the room. Grab the Silver Medal in the room and then jump into the warp hole to transport Shadow elsewhere in the base and turn control over to Rouge The Bat.



Rouge The Bat is still trapped inside the base, but now that she knows Shadow the Hedgehog is hunting for her, she must do everything she can to help Shadow breach the base's defenses. When her section begins, you find Rouge on a ledge behind a laser field. Run up to the edge of the ledge and leap into the air, then glide past the two robots on the higher outcroppings. Aim for the clearing below the second laser field in the canyon.





Rouge must avoid the spotlight from the guard tower. If she's spotted, additional robot forces storm the clearing, complicating her escape.



Throw bombs at the robots to reduce them to scrap, but be mindful of the delay between tossing the bomb and its explosion.

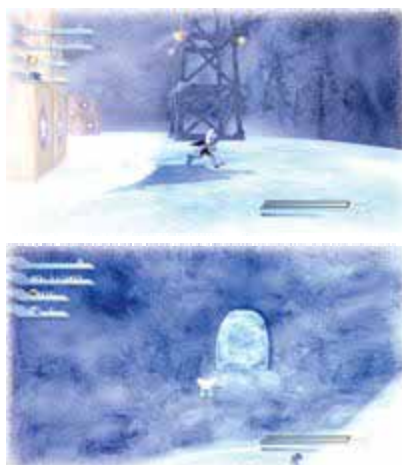
Throw the bomb, then back off right away so the robots can't fire on you when you're in close.



***Silver Medal:** Beyond the first clearing with a spotlight, on the left side of the canyon, a medal hangs in the air just off the high ledge.*

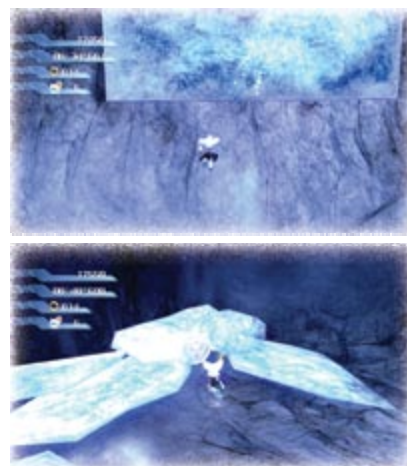


Rouge can climb walls as long as her claws can dig in. Vertical surfaces like ice-covered rocks are great for climbing. Look for patches of ice on the canyon walls. Climb out on the ice and plant a bomb, then retreat so that you're back on the rock. The bomb shatters the ice, revealing hidden treasures such as Ring Capsules and 1-Up Capsules.



After either destroying or avoiding the robots altogether, run away from the spotlights while jumping up a series of small ledges. Look out for additional robot forces patrolling the ledges. Jump off the last ledge to the clearing below. Glide over the robots in the clearing below and dig your claws into the ice patch on the opposite wall.

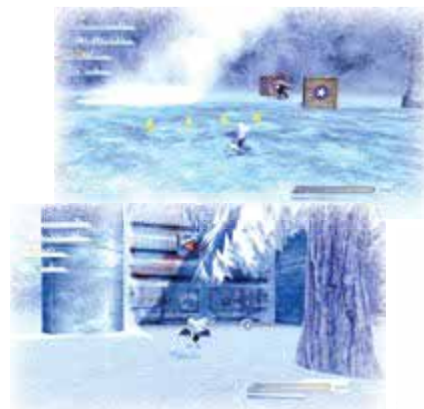
***Silver Medal:** A Silver Medal hides just past the ice sheet on the left canyon wall. Bomb the ice, then scoop up your bounty.*



***1-Up Capsule:** Bomb the ice sheet to uncover an extra life.*



Keep moving through the canyon, avoiding spotlights and smashing any robots that get in your way. Look for ice sheets on the canyon walls for more hidden coins. When you reach the canyon's end, seek out the star switch on the ground behind some trees. Hit the switch to unlock the nearby door and return control to Shadow The Hedgehog. He must use a little extra firepower to get Rouge and himself out of Eggman's base.





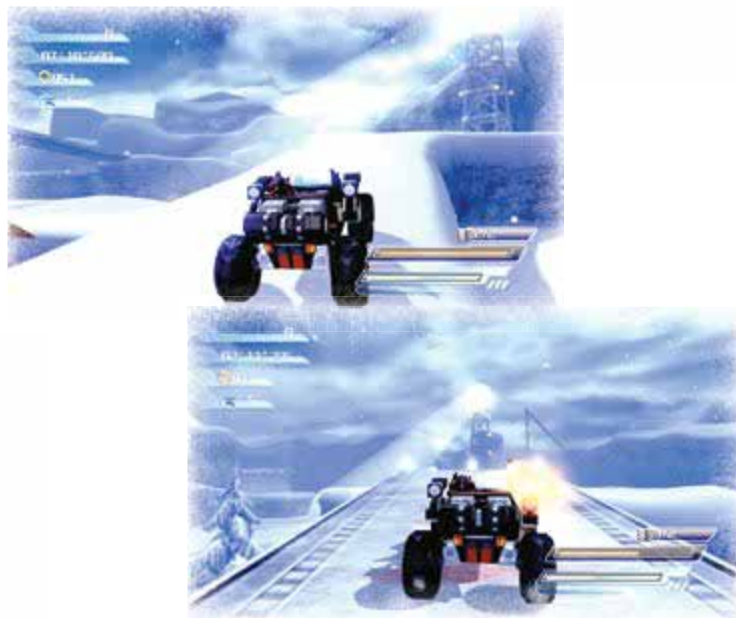
To escape with Rouge, Shadow must take out five spotlights to clear a safe path out of Eggman's fortress. The Chaos Spear and some swift kicks aren't enough to topple the guard towers, so Shadow employs a Buggy stocked with missiles to help with the demolition. The Buggy has a limited amount of armor, so use the red meter to keep track of the Buggy's hull stability. When the engine starts to smoke, it's time to abandon the vehicle and seek out a new Buggy.



The Buggy can fire two missiles at a time. These missiles can bring down the watchtowers, but they are also heat-seekers that effortlessly destroy Eggman's robots.



You can drive your Buggy over Dash Panels to cross the few crevices in the watchtower area.



Destroying the spotlights is actually pretty easy with the Buggy—it takes just one missile to bring down an entire tower. The first four towers are in the main area. You can see them clearly on the horizon; just follow the lights in the sky to zero in on the towers. You do need to drive up ramps to reach a couple of the towers, but targeting the four towers in the main area takes only a minute or two.



Laser fields divide sections of the watchtower area, but look for nearby switches to disable the fields so that you can freely drive around the area. When you're ready to finish the stage, drive up the central ramp and turn to face the main fortress gate. Line up the Buggy with the big spotlight in front of the doors and fire missiles until you bring down the tower.





There are three additional Buggies in the area that you can switch to if the one you're using takes too much damage. Watch out for missile fire and avoid accidentally grazing a laser field, as those events cause the most damage to the vehicles.



A concentration of Ring Capsules waits in the south end of the area, opposite of the main doors with the final spotlight. Get out of the Buggy and jump on the Spring that's almost flush with the ground. This launches you up to a ledge with three Ring Capsules. Make sure to grab these—they'll help your final grade.



Silver Medals: There are three Silver Medals in this snowy arena. The first is on the edge of the plateau where you first rejoined Shadow. The next one is beneath the ice sheet on the central platform. The final medal is on the ramp with the red chevrons, near the giant doors of Dr. Eggman's base.

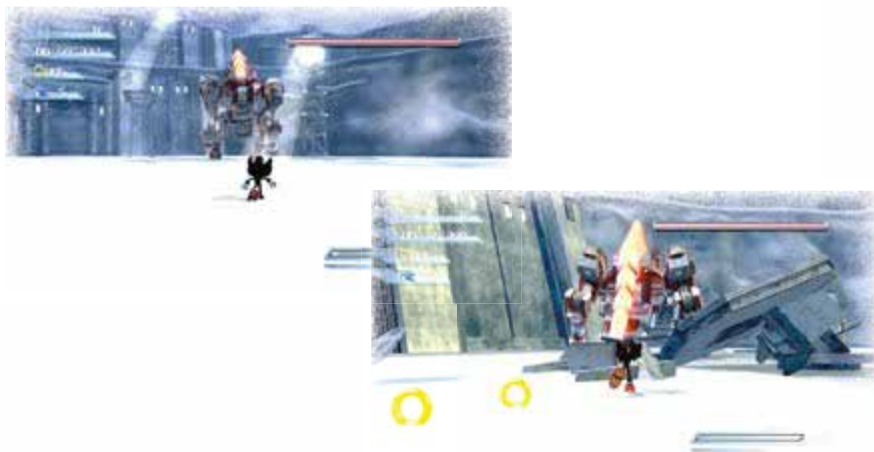


BOSS BATTLE: EGG CERBERUS

Dr. Eggman's metal menace, the Egg Cerberus, is a giant clockwork canine that tromps and stomps around the base interior. It's a last defense against intruders, and it has a solid track record of preventing prying eyes from seeing what Eggman is up to in his base. This Egg Cerberus must be dispatched the same way that the one Sonic The Hedgehog fights near the Dusty Desert. You have to grind the beast's tail and tame it by holding on to a neon pole that adorns the robot's head. When holding the stick, you can effectively "steer" the Egg Cerberus—provided you can hold on long enough to smash the monster into walls and cause major damage to the its thick armor.



As soon as the boss battle starts, the Egg Cerberus roars into action and gallops around the arena, smashing into guard towers. The monster goes on a brief rampage before it's forced to slow down and recharge its energy. When the monster is stopped, you can rush up and jump on its tail.



The Egg Cerberus does not stand still for Shadow as long as it does for Sonic. Stick close to the brute so you can capitalize on every chance to grind its tail and backbone and leap up to its head to grab the reins. If you start the grind too late, the monster will shake you off as it jolts into motion.



Steering the Egg Cerberus isn't easy. If you don't chart a direct course through the arena's center, the monster can curve away from the walls and avoid a collision. There are no spots in the arena walls that cause extra damage—you just have to plow into the metal walls four times to disable the Cerberus's circuitry. After you hit a wall, the monster kicks you loose, sending you high into the air.

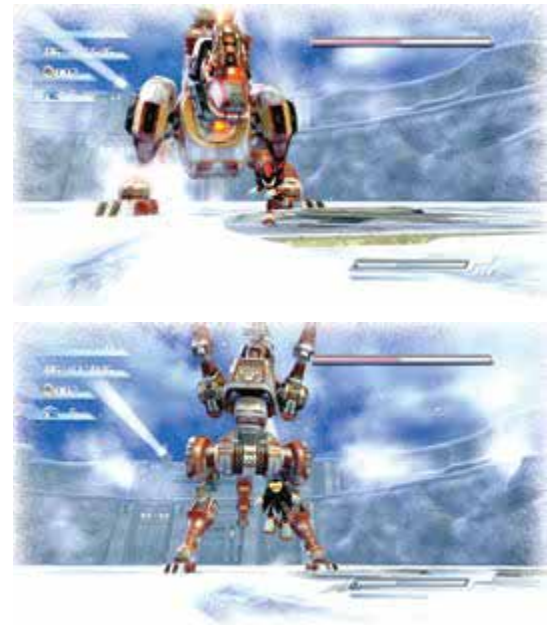


There are lots of Rings in the arena you can pick up for protection, but most are guarded by Eggman's robots. The white robots only have machine guns, but the red robots employ missile launchers. Use the Chaos Spear to shock the robots into submission, then use the Homing Attack to smash them. Keep tabs on the Egg Cerberus while attacking the robots, though—if you aren't careful, the titan runs you over when you're not looking.





Watch out for when the Egg Cerberus leaps out of the arena and stands on the ledge surrounding the fortress interior. The monster is charging a jump. It will launch itself into the air and come crashing down on the ground, sending out a terrible shockwave that shakes loose all of your Rings if you are caught in the middle of it. When you see the Egg Cerberus leap into the air, start running and get ready to jump just as you see its front paws hit the ice.



Chase the Egg Cerberus around the arena so that you can jump on its tail the moment it stops moving. If the beast turns and faces you, watch out for a very specific movement. The lone eye will fixate on your position and the head will dip low. When that happens, the Egg Cerberus is about to rear up on its back legs and slam its front paws onto the ice, sending out a small shockwave. As soon as you see the monster eyeing you, make yourself scarce and keep jumping to avoid the shockwave.

After defeating the Egg Cerberus, Shadow and Rouge return to Soleanna's capitol city to further investigate Dr. Eggman's activities. From town, Shadow and Rouge must strike out to Kingdom Valley, the crumbling site of the royal residences. Once Shadow reaches Kingdom Valley, he will discover how his fate intertwines with Sonic The Hedgehog's as he comes face to face with his greatest nemesis.



KINGDOM VALLEY



Shadow The Hedgehog and Rouge The Bat head for Kingdom Valley outside Soleanna, the grand castles that were once home to the monarchy, but now have crumbled into dust. Dr. Eggman's robots currently occupy the ornate structures, though, giving Shadow ample targets for his chaos-fueled attacks. The waters and skies of Kingdom Valley are treacherous, and Shadow must rely on his Jet Glider and Hover Craft to push through the robotic resistance. However, when ancient doors cannot be unlocked by force, Shadow must call upon Rouge to help him hunt down a set of keys hidden in the castle by Eggman's minions. After the stage has been completely opened up, Shadow must ride the wind and seek the exit in order to escape Kingdom Valley and push closer to the truth about Dr. Eggman's schemes.

SECTION 1



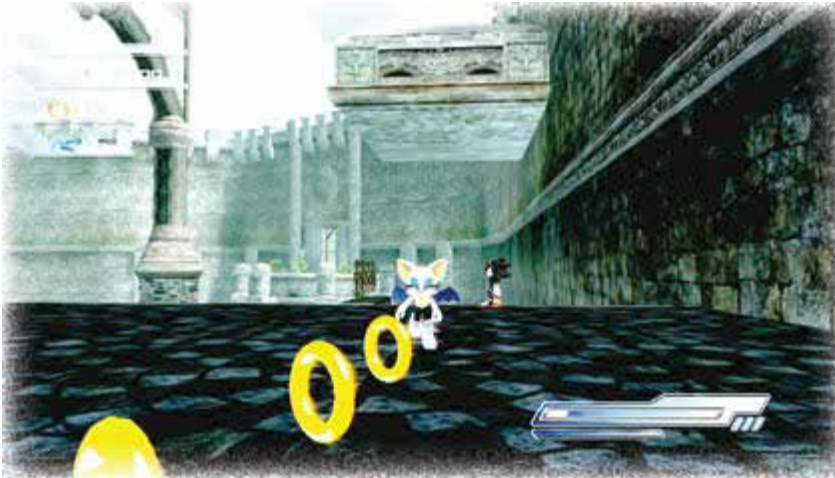
When the stage begins, you're flying Shadow's Jet Glider through the skies above Kingdom Valley. The scene doesn't remain tranquil for long; soon the bridges that connect the castle towers are full of dangerous robots equipped with missile launchers. Fortunately, the Jet Glider has some firepower, too. Engage the robots to keep the flying machine in the air.



Look out for sentries and other flying robots that'll zip in front of the Jet Glider and launch attacks. Evasive maneuvers can keep you fairly safe, but the only real way to prevent the robots from doing you harm is to shoot them down. After a couple of minutes in the air, you arrive at the drop-off point and the gliding sequence comes to a close.



SECTION 2



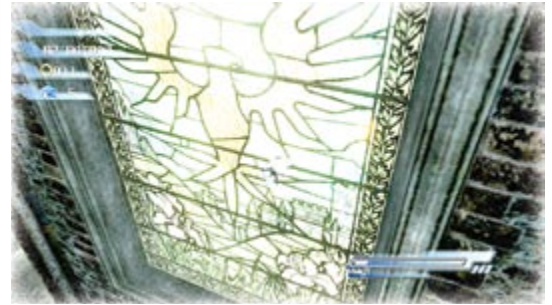
After landing the Jet Glider, Shadow is stopped short of completing his mission by an ancient stone door. Three keys are required to get through the door, but without the Jet Glider, Shadow can't zoom around the castle towers and retrieve them. He temporarily turns the mission over to Rouge The Bat, who can fly through the air and seek out the keys.

Key 1



When you take control of Rouge, collect the nearby rings, then hop onto the two crates stacked near the edge of the ledge. Look out to the castle tower across the water. The first key is inside the tower, but without any bridge, you must glide to reach the tower entrance. Look out for three crab robots that scramble around the tower's exterior. If you lose too much altitude, you'll grab on to the wall with the crabs, so smoothly steer around the columns to prevent any unnecessary drops.

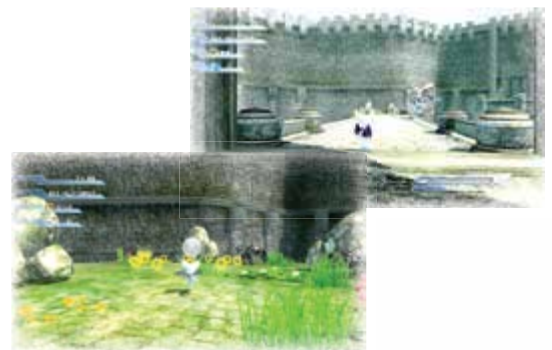
After you land on the ledge of the tower, you have to find a way inside. The bars that let you peek inside the tower are too sturdy to be blown open by a bomb. Jump up and climb the wall to the left of the bars. Move to the stained-glass window on the tower's second story.



Climb into the middle of the stained-glass window and slap a bomb on the surface. The bomb shatters the window, allowing you to jump inside and get the first key.



As you drop into the tower interior, watch out for the laser beams that crisscross the room. As soon as you're on the ground, start lobbing bombs at the four robots guarding the key (which is locked inside a cube). The robots use machine guns to attack, so if you are hit, you only lose one Ring at a time. Target the robots one by one and smash them all to unlock the key and also open a door that leads back outside.



Pass through the door and start crossing the long bridge leading to a grassy clearing. A massive, vigilant robot stands in the center of the bridge, but a few bombs puts it out of commission. **After you defeat the large robot, move through the clearing and bomb the robots that protect a Silver Medal.**



Look to the right of the clearing. A ledge sticks out from the walls surrounding the castle complex. Glide from the grassy clearing to the ledge, keeping an eye on the robots standing guard in front of the laser field. **A Silver Medal waits behind the field, but in order to retrieve it, you must destroy all of the robots.** Blast them with bombs. If you target the explosive crates, you'll maximize damage.



After you finish off the robots, jump off the ledge and glide back to the ledge outside the first tower (where you picked up the key). Jump to the left and glide around the tower; zero in on a ledge marked by four crates and two very intimidating robots. Don't land too close to the explosive crates, as the robots fire their fists into the boxes in an effort to knock you off the ledge. Crawl up to an iron pendulum above the ledge to drop bombs on the robots, or just hurl a few bombs between their legs. Finish them off after their systems are frazzled.



Silver Medal: There is a medal hidden to the left of the platform with the large robots. To get it, start your glide from the stained glass window on the tower. As you glide, swing wide to the left and pick up the medal in the stonework, then land next to the robots.

NOTE Always climb on the rooftops over ledges to seek out extra Ring Capsules and other bonuses.



Now go through the open door and turn left. Jump over the spiked ball that blocks the stairs heading down to the water. Another large robot stands at the base of the stairs, firing lasers that go about halfway up the steps. Wait for the robot to finish a laser blast, then run down and throw a bunch of bombs at its feet. Retreat and repeat the bombing until you destroy the robot.

Key 2



Climb up the stairs and turn around until you spot a ledge off to the left; it's jutting out from the large outer wall. Jump over the railing and glide to the ledge, keeping an eye on the missile-firing robot standing in front of the laser field. Don't fly in a straight line, making yourself an easy target. Move around a little, but not so much that you prolong the flight and lose too much altitude.



After landing, quickly take out the missile robot, then turn to the wall and attack the

three crab 'bots. You may need to chase the crabs up the wall and plant bombs near them to blast them into the water. The laser field switches off after you destroy all of the crabs. Drop back down to the ledge and pick up the second key.

Key 3



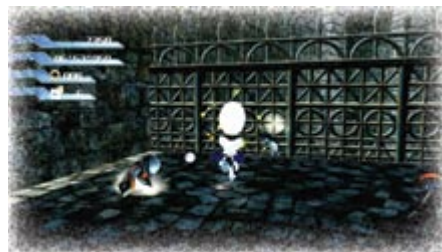
To locate the third key, jump off the ledge and glide to the dock down by the water.

Several crates on the dock may block your view of the robots on the platform, but be ready for three pesky 'bots to stir up trouble as soon as you land. After you defeat the robots, glide over the water to the right and ascend the large staircase. Unfortunately, a giant robot blocks the path.



Glide to either side of the robot and immediately drop a bomb as soon as you hit the stairs. Don't linger to see the results; just charge up the stairs and use another bomb to knock down the crumbling stone wall at the top of the steps. Walk up the remainder of the steps, move to

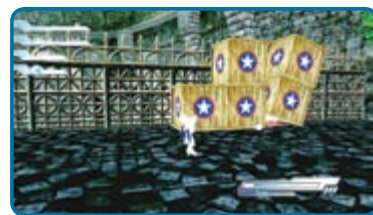
the right through an archway, and start bombing the robot patrol monitoring the next bridge.



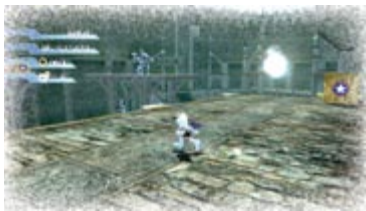
Silver Medal: Look for a lone wooden crate in the corner of the platform that's guarded by a small robot. Bomb the 'bot and crate to reveal a Silver Medal.

TIP

A Ring Capsule is tucked between the crates at the top of the stairs. Use a bomb to destroy the crates and get the rings.

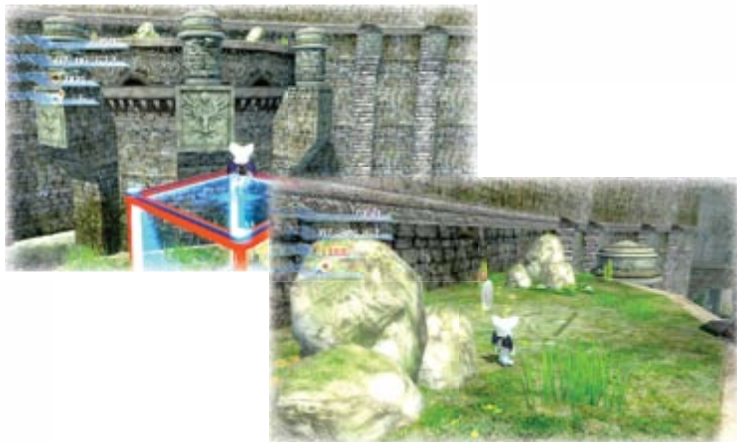


Silver Medal: If you're collecting Silver Medals, don't head right for the robot. Instead, glide over to the palace wall that's to the right of the key room, then climb up on the roof over the ledge by the water. The medal is on a wooden platform in the middle of the moat. Glide out to get it, then fly down to the robot at the base of the stairs.



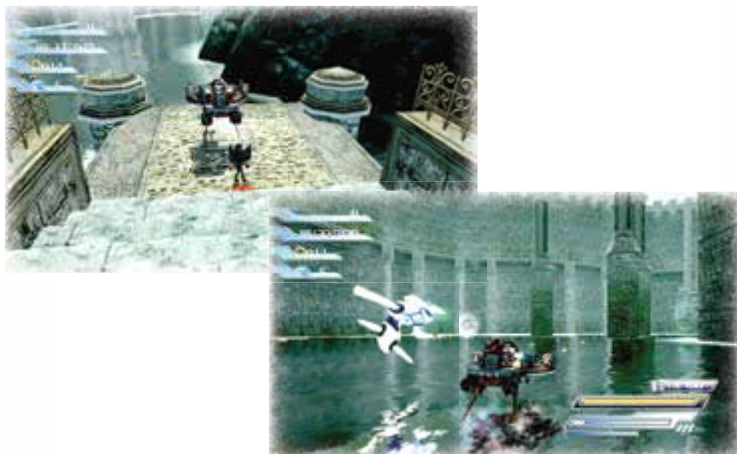
Cross the narrow bridge to the grassy clearing where you spy the third key encased in the blue cube. Another hulking robot stands guard; it sears the bridge with twin Laser Cannons, but there is enough room between the beams for you to squeeze through. Drop a series of bombs near the metal monster's feet, then seek refuge behind the cube until they explode and topple the robot. When the robot drops, run back out and throw a few more bombs next to the machine. As soon as the robot is gone, the blue cube encasing the key vanishes and you can grab it.





Silver Medal: Before destroying the robot guarding the key, stand on the cube and glide to the ledge against the outer wall. There is a medal hidden between the rocks.

Back to Shadow



Finding the three keys unlocks the stone door next to Shadow—control now returns to the hedgehog. Pass through the Point Marker and drop down the stairs to the waterfront, where you find a Hover Craft waiting for you at the dock. Jump in the vehicle and head out across the water, dodging towers and keeping a lookout for menacing robots that shoot on sight. Fire on any robots you spot—but keep an eye on your ammunition count. The Hover Craft has 100-round magazines that must be reloaded when spent. If you run out of bullets while in the middle of a firefight, you're vulnerable for three seconds while Shadow reloads.



The Hover Craft cannot take many direct hits from missiles or withstand too many high-speed impacts. Shadow cannot swim, so if you lose the Hover Craft while skimming through the kingdom's waters, you'll drown.



Silver Medal: Before heading into the tunnel, follow the outer palace wall to a large tower. Drive around the back of the tower to spot a medal in the water.



Follow the waterways until you spot a tunnel in the wall guarded by three robots. Blast the robots to enter the tunnel. There are several sharp turns and more robots in the tunnel, so advance carefully and shoot down every robot you see. Drive through the tunnel until you see a ramp. Navigate the Hover Craft up the ramp and jump out to access the Point Marker.



Silver Medal: Before heading into the tunnel, follow the outer palace wall to a large tower. Drive around the back of the tower to spot a medal in the water.

Walk on top of the Spring near the Point Marker to zoom through the air over the water and reach a bridge guarded by robots.



Blast the three robots stationed on the bridge—a Chaos Spear to the explosive crate will destroy all of them without too much trouble.



Point Marker 1



An eagle circles over the clearing just beyond the robots. Jump up and grab the eagle's talons and let the bird transport you to the next area.



To cross the water between towers, jump into the air and use Homing Attacks to bounce across sentry robots. The flying scrap hits the other towers with such force that they collapse, revealing flat clearings that you can safely land on.



Jump out to the tightrope stretched between the clearing and the next tower. Use the rope to jump high into the air. As you come down, use the Homing Attack to slam into the robot patrol hovering near the next tower. Keep jumping from robot to robot, landing on the Ring

Capsule floating in the sky, then drift down to the platform revealed by the falling tower. A Spring waits on the base of this tower. Jump on it to send Shadow zooming through the sky and bouncing off a series of Springs until he crashes through a window and lands inside a tower.



The only escape from this tower is a Spring encased in a blue cube, but a robot patrol will do everything it can to keep you from unlocking it. Use the Chaos Spear to zap the large robot with the twin Laser Cannons, then mop up the rest of the smaller droids. Jump up and down on the large robot repeatedly to finish it off and unlock the Spring. Before you jump on the Spring and launch yourself through a stained-glass window, break open all the crates in the room with kicks to find a 1-Up Capsule.

SECTION 3

When the eagle drops you off, you're sent careening through a series of towers that you have to jump between, just like Sonic The Hedgehog does on the Wave Ocean beaches. Shadow cannot hang on vertical surfaces forever, so as soon as the hedgehog lands, hit jump to leap to the next wall. Eventually, you're dropped off on a small castle outpost and can start moving through the towers to find the Goal Ring.



Point Marker 2

When you land outside the tower, look to the left for a pair of sentries hovering over the water. Jump across them using the Homing Attack, then perform a Light Dash on the trail of Rings to fly safely over the spiral stairs below. If you fall to the stairs, run up them quickly, as they will break beneath your feet. When you reach the other side of the rings, pass through the Point Marker.



Now break the boxes blocking the bridge and confront the giant robot in the next clearing. Freeze it with a Chaos Spear, then jump all over it with Homing Attacks until it explodes. Collect the Rings in the clearing and then turn to the nearby tightrope.



Jump out to the tightrope and propel yourself into the air. Crash down on the sentries with Homing Attacks, bounce out to the Ring Capsule over the next collapsed tower, and drop down to the ground. Several spherical robots roll around the clearing, but a few Spin Kicks will send them careening into the water.

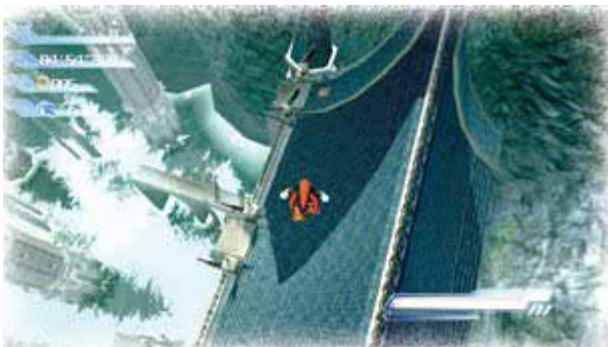




A Dash Panel sits on the ground in front of a long bridge. Don't jump on it right away, as spiked bars slam down on the bridge if you time the run incorrectly. **Also, look for the Silver Medal over the spiked bar.** Run out and jump to the medal, using Chaos Spears to vault through the air and skate into the next tower where a batch of robots guards awaits you.



To unlock the Spring in the cube you have to defeat all the robots. Jump into the thick of it, blasting robots with Chaos Spears to keep them on the fritz while you mop them up with Homing Attacks. When only scrap metal remains, jump on the Spring to be shot through another stained-glass window and through the air.



Shadow is shot high above Kingdom Valley. When gravity finally kicks in, he's slammed down on a Dash Panel on an abbey roof.



The rooftop Dash Panel kicks you across the valley, sending you into a network of Springs. The Springs drop you onto another Dash Panel. That one sends you soaring over a ramp, picking up a trail of Rings, before things slow down in front of a Point Marker. **Look for a hidden Silver Medal to the left of the Point Marker, behind some wooden crates.**

Point Marker 3

Just beyond the Point Marker is a trail of Rings that leads right up to a stained-glass window. Use Light Dash to zip through the Rings and smash the glass. You drop into another tower full of robots.



Several tightropes are stretched across the tower interior. Bounce on the tightropes to pick up the 1-Up Capsule hanging in the air.

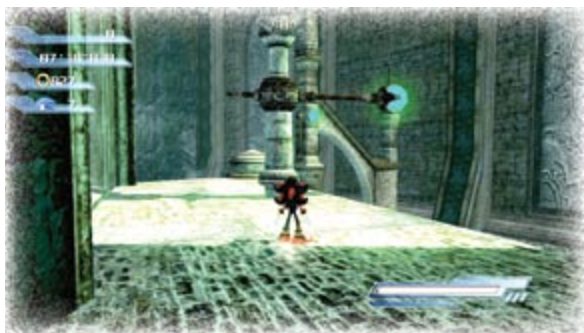




After landing at the bottom of the tower, challenge the robots in the room to open the door. Chaos Spears and Homing Attacks make short work of the robots. When the door to the tower opens, run to the Dash Panels on the landing and fly into another tower full of robot monsters.



The robots inside this tower are made of tougher stuff, especially the titan with the drill-bit feet. Freeze the giant with a Chaos Spear and keep a watchful eye on the green robots scurrying around the room. Zap the smaller ones if they get too close, but concentrate your first Homing Attacks on the biggest robot before moving on to the smaller ones. After you defeat the robots, another door opens and you can step out onto a small ledge. Follow the stairs up to another ledge.



It looks like you're at a dead end, but this is where faith kicks in. Jump out to the green orb glowing in front of you, and you're suddenly swept up by a jet stream.



The roller coaster jet stream zooms through the valley, circling the towers. Enjoy the ride while it lasts, as the wind drops you off right in front of a dangerous robot patrol.



As soon as you land, leap into the air to avoid a massive salvo of missiles coming from the central robot. The giant fires sixteen small missiles at a time, but they move slowly enough for you to leap high and dodge them. As the missiles pass beneath your feet, hit the robots with Chaos Spears to freeze them. Use Homing Attacks to smash the robots and clear a path to the Goal Ring.



Cross the fallen bridge to the next tower. You can see the Goal Ring just inside. **However, before jumping into it and completing the stage, smash all the crates inside the tower to score the last Silver Medal.**



CRISIS CITY

Vaulted into the Silver's terrible future, Shadow The Hedgehog must somehow navigate the charred metropolis. Crumbling buildings and twisted infrastructure provide Iblis's gigantic army with many attack positions, but Shadow can make use of the fractured highways and exposed steel rebar to skate past danger. The fight for the future leads to the top of skyscrapers, and unlike Silver—who can use his psychic talents to levitate in the air—Shadow must be mindful of gravity, otherwise he'll plummet straight down into the inferno.



SECTION 1



The first section of Crisis City leads you on a tour through the ruined city, but you have a choice of transportation. You can either see the city on foot or use a Buggy to push through Iblis's minions with an unending barrage of missile attacks. Though the Buggy does offer a solid amount of armor, Silver Medals and other bonuses on rails are located in the air and other locations that only Shadow himself can reach. You cannot pick up these extras if you're behind the wheel, so if you opt for the Buggy, drive straight ahead and open fire on anything that moves and is aflame.



Look for the exposed rail sticking out of the building on the right side of the mangled freeway. Jump through the Ring Capsule and skate the line through the building interior, **picking up several Rings and a Silver Medal for your burgeoning collection.** The rail dumps you out on the other side of the building.



Keep moving down the face of the toppled building. Use the Dash Panel to soar through the air and drop down on another section of splintered freeway. Watch for the 1-Up Capsule in the air and grab it.



After you land, look for another railing on the street's left side. Several fire monsters (such as phoenixes) lurk on the road to the right of the building, but you can skip these beasts altogether by jumping on the rail and skimming through the building. Pick up several more Rings along the way.

TIP

Is your Buggy a little banged up? A replacement vehicle stands just beneath the fractured highway when you finally come down from your Dash Panel ride.



After you dispatch the fire monsters, move on to the curved highway—the flames of Iblis are hot enough to curl steel. As you skate through the freeway and pick up rings, look out for fire worms that suddenly pop into existence, erupting through the concrete. The worm heads lash around as they come to life, giving you an opportunity to freeze them quickly with Chaos Spears before they can spit their first fireball.

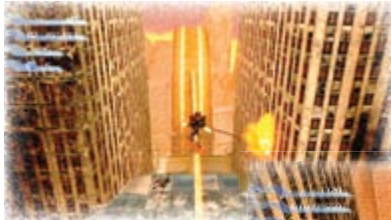


At the end of the half-pipe freeway, you drop down to another toppled skyscraper. The glassy surface hosts quite a few fire monsters, so keep your guard up.

SECTION 2



Use Homing Attacks on the phoenixes in the air to soar over the skyscraper, and ride the rails to avoid trouble.

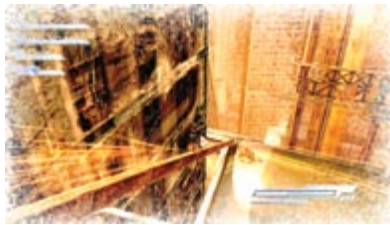


The rails lead you down to a split highway—two half-pipes jut off to the left and right.



Jump right when the rail curves into an S-shape to get the Silver Medal hanging in the air just above the freeway split.

The right section of half-pipe has a few trails of Rings, but if you grind the edge of the left section, you can pick up several Ring Capsules and a 1-Up.



Either side of the half-pipe drops you off in the same place—right in front of a trio of menacing fire monsters. Use Homing Attacks to bounce between the beasts and knock them out, then leap over the pipes and hit the Dash Panels to rocket to the stage's next section.

Point Marker 1



The Dash Panel drops you off at the beginning of an extensive network of rails that twist and turn through the sky between the still-standing skyscrapers. Rails often run parallel

to each other, and you'll see Rings along each line. You can jump between the rails, or if they look too far apart, use Homing Attacks on the phoenixes in the air to cross the extra distance and nab those Rings. **The first Silver Medal in this section is at the end of this first stretch of rail.** Jump into the air to attach to another rail that rushes straight ahead instead of following the first rail as it curves off to the left.



The rails descend into the city. Look for a section of rail to twist off to the left. Use Light Dash to pick up the Rings and zoom through the air, gathering Capsules.

As the three rails come together, look for a pair of phoenixes in front of a rainbow ring. **Jump across the fire birds with Homing Attacks and leap into the rainbow to take a shortcut through the air, pick up a Silver Medal, and land on the section of freeway below.** If you keep following the rails instead of jumping on the fire birds, you'll zoom alongside a skyscraper with two fire worms wriggling out of broken windows. Watch out for the worms to strike out or spit fireballs at you while you grind near them.





Jump from the freeway to the next rail system. If you take a blind jump off to the left of the freeway, you can use a Homing Attack to slam into a Ring Capsule, then hop to a rail. Grind the rail until it ends on a green awning, just beneath a fire worm. Run under the worm and jump on the Spring to rocket through the air and land near the second Point Marker in the stage.

Point Marker 2



Just beyond the Point Marker lurk several of Iblis's monsters. They guard a Spring encased in a cube. You have to defeat all of the monsters to unlock the Spring. Use Chaos Spears to freeze the beasts while using Homing Attacks to finish them off. Be sure to kick open all the crates in the area to reveal extra Rings. When the Spring is open, use it to bounce up to a section of freeway high above the Point Marker.



After you land on the freeway, step on the Dash Panel to speed up the ramp in front of you. Three Springs are at the top of the ramp. When you hit the Springs, you're vaulted into the air and descend right on top of a rail. Just as you land, jump off the rail and use a Homing Attack to open a Ring Capsule, then jump back to the rail and ride it to a ledge.



A few fire worms linger around the building's edge. Use Homing Attacks against the worms to work your way around the face of the skyscraper. Jump out to a rail next to the first worm. Ride it to the ledge at the top of the building. If you miss the rail, use a Homing Attack to bounce to the second worm. Attack the phoenixes to get within reach of a line of Rings. Use Light Dash to follow the Rings to a ledge with a Dash Panel.



Step on the Dash Panel, then slam into the Spring to take a wild ride through the sky and land on yet another rail.



TIP

A 1-Up Capsule waits behind the two small water towers on the right edge of the building near the rail.



Grind the rail as it curves through the sky between the ruined buildings.



The rail drops you onto another freeway. Be careful up here, as there is a Dash Panel near your landing spot and the guard rail that

lines the freeway is unstable, to say the least. One false step and the Dash Panel sends you right off the freeway and into the fire. Follow the freeway as it curves down and leads to several fire monsters. Jump over the monsters and use the Springs behind them to rocket up to the top of a skyscraper.



The Spring bounces you right in front of a fire worm and several unfriendly phoenixes. Defeat the monsters and jump on the rail to the right of the building to skate up to the next area. **Be sure to jump up and grab the Silver Medal next to the rail before skating off this building.**



Grind up to another cracked building, watching out for fireballs from the worm that's poking its head around the edge of the landing zone. Defeat the worm, then turn your attention to fire monster in the corner. It guards a Spring that shoots you up through a trail of Rings and to another landing.



As soon as you touch down, a fire worm emerges from the concrete and lashes out with its gaping maw.





Defeat the worm and hop on the nearby Spring. It sends you flying through the air, careening off a series of Springs that reach high above the shattered city. The Springs drop you onto a Dash Panel that shoots you up a ramp and through the air.



You land on a rooftop guarded by fire worms, but three Dash Panels placed strategically on the roof's corners tear you away from the worms and shoot you off into a bay of windows on a neighboring skyscraper. Inside, you're rocketed through a trail of Rings and shot out the building's other side.

A Dash Panel flings you to another building. After crashing through the windows, you're dropped in front of a fire monster. Defeat the beast and kick down the weakened wall behind it. Use Homing Attacks on the phoenixes in the air to cross over the gap in the floor and pick up a Ring Capsule.



Jump out of the windows on the other side of the gap and walk up the freeway to reach another smashed building.



Four fire monsters ambush you as soon as you reach the building, but if you jump back, you can grind a rail over them. The rail leads right to a Spring. The Springs kick you through the air and drop you onto another rail.



Ride the rail over the city to a rooftop full of fire monsters and phoenixes.



SECTION 3



A Spring is just within reach on the roof's far side. Smash the fire monsters, then use Homing Attacks to bounce across the phoenixes and land on the Spring. The Spring launches you up to another section of highway with a Dash Panel. Pick up the Rings in front of the Dash Panel, then use the boost to slide through a loop of ruined freeway. At this point, you're just a passenger on a roller coaster that zips you back through the city. Eventually, you hit a Spring that launches you into the air high above the skyscrapers.



The winds above Crisis City are so brutally strong they can lift up entire pieces of concrete and highway and whip them through the air like paper airplanes. Using a Glider, you must avoid the broken buildings and debris. Any impacts with the flying garbage weaken your Glider—if you lose the aircraft, you fall to the city below.

Use missiles to destroy the monsters and ride the winds above Crisis City. Slow down so you can draw a bead on their position if the fire monsters get too close. Remember, you only have two shots per magazine, so don't fire unless you have a target because nothing's worse than getting hit while reloading after wasted rounds.



Silver Medal: As the Glider screams through the winds, look for a Silver Medal toward the center of the route, just after you pass through the two sections of street debris that collide into each other.



Point Marker 1

When this section begins, turn back around and look for a Spring on a small piece of ruined freeway. Jump up and use a Homing Attack to reach it. **The Spring vaults you into the air, straight into a Silver Medal.**



You land on the street. Walk along the overturned freeway signs to pick up some Rings before focusing on the fire monsters in the street ahead. Lay into the monsters with Homing Attacks to empty the street. There is a section of fractured freeway pointed up at the end of the area. **Be sure to pick up the Silver Medal in the corner before walking to the freeway ramp.**

When you walk up the highway, a fire worm emerges from the ground and attacks. Bounce off the worm's head and use Homing Attacks to access the next stretch of road by bopping two phoenixes.



Drop down from the highway to a ruined building. A fire worm there is craning its neck all around, waiting to spit fireballs at you. Zap the worm with a Chaos Spear to freeze it, then smash it with a few spin kicks. Pick up the nearby Rings, then head for the rear of the building.



Ride the pulley up to the next section of overturned building.



On the edge of the building is another Buggy that you can pilot while fighting against the fire monsters on the skyscraper. Several monsters foolishly wait for you near exploding crates, so blast them with missiles to send Iblis's minions off the side of the building.

TIP



Use Homing Attacks to bounce off the fire monster on top of the crates on the right side of the skyscraper. Hit the series of rainbow Rings in the air for a bonus and a shortcut off the building.





The Buggy's missiles make short work of the monsters, but the baddies won't take your assault idly. Watch for return volleys and make sure your Buggy doesn't take too much damage.



The Spring bounces you up to the side of a building. Time your next few jumps to bound between the vertical surfaces of buildings and drop down on some flattened signage.



Jump off the building's right side and bounce on a phoenix to access a small stretch of highway. Walk up the road and use a Homing Attack to bounce on a Ring Capsule and jump to the next section of highway. Fire monsters patrol the freeway, so jump over them and make your way to the Point Marker on the street ahead.



Jump up to the next ledge. There is a gap between the two buildings, but you can use Homing Attacks to jump along the phoenixes in the air. Watch out for the fire monster on the ground just on the other side of the gap.

Point Marker 2



Walk through the Point Marker to save your progress—but be ready for monsters to Spring to life as soon as you do. Particularly difficult is the titan that roars into existence at the clearing's edge. He's monitoring a Spring on the edge of the building. After you smash the brute, jump on the Spring.



Silver Medal: Bounce off the fire monster and jump up to the ledge just behind it. A medal waits in the corner.





Now jump off the building to the right and use Chaos Spears to maintain your altitude while you close in on the next Point Marker.

Point Marker 3



After hitting the Point Marker, jump on the rail in front of you and grind through the heart of the inferno. You'll come dangerously close to a fiery Tornado that is tearing the city apart. The rails send you smashing into a building. Time your jumps to leap from building to building and drop down on a rooftop full of phoenixes.



Homing attacks take you over the phoenixes and up to the balcony just behind them. Use the Spring on the balcony to rocket up to the last Point Marker.

Point Marker 4

Just beyond the Point Marker is a Buggy. You can climb behind the wheel and tear up the toppled skyscraper, blasting fire monsters with missiles and clearing a path to the finish.



Silver Medal: Before jumping in the Buggy, pick up the Silver Medal behind the crumbling wall near the Point Marker.

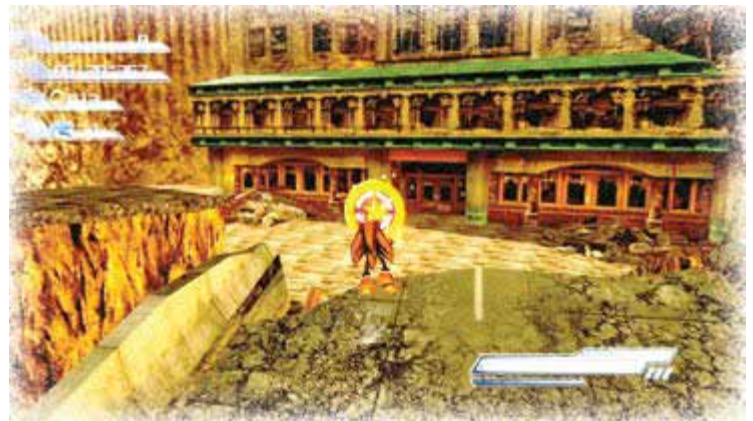
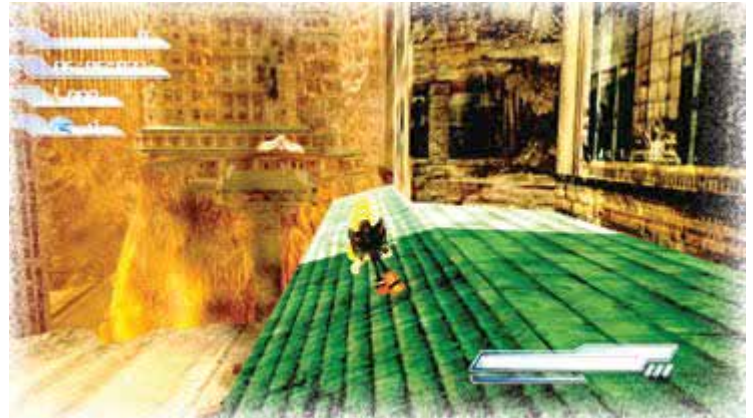


TIP

A 1-Up Capsule is on the ledge to the left of the wall.



In the Buggy, push down the side of the building, firing missiles on the monsters such as the colossus on the outcropping on the skyscraper's left side. A wall blocks your path halfway down the building, but a single missile will smash through the wall and reveal a set of Dash Panels at the very bottom of the building. You must drive through a trio of fire monsters to reach the Dash Panels, but if you floor it, you can slam into the monsters and hit the Dash Panels to escape the building.



To finally escape Crisis City, get out of the Buggy and jump up to the green awning on the right side of the street. Pick up the Rings as you run to the edge of the roof, then jump toward the phoenixes in the distance. Use Homing Attacks to cross the gap in the street and then drop down on one last pair of fire monsters. Defeat the monsters and run up the freeway to reach the Goal Ring.



The Dash Panel sends you and the Buggy up to a destroyed neighborhood. The area is littered with overturned cars—and monsters. With a missile, break through the wall that divides the area and then clean out Iblis's minions.



FLAME CORE



Before he can return to his own time, Shadow must venture deep into the Flame Core and confront Iblis. Reaching the living flame is no easy task, as Shadow must fight through legions of fire monsters that obey Iblis's every vicious whim. Not only must Shadow somehow defeat all of these minions, he must dive deep into the heart of an active volcano. Some of the lava tubes are bathed in darkness, so Shadow must defer to his partner Rouge the Bat to feel her way through the inky blackness and light a path to Shadow's showdown with Iblis.

SECTION 1

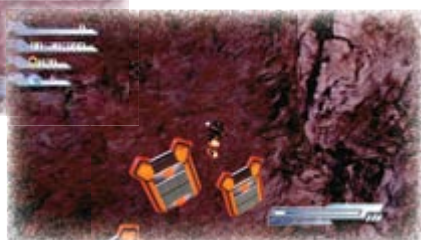
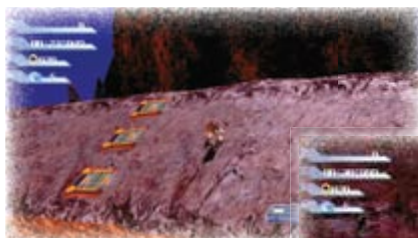
Point Marker 1



You begin the mission at the base of the volcano. The path ahead snakes through a perilous range of sharp rocks and dangerous crags, so take advantage of the Dash Panel at the edge of the first path; it sends you over the lava and right into a system of Springs that drops you down on another cooled lava flow.



More Dash Panels are at the end of the path, but first you must kick through a fire worm that erupts right beneath your feet. Look for the telltale smoke that appears right before the worm jumps out of the ground and move away so you don't lose any Rings.



When you hit the next Dash Panel, you're catapulted along a winding path, then shot automatically through another set of Dash Panels that zoom straight up one side of a cliff and right down the other. **There is a Silver Medal at the top of the cliff.** More Dash Panels keep you moving around a huge loop. Three Capsules hang at the top of the loop, and depending on which Dash Panel you hit, you'll receive a gauge charge, a Chaos Boost, or an extra life.





When the ride finally stops, you're standing on a long path that twists and turns around some pointy rocks. You're getting close to the volcano, so watch out for lava rocks that smash into the path. If you're hit by a flying rock, you'll lose your Rings. If you don't recover them quickly, they slide off the tilted path into the lava below.



Look for a Silver Medal on the center platform next to the huge lava monster.



Pick up the medal, then jump across the rocks in the lava flow to reach the other side of the channel. A fire worm is right on the edge of the landing, so use a Homing Attack in midair to close the gap between you and it. Bop the worm on the head a few times, pick up the Ring Capsule on the ground, and then jump on the Dash Panel to the left.



When you reach the end of the path, use Homing Attacks to cross the river of lava on the backs of the phoenixes.



The Dash Panel sends you zipping along another path that tilts up vertically, but your speed keeps you from sliding down into the lava. Fire monsters wait on the other side of the topsy-turvy path. You must defeat them to unlock a nearby Spring.



The path twists up on its side, so you have to keep moving or else you lose your footing and slip into the lava. Hit the Dash Panel on the path to prevent any sliding, but be sure to steer away from the fire worm in the middle of the path. When the path levels out, hit the Dash Panel to jump over more lava and land on a floating patch of rock in the middle of the lava river.





Now that the two fire monsters are dead, a worm erupts from the ground. Kick its body a few times to destroy it. This unlocks the Spring in the cube. Jump on the Spring to leap up to a clearing above the lava river.



The clearing is full of Chaos Drive Capsules that power up Shadow's chaos moves. Pick them up as you eliminate the monsters from the clearing, including a slew of phoenixes, fire monsters, and a handful of massive brutes. Only after you defeat all the monsters in the clearing does the purple door on the landing's far side open, revealing a path inside the mountain.

TIP Be sure to kick open all the crates on the landing to expose Ring Capsules and Chaos Boost Capsules.



Silver Medal: There is a Silver Medal hidden in a stack of crates to the right of the door, into the cave.



Two phoenixes wait for you inside the cave, but the bigger problem is the purple fire monster on the cave's far side. This powered-up beast doesn't breathe fire like a normal monster; instead it spits a beam of heat energy that singes Shadow and makes him lose his rings. Cross the gap in the middle of the cave by using Homing Attacks on the phoenixes, then smash into the purple monster to dispose of it quickly. When the monster is down, the door on the far side of the cave opens.



A Point Marker is just beyond the second cave door.

Point Marker 2



Step on the Springs near the Point Marker. You launch into the air and land on a stone bridge that

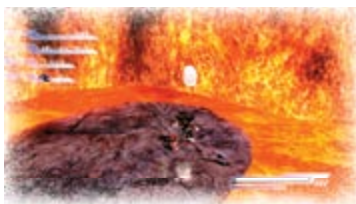
stretches across a lava pool. When you close in on the bridge, a fire brute appears next to a cubed Spring. Either defeat the monster to unlock the Spring, or jump off the bridge to the right and aim for the Spring at the base of the rock that pokes out of the lava.



After you drop on to the ledge on the right side of the area, a fire worm pops out of the ground next to a locked Spring. Kick the worm to open the Spring and bounce to the top of some lava falls.



Jump across the rock platform floating down the lava river. Don't linger on the rocks or you'll be swept over the falls and perish in the lava pool below.



Silver Medal: A medal hangs over the lava at the bottom of the area. Drop down and ride the floating platforms that are on the right side of the lava to pick up the medal.



Cross the rocks to a ledge on the left side of the lava river and defeat Iblis's minions. Next, jump across more rocks in the river to reach the ledge over on the right side of the rushing lava.



If you jump for the Spring near the lava, you'll blast through the air over the lava pool. Time your jumps off the vertical surfaces to keep from falling to your doom in the lava.



Jump back across the rocks in the lava river to ledges farther up on the left side. **Pick up the Silver Medal hanging over the river.** Cross the gap between the two ledges by bouncing on the phoenixes, then smash up the fire monsters guarding the Spring encased in the cube. Jump on the Spring to vault up to a clearing full of monsters.





The clearing hosts several Chaos Drive Capsules that you should break open to power your special moves. Several worms and monsters are burning up the area, so use Chaos Spears to incapacitate them temporarily and either kick them off the mountain or use Homing Attacks to bounce around the clearing and eliminate the enemies. You must defeat all the monsters to open a door leading inside the mountain.



Silver Medal: After destroying all of the monsters, pick up the Silver Medal sitting on the lava geyser. Wait for the fire to die down before grabbing your prize.



Enter the cave after the door opens and jump across the gap in the tunnel on the backs of the phoenixes. Watch out for the laser-spewing monster on the far ledge. Try to zap it with a Chaos Spear to freeze it; doing so makes it safe for you to jump down and kick it. When the monster is gone, the door next to it opens and you can exit the cave.

Point Marker 3



When you exit the cave, step through the Point Marker in front of the cubed Spring. Jump on top of the cube, then jump out to a Spring that's at the base of a rock in the lava just beyond.



The Spring kicks you across the lava pool and up to a ledge with another locked Spring. As you drop onto the ledge, a fire worm bursts out of the side of the mountain and attacks you. Freeze it with a Chaos Spear and use Homing Attacks to open up the Spring. The Spring sends you back across the lava pool to a ledge overlooking the lava falls.



TIP



After you eliminate the two lava-spewing monsters on the ledge by the falls, use a Homing Attack to jump out and pick up a Ring Capsule.



Jump down to a stone bridge stretching across another lava pool, but look out for the titan that appears as you get close. When you land on the bridge, it falls and the monster attacks with giant fireballs. Jump into the air and target the monster's head with a Homing Attack to defeat it and unlock the Spring in the cube behind it. Jump into the air and use Light Dash to zoom along the trail of Rings leading to the Spring. Nab a 1-Up Capsule along the way.



The Spring launches you across the lava river to another clearing full of monsters, including two of the giant brutes. Defeat the monsters, jump to the next ledge and smash the monster there to unlock another Spring. Jump on the Spring to launch up in the air and land on ledge that overlooks a volcanic peak in the distance.



Homing attacks turn the three phoenixes into a bridge between you and a rock path leading to a Dash Panel that launches you out to the volcano.



Point Marker 1



As soon as you land in the next area of Flame Core, use Homing Attacks to smash the fire birds and reach to a ledge on the other side of the lava pool. When you land, look out for a fire monster that appears next to a Dash Panel. Walk to the left of the Dash Panel and turn back to see three fire monsters on a ledge above you.



After you defeat the three fire monsters (use Chaos Spears to freeze them so they won't breathe fire on you while you dispatch them one by one), another Spring inside a cube opens up. Jump on the Spring to bounce to the other side of the area.



Silver medal: The Spring sends you right to a Silver Medal on top of a stone lava column in the middle of the lava river.



From the pillar with the Silver Medal, jump out and attack phoenixes flapping their wings in the heat waves that rise from the lava. Cross the other side of the river, picking up the Rings and a gauge charge as you move.



When you land on the other side, run around the titan in the middle of the ledge to reach three Dash Panels. (You can also fight the titan if you want.) These Dash Panels rocket you into the cooled lava tube that stretches into the heart of the volcano. There are Rings next to all of the Dash Panels—if you run to the topmost Dash Panel, you'll get the most Rings before disappearing into the tunnel.



the pool's far side. Use a Homing Attack to jump across the lava and pound the monster into submission. When the monster falls, the door just behind it opens, revealing the dark interior of a volcanic cave.

You fall down a vertical shaft and land on a small rock in the middle of a lava pool with three lava-spewing monsters surrounding you. A giant lava monster stands next to a door on a ledge on



The cave interior is quite dark, but you can see the path through the lava by looking for the black patches against the glowing red, molten earth. Purple spheres float in the air. Jump on them and hit them to make them glow; they gently illuminate the surrounding area. Use these purple spheres in tandem with Homing Attacks to cross dangerous lava flows inside the cave as you move toward the two purple fire monsters near a locked Spring. After you smash the monsters, the cube disappears and you can bounce across the room. A switch on the ledge at the top of the room opens a door to the next Point Marker.

Point Marker 2



After passing through the Point Marker, run onto the Spring to be launched up the sheer face of the lava falls. You soar over the lava and drop down into a sinkhole.



When you land, start picking up Rings. Use a Homing Attack off the worm's head to get some height, then leap to the purple rail on the river's right side. **There is a Silver Medal right at the beginning of the rail.**



Grind the rail over the lava river. It eventually drops you down into a dark chamber, where control is passed over to Rouge The Bat.

Point Marker 3

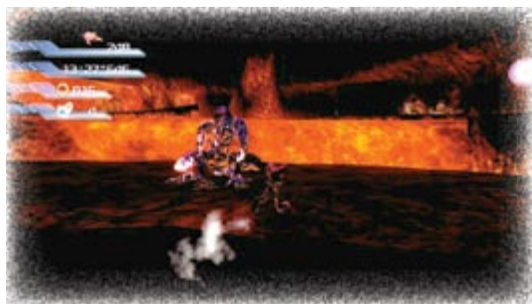


After you move through the Point Marker, you control Rouge. It's just too dark in this room for Shadow and you need Rouge's claws to climb walls and to help illuminate a path through the room.





To open the door on the far side of this dark chamber, you must light all the purple orbs floating in the room. Activate the orbs with Rouge's bombs. The orbs don't stay lit for very long and they must all be glowing at the same time to brighten the room and open the door. The easiest way to light them is to fly through the dark (you can see safe ground as black patches against the red lava) and reach the door you need to open. From there, you have the height necessary to soar across the chamber and light all the orbs quickly.



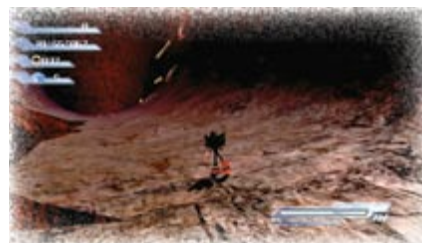
Silver Medal: A Silver Medal is tucked away in a stack of crates on the left side of the room. There are a couple monsters guarding the crates.



After Rouge lights all the orbs, the room appears as bright as any other chamber in the volcanic grounds, and the controls return to Shadow.



When you jump onto the platform with the Spring, two hulking lava monsters attack. Jump into the air and target their heads with Homing Attacks. Defeating the two brutes unlocks a Spring that launches you out of the chamber and up to another tunnel.



Run into the tunnel, hitting the topmost Dash Panel to maximize your Rings.



As you fall down the vertical shaft, aim for the center to pick up the last Silver Medal in Flame Core; now you can spy the Goal Ring. Run down the path between the glowing trees and jump into the Ring to complete the stage and move on to Shadow's battle with Iblis.



BOSS BATTLE: IBLIS

When Shadow the Hedgehog attacks Iblis, the living flame, the cosmic monster appears as a lava worm with giant horns and a large green eye in the middle of its bulging forehead. This green eye is the monster's weak spot, which is why it does everything it can to put distance between it and Shadow for most of the battle. Iblis tries to keep Shadow at bay with a volley of fireballs, but the hedgehog never gives up without a fight. If Shadow can cross the treacherous lava chamber and somehow draw the monster close enough to attack, he knows he can defeat the living flame and perhaps return to his own time.



When the boss battle begins, Shadow is separated from Iblis by a massive pool of lava. There is no way across just yet, but the jarring movements of Iblis's worm form rattle loose enough rocks from the chamber's ceiling to build a makeshift bridge. Just keep an eye on the ceiling to make sure none of the rocks fall directly on you.



Several circles of Rings grace the chamber. While Iblis fills in the pool with new rocks, pick up all the Rings as you make your way across.



When the worm stands straight up in the lava and throws its head back, look out for a fat volley of fireballs to erupt from it. The fireballs fly through the air and slam into the rocks, doing serious damage to Shadow if he is clipped by one of them. Minimize your chances of being struck by jumping into the air as the fireballs come down; the molten magma balls have small blast radii when they hit the rocks.





Iblis eventually jars loose enough rocks that you can run across the chamber to the three purple spheres in the room's center. These spheres are the key to defeating Iblis. To illuminate a sphere, strike it with a kick or a Chaos Spear. The sphere begins to glow, and then it's only a matter of time before Iblis has to investigate. Get ready for the attack by dropping back down to the rock below the sphere and stand back, away from the open field of lava where Iblis plays.



When Iblis slams its head into the sphere to get a closer look, jump forward and use a Homing Attack to strike the green eye in the middle of its head. Each attack carves off one fourth of his health meter. As soon as you knock out the eye, Iblis retreats back to the center of the room—and he's angry. He shakes and disturbs the lava, destroying many of the rocks. Retreat to the rear of the chamber and fight your way back to the spheres as Iblis rebuilds the bridge by shaking more rocks loose from the ceiling.



If you reach the sphere when Iblis is in the middle of one of his attacks, such as unleashing fireballs or shaking down stones, retreat immediately—even if you have already activated a sphere. You're especially vulnerable in the middle of the chamber and you cannot afford to be knocked into the lava and lose all of your Rings. When 25% of its health remains, Iblis charges at you, breaking the footholds.



EXTRA STAGE: TROPICAL JUNGLE



Rouge The Bat takes over for Shadow The Hedgehog when it comes time to visit the Tropical Jungle, a paradise of ancient ruins and lush jungle landscapes. Graceful sea turtles swim through the waters beneath the ruins, granting passage to heroes unable to swim the waters on their own.



Rouge begins her exploration of the ruins at the outskirts of the temple ruins. Her ability to glide through the air and crawl up vertical surfaces gives her increasing maneuverability in this water-logged stage. If you are not collecting Silver Medals, finding high ground and gliding to the Goal Ring can get you out of Tropical Jungle in around only two minutes. However, if you are seeking Silver Medals, you must press through the ruins and attack Dr. Eggman's robots, starting with a patrol right above the lily pad at the beginning of the stage.



Crab-shaped mechs scurry around this first platform, but you can quickly take them out with a barrage of bombs. If you're in a hurry, run to the left and soar across the water, digging into the stone pillars with your claws.



Climb to the top of the pillar to get a good visual of the temple ruins. The robots have infested the entire site, including the lofty walkways that Rouge is on, so even high ground isn't entirely safe.

TIP

The giant robots on the temple ceiling are in a state of rest when you first start climbing around. Keep your distance so they don't wake up and attack.





Silver Medal: Glide to the opposite side of the first temple site until you look down on a corridor full of deactivated robots. A Silver Medal rests under the stone tablet in the middle of the corridor. Bomb the tablet to reveal the medal—but as



soon as you drop into the ruins, the robots spring to life. Watch out for their shots as you grab the medal and escape back up the walls to safety.



Run along the top of the ruins toward the ocean. Several pillars stick out of the water. **There are two Silver Medals on top of these pillars.** The first is on the tallest of the closest columns, right next to the ruins. You can either glide farther out to the shorter pillars to get the next medal, or allow the turtles to give you a lift.

The giant turtles that swim through the water provide floating platforms. The first turtle you spot takes you to the outside of the temple, to a series of orphaned pillars in the water. **Jump off the turtle and glide out to the pillars to snag the next Silver Medal.**



The pillars aren't high enough to get good air and glide back to the main site, so return to the turtle and hitch a ride back to the temple interior.



Silver Medal: There is a medal on the back of the column farthest out from the temple site. Fly over, latch on to the pillar with your claws, and then crawl around to grab the medal.



Fly over to the small circular platform near the pillars. It's connected to a larger platform by a short stretch of wooden walkway. There are several robots on the larger platform; **bomb all of them to reveal a hidden Silver Medal.**



Glide across to the collection of ruins sprouting up from the water. **Grab another Silver Medal from the pillar closest to the circular platform** (where you destroyed all of those robots). Look for a flowered vine to mark the way.





Silver Medal: There is another Silver Medal tucked behind some crates on the L-shaped piece of ruins. Fly from the previous medal site straight for the wooden crates.

TIP



Near the concentration of trees, there is a stone panel on the ground protected by a shield. Destroy the four robots surrounding the panel to remove the shield. Bomb the stone panel to reveal a 1-Up.



Silver Medal: Glide toward the large stone spheres that hang above the slumbering robots. A short pillar is next to where they are, with a medal on top of it.

Before going to the strip of land with the robots, look down at the horizontal stone ruins close to the water. **A Silver Medal is tucked underneath the horizontal stone-work.** Fly down and dig into the stone with your claws, then crawl over to grab the medal. Now climb on top of the stone and get ready to attack the robot site.



Silver Medal: This medal is hidden under a stone panel on the stretch of land below a stone sphere. You must bomb the panel to expose it, but the blast also wakes an army of huge robots that would have otherwise ignored your presence.



From the top of either of the stone spheres, glide toward the corner of the temple site—you can see the laser field that marks it from quite far away. Fly to the platform directly in front of it. The laser field will not deactivate unless you destroy every single robot on this platform, so dig in and use bombs to blow up the explosive crates concentrated in the center. The blue mechs are a particular hassle, so make sure they are gone before turning your attentions to the large (and rather slow) robot with the giant fists.



Once the laser field is down, glide over to the grassy platform against the temple face and climb up to the Goal Ring.



BOSS BATTLE: MEPHILES

Mephiles rises before Shadow The Hedgehog in the depths of Flame Core. The hedgehog presents a serious challenge to Mephiles's plans of domination, so the sinister being has decided to stop Shadow before he can offer any more assistance to Sonic. To help keep Shadow at bay, Mephiles conjures up hundreds of small minions to run interference. Mephiles is so powerful that Shadow cannot defeat him unless he uses his chaos powers, and even then, E-123 Omega must follow Shadow into the fray to help finish off the dastardly creation.



When the battle begins, Mephiles melts into the ground, becoming Shadow's shadow. You cannot hit Mephiles when he's in this form. While he's "hiding," Mephiles leaves his tiny underlings to keep you busy.

These mini-monsters are the key to defeating Mephiles. In order to use chaos powers, you must store up enough Light Cores to fill your Action Gauge. Every underling you kick adds energy to your gauge. The monsters swarm you throughout the battle, glomming on if you let them get too close. If enough underlings grab you, they explode, kicking loose all of your Rings.

Attacking the underlings one at a time with Homing Attacks takes too long. Instead, wait for the underlings to surround you, then use Shadow's spin kicks to create a Tornado that eliminates several at a time. About three or four of these Tornadoes should fill your gauge.



When you activate your chaos powers, the underlings retreat and Mephiles takes his corporeal form. During these brief windows of opportunity, you can do physical damage to Mephiles. When your Action Gauge is completely drained, Mephiles becomes your shadow again and you must refill the gauge by destroying the underlings.



Mephiles attacks with purple energy balls that grow in size as they chase you through the arena. You have no choice but to run from these, but try to close the gap between you and Mephiles by moving toward the monster.





You can damage Mephiles with Homing Attacks, but he's often too slippery to get close to in order to land a successful blow. Freeze Mephiles with a Chaos Lance. This stops Mephiles from moving for just a few seconds, but that's enough time to rush in and target him with a Homing Attack.

After Shadow thinks he's finally brought down Mephiles, the monster explodes back into action, filling the air with his underlings. Shadow is too tired to fight, so E-123 Omega steps into the arena to help finish the battle. Mephiles cannot become a robot's shadow, so he remains in his physical form for the entirety of the fight.



Mephiles tries to hide behind his horde of underlings, so use Omega's homing shots to keep your distance and target multiple enemies. As long as Mephiles is directly in front of you when you're in the targeting phase, one of the shots is likely to hit him when you release the attack button.



After you strike Mephiles one or two times, he sends forth his underlings to rise into the air and dive bomb Omega. As soon as you see the underlings shoot up into the sky, run around the arena to avoid getting pelted by the mini-monsters as they smash down to earth.



Mephiles also fires off the purple energy balls at Omega. The balls move in a straight line, so as long as you keep moving, none of them will hit Omega. Don't try to target Mephiles during this attack, because as soon as you slow down to line up a shot, he'll blast you with a purple ball.

Once the battle is won, Mephiles disappears back into the earth. Shadow and Omega have only stopped Mephiles temporarily. The monster's power is too great to be defeated in only one fight—Mephiles promises to return. But until that battle, Shadow and his friends must return to present day to keep helping Sonic The Hedgehog.



RADICAL TRAIN

Shadow The Hedgehog follows Dr. Eggman to a mountaintop train line, where rails curve around lofty peaks and a false step could lead to a long, unpleasant descent. Eggman's locomotive has a head start on the hedgehog, so he must beat feet parallel to the track and slow the train with a series of laser fields. Eggman, seeing the threat, sends his robot army to keep Shadow busy while his train picks up speed. Shadow does not possess Sonic's gift of speed, so he must rely on his motorcycle to close the gap and destroy the train before it escapes into the treacherous mountain pass.



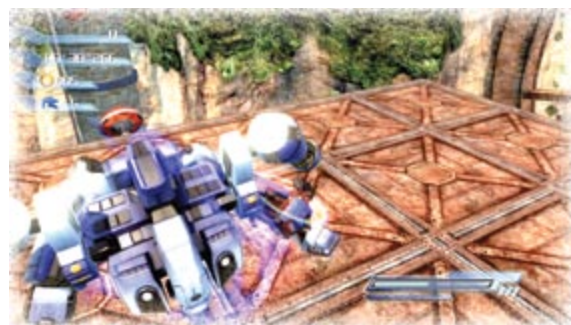
SECTION 1

Point Marker 1

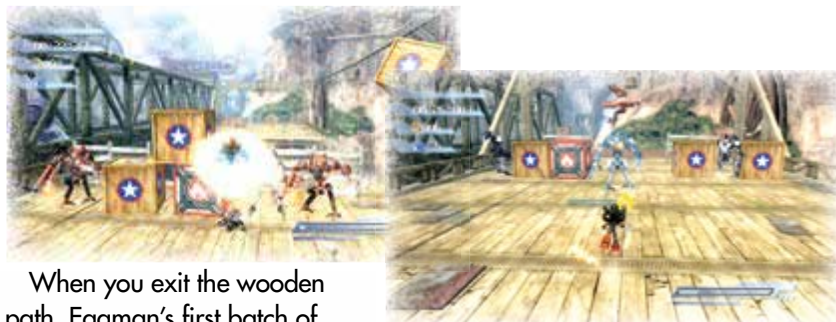


When the stage begins, you can spy Eggman's train making progress on the track to the left of the mountain road. The train slowly gains speed, so you have to run forward along the path to hit

Dash Panels and rocket ahead of the locomotive. The rickety train station is full of Rings to nab, but be careful not to slam into the wooden fences and slow your trip.



A large robot stands guard over the Spring at the end of the platform. You don't have time to defeat the robot and get ahead of the train, so freeze it with a Chaos Spear to keep it from attacking you, then jump on the Spring.

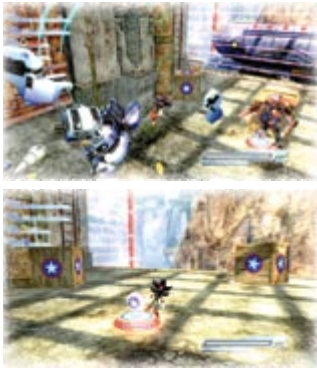


When you exit the wooden path, Eggman's first batch of robots attempts to slow your mission. The robots stand next to an explosive crate, giving you the opportunity to destroy all three with just one attack and move on to the Spring just beyond the boxes. The Spring launches you to the next platform which is also guarded by several robots. Plow through them and reach a Spring on the far end of the platform. The Spring isn't locked, so you can run around the robots to gain distance on the train.



The Springs bounce you over the track to a depot on the track's left side. As soon as you touch down, you must defeat a series of robots to access an important switch.





Start smashing the robots in the depot so you can concentrate solely on the train when it pulls up to the depot. A switch is on the ground near the laser field—it's

unlocked, so simply step on it to activate the laser field that blocks the train tracks. There is no timer on the switch, so as soon as you touch it, the field moves. The lasers block the train until Eggman manages to hack the lasers and reopen the track.



When the train stops for the laser field, you have a few seconds to kick and slam into the train's side

to cause damage before Eggman figures out how to reroute the lasers. As you smash the train, the hull takes physical damage until you can see the metal start to crumple—that's when Eggman deactivates the gate. You only have a couple of seconds to trash the train before Eggman's train pulls away and the mission ends in failure.



Silver Medal: This depot houses a Silver Medal, but it doesn't appear until you destroy all of the robots—not just the one guarding the switch. When all of the mechs are gone, your prize appears in the center of the depot.



After you bash the train, skate through the newly opened door on the depot's far wall. Pass through the Point Marker and use the Dash Panels at the top of the ramp to zoom through a winding route that drops you off on a cargo station.

Point Marker 2

When you land next to the cargo station, another group of robots attacks you. Use Chaos Spears and Homing Attacks to smash the robots, or just kick the nearby explosive crate to empty the platform, then jump on the conveyor belts to the left. **There is a Silver Medal next to the pulley in the corner of this small platform.**



The conveyor belts move quickly and change direction often, so watch your footing or just run along the rail that divides the two belts. Jump up to the next wooden platform and defeat the two robots, then run down the walkway to smash another 'bot. Ride the next conveyor belt to the next set of Springs and jump up to another ledge.





Continue riding down the belts and use the Springs to launch up to the top of the cargo station.

Be sure to grab the Silver Medal positioned at the end of the conveyor belt, right next to the stable wooden platform guarded by two mechs.



Silver Medal: Since you only have a few minutes to get between the train depots, recovering this medal can be difficult. To make the medal appear, destroy all of the robots on the large metal platform. The medal materializes on the rock outcropping just behind the platform, but watch out for the two mechs guarding it.



When you reach the cargo station's roof, you must press through two robot patrols. You don't have time to defeat the robots if you want to catch the train, so freeze them with Chaos Spears to keep them from attacking you, but then move on to the train depot to the left. (Look for the laser field in the background.)





Use a Homing Attack to cross the gap in the platforms and make your way to the train depot.



Cross the crane quickly, jumping up to prevent the steel plates from dropping so far that you cannot jump up into the depot.



The switch to reroute the laser fields in this depot is locked inside a cube. You have to smash all the robots in the depot to unlock the switch, so immediately start using Homing Attacks to eliminate your enemies. You don't have much time to aim your Chaos Spears carefully before the robots get in too close—the whistle in the background indicates that the train is closing in.



After you unlock the switch and close the laser field, start kicking the side of the train to slow it down.



Silver Medal: Trash the train, then turn back to the depot and pick up a Silver Medal hidden by a stack of crates.

Dr. Eggman manages to open the laser field and keep moving through the mountain pass, but you've caused enough damage to keep the train from getting too far ahead. Move through the newly opened door in the depot and cross to the Point Marker on the other side. Two large robots wait for you—they fire their fists in your direction, so zap them with Chaos Spears before they can mount an attack. Stomp the 'bots with Homing Attacks to unlock the Spring in the cube. Step on the Spring to bounce into the section of Radical Train.





You must catch up to the train as it gains speed again, but instead of jumping from platform to platform, you can now use a motorcycle to zoom along the road that runs next to the train tracks. You aren't required to use the motorcycle, but with Dr. Eggman's engine picking up speed every second you're in this section, the extra juice from the Bike is extremely useful. However, if you do opt to travel on foot, or if you lose the Bike, run from Dash Panel to Dash Panel to run along the tracks. You can't waste too much time engaging Eggman's robots here—you have to catch up to that train.

Silver Medal: Smash the crates in front of the first Dash Panels to reveal a Silver Medal.



Trains criss-cross the road at regular intervals. Don't try to drive between the cars—use the

Dash Panels to launch yourself over the track.

Silver medal: The last set of Dash Panels is decorated with a Silver Medal, a Ring Capsule, and a Chaos Drive Capsule.



After launching over the last set of Dash Panels, you land directly on the train tracks. If you lost the motorcycle earlier, you can grab a replacement on the ground when you land. Double-tap the gas to roar forward and chase down Dr. Eggman's train.

A few robots are on the tracks, but they can be quickly shot down with the Bike's machine guns. When you catch up with the train, lay into the cars with the guns until you destroy the locomotive.



Silver Medals: There are three Silver Medals on the track where you chase the train. The first medal is under the second overpass. The next medal is inside a crate on the right side of the track as you head out to the giant bridge, just outside the tunnel. The final medal is at the far end of the bridge. Remember, the mission ends when you destroy the train, so if you blow it up early, you'll have to replay the stage to collect any remaining medals.



BOSS BATTLE: SILVER THE HEDGEHOG

After he destroys Dr. Eggman's train, Shadow has a showdown with the hedgehog from the future, Silver. The psychic hedgehog tries to ambush Shadow in a train yard high in the mountains, but Shadow is ready for the encounter. Brains are often valued over brawn, but in this engagement, Shadow must prove to the gifted time traveler that might does indeed make right.



Before engaging Silver, pick up some safety Rings. There are two lines of Rings on the conveyor belts that stretch through the middle of the arena, as well as Ring Capsules under the crane towers.



Never attack Silver straight on when he's not busy using PK. Silver will freeze you in midair, then fling you across the arena. When you hit the wall, you'll lose

your Rings. You have a few seconds to recover them and flee the area—if you stay in the same place for too long, Silver rushes up and grabs you with PK again.



One way to bring down Silver is with spinning kicks. Get down on the ground next to him and freeze him with a Chaos Spear. Then deliver a swift kick to knock him down. Once Silver drops to the dirt, run away, because the moment he gets up, he'll try to grab you with his PK.



When Silver is using PK to lift things he can throw, he's vulnerable. As soon as you see Silver lifting barrels, rush him and smash into him with a Homing Attack. Once you knock Silver down, though, be sure to run away to another part of the arena before he recovers.



AQUATIC BASE



Shadow the Hedgehog slips under the waves to infiltrate the Aquatic Base, an underwater science complex appropriated by Dr. Eggman. The site was abandoned after a tragic accident with the Duke of Soleanna, but now its steely corridors are buzzing with activity. Iblis's fiery minions have infested the base and are causing Shadow considerable trouble as he presses deeper into the complex to hunt Dr. Eggman. Shadow is not alone in this endeavor, though. Silver the Hedgehog is also exploring the Aquatic Base in search of the Iblis Trigger—the being that sets off a sequence of events that leads to Silver's charred and ruined future.

Point Marker 1

1 NOTICES



When the stage begins, Shadow stands on a ledge looking down into a sci-fi chamber full of silvery spheres that hang in the air. As soon as you step off the ledge and walk into the chamber, fire monsters explode to life. You can use Homing Attacks on the spheres to get some air and freeze the monsters with Chaos Spears. Then slam into them with Homing Attacks or spin kicks. You must defeat all the monsters in the chamber to unlock the side door.



Silver Medal: Before exiting the chamber, check behind the pillar next to the exit to spot a Silver Medal.



After you clear out the phoenixes in the side room, a door opens to reveal a cavernous chamber. The room has a giant central pillar, as well as a trio of fire monsters. They are hardly the only minions you must contend with, however. Worms erupt from the floor to spit fireballs all over the place. The only way out of the room is via a Spring, but it's sealed up inside a cube. To open it, you must destroy all the monsters.





You need to cross to the room's far side, but a bottomless pit separates you from the exit. Two columns stand in the dead space; each hosts a fire worm. Use PK on the crates and throw them at the first worm or levitate on one of the boxes and ride it out into the void. As you approach the columns, look out for fireballs. You can jump down on the first pillar and use the Spring to cross the chasm, as it's too wide simply to Levitate across without taking a break.



A motorcycle stands next to the entrance to the large chamber. Using it is optional, but the powerful machine guns on the Bike simply shred the fire monsters, dispatching them much quicker than your Homing Attacks do. Just keep an eye on your ammunition count because when you spend all 100 rounds in a magazine, you must wait a few seconds to reload. Worms seem to sense this moment of vulnerability and make every effort to burst forth right next to you, causing damage to the Bike.



While the fire monsters are easy targets with the motorcycle, you may find it easier to attack the worms on foot.

Use Chaos Spears to incapacitate the worms, then use Homing Attacks or kicks to eliminate them. After you destroy the last worm, the cube around the Spring vanishes. Jump on the Spring to rocket into the air and land on a ledge next to Silver The Hedgehog. When you approach Silver, you take control of the psychic warrior.

As you close in on the far side of the room, look out for fire monsters that pop to life and advance on the collection of explosive crates lining the edge of the pit. Use these crates against the monsters that attack you. If you run out of crates, use PK to lift the spiked balls against the wall and throw them at the fire monsters or the worms in front of the exit. After you eliminate the worms, the laser field in the door blinks off.



TIP

If you run out of crates to use against the worms, you can "catch" their fireballs with PK and turn them against your attackers.



There is little floor in this next chamber. Levitate out to the platform floating in the middle of the void and rest until your PK refills. When the gauge is full, jump out and fly to the narrow ledge on the room's other side while avoiding the phoenixes. If they hit you while you're Levitating, you may fall into the blackness.



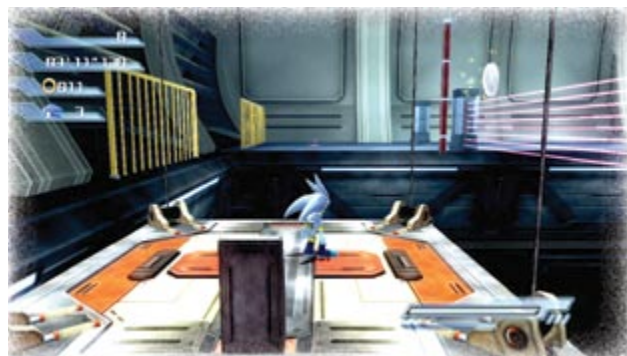
On the ledge, pick up crates with PK and throw them at the purple phoenixes in the air. Stand at the edge of the ledge and face the next platform floating in the middle of the chasm. Laser fields in the air prevent you from flying anywhere but directly across.



Watch out for phoenixes as you Levitate out to the platform. Be sure to fly into the Ring Capsule to pick up some extra protection.



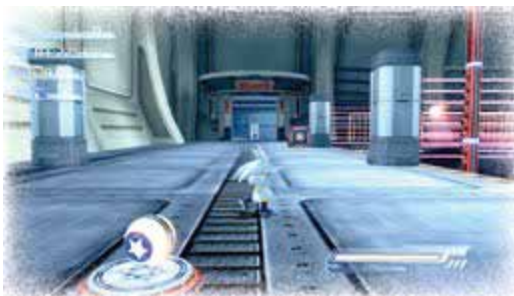
Fly from the central platform to the opposite ledge and smash the worms with nearby crates. When the worms are down for the count, Levitate down the final "lane" and land on the platform in the middle of the chasm.



Silver Medal: A medal hangs in the air above the platform. Jump up and Levitate out to get it, but return to the platform and refill your PK gauge before flying over to the switch on the opposite landing.



Hitting the switch lowers some of the laser fields and reveals a clear path to the now-open door. Shadow is waiting on the ledge just beyond the door. As soon as you reach him, control switches back to Shadow.

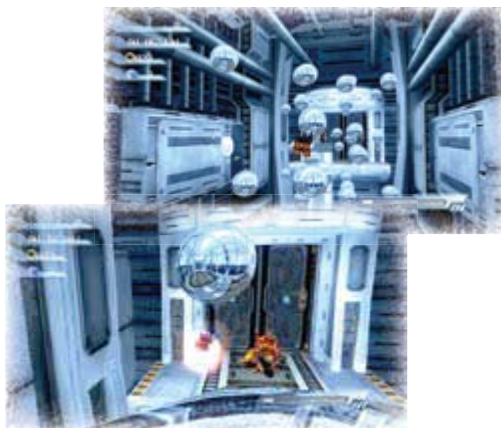


After reconnecting with Shadow, you must cross another room that is sans floor. Use Homing Attacks to jump from sphere to sphere in the air,

smashing down on the fire worms to get even more height. The Ring Capsules are also good targets to zero in on as you jump through the air and move around the corner to the left.



As soon as you step into the next room, six fire worms emerge from the floor, breaking crates and shooting fireballs everywhere. Leap into the air and use Chaos Spears to slow the worms. Zap as many of them as possible, then close in with Homing Attacks or step into the middle of a group and kick their bodies. Chaos Drive is behind some of the crates. Pick it up and refill your meter.



Keep using Homing Attacks to jump from sphere to sphere, but **keep your eyes open for the Silver Medal disguised among the silver orbs.** After you grab the medal, continue bouncing from sphere to sphere until you reach the ledge on the chamber's far end. As soon as you get close enough to jump down to the ledge, a fire monster pops up and guards the door. Jump from a sphere and use a Homing Attack to slam into the monster and open the door.



Now that you've beaten the worms, **step into the next corridor and break open the crates to reveal a Silver Medal on the right side.** Step on the switch to open the door at the end of the room—this opens the door leading back to the massive chamber where you fought the worms on the motorcycle. Another switch is on the ledge in front of you. Touch it to unlock a door on the ground level, but don't leave the chamber just yet.



SECTION 2



Use Chaos Spears to hop through the air, then employ a Homing Attack to reach the central pillar. A 1-Up Capsule and a Silver Medal are there among the wooden crates.

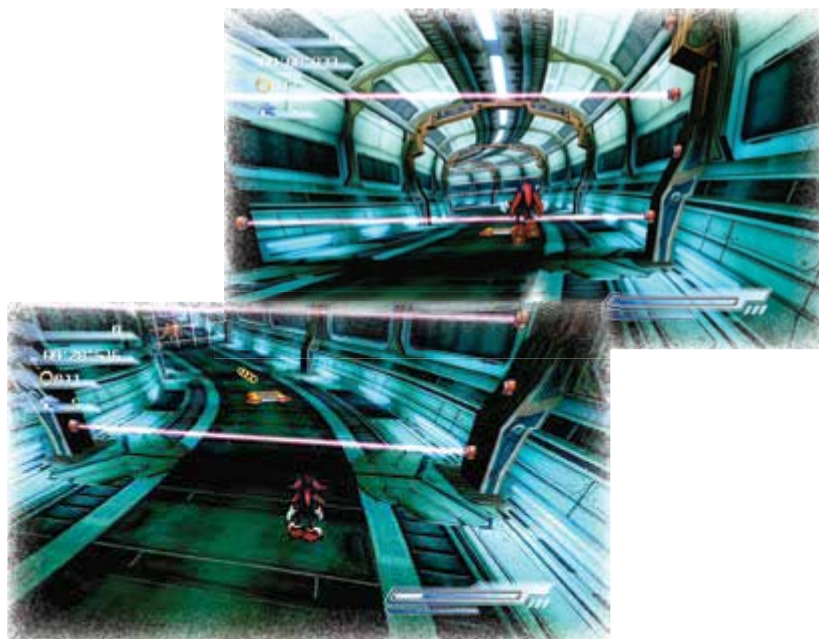


After picking up the bonuses on the pillar, drop down to the main level and go through the door you just opened with the switch. Step through the Point Marker.

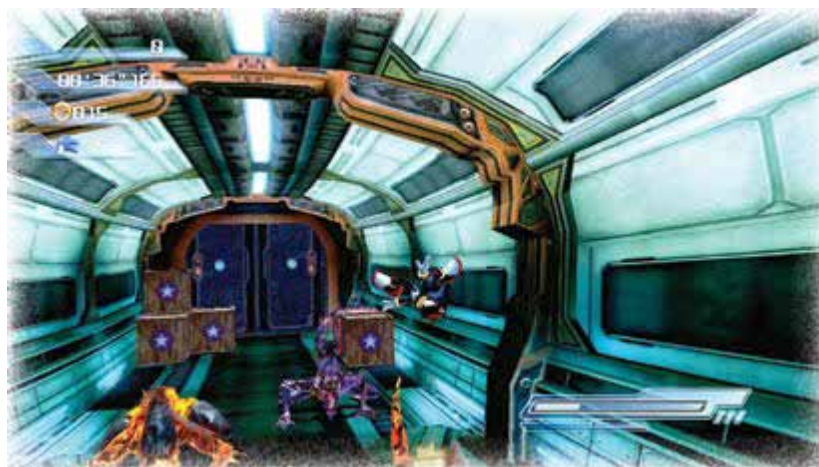
Point Marker 2



Several tubes on the walls of the next room belch silver orbs back and forth. Jump into the air and use Homing Attacks to hop across the spheres, crossing safely over the bottomless pit beneath you. When you reach the door on the far side, you move on to the next section of the stage.



A long, twisting corridor leads down into the heart of the underwater base. Several laser fields line the hall, blinking in different patterns. Sometimes alternating beams vanish and occasionally the entire field briefly disappears. There are Dash Panels on the ground in here, but avoid them; you'll lose all of your Rings if you are slammed into an active laser field.

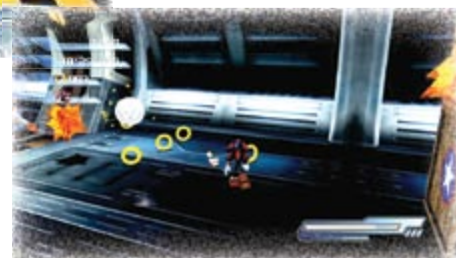
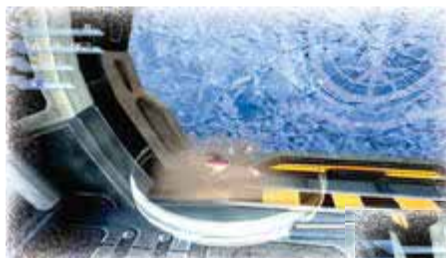


When you reach the end of the corridor, watch for three fire monsters that jump out by the crates. Use Chaos Spears to zap the beasts and finish them off with Homing Attacks. When all the monsters are down, pass through the door at the corridor's end.





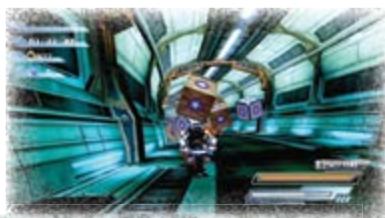
Two Dash Panels are on the ground just beyond the door. The Dash Panels rocket you along a path that shoots straight up into the air. When you finally slow down, you land near several fire monsters, including a purple beast that fires energy beams out of its mouth. Leap into the air and freeze the monsters with Chaos Spears, then knock them out with kicks or Homing Attacks. When the monsters are dead, the next door opens.



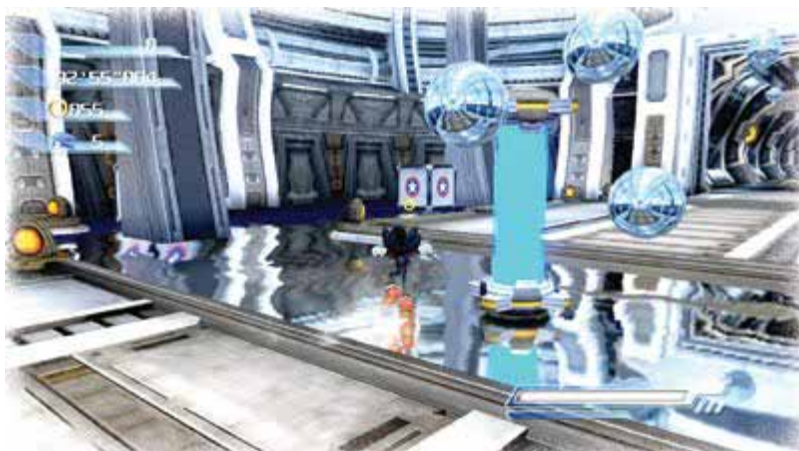
Three glass doors slam down at the end of the hallway as you draw near. The Bike can break right through them, but if you lose the motorcycle in the hallway for any reason, a couple of kicks will also shatter each door. **A Silver Medal waits for you just behind the second to last door.**



Silver Medal: There is a medal just inside the chamber at the end of the hallway. You must destroy every monster in the room to make it appear, though.



When you step into the hallway beyond Iblis's monsters, climb onto the motorcycle and race through the crates, shooting up fire monsters as they jump in front of you.



Several fire monsters lurk in this chamber, but if you zap the cylinder in the center of the scene, a pulse immediately knocks out every single one of them and opens up a side door.





Silver Medal: The side room is small, but don't miss the Silver Medal in the corner.



Silver Medals: Two Silver Medals are in this room. The first is in one of the small cubbies on the upper level of the chamber, right near the entrance. The second is behind some crates near the final exit.



After you bring down the twin brutes, the Goal Ring reveals itself. Jump into the Ring to end the stage and advance the story.



When you step into the stage's final room, Iblis's minions make a last stand to keep you away from the Goal Ring. Immediately, several worms roar to life and start attacking with fireballs, but also be mindful of the purple phoenixes that take flight as you push your way into the room. Before you can unlock the Goal Ring, you have to defeat two brutes at the end of the room. You can only freeze them with Chaos Spears when they expose their heads, so avoid their spiked balls and strike when you see your chance. Jump up and slam into their skulls with Homing Attacks.



WAVE OCEAN



The pursuit of Mephiles leads Shadow The Hedgehog to Wave Ocean, but E-123 Omega is two steps ahead of him. Despite being a robot, Omega possesses a certain sense of guilt that inspires its heroism. However, Omega keeps the source of its guilt a secret during the mission, opting only to offer assistance and, when the time is right, reveal its original programming and how that programming affects Shadow's future. The Wave Ocean beaches have been overtaken by Iblis's minions, a brigade of firebrands that has trashed the natural beauty of the seaside resort. It's up to Shadow and Omega to extinguish the wicked fire monsters and chase down Mephiles before the nemesis from the future can set its sights on harming present day.

SECTION 1



Shadow begins the mission by approaching from the air. His glider drops from the clouds and begins to strafe the beaches. You take control of the aircraft just in time to start blasting phoenixes with twin missiles. As you fly between the rock loops that stick out of the ocean blue, target the fire monsters that stand on outcroppings and try to bring down your glider with fireballs. As you close in on the beach, look out for a massive worm explosion to erupt on the beach. The worms spit fireballs into the air in the hopes of bringing you down before you slip into the cave. **There is a Silver Medal right on the beach.** Fly low to pick it up.



Phoenixes and fire worms inhabit that cave. Steer around the rocks and blast open the crates to cut a path through the tunnel, always keeping an eye on the denizens that try to drop the glider. **A Silver Medal is inside the cave just beyond the wall of crates.** Pick up the medal and soar out of the cave, back into the open.



TIP

There's a 1-Up capsule just outside the cave—aim toward the ramp to line up with the bonus.





As you fly back over the water and shoot monsters, watch out for falling rocks. If you're caught beneath the rocks, your Jet Glider takes serious damage. Continue shooting down monsters from the air and **scoop up the Silver Medal on the right side of the rock columns that line your final approach to the beach.**

SECTION 2

Point Marker 1



After you land the glider, you assume control of the robot Omega. The bucket of bolts may be big, but it's extremely quick on its feet and can use rockets to glide through the air and cross gaps. Plus, Omega's powerful laser makes short work of the fire monsters that infest the beaches of Wave Ocean. Test out the cannon on the first batch of serpents on the rocks in front of you. Omega's lasers are also effective against fire worms, as the robot automatically targets their wriggling heads. After you've emptied the beach of enemies, the spring inside the cube (on the grassy patch behind the fire monsters) is unlocked.



Silver Medal: Look for a Silver Medal tucked behind the rocks along the beach, near the unlocked Spring.



The Spring bounces Omega up to a grind rail. Ride the rail down the slope, but watch your landing—a spiked bar is right in front of the drop-off point.



After you either pass beneath or jump over the spiked bar, target the three fire worms that pop out of the grass. Omega's lasers quickly sear and sizzle the worms; but be ready to jump out of the way of any incoming fireballs.



Now that the three worms are toasted, use Omega's rockets to clear the gap between the grassy ledge and the pier in the middle of the beach just ahead. The first point marker is on the pier.





Before you jump on the spring just beyond the point marker, look down to the left of the pier. **A Silver Medal is hidden between the rocks.** Jump down to grab it, but look out for some rather sizeable brutes that try stop you from jumping back up to the pier. Unlike the hedgehogs, Omega can attack these massive monsters without waiting for a clear shot at their heads.

Point Marker 2



Jump on the Spring at the end of the pier to bounce around a network of Springs and eventually land in a nearby grassy clearing. As soon as you touch down, a purple worm jumps out and tries to snap at you. Shoot the worm and then target the phoenixes in the sky to the right. After finishing off the monsters, fly out to the pier just ahead. Get a running start before you jump and glide using Omega's rockets—the rockets are more effective when you have some velocity behind them.



Run along the pier, jumping over spike traps before they poke your feet and cause you to lose your hard-earned Rings. Another point marker waits at the end of the pier.



Four purple phoenixes take flight as you near the edge of the pier. Stand back to get a wide shot at the birds, then open fire to shoot them out of the sky.



Silver Medal: After you pass through the point marker, drop down to the beach, then turn around to spot the Silver Medal beneath the boards.



Point Marker 3



Jump over a spiked bar and charge at the fire worms on the beach to the left. The worms are only the first wave of enemies that you must deal with on the sand; another group of fire monsters leaps out from behind the rocks after you trash the worms. The monsters are easy targets for Omega's lasers, but even this powerful cannon cannot blast through the locked gate on top of the three ledges in front of you. When you reach the gate, the action switches back to Shadow, who is already on the other side of the gate.

Silver Medal: Before arriving at the gate and switching to Shadow, destroy all of the monsters on the grassy part of the atoll to make a Silver Medal appear.



When you gain control of Shadow, you are out in the middle of an empty beach—a seemingly empty beach, that is. Several of Iblis's monsters are waiting to jump out as you explore the sand, so hop in the Buggy parked next to you and answer their attacks with missiles. The Buggy's missiles tear up worms and the titanic fire monsters you spot patrolling the caves in the base of the cliff.



Silver Medal: There is a Silver Medal on the grassy plateau in the middle of the beach. It's too high for you to jump to it directly, so use Homing Attacks on the phoenixes to get some much-needed height. The medal is in the center of the plateau, but beware—as soon as you head for it, a bunch of worms erupt from the grass. Grab the medal and get off the plateau safely.



You don't have to use the Buggy if you wish. Its twin missiles are powerful, but Shadow's combo of Chaos Spears and Homing Attack is also quite potent. Destroy the two purple brutes lingering near the cave openings, then slip into the left entrance.





A switch is locked inside a cube within the caves, but you cannot access it until you destroy all the monsters. Start by using Homing Attacks to slam the phoenixes in front of the crates just inside the cave, then quickly turn your attention to the pair of purple titans raising their arms into the air to conjure massive spike balls. Jump up and target the titans' heads with Homing Attacks. When they're finished, advance down the tunnel marked by the boulders to the grotto with the locked switches.



Two more purple titans stomp around the cube. Since they are impervious to Chaos Spears, you must go directly for Homing Attacks. Bring down the brutes to make the cube vanish. Hit the switch to unlock a gate in a cave on the opposite side of the beach.



Follow the tunnel out to the beach, cross the sand, and defeat one last titan to enter the cave and access a point marker.

Point Marker 4



After passing through the point marker, follow the tunnel outside and use a pair of dash panels to zoom through a loop and fly across the water to another cave in a giant rock.

Race through the cave and kick through the walls of crates blocking your way to reach the beach beyond.

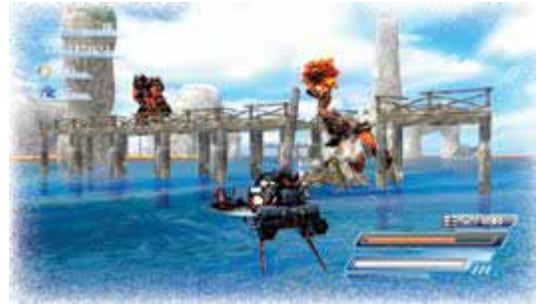


When you step out onto the beach, you're immediately ambushed by a trio of worms. Jump up and zap them with Chaos Spears to prevent them from spitting fireballs at you. Finish them off with Homing Attacks or use Spin Kicks on their bodies to wipe them off the beach. You must clear out every single monster on the beach to unlock a Spring that is enclosed in a cube, so check behind every rock to make sure you don't miss a single monster.





When the monsters are gone, jump on the Spring to access the Hover Craft. Floating buoys keep you from straying too far from the beach. You must cross the water to reach the Goal Ring.



Iblis's titans appear on the small stretches of pier in the water. Use your machine guns to shoot out the support pillars and drop the monsters into the drink, which instantly eliminates them.

CAUTION

Your Hover Craft can withstand damage caused by clipping the support pillars under the wooden piers, but if you strike these concrete pillars at a decent speed, you'll capsize the craft and fall into the water.



Silver Medal: A Silver Medal is floating out in the center of the water. Be sure to pick it up before piloting the Hover Craft into the Goal Ring.



Silver Medals: There are two Silver Medals on the beach you can pick up before getting on the Hover Craft. The first medal is hidden inside a breakable pile of rocks on the opposite side of the beach. The second is along the edge of the beach, near a tall rock plateau.

The Goal Ring is on a tiny beach on the far side of the water from where you boarded the Hover Craft—you can even see the gate where Omega was stopped right above it. Drive the Hover Craft up to the Goal Ring to end the stage.



DUSTY DESERT



Shadow The Hedgehog and Omega approach the end of their mission by heading out to the arid wastelands of the Dusty Desert. The pair must infiltrate some ancient ruins buried deep beneath the sand, pressing hard against Iblis's rampaging minions. The beasts born of fire put up a major defense against the hedgehog and his robot companion. The labyrinthine ruins offer the monsters ample hiding spots, but with Shadow's mastery over his chaos powers and Omega's powerful laser cannon, Iblis has reason to be worried that the future could be rewritten—by the one hedgehog who has no reason to help humanity.

SECTION 1
NO LIVES

The shifting sands in the desert make it impossible to cross the wasteland on foot. You must use a Hover Craft to negotiate the deadly dunes. You must locate the entrance of the primeval ruins, but with the desert stretching out in every direction, you require some sort of guide to keep you from getting lost. Fortunately, the ancients left behind a series of mystical pillars that rise from the sands and reveal the path.

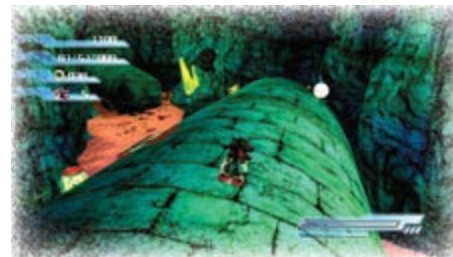


When you spot the entrance to the ruins, drive the Hover Craft right inside the foreboding portal and access the interior section of this mission.

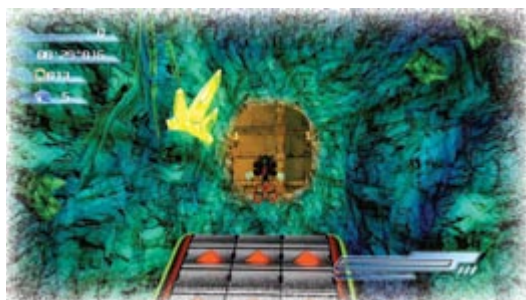
SECTION 2
NO LIVES

Point Marker 1

Inside the ruins, you must navigate a snaking tube that runs the length of a crystal-filled cavern. Several dash panels are on the stone tube, but be cautious about stepping on them. You'll certainly pick up some speed (and that always helps with mission times), but you can't afford to lose control and fall off into the abyss below. Shadow can safely stand on the curve, but if you get too close to the edge, you'll slip and tumble to your doom.



Silver Medal: Look for a Silver Medal in the dark cavern; it's hanging right above the stone tube.

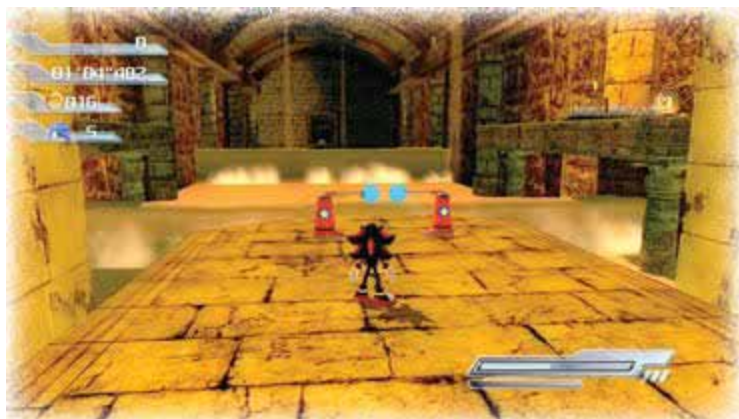


Keep running along the tube, moving through the cavern. There are more dash panels, but the appearance of spike traps makes using

them even more treacherous. When you reach the end of the cave, jump on the final dash panel to vault over the abyss and land inside the temple.



As soon as you enter the temple proper, fire monsters materialize in the center of the first chamber and attack. Use Chaos Spears to freeze them so they can't breathe fire on you. Bop the lizardlike monsters with homing attacks to eliminate them. When the coast is clear, the door to the next chamber opens.



The first point marker is on the other side of the door, overlooking a long room dominated by undulating waves of sand.

Point Marker 2



You have to cross the room without dropping into the waves of sand. You won't drown if you hit the sand, but the waves will push you back to the room's entrance. **A platform on the left side of the chamber**

has a Silver Medal—start crossing the room by jumping over the sand and landing on the ledge.

After you pick up the medal, use homing attacks to cross to the room's right side. Jump out and slam into the titan standing on the central platform, but then immediately attack the two phoenixes that flap their fiery wings next to the desired ledge. Watch out for the spike traps on the ledge.



Silver Medal: Another medal can be found in this sand trap under the ledge that's to the left of the spikes. Jump down after a wave passes to scoop up your bounty, then jump up to a safe platform.

Wait for a large sand wave to pass. (The waves are never the same height; some of the smaller ones only crash against the low platforms and do not completely engulf them.)

Then jump to the center platform in front of the exit door. As you land, a purple fire monster appears on the ledge and starts emitting deadly laser beams from its mouth. After the laser beam sweeps the sand, jump up and smash the monster with a homing attack. After you defeat it, control automatically switches to Omega. The robot is elsewhere in the temple, looking for ways to help Shadow.



Omega immediately engages two titans in the middle of the chamber. They're the purple variety, so they require almost twice as many shots as the red ones. After defeating the brutes, a door in the chamber opens.



Silver Medal: Knock down the statues in the chamber to reveal a Silver Medal.



The next hallway has no floor, so you must negotiate a pair of sliding platforms to cross the area. Before you can start jumping across the platforms, you have phoenixes to shoot down. Never jump when the platforms are fully extended; they'll be almost completely retracted by the time you land. Only jump when they are sliding out. After landing on the other end of the hallway, blast the last two phoenixes and exit the room.

Step out on the ledge overlooking the large chamber with the sandy floor. You can't walk on this sand—it will swallow you whole. Jump out across the rising platforms in the sand, hopping up to the ledge to the left of where you started. Blast down the crumbling stone wall with your lasers and pass through the point marker just beyond.

Point Marker 3



The next chamber induces vertigo. The bottom of the tall room is covered in sand—the kind you can't walk on. You must destroy all the monsters in the room to open the exit door. Because they're on three different levels, you must use a system of Springs to move around the different floors. After entering the room, drop down to the ledge to the left of the starting platform.





Blast the fire monster off the ledge, **then turn around to break the Silver Medal out of the wooden crates behind you.**



Now that you have the Silver Medal, blast the crates on the end of the ledge and jump down to the next level. Two Springs are on this ledge, as well as a 1-Up Capsule that is tucked behind the pillars at the far end of the walkway. After you get the extra life, step on the closest Spring to rocket up to the top level.

Two purple monsters lurk on the upper ledge. Shoot them both to open the exit door, **pick up a Silver Medal**, and then use your jets to slow your descent to the ledge in front of the exit.



Walk down the spiral staircase outside the tall chamber to pass through a point marker and enter a U-shaped room full of Iblis's infernal minions, including a few titans.

Point Marker 4



You must activate a switch to unlock the exit door, but the switch is on the ledge high above the ground floor. To reach the Springs that fire you up to the ledge, you must defeat a massive monster just beyond a line of crates. Unload on the monster, bringing it to its knees, then head off to the left to locate the Springs.



The Spring vaults you to the room's top level, but not on the ledge with the switch. Fly across the gap between the two ledges and hit the switch to open the door. Drop down to the ground to exit, but watch out for the fire monsters still menacing the room.





As soon as you step out into the next hall, two phoenixes and a titan oppose you. Blast the birds and then advance down the hall to turn your cannon on the towering brute. Watch out for its spiked ball attack. In these close quarters, dodging the huge ball can prove tricky.



Silver Medal: There is a Silver Medal behind the stack of crates in the alcove by the titan.



There's a blind corner to the right of the titan. Approach it slowly, as a spiked bar slams down on the ground as you get close to the corner. If the spikes hit Omega, you'll lose your Rings. **Be sure to shoot open the crate near the spiked bar to find another Silver Medal.**

Head down the spiral stairs and jump over the spike traps to avoid getting poked in the feet.



The next hallway is missing entire sections of the floor. To make matters worse, what little standing room remains is occupied by Iblis's monsters, including a fire worm and a titan. Your lasers make short work of the beasts, but they won't go down without a fight. They'll each fire off at least one attack (a fireball, for example) before succumbing to your weapons of the future.

A spiked bar moves on a vertical path right above the last missing bit of floor. Wait for the bar to reach either extreme, then fire off your jets to stream across the gap in the ground.



When you touch down on terra firma, fire monsters and wiggly worms erupt from the ground. The chamber's exit doesn't open until all the monsters have been eradicated, so warm up that laser cannon. Shoot everything that moves until the chamber goes quiet. Then slip through the exit.

The next point marker is at the base of the stairs leading out of the chamber. After passing through the point marker, you end up back in the cavernous chamber with the deadly sand floor.



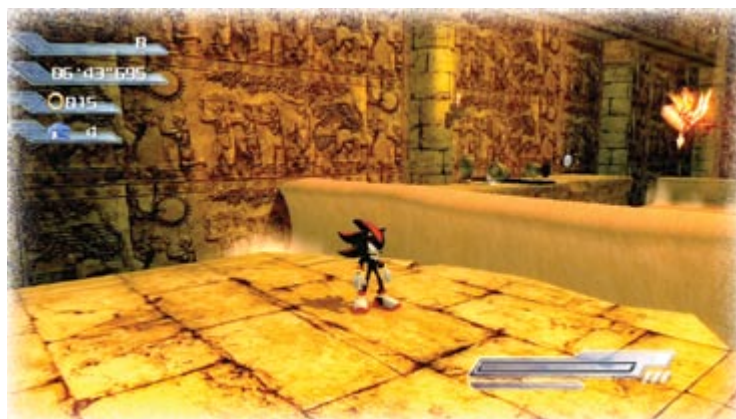
Point Marker 5



Jump across the next set of platforms that rise out of the sand, aiming for the ledge in the chamber's far corner. Touch the switch on the ledge to activate another set of platforms. When the stone columns finish rising out of the sand, jump across them and pass through the door at the bottom of the chamber.



When you enter the next room, you spy only a single switch in the middle of another sand trap. Use jets to fly over the amber waves of (sand) grains, and activate the switch. Control now reverts to Shadow The Hedgehog elsewhere in the temple. The furious flurry is on his own through the rest of the ruins. He must push through the final trials and close in on the Goal Ring—and his final confrontation with Mephiles.



Shadow is standing on the ledge overlooking a sand trap. Waves of sand ripple across the floor, threatening to choke anybody unfortunate enough to slip from the safety of the chamber's ledges. Using a Homing Attack, leap into the air and slam into the first phoenix, then jump over to the ledge on the left wall. **Hop over the spikes and pick up the Silver Medal at the end of the ledge.**



Next, use a Homing Attack to shoot across the room and bash the titan standing in the center. Jump from the monster's massive skull to another phoenix.

After bashing the phoenix, jump to a bar that stretches the width of the room.



Silver Medal: There is a Silver Medal on the right side of the chamber, on the narrow ledge. Use a Homing Attack to jump from a fire bird to the ledge, then grab the medal.



Swing around the bar until you're on an upward trajectory, then jump into the air. Use homing attacks to cross the room on the backs of the remaining phoenixes and pass through the exit door.





As you enter the next room in the ruins, more monsters materialize from thin air to cause trouble for Shadow. Chaos Spears are the best way to incapacitate some monsters while dealing death blows with Homing Attacks to the others. Again, the exit door opens only after you have smashed every single monster in the room.



The door opens back out into the same kind of dank, dark cave that you encountered when you first entered the ruins. The final point marker is on the flat ledge right in front of the stone cylinder that runs through the heart of the winding tunnel.

Point Marker 6



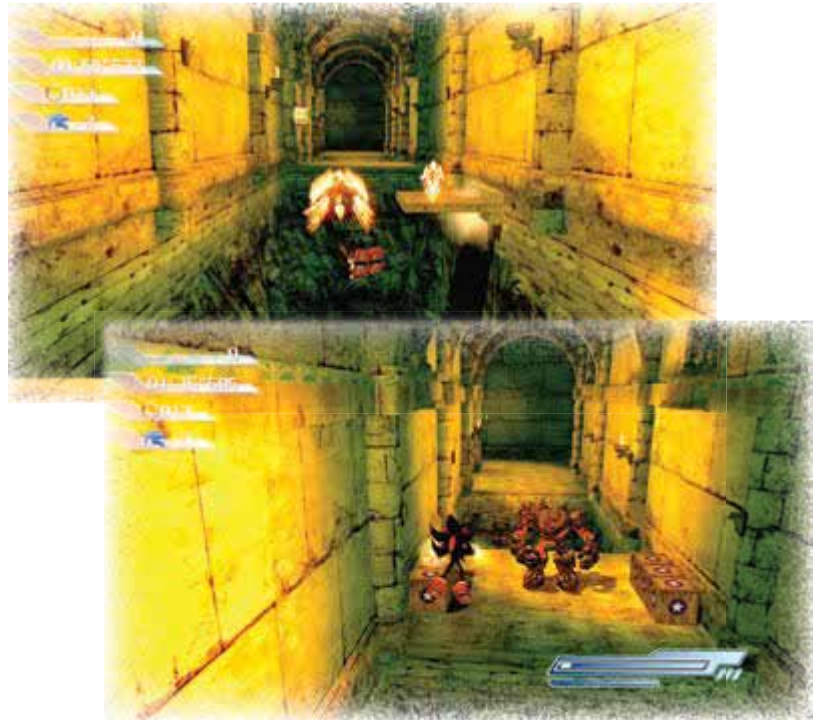
When you spot the hole in the temple wall, step on the final Dash Panel and launch yourself into the last hallway before the Goal Ring.

Run down the tunnel, avoiding spike traps and taking care not to step on any Dash Panels that could shoot you right off the side of the tube.

When you spot the hole



Silver Medal: Break open the wooden crates just inside the temple entrance to reveal another Silver Medal.



The majority of the hall lacks a floor, so you must rely on homing attacks to cross the gaps. Phoenixes make easy impromptu bridges, and as you close in on the center of the hall, you can hone in on the titan to reach solid ground.

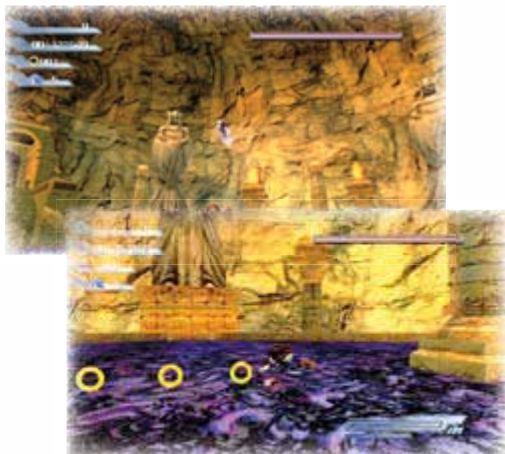
Follow the hallway to the bars, then swing around them to launch over the gap in the floor. You land right next to a pack of fire monsters and a pair of titans. **Smash all of the wooden crates in here to discover a Silver Medal.** Bounce around the enemies with Homing Attacks, freezing the smaller targets with Chaos Spears. Remember, the titans are immune to the spears.

Race up the ramp and jump into the Goal Ring to move on to your final showdown with Mephiles.

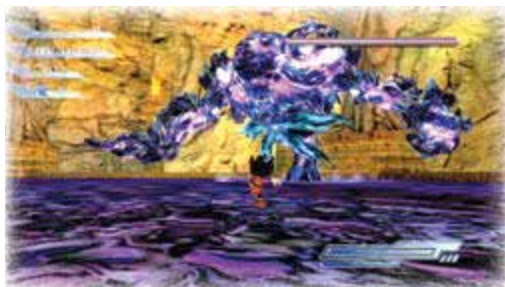


BOSS BATTLE: MEPHILES

Shadow The Hedgehog's second encounter with the wicked Mephiles is even more harrowing than the first. The monster transforms from a shadow of Shadow to a colossus that dominates the arena with massive fists and a deadly laser attack, which can send Shadow reeling if he's unlucky enough to be caught in the beam. Mephiles is so powerful that you cannot do any damage to this fearsome form with regular attacks. Chaos Spears don't slow it down and spin kicks are as effective as boxing a glacier. Shadow must use his chaos powers to coax Mephiles' physical form out and bring its terrible reign to an end.



When the battle begins, Mephiles takes a few moments to finish its soliloquy and unleash its brutish first form. Use this time to skate around the arena and pick up Rings. You'll need as many as you can scoop up, because when the monstrous manifestations of Mephiles smash you with giant fists and burn you with the laser, all of your Rings will be ejected from your body. The more you have, the easier it is to pick up a few of them right after being slammed.



Mephiles's monstrous form is anchored to the ground and only appears in the four corners of the arena. You have to go to it in order to engage the beast and start earning Chaos Drive to power up attacks that can bring the monster down.



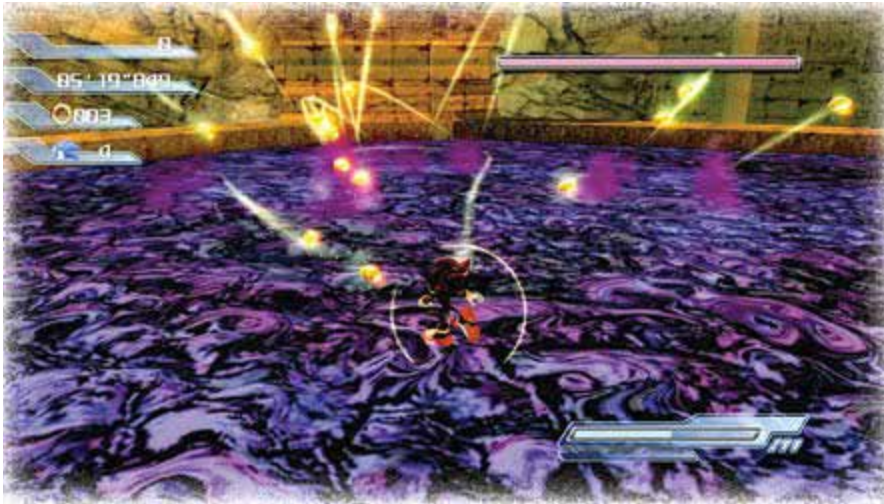
Mephiles's laser is so powerful it stretches the length of the arena. The beam sweeps across the scene, so either run from it or jump over it and close in on Mephiles while it's busy finishing the attack.



Mephiles's fists are brutal instruments of destruction. When you see its arms rise into the air, move back or in toward the center of the monster's body. Getting caught beneath a fist is a sure way to lose Rings—or worse.

Mephiles's weak spot while in this form is the light core it reveals when opening its maw. Jump up and use a Homing Attack to slam into the core—this causes the monster to reel back and sink into the ground.





When you push Mephiles down into the ground, multiple Light Cores are emitted into the air. Keep repeating the attacks on Mephiles's core and soak up the Light Core so that you can fuel a Chaos Move and do actual damage to this brute.



Once you activate Shadow's Chaos Boost, the colossal manifestations vanish and Mephiles is forced to attack Shadow in its normal physical form. As soon as this form of Mephiles appears, it starts unleashing purple energy balls to streak across the arena. Rush around the arena in a zigzag pattern to avoid the blasts as you zero in on Mephiles.



After you chip away half of Mephiles's health, it uses multiple dopplegangers to distract you from the real enemy. All Mephileses can release the purple blasts, making it harder to dodge and zero in on the central figure. To find the real Mephiles, you need to hit the figures with Chaos Lances. The false forms disappear when struck with the Chaos Lance.



Mephiles moves quickly—if it's difficult for you to zero in on it with a Homing Attack and do damage, use Chaos Lances to temporarily freeze it. As soon as Mephiles can't move, run in as fast as you can and smack it with a Homing Attack to chisel away health. You can attack Mephiles as long as you still have energy in your action gauge. As soon as the meter runs dry, Mephiles rises out of range and brings back the monster forms. You must attack them to earn light cores and start the process over again.



Even after the battle concludes, Mephiles refuses to die. The creature has a reservoir strength that keeps it alive long enough to replicate. Hundreds of Mephiles clones surround Shadow, E-123 Omega, and Rouge, leaving the trio little choice but to keep fighting until Sonic and Silver can finish their battles in their respective timelines.



PSYCHIC HEDGEHOG

Silver The Hedgehog lives in a bleak future, a world consumed by unquenchable fire. The living flame known as Iblis burns everything in its path, charring entire cities as it spreads across the planet. Nobody is sure how—or even if—Iblis can be extinguished, but much of the world's hope is shouldered by Silver The Hedgehog.

Silver, gifted with rare psychic talents that allow him to manipulate physical objects with mere thought, rallies hard with the aid of his friend, Blaze The Cat, to repel Iblis's flames long enough to uncover the source of the inferno. But Iblis is just too strong for one hedgehog to defeat, and the psychic hero will soon find his fight stretching across the very boundaries of time.

On his journey, Silver must use his mind to overcome many obstacles and defeat a legion of foes to reverse the curse of Iblis. His greatest trial, however, may be learning who to trust when confronted with some disturbing truths about the origin of his ruined future.

STAGE LIST

Stage	Area
1	Crisis City
Boss 1	Iblis
2	Tropical Jungle
Extra	Wave Ocean
3	Dusty Desert
Boss 2	Sonic The Hedgehog
4	White Acropolis
Boss 3	Egg Genesis
5	Radical Train
Boss 4	Shadow The Hedgehog
6	Aquatic Base
7	Kingdom Valley
8	Flame Core
Boss 5	Iblis



Crisis City—Page 236.



Boss 1: Iblis—Page 246.



Tropical Jungle—Page 248.



Extra Stage: Wave Ocean—Page 256.



Dusty Desert—Page 260.



Boss 2: Sonic The Hedgehog—Page 267.



White Acropolis—Page 269.



Boss 3: Egg Genesis—Page 276.



Radical Train—Page 278.



Boss 4: Shadow The Hedgehog—Page 285.



Aquatic Base—Page 286.



Kingdom Valley—Page 294.



Flame Core—Page 303.



Boss 5: Iblis—Page 310.



Before the coming of Iblis, Crisis City was a booming metropolitan area teeming with life. But now the city is in pure ruin, charred by the flames of Iblis. Fire ravages the infernal metropolis, searing the sky and belching voluminous smoke into the night air. The streets below the crumbling skyscrapers are aflame with oozing rivers of molten lava, so Silver The Hedgehog must watch his footing. One false step near the edge of a crumbling balcony or wrecked automobile, and the psychic hedgehog will fall to his doom. Silver's Psychokinesis (PK) is a blessing indeed in Crisis City, as he can use his cerebral talent to Levitate in the air long enough to find safe ground while dodging attacks from Iblis's army of fire monsters.

SECTION 1

Point Marker 1



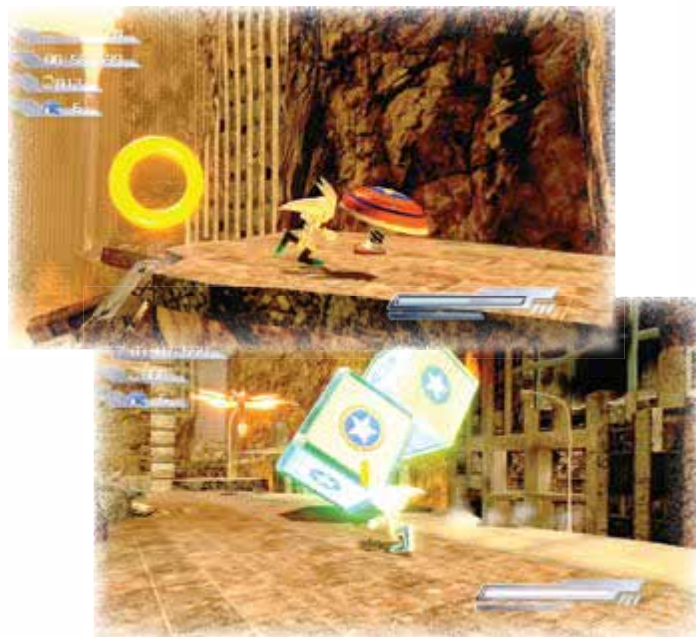
When Silver arrives on the scene, he has no Rings—any attack would result in an instant casualty, so the first order of business is to score some Rings to prevent an early, unfortunate demise. Four Rings are near the starting point, leading up to a hint marker, which dispenses general information about Silver's psychic powers. Your first psychic battle awaits on the next platform, so once the Rings are safely pocketed, jump up and get ready to start slinging cars with the power of your mind.



Three fire monsters on the opposite end of the clearing, chomping at the bit to get their burning paws on some hedgehog. Using PK, lift the cars on the left side of the clearing or the crates on the right side and then look at the monsters. Use the attack button to hurl the cars across the clearing and extinguish the monsters, opening the path to a Spring.



1-Up Alert: An extra life Capsule is directly to the left when you first jump up to confront the three fire monsters.



Use the Spring to launch up to the ledge to the right of the clearing. Watch out for the phoenix patrolling the skies over the ledge—use PK to fling debris at the fire bird and clear the way to the first Point Marker.



Point Marker 2



To access the first Point Marker, you have to jump across a series of narrow ledges and then negotiate an overturned freeway sign. Walk along or Levitate over the flattened sign and pass through the Point Marker to record your progress. Next, carefully walk out the narrow steel beam that extends over the lava pools. A PK mark is at the end of the beam.



Stand on the mark and activate PK in order to bend the beam. Doing so vaults Silver to the next area of Crisis City.

TIP

Silver can step on slanted or rounded surfaces and maintain his footing, but he cannot recover from stepping off of a flat surface. Use the camera to adjust the view directly behind Silver so you can safely walk along the narrow beam.



Silver lands near a fractured section of freeway. Collect the Rings and hop out to the section of broken road. Run to the edge of the freeway and Levitate to float down safely to the ledge below. Destroy the fire monsters before Levitating to the next ledge, where a massive fire worm awaits the hedgehog. A series of Rings is hanging in the air, so try to Levitate through them. You'll need the Rings for protection as the fire monsters of Crisis City become fiercer and your encounters with them, more frequent.

Combat the fire worm with the scattered crates and debris on the surrounding ledge. The worm's weak spot is its gaping mouth, which opens up only to spit flames. Use PK to grab



a crate or rock, wait for the mouth to open and then release the projectile just as you jump out of the way of the fire bomb. Three direct hits on the fire worm's maw are enough to destroy it. After defeating the worm, hop up the short ledges to the left.

NOTE

Pick up the Silver Medal tucked behind the water tower before crossing the makeshift bridge you created with PK.



Look for another PK mark on the ground. Stand on the mark and use PK powers to raise a makeshift bridge out of debris and ruined cars. The cars glow an almost radioactive green as they rise into place. Once the bridge is snapped together, it will not break. However, watch your footing as you jump across the first two bridge pieces, as there's nothing but boiling lava to break your fall. From the other pieces, you can at least use Levitation to recover and hover back to the PK mark where you created the bridge.

The next Point Marker is located on the other side of the makeshift bridge.



Point Marker 3



After passing through the Point Marker, Silver stands on the edge of a toppled skyscraper. The building hosts several fire monsters and phoenixes, which lash out as soon as you pass through the Point Marker. There are several crates on the building, including a handful of exploding boxes, which can be turned into projectiles with Silver's PK. Lift the crates and destroy the enemies. Before moving farther down the side of the tower, though, pick up the Rings in the corner.



A rusted pipe stretches across the bottom half of the overturned building. Throw crates at the pipe to dislodge it, eliminating the monster on top of it, as well as the two fire beasts stationed below. If any monsters at the base of the building survive, finish them off by throwing crates or cars at them.



Point Marker 4



Look for two pick-ups on the buildings before heading into the next area: a Silver Medal and a 1-Up.



When Silver nears the bottom of the building, shattering glass reveals the next Point Marker in the ruined skyscraper just ahead. The gap between the two buildings is significant, so use Levitate to duck safely inside the next structure and reach the Point Marker.



After passing through the Point Marker, use the PK marker to raise a bridge in the middle of the burned out room. Nab a Ring Capsule along the ceiling by hopping up on a water tower ball. Cross the room and look out for the fire worm on the other side; it's spitting spiked balls from its mouth. Use your PK to fling the explosive crates at the worm to defeat it.

Another steel beam with a PK marker is just outside the building. If you use it, the beam will fire you off into the next area.

However, another Silver Medal waits nearby—

look to the right. The ledge, crowded with boxes and crates, hosts the Silver Medal—and a horde of fire monsters. If you are collecting medals, Levitate over to the ledge.



Walk around the ledge to the right. A fire worm is waiting for you just around the corner; it's guarding a 1-Up Capsule. Use the crates to defeat

the worm **and snag the extra life before continuing around the balcony to locate the Silver Medal.**



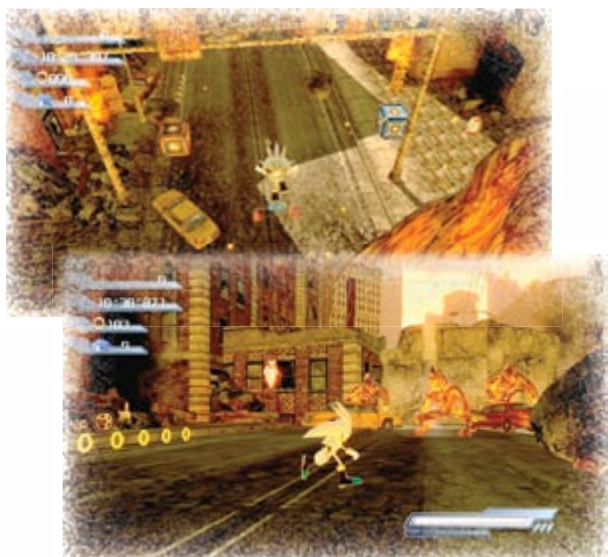


The Silver Medal hangs too high in the air for Silver's normal jump. Use PK on the crates to stack them or Levitate up onto them in order to grab the medal and increase your collection. Once you have the medal, keep following the balcony around the building and locate another steel beam with a PK marker. Use Silver's mind powers to launch yourself over the massive sea of lava and toward the next Point Marker.

NOTE

Both steel beams launch you to the exact same spot in the next area.

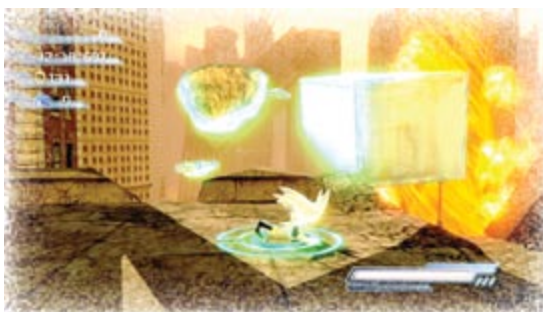
Point Marker 5



As soon as you hit the ground and pass through the Point Marker, a group of fire monsters comes to life and attacks. The area is full of cars, crates, and building debris, so Silver has no shortage of materials he can turn into weapons with his mind. After bashing the monsters, use debris to knock over the wall behind the three fire beasts, revealing an even larger monster, and the next path.



The hulking monster is the largest Silver has yet encountered—it takes at least three direct shots to the head to eliminate the titan. However, if you can launch the blue crate at the monster, its electric charge does extra damage. When you defeat the brute, a psychic cage around a Spring vanishes. Jump on the Spring to launch yourself up to a high ledge, where you can use PK to create another bridge.



After raising the bridge, follow it up to the next ledge. Another steel beam with a PK marker launches you to the next Point Marker.

Point Marker 6

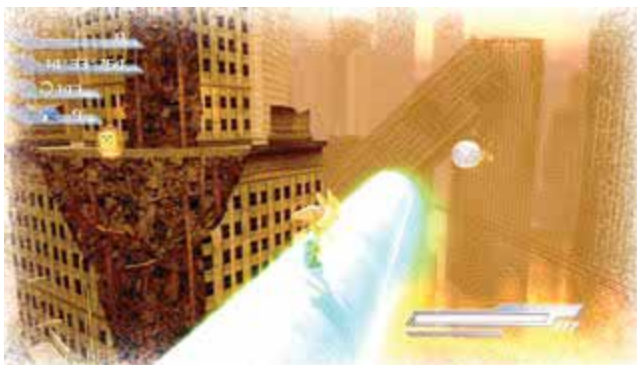


After passing through the Point Marker, you have a pair of pesky phoenixes that demand attention. Use the explosive crates right in front of them to destroy them. Once the fire birds are down, use the remaining boxes on the ledge to topple the breakable wall in the distance. This reveals a set of Springs. Levitate over to the Springs, grabbing the Rings in the air, and bounce up to a high ledge.





Use the PK marker on the ledge to assemble a bridge out of cars and a long, rusty pipe. Once the bridge is complete, hop out across the debris to reach the pipe. You need to step up to the highest point on the fractured section of freeway in order to complete your crossing.



After you step out on the pipe, use Levitation to grab both the Silver Medal and the Ring Capsule that hang in the air. Grab the Silver Medal first, because if you fall while getting the Rings, you'll land in the next area and be unable to get back up on the pipe without restarting from the last Point Marker.



After you get the medal, look down. A stretch of road beneath the Ring Capsule ends in a Dash Panel. Two large fire monsters protect the Dash Panel, but the abundant debris and cars offer enough projectiles to destroy the beasts and hit the Dash Panel safely. The Dash Panel launches you into the next area, where you meet Blaze The Cat. She'll take over from there.



Point Marker 1



When Silver touches down after being launched into the air by the Dash Panel, he meets up with his friend, Blaze The Cat. After the grueling trials through the burning city, Silver is more than happy to let Blaze forge ahead and fight off some of the fire monsters as they close in on a sighting of Iblis. Blaze doesn't have psychic talents like Silver, but she does have some slick moves of her own that help in defeating monsters, such as her claws and Accelerator Tornado.



After taking control of Blaze, drop through the hole in the roof of the building, picking up the Rings as you fall. After you land, you hit a Dash Panel that propels you through a hole burned in the middle of a few buildings. When you finally stop, you're on a small stretch of road. Walk ahead and use Accelerator Tornado to reach the upper ledge. Another Dash Panel here launches you forward toward a giant loop.

Before hitting the Dash Panel right in front of the loop, pick up the trail of Rings. Now launch yourself through the loop with the Dash Panel, but look out during your landing. Some fire monsters are waiting for you as soon as you drop out of the loop.



Use Blaze's Spinning Claw to bounce around the fire monsters, defeating them like Sonic's Homing Attack does. Some phoenixes flap their flaming wings off to the right. You need to drop down to the ledge beneath the phoenixes, but as you close in on the ground, another batch of fire monsters appears.



Use Blaze's Spinning Claw to bound between the monsters. As soon as all of them have been extinguished, the Spring inside the cube is unlocked. Basic fire monsters fall after only one strike, so keep swiping until you see the blue field around the Spring vanish. **Before jumping on the Springs, pick up the Silver Medal in the corner.**





The Spring launches Blaze into the air, toward a series of girders she can grind.



Grind the railing, but jump just as you near the Spring at the corner of the two girders. **Land on the Spring so that you can pick up the Silver Medal hanging in the air above the scene.** Try to direct your fall so that you land on the ground beneath the girders. Another girder leads up from the ground—it twists off to the right. Grind it.



The girder leads you off to another Spring. This bounces you down to a battle with a fire worm and several phoenixes.

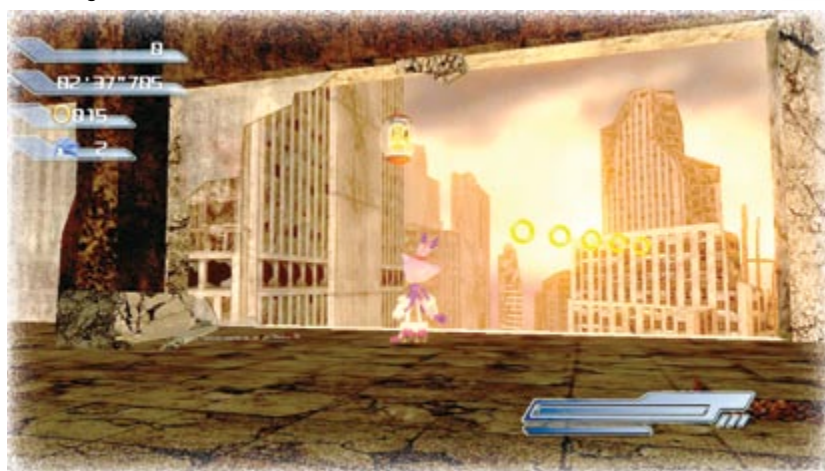


Another locked Spring is on this ledge. You must defeat the fire worm and the phoenixes to destroy it. Blaze's claw attacks easily drop the phoenixes, but you have to be careful when attacking the worm. Wait

for its large mouth to open, then leap in and use your claws to destroy it. As soon as the Spring is unlocked, jump on it to be launched into the building across from the ledge.



A series of Springs bounces Blaze through the ruined building and ejects her; she lands right in front of a Point Marker. Cross through the Point Marker and look out for four phoenixes hovering on the other side of the room. Use your claws to defeat them and then get ready to exit the building.



A 1-Up Capsule is in the air just outside the building. Use the claws to jump out and smash into the Capsule before descending down to a section of destroyed highway.



Point Marker 2

When you drop on the highway, look out for two brutish fire beasts waiting to lunge at you. Use her claws to dispatch the monsters and then jump from the highway to the balcony directly ahead of you. Once on the balcony, look out for another monster directly to the right.



More phoenixes await on the left side of the balcony, but you can slip beneath them without engaging them. Run around the remainder of the balcony to pick up a 1-Up, and use the Spring to bounce to the next section of the stage.



Silver Medal: Find the medal in the wooden crates on the left side of the street. Use PK to lift the crates and expose the medal.



A fire worm is snaking around the green awning to the left; **it guards a Silver Medal hanging in the air.** To get the medal, you have to jump off the explosive crate next to the worm and Levitate through the air. If you blast the worm with the crate, you cannot get the medal. After you score the medal, drop down to the ground level and destroy the monsters as you press forward.



Several phoenixes patrol the skies above a narrow bridge. Grab the Rings as you walk up the bridge, and then use PK to hurl the nearby crates at the birds. After you smash the phoenixes, you can walk straight ahead and access a Point Marker.

Point Marker 1



When Blaze lands and hands control back over to Silver, the inferno consuming the remainder of the city grows even fiercer. He must be closing in on Iblis to be meeting such resistance. A pack of romping, stomping fire monsters waits directly ahead from the starting point, but there are more than enough crates, cars, and debris to smash them all. Jump up on the severed section of highway, and as it tilts, Levitate out to reach the platform full of monsters.

Point Marker 2



As soon as you touch the Point Marker, a colossal fire monster explodes into the area. With fists the size of trucks, the beast smashes

the ground and swings at Silver wildly. Stay back to avoid his physical attacks and launch crates at his head with your PK. It takes at least three attacks to bring down the monster if you land direct hits on its face.



Silver Medal: Right after passing through the Point Marker, look for a Silver Medal on the ledge to the right.



After eliminating the monsters, walk out on a steel beam. Use the PK marker at the edge of the beam to propel yourself onto the giant overturned building directly ahead of you. The marker catapults you over the two fire monsters you can see from the beam, so don't worry about them.



Use Levitate while sailing through the air to pick up a trail of Rings and scope out the scene. A Silver Medal and an invincibility power-up are on the two outposts flanking the collapsed skyscraper.



Several monsters lurk on the upper half of the skyscraper: a massive brute, some regular fire beasts, and a small patrol of phoenixes. Use the cars on the building as projectiles to take out the beasts and clear a path up the building. You don't need to destroy all of these monsters to collect the medal and power-up, but keeping some of them at bay will make it safer to do so.

Jump up on the left outpost first and grab the gauge filler. This completely juices Silver's PK powers so you don't have to worry about zeroing out the meter while you're floating through the air. Zoom over to get the medal and then finish off the remaining monsters with PK projectiles like cars.



At the top edge of the skyscraper, you must defeat a worm and some fire monsters in order to access the Goal Ring and exit the stage. Use the rubble to smash the monsters and proceed to the exit.

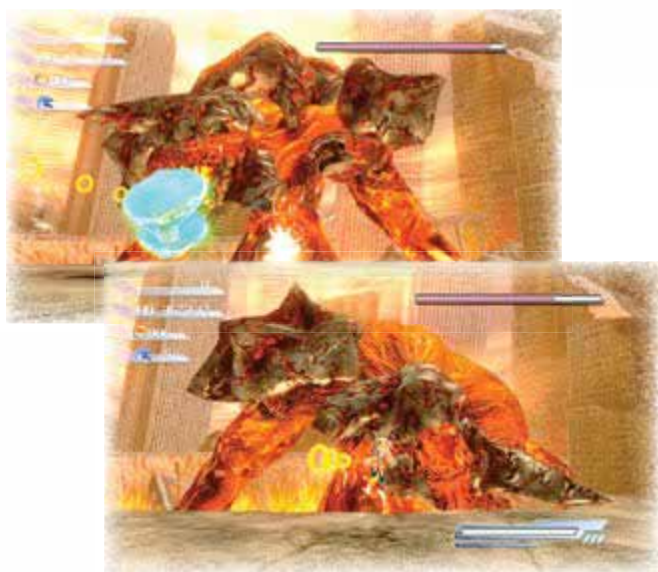


The Goal Ring is just below the platform with the worms. Drop down and touch the Goal Ring to hurtle toward Silver's first boss encounter: Iblis.



BOSS BATTLE: IBLIS

Iblis, the living flame that has consumed the world in this twisted future, takes a monstrous form, rising out of an infernal pit to challenge Silver The Hedgehog—the only hero who seems to stand a chance of defeating the colossus. Iblis takes only one form in this battle—a hulking four-armed beast strong enough to hoist an entire building in the air and smash it on the ground. This is only one of Iblis's deadly attacks that Silver may face, but the living flame is not entirely invincible. If Silver can strike Iblis's fiery shell with enough debris, he might at least force Iblis back down into the pit, allowing Silver to live long enough to fight another day.



When the battle begins, Silver must collect Rings—and fast. There are four lines of Rings in the arena: two in the air near the center of the platform and two on the extreme edges. While getting the Rings, use PK to pick up the nearby debris and start hurling it at Iblis. The monster has a significant amount of armor made out of cooled molten earth. However, the armor falls away as you launch repeated attacks on Iblis, exposing its pure flame interior. To make an accurate volley, Silver must be pointed directly at Iblis in order to fling the debris at the beast.



Iblis won't simply weather your attacks. The monster will raise its arms from time to time, blocking his face. When Iblis is guarding itself, don't bother throwing any debris at it. You can't waste any readily available projectiles. Even though debris does appear as you fight, thanks to Iblis's attacks, you actually have enough potential weapons at the beginning to do extensive damage.



Watch for when Iblis raises all four arms—and then run away. When Iblis exposes its chest, a torrent of molten rock explodes forth, peppering the platform. Some of the fireballs actually remain on the ledge, though, which you can pick up with PK and fling back at the beast.





When you see Iblis lower its upper arms into the lava, expect it to pick up a skyscraper. The monster raises the building high above the platform before bringing it down, casting a large shadow. Get out of the shadow to escape damage. The smashed building leaves behind debris you can use against Iblis.



After you whittle down half of Iblis's health and chisel away all of its armor, the monster resorts to breathing fire on the platform. The sweeping fire attack cannot be deflected in any way, so head for the sides of the platform to avoid getting burned to a crisp.



Keep hurling debris at the titanic Iblis to bring it down. When the monster either raises its chest up or lowers its head, you have the best chance of striking the final blow. When you do finally drain all of Iblis's health, the monster sinks back into the inferno, leaving Silver and Blaze to ponder what to do next to save their ruined world.



TROPICAL JUNGLE

Silver The Hedgehog lands in the Tropical Jungle, seeking further evidence of the so-called Iblis Trigger. The lush paradise starkly contrasts Silver's infernal future, but the psychic hedgehog has no time for sightseeing. He must weave through the maze of ruins, ride on the backs of giant turtles, and defeat a legion of robots to reach the exit and get closer to his quarry. Silver's abilities to levitate and walk up walls help him navigate the labyrinthine ruins, but seeking high ground isn't always the solution in the jungle. Sometimes he'll have to get right in the thick of it, trading blows with 'bots while seeking out the pathway back to town.



Point Marker 1

SECTION 1



Silver stands at the outskirts of the ruins, looking up at the stacks of stone blocks and towering jungle trees. To get started, jump on the lily pad in the water in front of you and use PK to charge up a super jump. Once you see the pad dented, release the charge. Silver flies into the air. Move forward to land on the ruins.



set of robots—but until you get closer, these robots won't initiate an attack. Jump and Levitate over the water to reach the ledge you just exposed.

A large wall of wooden planks stands to the left. A robot sentry guards the area; use PK to lift the nearby crates and destroy both the robot and the wood. The splintering boards reveal another



Use PK to destroy the pair of robots at the far end of the ledge. The far robot stands on an explosive crate, so aim

along the ledge and detonate the crate to eliminate both robots. **As soon as the robots are down, capture the first Silver Medal in this stage.**



Silver Medal: The Silver Medal is on top of the wall right in front of your starting position. Levitate while on top of a crate and go as high as it will rise, then leap up to the wall.



While on the top of the wall, you can move around the first section of the maze without much impediment. Two more Silver Medals are on the wall in this first area.



Use the crates surrounding the huge robot on top of the wall to finish it off and safely collect a Ring Capsule. Use a Point Marker on the other side of the wall to record your progress.

Levitate across the gaps to move along the top of the wall. Only a few robots up here cause trouble. The two Silver Medals are stationed at the

end of wall sections. The next medal is just across from the first Silver Medal you picked up. You can walk along the top, but it's faster just to Levitate. Make sure you have a full PK charge before leaping into the air. The third medal is a little higher.



Levitate out to the flowered vine in the middle of the ruins. When Silver touches it, he grabs hold and the vine starts swinging. Jump again at the height of the swing, float over the horizontal stonework, and then drop down. It's at the end of the row, overlooking where you first started the stage. After you have these medals, you can either dispatch the robots on top of the wall or drop back down and continue moving through the stage's ground level.

Silver Medal: Run to the flowered vine that's on the Point Marker's left. Jump out and grab the vine; swing through the air and jump out to a length of stonework. Destroy the robot at the end of the stonework by zapping it—don't throw crates at it. After the robot is down, Levitate on top of one of the crates, get to a set of ruins, and grab the hidden medal.



After dropping back down to the ledge where you destroyed the two robots, either use PK to Levitate across the water atop a crate or use the hanging log as a makeshift bridge to access the next ledge. A floating sentry over the water fires missiles at you.



TIP Don't forget that Silver can use PK to "catch" missiles and small projectiles and hurl them back at his assailants.



When you're on the other side of the water, get ready to attack two small robot sentries and a large, drill-toting robot guard. Use PK to destroy the sentries from a distance. Catch the drill bits and fling them back at the larger robot, or get close enough to the sentries to fry their circuits and grab them with PK. Frazzled 'bots make excellent weapons—they explode when thrown into another target.



A Ring Capsule with 10 Rings is on the block to the right of the robot-filled ledge.



After all of the nasty robots are gone, run to the right and pass through a tall laser field. The purple beams blink on and off. If you're caught in the lasers, you'll lose all of your Rings, so wait just outside the beams and then run through as soon as they vanish. A Point Marker is on the other side of the field, as well as a giant turtle that will graciously give you a lift through the water that flows beneath the temple ruins.

Point Marker 2



The giant turtles that ply the waters of the Tropical Jungle are slow, methodical beasts. As soon as you jump on the back of a turtle shell, the animal starts wading through the water on its own path. You have no way of steering the turtle.



Many robots line the turtle's path —almost as if they knew exactly where it was going to swim. Watch out for floating sentries. You can use PK to grab stone blocks hanging by vines and use them as ammunition against the robots, jump up and zap the robots with PK, or avoid them entirely.



Point Marker 3



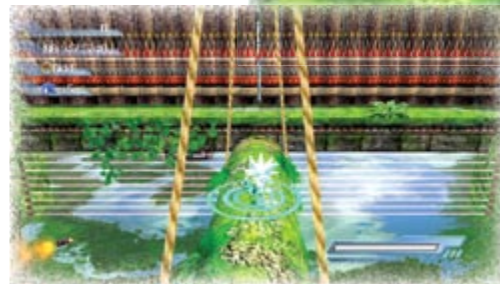
When the first turtle comes to a stop, jump from its back to the next shell. As soon as you touch down, the second turtle begins to swim.



After you access the Point Marker, call another turtle to continue moving through the stage. Using either one of the provided wooden crates or a stone block, use PK to dislodge the low-hanging fruit. When the fruit hits the water, a joyful turtle will surface for his snack. Jump on the turtle's back as soon as the shell is high and dry and then allow the turtle to take you down the next waterway.



Continue riding the turtle as it weaves through the ruins, passing a series of robots monitoring the waterways from small ledges. Use PK to catch the robots' missiles and return fire, but don't hop off the turtle. Just stick to the shell as the turtle closes in on another Point Marker. When the turtle sinks beneath the surface, jump off and walk through the Point Marker on the small platform.



The turtle soon approaches a log hanging in the air. Jump up to the log and look for the PK marker in its center. Charge up Silver's PK on the marker, then raise the log into the air. Release the PK to bring the log smashing through the large wall in front of you.





Jump off the log and land on the long ledge where the wall stood. Another Point Marker is on a small platform in the middle of the water ahead, next to a wooden crate and more turtle fruit. Levitate from the ledge to the Point Marker.

Point Marker 4



Use one of the crates next to the Point Marker to knock the fruit into the water and attract another turtle. When the turtle rises, ride it through the ruins, approaching another hanging log. Two long ledges run on each side of the log. Two robots wait for you at the ends of the ledges. As the turtle closes in on the log, jump off the turtle and run along either ledge to defeat one of the robots. Knocking out at least one robot will decrease your chances of being shot off the log as you charge up your PK at the marker. Bash through the wooden wall with the log and then hop down on the newly exposed ledge.



Follow the next ledge as it bends to the right. There is a robot in the distance. Drop it by using PK to throw one of the nearby crates at it. After the robot is down, jump up to the grassy platform and close in on the next Point Marker.



A Silver Medal is in the hole right in front of the Point Marker. Most holes in this stage have coins, medals, or 1-Up Capsules buried inside them.

Point Marker 5



After passing through the Point Marker, call forth another turtle to keep moving through the jungle. Knock down some more fruit with a crate and then leap on the turtle shell as the animal surfaces for its lunch. The turtle starts back toward the center of the ruins, swimming beneath a series of wooden catwalks that hang high in the air.





There is a Silver Medal in the air; it's accessible only by letting the turtle pass beneath it.



When the turtle comes to a stop, jump off its shell and Levitate to the lily pad with the PK marker. Charge up your PK on the marker and then bounce into the air. Float and move ahead so that you land on the lowest wooden ramp. Follow the ramp as it turns right. Look out for any robots patrolling the area.



Jump up on the mossy stone platform connected to the rickety catwalk. The hole in the platform is full of coins, so drop into it and scoop them up before you access the next Point Marker. Silver muses about needing to reach the top of the wooden structure that's built around this entire area. Jump up and Levitate to the ledge directly above the Point Marker.

Point Marker 6



After you pass through the Point Marker and jump up to the next ledge, look out for three robots on a central platform. Two smaller robots are floating on the far corners of the platform and a titanic metal man is positioned in the hole in the ground. Use the boxes to bash the two smaller robots and dent the head of the large robot in the hole. As soon as the large robot sparks, grab it with PK and fling it off the platform.

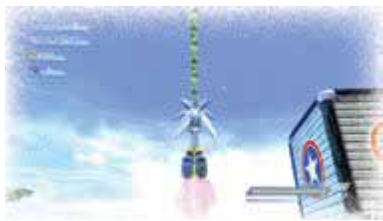


Jump on top of one of the crates and use PK to raise the crate into the air. Make sure your PK is completely charged and then float the box to the square ledge on top of the pillar to the right. (You passed it earlier when you were riding the turtle's shell.) A purple flower hangs at the end of a vine between you and the platform. Before you reach for it, pick up the goodies on the square platform first.





1-Up Alert: An extra life is in the hole in the center of the square platform.



Now that you've acquired the 1-Up Capsule, levitate over to the purple flower and

let Silver latch on to it. Swing back and forth on the flower until you're at the swinging vine's apex. Jump off the flower, letting it sling you into the air.

At the height of the slingshot, use PK to levitate back toward the center of the area. A



wooden walkway surrounds the center platform, but watch out—a horde of robots is up here. Look out for a white robot standing near your landing site, plus two floating sentries off to the left. The sentries fire small missiles, which you can catch and throw back at the robots. Clear out the robots.



Silver Medal: After finishing off the robots, Levitate out to the Silver Medal hanging in the air above the catwalks.



Silver Medal: Follow the trail of Rings to a central stone tower in this area of the ruins. At the top of the tower, a medal sits on the platform.



Now look down from the end of the wooden walkway. Below, three giant robots are walking around a rock platform covered with crates. A Spring with a trail of Rings extends into the heavens. Jump off the end of the wooden walkway and grab the Rings as you slow your descent with PK. Don't use it

all, though, because you must attack the colossal robots as soon as you land.



Back on the ground, use PK and the crates to short-circuit the large robots. When you disable one of them with the crates (you'll see its energy core eject from the robot's chest), use PK to lift the robot's hull into the air and slam it against the other robots. If no target is immediately available, throw the robot into the water.



A Silver Medal lies in the hole on the platform, buried beneath a stack of metal crates.



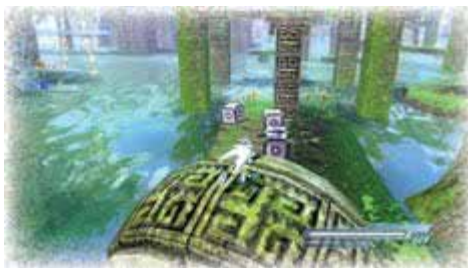


When all three robots are finished, jump on one of the crates and levitate it with PK. When you are up in the air, float the crate you're riding toward the log hanging by the vines from the giant tree. **There is both a PK marker on the log and an easy-to-grab Silver Medal.** Now use this log to escape the stage.



Turn and face the massive sphere balanced precariously on the column. Charge your PK on the log and then release the energy to slam the log into the sphere. The dislodged sphere topples to the platform below, but it will roll into the water if you don't quickly drop off the log and "grab" the sphere with your PK.

Jump on top of the sphere and let your PK charge back up. When it's full, Levitate the entire sphere into the air.



You need the extra height of the sphere to access the next ledge, which also happens to have a stone ball mounted on top of it.



Jump off of the sphere and Levitate over to the next ledge, recharge, and repeat to reach the platform on the opposite side of the second sphere. Several robots on this platform guard a locked set of



Use the crates to bring down the robots. Smash the explosive crates into the large robot and then lift its metal husk into the air using PK and either slam it into any remaining robots or throw it off the edge of the platform.

CAUTION

Be careful when "holding" explosive crates over your head with PK in areas with projectile-launching enemies. If they shoot the crate while you are lifting it, you will be damaged by the explosion.



After you finish off the robots, the cage around the Springs vanishes. Run up to the Springs and let yourself be fired into the sky. As you come down, float forward to land on the clearing with the Goal Ring and finish the stage.



EXTRA STAGE: WAVE OCEAN



Blaze The Cat heads off to Wave Ocean, exploring territory that Sonic The Hedgehog tamed during his episode. In this watery stage, Blaze must quickly storm from one end of the beach to the other, deftly avoiding Dr. Eggman's robots and the bite of a familiar orca as it snaps at Blaze's purple heels. The fiery kitty must never slow down because the moment she does, robots will zero in on her position. She had better stick to the plethora of Dash Panels and Springs that make this visit to Wave Ocean one roller coaster of a ride.

Point Marker 1



When the mission starts, Blaze is already running at top speed down the side of the rock outcropping, ready to zoom through a series of jumps and loops just like Sonic did during his first run at Wave Ocean. Blaze pretty much runs on her own until the Dash Panel ramp propels her to a beach full of spikes and robots. Once you're on the beach, use claw attacks to spill their oil all over the white sand. Watch out for the robot on the stack of crates on the beach's left side. Fortunately, the 'bot stands on top of an explosive crate, so a quick swipe should be enough to blow the boxes and eliminate the robot.



Look for the Silver Medal under crates on the left side of the beach—it's exposed when you destroy the robot on the stack.



After you clear the beach, leap over the line of spiked spheres and jump on the Dash Panel that sends you through another set of loops and ejects you toward another ramp in the water. You'll automatically land on the ramp's Dash Panel, which blasts you back into the air to land on another beach crawling with robots.





Bash the crablike robots with your claws, leaving behind a pile of scrap metal. Keep using the Spinning Claw

attack, making Blaze bounce back and forth around the batch of 'bots, issuing destructive blows until there's nothing left of them.



Another Silver Medal is on top of the rocks on the right side of the beach.



Jump up on the stack of crates on the far side of the beach. Vault up to the grassy ledge just beyond the crates and then access the next Point Marker. Just beyond the Point Marker is a Dash Panel-Spring combo that propels Blaze atop a lofty lighthouse, where you can see a sweet view of the marina.



Silver Medal: Before jumping on the lighthouse, grab the Silver Medal hidden behind it.

Point Marker 2



You land right on top of a grind line that leads from the lighthouse to the marina below. Instead of dumping you in the drink, though, the grind ends at a Spring that rockets you into another set of Dash Panels and Springs.

Silver Medal: Instead of following the grind rail, jump down to the small grassy island that's on the right of the rail. Kick the pile of rocks on the beach to reveal a hidden medal.



Like a pinball machine, more Springs bounce you around the marina, offering you a spectacular view—and a case of whiplash.



The Spring tour shoots you through a sea cave and back toward a pier. Jump up to a grind line above the pier and grab some coins.





After you've regained your footing, run along the pier and leap over the spiked bars. There are two sets of these spiked bars as the pier bends to the left, away from the line of colorful sailboats. More Dash Panels on the pier propel you to your next destination, **but you need to slow things down a little to grab the Silver Medal on top of the Cabanna.** Freeze when you spot a Spring to the left of a Dash Panel. It's positioned right at the end of a grind line.



Jump up on the grind line—avoiding the Spring—and grab the Silver Medal. You can follow the line all the way back to the beginning of the pier, picking up some coins on the way.

After you score the medal, jump from the grind line and land on the pier. Another Point Marker waits at the end of the pier, just above a beach full of green robots with awful tempers.



Point Marker 3

After you pass through the Point Marker, you have two options for getting through the next area. You can either storm the beach or vault up to the Boost Ring that propels you to the upper cave (Sonic had to access it with his Light Dash maneuver).

TIP



Use Accelerator Tornado to access the Boost Ring and launch yourself through the hole in the side of the rock wall. Then run along the side of the rocks and pick up some Rings before stopping at a series of spiked bars.



Silver Medal: This medal hides behind the rock wall on the beach. Right after you pass the spiked bars, make a hard right and look up to spot your prize.



Look out for the robots on the beach. If you touch one of them without attacking, you'll lose your Rings, so keep those claws out. After dismantling the robots on the beach, Accelerator Tornado over the spiked bars on the left side of the small island and enter the interior beach area. More robots wait within, including a hulk on the sand. Claw the monster's head and then jump up to the next ledge, which is full of smaller robots. Smash them. Now continue hopping up ledges until you reach a series of spiked bars. Leap over the spiked bars to touch another Spring that sends you zooming across the ocean.





Silver Medals: Before heading off into the ocean, pick up the last two Silver Medals on this atoll. To get the first one, crush the giant stack of crates near the spiked bars. For the second, head for the beach that's below the spiked bars. Instead of stepping on the Spring, drop down to the sand and turn back to see the medal next to a set of Springs.

Point Marker 4

At the top of the Spring run, you are forced through the next Point Marker. The Point Marker quickly passes you by, though, as gravity takes hold and sends you racing down the other side of the rocky cliff. You hit another series of Springs that sends you back across the ocean.



The orca follows Blaze as she bounces over the ocean surface. Don't worry. The hungry whale cannot snap at Blaze while she's flying through the air.



The Springs drop you on small sections of pier, each with a Dash Panel that launches you at another Spring. **Be sure to pick up the Silver Medal hanging over the piers.** The ride finally slows down as you approach a small, palm tree-covered island with a robot patrol. Use Accelerator Tornado to leap across the gap between the last two sections of fractured pier and then break out the claws again to deal with the robots. You face two small red ones and a large purple one. Dispatch the smaller robots first so they can't shoot you while you are dealing with the brute.



After you finish off the trio, run along the last bit of dock and jump into the Goal Ring to escape the stage.



DUSTY DESERT

The desert knows how to keep secrets, such as a buried temple swallowed beneath the sand. Silver enters the ruins in his continuing quest to hunt the Iblis Trigger, but while exploring the temple complex, he meets an unlikely ally: Amy Rose. The girl, smitten with Silver's sworn enemy (Sonic), helps the psychic hedgehog get through a few tight spots that require the use of a Double Jump and a smashing Hammer. However, some of the temple's most puzzling chambers require a little PK to figure out, so it's back to Silver when it's time to navigate this ancient tomb's brain-teasing rooms.



SECTION 1 NO LIPS

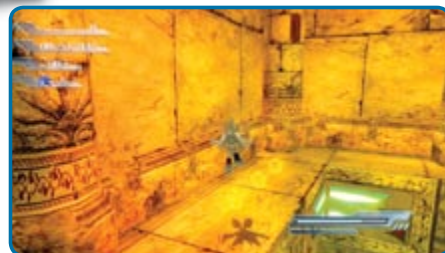
Point Marker 1



The temple interior is choked with dust, but the air clears when Silver steps forward from his starting position and a large stone block rises to reveal a series of chambers. The first room is full of spherical robots. To start scrapping these droids, use PK on the jars in the first room and fling them at the robots in the center. After bashing a few, jump in and use your charge attack to zap their circuits, rendering them temporary immobile. While they're incapacitated, use PK to lift them into the air like you would any old crate and hurl them at the other robots.

After the spherical robots are gone, four bipedal robots drop into the room and attack. Use the same strategy: fling jars into the robots using PK or dive in close to overload their circuits with energy. While the robot sputters and sparks, use PK to hoist it into the air and toss it into a wall or any remaining robots. When all of the robots are gone, the first puzzle begins.

TIP



A narrow ledge circles the room. Jump up and grab all the Rings on the ledge to preserve your life in case you're attacked by a robot.



Silver Medal: After you finish knocking all of them into the holes, jump up into the side passage where the spheres came out of and pick up a medal.





A stone block rises, allowing a series of massive spheres to cascade into the room. Each sphere has a number printed on its side. The goal is to bump at least one of these spheres into each of the six holes in the chamber, but you can only strike them with an energy attack ten times before all the balls explode. The numbers on the balls count down with each bump, and they all share the same number.



Don't be in a hurry to strike the balls. The spheres carry a bit of momentum, so watch their trajectory after you hit them and verify that none are slowly rolling into one of the holes before using up another energy blast. If the balls explode before you fill the six holes, another batch of spheres rolls into the room. After you have dropped the balls into the holes, another stone block is lifted into the ceiling, unveiling the next chamber and a sand trap.



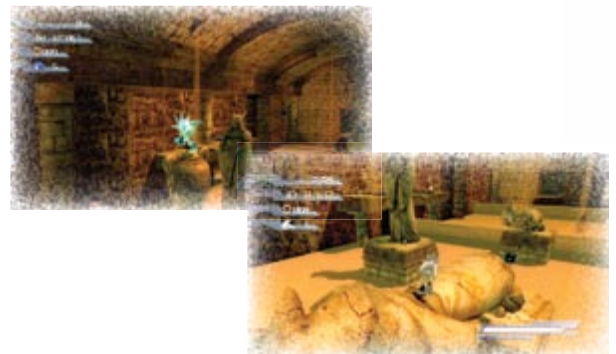
When the spheres read zero, be careful. One more attack on a sphere reading zero will cause them to explode.



When you first jump up on the ledge to peer into the next chamber, watch out for the giant robot on the central pedestal. It rotates, spitting bullets all over the room. The vulcan fire does not kill you, but every shot that hits you knocks loose a Ring. Launch a jar at the robot brute with your PK, knocking it off the pedestal.



After dispatching the robot, jump out to its pedestal and then levitate to the ledge on the right side of the room. There is an endless sea of sand beneath you that you can stand on, but if a wave catches you, it will carry you all the way back to the chamber's beginning.



When you're on the ledge with the two jars, jump on a jar and levitate it into the air. Now you can float above the sand waves and avoid two platforms with spike traps on the left side of the room. Float the jar across the room. A Chaos Drive Capsule is near the spikes to refill your PK. You can also get across the room by knocking down the statue with jars and running on their backs.





Silver Medal: There is a Silver Medal inside the statue on the right side of the room. Throw a crate or jar at the statue to knock it over and reveal the medal.



Levitate to the ledge on the room's left side and land near the spike traps. A Ring Capsule is on the far end of the ledge. Grab the Rings and turn back to face the right side of the room. The switch that unlocks the exit to this chamber is on the other side of the room, but it's guarded by another gun-toting robot. Levitate across the room, watching out for the robot's bullets, and hit the small switch to open the exit. When you jump from the ledge with the switch to the ledge with the open door, you can see Amy Rose waiting in the next chamber. As soon as you jump to her, control switches from Silver to Hammer-wielding Amy. Little does Silver know that he's being assisted by a girl who's gaga over his nemesis, the Iblis Trigger.



Use Amy's Double Jumps to leap across the series of rising platforms. Don't fall into the sand—it will swallow you up.



After Amy touches down on the ledge to the right, the door to the next chamber opens. Robots are inside, but they employ a cloaking device to obscure their positions. You can spot the robots by their shimmering outlines against the patterned floor tiles. Use the Hammer Attack to smash the invisible robots and open the next door. Alternatively, you can use Amy's Invisibility to avoid being spotted. **Be sure to grab the Silver Medal on the left side of the room.**



The next hallway is booby-trapped with spikes, but you can easily jump over them. More troubling is the bottomless pit around the corner. Use a Double Jump to cross the chasm without falling to your doom. (Aim for the 1-Up hanging in the air over the pit.) Be sure to hit the second half of the jump at the apex of the first ascent so you can maximize your height.

Use the Double Jump to leap to the moving platforms that span the next two pits. Amy's jumps are slow, so you have to time your jump so that you don't land just as the platform retreats into the temple wall.





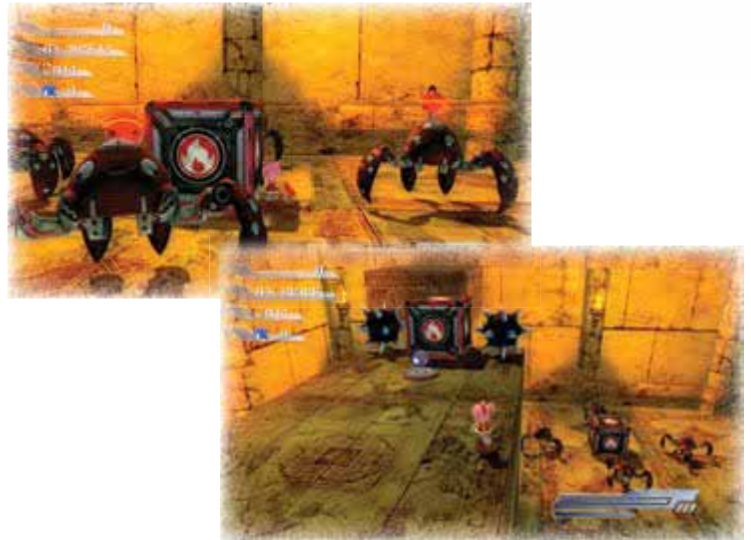
Ascend the staircase on the other side of the pits. A hornet-like robot waits in the middle of the stairs, but your Hammer makes short work of it. Look out for the spiked bars at the top of the stairs, though—these can be tricky if you don't have a good running start and time Amy's second jump to start at the apex of her first jump. If you touch the spikes with even one toe on the way down, your Rings eject all over the room.

TIP

After rounding the corner, pound the lonely wooden crate with your Hammer to reveal a Ring Capsule.



Winding up Amy's Hammer takes a second, so don't attack these robots from the front. Smash them from behind so they have to turn around to attack—giving you enough time to bring the Hammer down. When you spot the pair of guards foolishly positioned next to an exploding crate, smack the crate to detonate it and destroy the robots.



When you enter the next chamber, which is unlocked by dispatching the robot guard at the stone block, you immediately see a collection of crab-like robots surrounding another exploding crate. You can rush in and hit the crate to eliminate all the robots. But if instead you use a Double Jump to leap to the center platform high above the room, you can smash the exploding crate between the two spiked spheres and send them down into the chamber, destroying two batches of baddies. (Another collection of robots is around the corner from the crabs.)



No matter how you destroy the crab robots, you need to hit the switch on the upper ledge to open the chamber's exit and reach the next Point Marker.



Silver Medal: Jump from the ledge with the switch to the opposite ledge that has a Silver Medal.



Point Marker 2

Send Amy up the stairs to pass through a Point Marker and confront another hornet robot. This hornet-like machine is surrounded by tiny needles, so you have to be quick to get the drop on the robot and smash it before it peppers you with the needles. After you take the sting out of the hornet, the stone door behind it rises, revealing the next room: a tall chamber with a sand pit at the very bottom. You cannot fall into this pit or the sand swallows you up.



When you enter the chamber, look out for the robot on the ledge below and to the left. Walk to the right and drop down onto the ledge below you—the robot cannot hit you from this far away. Walk along the ledge and **bash open the crates to reveal a Spring and a Silver Medal**. Use this Spring to launch up to the second-highest ledge in the chamber. Follow the ledge around, watching out for the robot sentry, and drop down to the ledge below. You're now on the opposite side of the robot you spied when first entering the chamber.

Jump over the pile of crates to put a blockade between you and the robot. Jump up to the next block, then double-jump into the air (follow the trail of Rings) and land on the ledge with a switch. This switch opens the huge stone door to the left. Pass into the next small room and hit the switch to open another door. This door opens up into the chamber where Silver handed off the adventure to Amy.



Touch the switch on the ledge overlooking the sand to raise a set of platforms back where Silver waits patiently. Control now switches back to Silver.



Use Levitation to soar across the abyss in the next chamber. Stop to refill your PK on the sliding platforms. Don't loiter, though, because if you drop below the moving platforms, you'll never reach the ledge on the pit's opposite side.



When you land on the opposite side of the chamber, use PK on the marker to raise the next block. As soon as you do, watch out for aggressive crab robots that march out of the next chamber and surround you. Without any nearby jars or crates, you have to zap the robots and then use PK to knock them into each other. More robots await you inside the chamber proper, but there you can use many jars in the room as projectiles.





After neutralizing all of the crab robots, two titans materialize near the exit. They have giant spheres for fists and will roll them at you. There is just enough room to run between the balls and zap the brutes before they can rearm. Finishing off the robots opens the door, revealing the next Point Marker.



Silver Medal: After defeating all of the robots, pick up something with your PK (such as a jar) and knock down the rightmost statue against the wall to reveal a medal.



Point Marker 3



The next chamber is another puzzle room with undulating waves of sand that rush at you from the moment you enter. After passing through the Point Marker, you must Levitate to the platform to the right—it's slightly lower than the ledge with the Point Marker, putting you right in harm's way. However, act fast and use PK on the marker, and you'll raise the platform above the sand waves.

Repeat this with the platform to the left, but make sure you Levitate through the Ring Capsule on the way there. Time your drop so that you land on the PK marker just as the sand wave passes over the platform. You're now within range of a missile-firing robot, so watch out. When the platform is at its greatest height, use PK to snatch a missile out of the air and fire it back at the robot. Next, Levitate to the ledge along the left wall, grab the Rings, and then float over to the platform on the far end of the room. Another PK marker is on the ground. Activate it to open the door.



Silver Medal: There is a Silver Medal on the right side of the room, next to a narrow ledge. To reach the ledge, you must Levitate to the Chaos Drive Capsule to recharge your PK in mid-flight. This gives you plenty of PK to complete the flight to the ledge and then jump out to get the medal.





Five robots in the next room—three normal-sized sentries and two beastly hulks. Zap the smaller robots and use them as PK ammunition to smash up the larger robots. When you topple one of the bigger 'bots, use PK to lift and throw the hull into the remaining colossus to take it down.

After all of the robots are down, lift the jars in the corner of the room with PK to expose a Silver Medal.

Watch out for one last attacking pack of crab robots before you exit the chamber and move toward the final puzzle of the Dusty Desert temple. It involves the numbered spheres again, but this time you must actually avoid holes instead of filling them.

Point Marker 4



Pass through the next Point Marker and close in on the lone sphere just sitting in the middle of the corridor. You have nine energy bumps to maneuver the sphere through a hall lined with holes that you must avoid and get it into a pocket at the very end. Fortunately, some crates block a few of the holes that line the corridor walls—so don't use PK to move any crates for now. Also, there is a Silver Medal to the right of the sphere's starting position.



Silver Medal: There is a Silver Medal to the right of the Point Marker, next to the door.

TIP

Always run alongside the sphere so you can bump it if it looks like it might accidentally drop into one of the pits.



Time your bumps carefully—and always position them so they cause the sphere to bank off the walls and bounce around the pits. Crates act as helpful blocks, but as you and the sphere get close to the end of the corridor, all of the pits are completely wide-open.



When you roll the sphere into the intended pocket (marked with a few red arrows) a door to the right opens up, revealing the Goal Ring. The chamber holds no surprises, so jump into the Ring and head for the boss battle with the Iblis Trigger: Sonic The Hedgehog.

Silver Medal: Before walking into the Goal Ring, lift the jars on the left side of the room with PK to reveal a medal.



BOSS BATTLE: SONIC THE HEDGEHOG

Everybody knows Sonic The Hedgehog is the fastest thing on two legs, but only when you actually see Silver The Hedgehog square off against the Blue Blur do you find a true appreciation for Sonic's speed. Silver is determined to destroy the Iblis Trigger, but right now, he'd simply settle for slowing him down. Sonic bounds all over the courtyard in this battle, running into Silver at top speed to knock him off balance. Silver's only chance to defeat Sonic is to use PK to hurl barrels and chairs at his enemy—maybe then he can get some answers about why Sonic is the Iblis Trigger.

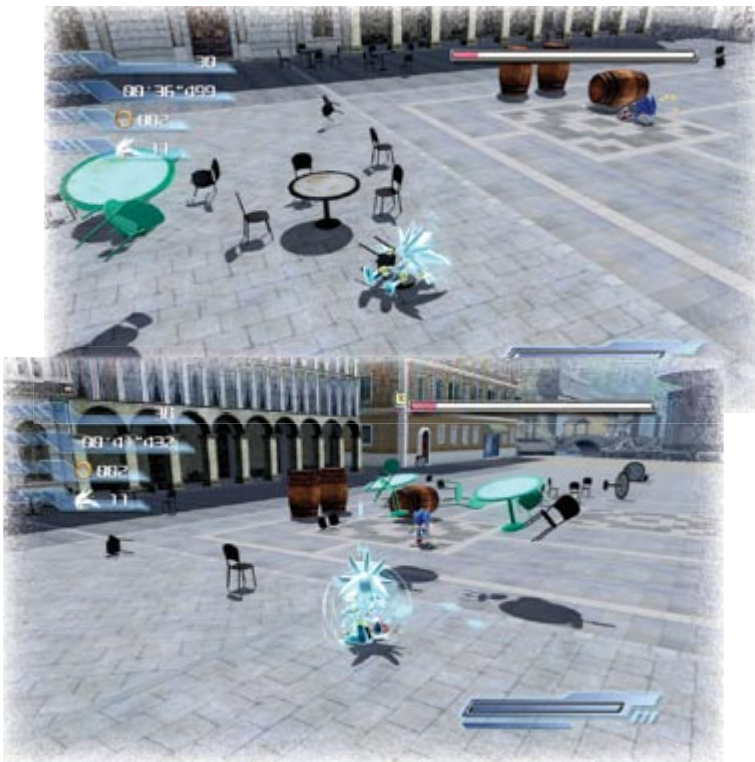
At the beginning of the hedgehog duel, Sonic makes a beeline for Silver. Get out of the way and grab some of the Rings in the middle of the courtyard for safety. When you have the Rings, you can initiate counterattacks to take out Sonic. You have to hurry, however, because if the Blue Blur misses you on his first dash, you can be sure he won't make the same mistake twice.



Sonic menaces Silver with Homing Attacks, so never stand still long enough for Sonic to get a lock on your position. Keep moving, putting distance between you and Sonic, and the hedgehog will have trouble landing attacks.



Be sure to leave a few Rings in the middle of the plaza just in case Sonic gets the drop on you during the fight and you are unable to recover your Rings before they disappear. Leaving a few Rings in the middle as a safety net can help you weather Sonic's attacks if he comes on too strong.



After you have tagged Sonic with a chair or barrel, he falters. When you see stars over his head, immediately lift any nearby chairs and tables in the plaza with PK. Hold on to them, because you cannot damage Sonic when he's recovering like this. But as soon as Sonic stands and starts running toward you, hit him again with a chair to knock him right back on his tail.



When Sonic is down, pick up as many tables, barrels, and chairs as possible to use as a shield against his attacks. As soon as Sonic rushes you, release the objects to block his attack and cause damage.

Once Sonic is down, Silver gets ready to deliver the final blow against the so-called Iblis Trigger. But before he can unleash his fury, Amy Rose steps between Silver and Sonic. She can't believe that she was helping Silver find Sonic, only so he could destroy him. Sonic makes his getaway while Amy runs interference, leaving Silver to question the wisdom of his actions and continue his adventure.

WHITE ACROPOLIS

Silver The Hedgehog and his partner Blaze determine that Dr. Eggman is somehow involved in their grim destiny, so they chart course for White Acropolis. Dr. Eggman's base is hidden high in a treacherous, frozen mountain range, so the pair must somehow find safe passage through the perilous pass, while fighting hordes of mechs. Dr. Eggman must have a steady supply of antifreeze, because his robots do not slow in their defense of their master's headquarters despite the cold. While Blaze manages to break the outer perimeter of the base, it's up to Silver to use his mental talents to destroy the remaining robot brigade and press on toward Eggman's inner sanctum.



1 NOISES



Blaze begins her infiltration on the outskirts of the White Acropolis. Alerted to her presence, Eggman's robots have already assembled and are ready to defend their territory. Rush forward to collect Rings for safety, watching out for all the spiked balls half-buried in the snow. When within range of the robot, use claws and paws to dive right into the thick of the battle and reduce the mechs to scrap metal.



You must keep an eye on the robots standing guard on the wooden communications towers. While you attack the robots on the ground, these security droids fire missiles down into the fray.



Use grind rails to slide around trouble and pick up Rings. You can also use the rails to gain enough height in certain spots to leap into the air and smash the robots on the towers.





Seeking Silver Medals? Two are quite close to each other if you head to the left after your first robot encounter. Look for the side path marked with a spiked ball in the snow. Follow the curved path as it snakes through the mountain pass, avoiding spikes and picking up Rings. The first Silver Medal is in the middle of the route. The second is just opposite the spot where the side path rejoins the central route. Look for it on the narrow ledge on the other side of the wide avenue.



Snowballs and boulders roll down the next decline. As you run through the chaos, watch out for snowballs picking up speed. Keep to the edges of the decline to avoid most of the rocks and snowballs, occasionally stepping into harm's way to pick up extra Rings only if the coast looks clear. Follow the path until it levels out.



Crab robots wait for you at the bottom of the slope. Most are visible, but watch out for the invisible leader of the patrol. You can spot the robot by the slight warping effect around its outline. If you destroy the invisible robot, the entire patrol will explode.



Keep pushing through the mountain pass, breaking 'bots and collecting coins until you reach a laser field that blocks access to the field beyond. You must destroy the two robots at the laser field, the flying mech and the missile-battery robot, to deactivate the gate and move farther down the slope. Watch out for the missiles, as they (slowly) track you and can target you while you fight the floating robot.



Silver Medal: Carefully step along the edge of the mountain pass and pick up the medal tucked behind the frost-bitten evergreen.





As you follow the path, you'll hear a low rumbling sound in the distance. One of the snowballs has packed on enough mass to become a major threat. Fortunately, the path opens up again and goes into a steep drop. Several Dash Panels are found along the path down to the base of the mountain. Hit as many of them as possible to pick up speed and keep a comfortable, safe distance between you and the thunderous snowball. Robots are on patrol in the pass, but run past them without engaging. The snowball wipes them out as it rolls down the route. **As you come down the mountain, veer toward the right side of the ramp to pick up a Silver Medal on a small ramp.**



At the end of the decline, a ramp shoots you over a wide chasm (don't miss the ramp in the middle of the pass or else you'll find your doom) and drops you down in the middle of the robot patrol. The crab robots guard a massive steel door. You must destroy them all to force open the door, so jump into the thick of the action or use Blaze's Spinning Claw and Accelerator Tornado to sweep through any resistance. When you finish off the final robot, the door slowly creaks open and you can slip inside. The action now switches back to Silver. The grateful hedgehog will take it from here.



Silver Medal: There is a Silver Medal hidden in a pile of rocks on the snowy outcropping.



Point Marker 1

When you gain control of Silver, you must use PK to zoom over more chasms and fly around robot trouble. The danger of being struck by a projectile while Levitating over gaps is ever-present, so consider using metal crates as make-shift vehicles when you need to cross a particularly tricky looking gap—especially one that's guarded by two or more robots. Never use wooden crates because they can be shot out from underneath you.



When you begin the section, Levitate over the chasm, watching out for the two robots on the ledges. The chasm is too wide to cross with a single flight, so you must use each ledge as a way station to regain PK. When you land on the ledges, zap the robots and then fling them into the abyss for easy disposal.



The clearing in the pass is watched over by massive spotlights. The sweeping beams cut bright swaths across the ground, and if you're caught in the light, an alarm summons a robots patrol to investigate. Silver's PK grants you safe passage over the entire clearing. Just find the closest steel crate and Levitate into the air. Then, move along the outside walls of the clearing to avoid the spotlight and fly into the next clearing. You'll miss some Rings by taking to the air, but you'll make up for the lost points by finishing the stage quicker than if you had to engage the robots.

TIP

Always break open the ice caverns on the walls of the pass. Rings and 1-Up Capsules are inside.



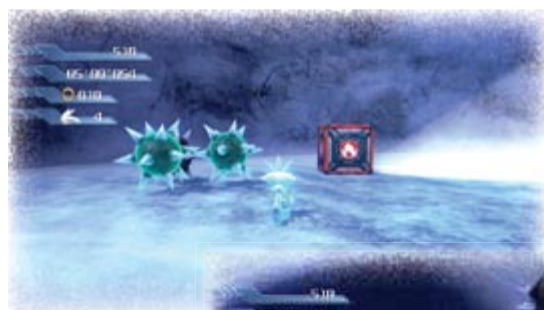
If caught in the beam, get out of the clearing as fast as possible. Use Levitation to escape up the two ledges in the rear of the clearing quickly, but watch out for the pair of robots standing watch in the middle of the pass between the two clearings.



The next clearing is empty, but if you're caught by the spotlight, the place becomes crowded—fast. Run to the clearing's opposite side, avoiding the beam of light on the ground, and head for the stack of crates to the left of the laser field.



The laser field is too high to jump over, so you must scramble to the top of the crates and use PK to commandeer one. Don't try to fly the crate over the lasers—just get the necessary height, then jump up and Levitate over the deadly lasers to reach the next clearing.



When you drop down on the other side of the laser field, seek out the spiky balls against the wall to the left. Lift them with PK and then turn around to face the unstable ice sheet on the ground. **A Silver Medal lies beneath the ice**, so drop the spiky balls to shatter the sheet and expose the treasure. Pick the spiky balls up again with PK to take them out of the hole. If you touch even one of the spikes, you'll lose your Rings.



Two giant robots stand watch on the far side of the clearing. When you get close, they shoot missile volleys at you. But you can actually grab the missiles with PK and throw them right back at the robots. The missiles are more potent against the robots than spiked balls or even explosive crates.



When you finish off the two giants, drop into the next clearing and cross to the other side, avoiding the omnipresent spotlight. If you're caught in the beam, robots materialize to thwart your efforts to enter the base interior. If the stack of crates is destroyed in a firefight, use the Springs behind the watchtower to Spring up to the next ledge.





You've made it to the next layer of defenses, but to cross into the interior of Eggman's headquarters, you must defeat the robot hiding among the trees. Pick up boulders with PK and smash the robot into submission. As soon as you see sparks arcing from its energy core, run in close and hoist the robot into the air with PK. Drop the robot to smash it and open the steel doors leading to the Point Marker and the base interior.

Point Marker 2



After hitting the Point Marker and crossing into the base interior, look out for robots stationed just inside to stop any encroachers. Pick up spiked balls with PK and hurl them at the explosive crates to send the robots to the repair shop. You need to reach the final door on the left side, but if you are collecting Silver Medals, you must move to the right to tour the entire base and pick up the bonuses.



Follow the wall until you reach an archway sealed off by ice. Any crate or spiked ball will shatter the ice and grant you entry.

A giant robot stands watch beneath a wooden tower. You can pick up rocks with PK to smash the 'bot, but look out for the smaller robots flanking it. Zap the smaller robots, use them as projectiles against the big one, and then ascend the nearby ramp.



Follow the path across the snow and smash the two white robots with the giant fists. When one falls, pick it up with PK and hurl it into the other robot to finish them both off. **Grab the Silver Medal that's hidden inside the pile of rocks next to the robots.**



As you climb higher over the interior via the ramps, you find yourself within range of the robots standing watch on the wooden towers. Levitate over to the towers, avoiding the missiles as you fly, then continue to the ledge on the other side. **There is a Silver Medal underneath the spotlight tower.**



TIP When confronting a group of robots in the snow, identify the leader by color. For example, these green robots surround a yellow unit. Smash the yellow unit and the rest of the robots in the patrol instantly self-destruct.



Silver Medal: Grab a Silver Medal from along the side of the central plateau, opposite from the huge trench leading up to the gate to Eggman's base.

Cross the clearing and duck under the flying robot with the drill 'bots on its undercarriage. Several spiked balls are on the ground, which you can pick up with PK and throw at the robot, but instead, drop them on the ice sheet to reveal a 1-Up Capsule.



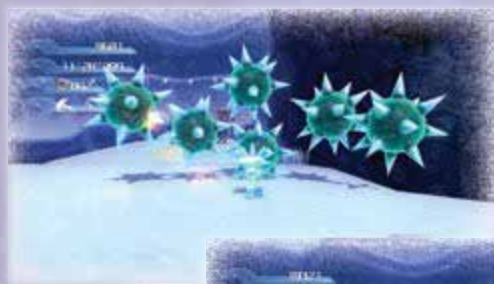
More robots wait for you among the crates. Use the crates as projectiles against the robots and press ahead.

TIP After you bash the 'bots next to the crates, find the spring that is flush with the ground off to the right. Jump on the Spring to launch up to a ledge with three Ring Capsules.

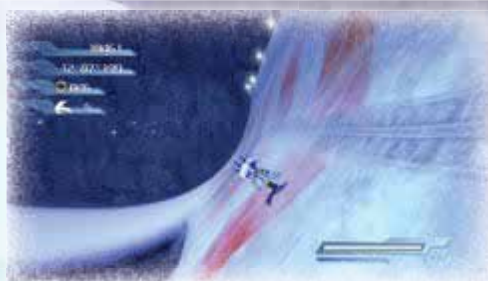


Silver Medal: As you follow the outer wall around to the large door that was originally to the left of the Point Marker, look for an odd collection of spiked balls stacked against the rocks. Pick up the balls with PK to reveal a Silver Medal.





Pick up all the spiky balls and hold them in front of you as a shield as you approach the robot patrol near the ramp leading to the exit. When you're standing in front of the robots, throw all the balls at the droids to cause nothing short of pure destruction. The resulting explosion reduces all the robots to scrap.



Thanks to Silver's PK, you can walk along the curved ramp without fear of sliding off into the abyss.



Follow the ramp as it twists around to the right. Several robots are on the pass, so run as fast as you can beneath them or use PK to throw anything and everything in their general direction while you make a break for the Goal Ring.



Jump into the Goal Ring to complete the stage and confront Dr. Eggman. Unfortunately, the madman is prepared for interference from hedgehogs. He sends the Egg Genesis to keep you busy while he makes his escape.



BOSS BATTLE: EGG GENESIS



To keep Silver the Hedgehog occupied while he escapes, Dr. Eggman unleashes the fury of the Egg Genesis—a four-armed fortress with advanced defense systems that threaten to overturn the old adage, “brains over brawn.” This terrible creation houses hundreds of mechs that it unleashes as necessary, filling the area with dangerous diversions. Egg Genesis is also equipped with dozens of missile launchers attached to its four arms. If its missiles fail to destroy a target, the Egg Genesis will lower its defenses slightly to utilize a homing laser. Silver must exploit the Egg Genesis’s weak spot—the orange energy core in the center of the machine’s undercarriage. Fortunately, the arena is littered with an abundance of crates, and whenever the Egg Genesis deploys a robot platoon, it’s only offering Silver more ammunition to use against it with his PK powers.



When the Egg Genesis closes its four arms and rises off the ground, it is getting ready to release a missile volley. The energy core is protected in this position. However, as you cause damage to the Egg Genesis, the arms fall away one by one. Not only does this expose the core, but it decreases the number of missiles the monster can fire at you.



The heat-seeking missiles move slowly through the air. You can use metal crates to deflect the missiles, but your best defense is simply to run away as the missiles close in on your position.

You can use PK to grab the slow-moving missiles and fire them back at the Egg Genesis to cause damage.



After firing several missile volleys, the Egg Genesis resorts to using its Laser Attack. The machine rises into the air and spreads its arms to expose its core completely. This seems like the perfect opportunity to attack, but actually, you have no time to make an effective attack. A red sphere appears around you, indicating that the Egg Genesis has locked on to your position. Run as soon as you see the sphere because the laser is about to fire. The Egg Genesis shoots a single beam early in the battle, and if you stay in constant motion, you can escape the lock just as the beam fires.





The Egg Genesis deposits robots in the arena when it drops down and spreads its arms. Rush in and zap a robot. Hoist the robot up with PK and target the Egg Genesis's energy core to cause significant damage.

Attacks to the core cause the most damage, but anything helps in this epic battle. Pick up crates with PK and throw them at the closed arms to chip away at the Egg Genesis's defenses. Every quarter of its health bar that you chisel away destroys one arm.



When the Egg Genesis has only one arm, it gets desperate—and nasty. When it locks onto you with its laser attack, you must keep running even after you see the first beam rush to the red sphere because several more beams are coming right behind the first. If the Egg Genesis hits you with even one beam, you're toast. Just be careful while you're trying to destroy its core, and you should be able to put the monstrosity down for good.



RADICAL TRAIN

Sonic may have needed to chase down a runaway locomotive while escaping Dr. Eggman's taunts, but when Silver The Hedgehog visits the mountainous train yard, he has to fight through an army of aggressive robots and outthink a series of clever crane puzzles that block his path. The trains do indeed make an appearance, but these locomotives run on schedule, giving Silver ample opportunity to avoid getting smashed—and maybe even use the engine to pick up some treasure he can't even reach with his psychic powers.



Point Marker 1

SECTION 1



You begin the stage on a lofty platform, looking down on a pair of crab robots below. Collect the trail of Rings as you descend on the robots and plot their untimely demise. When you land on the wooden platform, use PK to grab the explosive crate and slam it into the crabs to send their bits and pieces cascading into the canyons below.

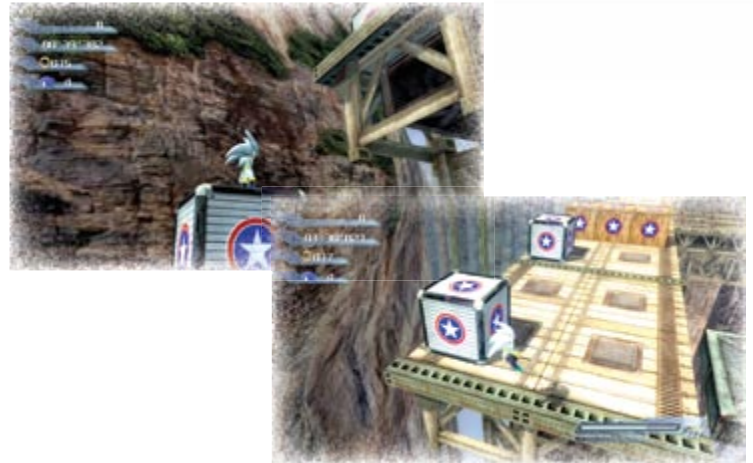


After dispatching the crab robots, you must negotiate your first crane puzzle. There are several sets of cranes on pulleys. Weight on one side of the crane raises the platform on the other side of the pulley. With Silver's PK, you can easily raise and lower the cranes just by picking up and putting down crates with your brain waves. For the first crane, jump out on the steel plate with a crate, then lift the crate using PK. The plate rises as the weight equals the load on the crane's other side. Now, run forward and jump to the next plate, then hop up to the wooden platform that runs perpendicular to the crane.





Look out for the three robots on the right side of the wooden platform. You can either throw crates at them or zap them up close with a Psycho Shock. Lift their immobile hulls using PK and throw them into each other or off the platform. After they're all gone, pick up the Ring Capsule hiding behind the robots.



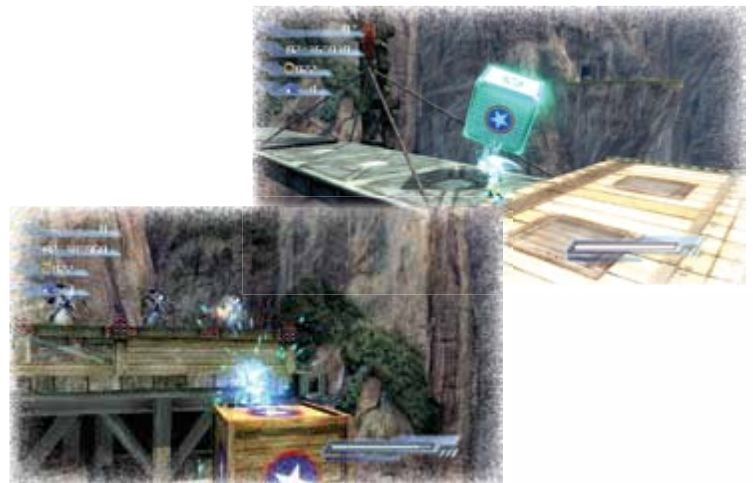
Return to the left side of the wooden platform. Jump on top of a crate and use PK to Levitate into the air. At the apex of your Levitation, recharge your PK, and then jump up to the platform just above you. Brush aside some crates on the edge. Look for a crane just to the right of the landing spot.



Two conveyor belts next to the Ring Capsule then rapidly change direction. Some Rings are up on the belts, but the unpredictable nature of the machinery could send you hurtling into a duo of floating sentries monitoring the belts. If you have some Rings, avoid the belts entirely. If you do decide to go for them, don't try to launch yourself to the next platform via the Springs at the end of the belts. The Springs won't give you enough altitude to make a successful leap.



Silver Medal: A medal floats at the end the conveyor belt. Watch out for the Springs so they don't launch you out into the canyons.

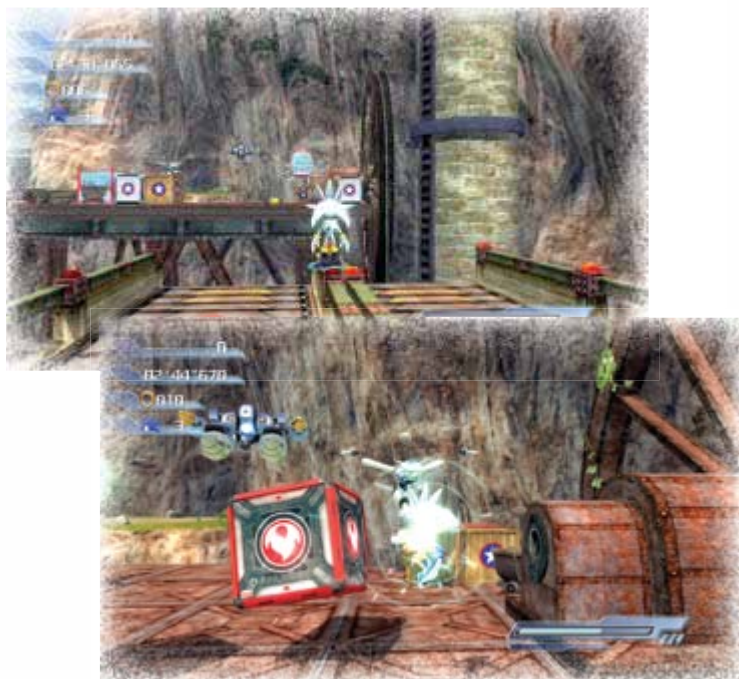


To cross the crane and reach the opposite side of the steel trellis, you must load the steel plate in front of you with crates. Use PK to hoist some boxes and set them down on the plate to make it fall, raising the opposite plate. Next, step out on the plate, get on one of the boxes and use PK to lift it off the plate. This raises your plate and lowers the other one, creating a bridge that you can quickly run across.





Look out for three flying robots on the other side of the crane. Each fires missiles into the air. If you can stand on a railing next to the conveyor belts, use PK to snag some missiles and launch them back at the robots. If you are Levitating and cannot grab the missiles, float out of the way and find a safe place to recharge your PK. Be sure to pick up the Ring Capsule as you Levitate away from the robots.



Walk along the middle railing between the two belts. Make sure your PK is fully charged, then Levitate over to the next platform. Pick up the Chaos Capsule as you fly. When you're on the platform, use the mine carts and explosive crates to attack the robots. The bipedal robot is particularly pesky, but if you can hit it with either the lesser robots or explosive crates a couple of times, it blows up. Watch out for the hornet robot on the right side of the platform. You may not see it when you first land, but it has a collection of needles it will throw at you if given half a chance.

TIP

Destroying all the robots on this platform unlocks a 1-Up Capsule tucked inside a cube.



Use crates to raise and lower the next two cranes that stretch off beyond the platform with the 1-Up Capsule. Pick up a crate with PK and set it down on the first steel plate to lower it, then run across and leap to the next plate before it rises too high. (You can always bypass the cranes by standing on a box and just Levitating over the plates.)



Another Silver Medal waits at the edge of the cranes. You'll have to float out to get it, but that's OK. You must float out and down to the right anyway to reach the next area.



Float down through the gaping hole in the concrete wall beneath the train station. Don't drain all of your PK in the journey, though, because a minor army waits for you just inside the ruined depot.



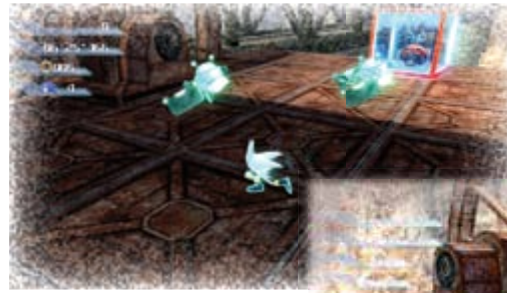
TIP

Two Ring Capsules are on each side of the wooden wall, hiding behind stacks of crates.



After destroying all the robots, pick up any remaining crates and hurl them against the wooden wall. It takes three direct hits to weaken the boards before they splinter and reveal a Point Marker.

Point Marker 2

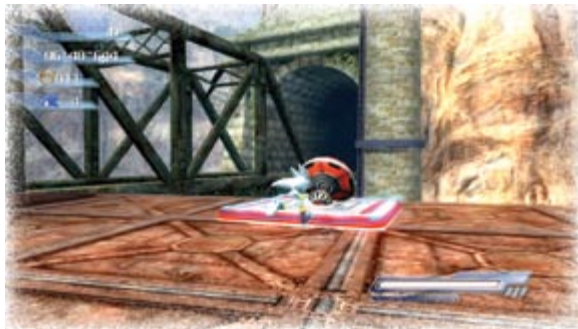


As soon as you land, the robots spring into action, firing missiles and menacing you with their attacks. If you're out of PK, find a corner and recharge—otherwise use PK to grab missiles or hoist crates and hurl them at your robot attackers. A couple of blue electric crates in the depot do extra damage, so be sure to make those throws count after twirling them in the air with your PK. The heavy menace in front of the wooden wall, for example, can be devastated with a blue crate and an explosive crate. (If you can rush in right after the blue crate zaps the brute, you can pick the robot up and swing it around to attack the other robots still in the depot.

As soon as you break through the boards, a small pack of flying robots slips into the depot. They stick together, making them easy pickings if you zap just one with your Psycho Shock attack and then use PK to fling the robot into the group. This will destroy at least two or three additional robots. If they are all close enough, you might destroy them all with just one attack.

Two flying robots on the far end of the platform flank a Spring encased in a cube. You have to destroy the 'bots to access the Spring, so use the crates to pummel the aggressors. Some explosive crates in the back corner of the platform will be useful, and as soon **as you lift them into the air, you'll see a Ring Capsule and a Silver Medal.**





After unlocking the Spring, jump on it to soar through the air and reach the upper section of the mountain-based train yards.



When you finally land, you're immediately confronted by five crab robots. They're backed up by three flying robots. Several crates sit on the ledge with the crabs (including some explosive crates), so pick them up with PK and hurl them into the robot horde to cause massive damage. Keep picking up the crates and hurling them farther up the bridge to get the flying robots behind the rickety wooden fences. When the coast is clear, a Spring sealed inside a cube to the left of the bridge is unlocked. Jump on the Spring to be launched to a series of conveyor belts above the bridge's left side.



There are two Silver Medals on top of the conveyor belts. Run along the belts to pick up the medals and bypass the robots on the bridge.



Drop back down to the bridge and mount an attack on the robots that still remain on the old wooden structure. When they're finished, tackle the huge robot on the rock tower. This robot is armed with two giant, shoulder Laser Cannons—you cannot repel these beams with PK or catch them with your psychic talents. When you hear the whine of the laser firing up, evacuate the immediate area around the robot. Use the crates on the platform to attack the laser-wielding robot. As you pick up crates, you'll expose Ring Capsules and a Chaos Capsule. It takes several crate attacks to defeat the laser robot.





Silver Medal: After destroying the large robot, find the conveyor belts that are to the right of the bridge, then jump on the Spring beneath them. There is a Silver Medal on the back half of the belts.



The robots on the platform are surrounded by crates that you can use to destroy the 'bots. **You'll even reveal a Silver Medal on the far side of the platform if you pick up all the crates.** These robots have electric attacks that can shock your Rings loose, so approach them with extreme caution. If you're low on crates, you can get in close and overload their circuits with the Psycho Shock and then hurl the husk into another robot or throw it off into oblivion.



The bridge ahead is plagued with more flying robots, but since the area is full of crates, you have plenty of ammunition to bring them down as you advance to the next area.



After you defeat the robots, you can approach the actual train tracks. Two tracks run parallel to each other. Each track hosts one train and they run neck and neck up the incline. Only three trains are in this section, and you can hear them start their climb: Listen for a faint whistle. **Run down the track, between the trains, to collect a Silver Medal** and move on to the last depot in this section.





Silver Medal:
There is a Silver Medal halfway down the track, hidden behind the central pillar.



After the trains have run, head down to the bottom of the tracks and look for Spring pointed toward another depot. A robot lurks in the center of the platform that the Spring sends you to, but it's using a cloaking device to hide. You can detect the robot by its shimmering outline, so look for any slight warp effect when viewing the rock walls of the canyon—that's the robot.

When you bounce up to the platform, the robot may expose itself. It cannot attack while cloaked,



so it reveals itself before unleashing a brilliant array of deadly lasers. The metal menace fires them parallel to the platform and above your head, so if you stay grounded, you're safe.

After the robot stops shooting, jump up and smack it when a Psycho Shock to zap its circuits and then capture it with PK. Now, fling the robot off the platform into the canyon.

Destroying the robot unlocks the Silver Medal in the cube on the right side of the platform. Next, step on the Spring to the left of the platform, and enjoy the ride—you're bounced through the air until you land in the third (and final) depot.

You face a host of robots in the third depot, including crabs that climb the walls. Use the blue crates to knock the crabs into submission and then pick them up with PK. The crabs explode when they're thrown into each other, so use them as make-shift ammo against their fellows as much as possible. Be sure to pick up the Ring Capsules exposed by lifting all the crates in the depot while you destroy the remaining robots.



When the scene is empty of enemies, batter the wooden wall with crates and until it breaks, revealing a short section of track and a Silver Medal. The medal will not appear unless you've destroyed all of the enemies in the depot.



Follow the tracks down the side of the mountain until you see the Goal Ring hanging in the entrance to a train tunnel.



SHADOW THE HEDGEHOG

Shadow The Hedgehog is the one who convinced Silver that Sonic was responsible for Silver's cataclysmic future, but now that the psychic sensation knows it isn't true, he has Shadow in his sights. Shadow isn't nearly as fast as Sonic, but he is nevertheless exceptionally mobile, and his kicking attack cannot be interrupted. The train yard where Silver confronts Shadow is full of crates that can be hurled at the mislead hedgehog, but with Shadow able to pack a jaw-shattering Punch, Silver had better pick up as many Rings as he can find for his protection.



At the start of the battle, pick up Rings so that you aren't defeated by Shadow with only a single kick. The conveyor belts that stretch across the top of the train yard are full of Rings, and you can spy two Ring Capsules hanging from the underside of two loading cranes.



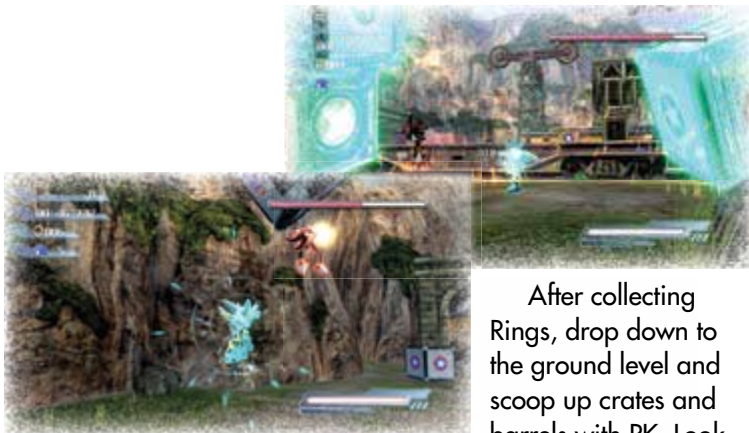
If Shadow gets the drop on you, look for additional Rings in the middle of the train yard on the ground.

TIP

It's also a good idea to leave a least one Ring Capsule in the air as a backup just in case the battle goes poorly and you need the Rings to survive.



When Shadow starts kicking, back off. If you're touched by the light waves caused by his powerful feet, you'll lose your Rings.



After collecting Rings, drop down to the ground level and scoop up crates and barrels with PK. Look

for Shadow's red outline and hurl the explosive crates at him to cause damage. Beware of Shadow throwing lightning at the crates while you are holding them, which causes you injury.

AQUATIC BASE



Deep beneath the waves of Soleanna, the Aquatic Base served as a secret laboratory for the Duke, but after his fatal accident, the facility was abandoned. Recently uncovered by Dr. Eggman, the lab is now one of his bases of operation. However, when Silver The Hedgehog dives deep to infiltrate the Aquatic Base, he's confronted not by metal monsters, but fiery beasts like those he challenged in Crisis City. The minions of Iblis have caught up to Silver, and if he wants to edge closer to the truth—and the solution for undoing Iblis's flame-ravaged future—Silver must extinguish the monsters and escape the base. Fortunately, he receives a little help from Shadow The Hedgehog.

SECTION 1 NOTES

Point Marker 1



The stage begins with Silver standing on a ledge overlooking a large metallic chamber. The scene is oddly serene, with several dozen metal orbs floating in the air. But as soon as you drop down to the floor, fire monsters burst to life in the center of the room. There are no crates in the room to use as projectiles, but you can lasso the orbs in the air with PK and throw them at the monsters just the same. It only takes one shot from an orb to dispatch one of the monsters. As soon as the monsters are gone, a side door opens and more fire monsters bound into the room.

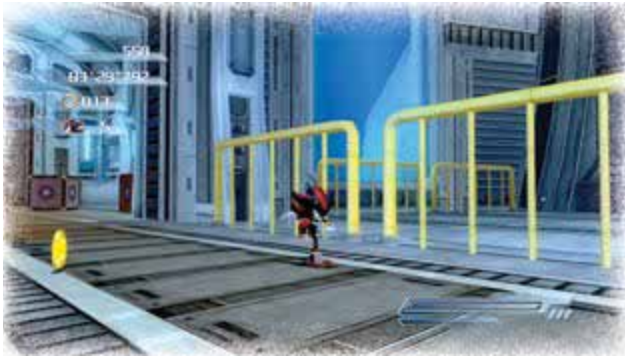


Protect yourself by scooping up all the Rings along the walls of the silvery chamber.



Shadow The Hedgehog waits for you in the next chamber. **Be sure to pick up the Silver Medal in the corner next to the door** before moving into the giant chamber you just unlocked.





Hand off control to Shadow, who can use his Chaos Attacks to smash the fire worms and phoenixes that populate the next room. Silver's Rings are transferred over to Shadow, but be sure to pick up all available Rings in the room for protection when kicking and blasting the fire monsters within.



Several fire worms burrow beneath the chamber, disappearing and reappearing—sometimes right underneath Shadow's two feet. The phoenixes tend to cluster around the pillar in the center of the room, but can be lead away from their preferred spot if Shadow inches close to the ground to attract and attack them, and then moves away. The phoenixes are easier to destroy when they are alone. Also, a few regular fire monsters stomp on the far side of the chamber, near a Spring that's locked inside a cube. To unlock the cube, you need to destroy all of the monsters on the ground floor.

Use Shadow's Spin Kick to dispatch the fire worms. Stand next to the base of the worm but away from the monster's gaping jaws. A few quick kicks defeat the worm.

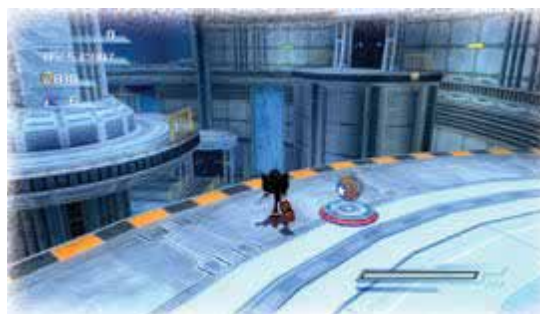


Shadow's Chaos Spear attacks temporarily freeze the phoenixes, allowing you an opportunity to bash them with a Chaos Attack without fear of a counterattack.

As you work your way to the back of the chamber, look out for the worms burrowing into the ground. If you see one vanish, jump up and use Chaos Spear attacks to remain in the air until the worm resurfaces. Spin Kicks and Chaos Attacks let you finish off the worms, as well defeat the fire monsters that group around the locked Spring. Always be aware of the phoenixes, though, as they can poke you while you're in the air concentrating on the other monsters.



1-Up Alert: After bouncing up to the ledge above the Spring, use Shadow's Homing Attack to jump to the central pillar. A 1-Up Capsule is on the ledge. You can easily jump back to the switch from the pillar's ledge.

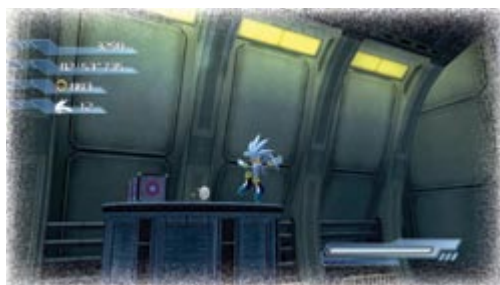


Look for the tiny switch (a star-covered ball) on the ledge above the Spring. Touch the switch to open the door in front of it. Walk up to Silver to hand control back over to the psychic hedgehog and resume pushing through the base.





You must jump across a set of columns poking out of a chasm to cross this next room. Use PK to throw objects at the worm on the closest column off to the right. Once the worm is down, float over and use the Spring to vault over to the next column.

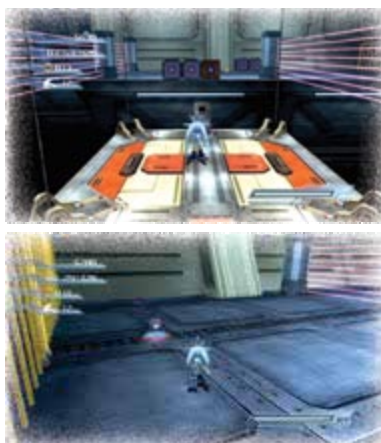


Silver Medal: There is a Silver Medal on the highest column back on the right side of the room. Levitate over to the column to pick it up, then jump down to the ledge on the opposite side of the room.

After you drop down on the ledge on the opposite side of the room, use the explosive crates to destroy the fire monsters jumping everywhere. There is a PK marker beneath a worm stationed in front of the laser field that blocks the exit to this room. Destroy the room and use the PK marker to lower the field.



The center of the next room has no floor. Instead, a series of three platforms move back and forth along three "lanes," divided by laser fields. Jump out to the platforms and levitate over to the other side of the room. Dispatch any monsters that get in your way. There is a switch at the far end of the room that lowers the laser fields and opens a door straight ahead of you.



When you first step into the next room, you can see a Silver Medal in the air—but there's no ground beneath it. To recover the medal, Levitate over the chasm on a crate, then jump off to grab the medal and Levitate over to the ledge on the right side of the room.



Next, jump over to the moving platform. Jump over the laser field as the platform passes through it and then leap to the ledge in the corner. From the ledge, Levitate over to the hanging platform right in front of a large door.



Use the PK marker to the open door, but watch out for the three titans waiting on the other side. Use PK to grab their spiked ball attacks and throw them right back. When all three monsters are down, a door leading back to the massive circular chamber opens.





A Point Marker is just beyond the now-open door on the ground floor of the chamber. You can see a giant silver sphere hovering in the

air just beyond the Point Marker. That's your new mode of transportation through the next area of the base.

Point Marker 2



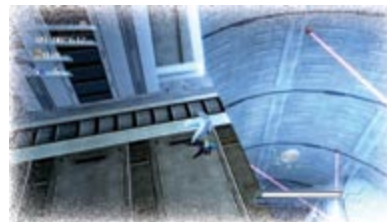
After hitting the Point Marker, jump on top of the giant silvery sphere hanging in the air—but watch your landing. Silver can walk along the rounded edges of the sphere, but if he falls off, there's no recovering: he'll plummet into the abyss below. Silver can move the sphere with his mind, so all you have to do is move the Control Stick around as if you were running. (However, Silver cannot use PK to make the sphere Levitate like he can on crates and jars.)

The path ahead is divided by laser fields. The sphere is extremely fragile. If the sizzling beams touch the sphere, it will pop and you'll fall into the pit. The sphere does not stop on a dime, so you can't just wildly rush forward and expect to hit the brakes when a laser field blinks to life. It's best to move methodically around the corridor, taking the path one section at a time, and stopping for each field individually.



Silver Medal: There is a Silver Medal on the back half of the sphere's path. Steer the sphere over the medal to pick it up.

At the end of the path, jump off the sphere and Levitate over to the dock with the crates and Rings. As soon as you land, a fire worm and two phoenixes appear at the door at the top of the dock. Use the crates as weapons, throwing them at the monsters while scooping up the Rings for safety. When all three beasts are gone, the door behind them opens.



The door opens up into a tall, narrow chamber. The only way ahead is straight down, but a series of laser beams blocks a straight descent. **You must use Silver's PK powers to drop slowly through the chamber (picking up the Silver Medal along the way)** and land safely on the ground floor. On the floor is a Ring Capsule for a reward for your nimble fall.

When you land, the next door opens, revealing another silver room like the first chamber you saw in the stage.



SECTION 2



When you step into the next room, fire monsters and purple phoenixes materialize near the center of the chamber. Rings are plentiful on the outskirts of the chamber, in case you are low on them. Drop into the room's center and use the silver orbs as projectiles to knock the phoenixes out of the sky. You can also use the orbs to defeat the fire monsters, or smack the monsters and hoist their bodies using PK to employ them as weapons.



When you defeat all the monsters in the chamber, a side door opens. A few more fire monsters race into the room—use the orbs to dispatch them. You can also walk through the newly opened door and pick up the explosive crates in the small hallways and fling them at the beasts with your PK. When all the monsters are finished, you may access the final half of the stage.



When you enter the next chamber, a trio of fire monsters is waiting for you. Fortunately, there is no shortage of ammunition in this room for your PK powers to manipulate: A few

orbs float in the air above you and explosive crates sit in the rear of the chamber. Use the orbs with the fire monsters since all it takes is a simple smack to extinguish them. Save the explosive crates for the second wave of fire monsters: worms.



After dispatching the trio, pick up the crates and carry them down the middle of the chamber. Rush the fire worms and throw the crates at them before they can spit fireballs at you and pop the crates over your head. Orbs float in the air, but it takes several of them to destroy the worms (and the orbs hardly make a dent in the colossus waiting for you at the very end of room), so stick to using crates as projectiles for now.



You can also grab the worms' fireballs out of the air with PK if you trigger it just before they hit you. Capture their fireballs and throw them back at the worms to make short work of them—they are especially weak against their own projectiles.

After you defeat the worms, it's time to challenge the bruiser at the end of the room. The huge monster throws giant, spiked balls of molten lava at you. But just like the fire worm volleys, you can snatch the lava balls out of the air and use them against your foe. These fireballs are the most potent weapons to use against these massive brutes; it only takes two direct hits to the head to drop the monster and open the door into the next chamber.





Silver Medal: Before leaving the room, pick up the Silver Medal hiding behind the crates at the very beginning of the chamber.

birds, wait for the laser beams in front of you to blink off. Then, Levitate to the small rectangular platform in the chamber's dead center. Another laser field is on the other side of the platform, **plus a Silver Medal is just below you.** Wait for the lasers to disappear, then jump off the platform and level out with the Silver Medal. Fly through the medal to pick it up and land on the opposite ledge. Look for the PK marker on the ground in front of the large metal door. Charge up your PK to open the door and exit the room.



Go through the door you opened by defeating the titanic monster and jump down through another tall chamber. Two Capsules hang in the air—one is a 1-Up and the other is full of Rings—so slow your descent with PK and pick up the goodies.



In the next chamber, you must use another giant silver sphere to traverse a bottomless chasm. You have to avoid more laser fields, but more troublesome are the fire worms perched on small ledges along the walls of the winding corridor. The worms spit fireballs at the sphere. If the sphere is hit, it will pop and you'll fall into the chasm, so you must defeat the worms before trying to float through the room on top of the sphere.

Levitate out to the first worm platform. Three spiked balls are on the floor next to the worm—use them to defeat the worm. If you miss, don't worry. The spiked balls are replaced by a steady stream of new ones. If you can get close enough, use Psycho Smash to freeze the worm and then pick it up with PK. Drop the worm into the chasm and then turn your attentions to the worm on the opposite side of the room.



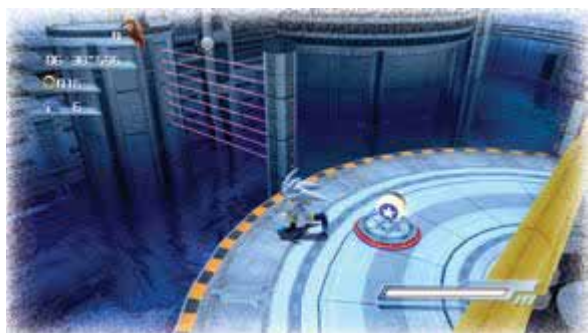
When you enter the next room, look out for four purple phoenixes hovering in the air above a chasm that divides the room in two. Two laser fields further split the room. You will have to use PK to Levitate through the air, avoiding the laser fields, to reach the other side of the room. But first, use PK to grab the orbs in the air and throw them at the phoenixes. After dropping the



Hitting the worm from this distance with the spiked balls can be tricky, especially if the worm spits out a fireball at the same time to deflect your shot. Instead, aim for the cylinder in front of the worm. If you

can hit it, the cylinder glows blue, emitting a pulse that destroys the worm. Now, float back to the silver sphere and cross the room until you close in on two laser fields that don't flash on and off.





Float the sphere to the ledge to the right of the laser fields. A switch turns off the right field, but leaves the left one active. A **Silver Medal** hangs above the active field, so you must **Levitate** over there to pick it up.



The path ahead is still not clear. Two more fire worms are on the ledge just beyond the Silver Medal. These worms will spit fireballs at your sphere given the chance, so **Levitate** over to the worms and dispatch them with crates. Just beyond the worms is a pair of fire monsters that breathe flames from the platform. Run forward and use **Psycho Smash** to freeze the monsters and throw them off the ledge.



Jump on the silver sphere and continue moving through the corridor. Two more ledges

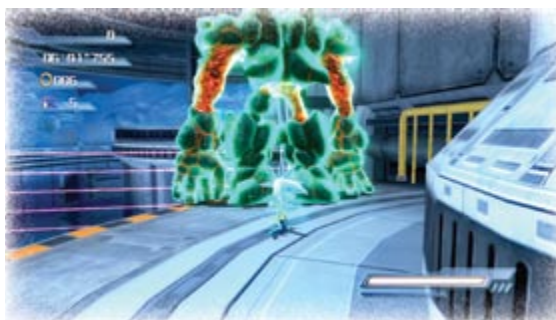
flank the remainder of the hallway. Two titans on the left side of the corridor throw massive molten lava balls at your sphere. You also have to contend with two fire worms on the right side. They also pelt your position with fireballs. You cannot pass through the room without destroying these monsters, especially since a blinking laser field halts your progress.

TIP

Silver Medal: A Silver Medal waits between the two colossi on the room's left side.



Levitate across the room to take out the fire worms with **Psycho Smash** punches. Use **PK** to drop them into the abyss.



Use **Psycho Shock** or regular punch attacks to stun the titans, then use **PK** to pick up the dazed hulks. Shove them into the chasm.



When all of the enemies are gone, jump back on the silver sphere and move it to the small dock at the end of the room. Jump off the sphere and charge up on the **PK** marker to open the door and move into the next room.





As you jump into the next chamber, no fewer than six phoenixes explode into the room from the ceiling. Use the orbs floating in the air as projectiles, bringing the phoenixes down with repeat shots. After you finish off the fire birds, look out for twin worms to erupt from the floor. You can get in close and attack the worms with a Psycho Shock, but it's easier to grab an orb with PK and throw it at the blue cylinder in the center of the room. The resulting pulse knocks out the fire worms and opens the door to the next chamber.

The final chamber in the Aquatic Base is another long corridor, flanked on each side by a high ledge. Several fire monsters patrol the floor—they are easy targets with the crates scattered throughout the room. After defeating the first batch of creatures, move forward to force three fire worms out of hiding. They poke out of the floor and spit fireballs at you. Use crates as weapons or catch the fireballs with your PK and return fire. Watch out when using explosive crates, because the worms spit fireballs at the crates and could detonate them while you're still holding them, if you hesitate too long before throwing.

Silver Medal: Another medal is in the corner of the room, to the left of where you dropped in.



The next room has three laser fields blocking direct access to the next door. The first and third laser fields are just low enough that you can jump over them, but you have to engage Levitation at the absolute apex of your jump. If you miss it, you'll catch your feet on the lasers and lose your Rings. Beware gap under the middle laser field—you can slip beneath it.



The final enemy is another colossus. The molten monster raises its arms and hurls huge lava balls at you, but you can catch them with your PK and throw them back at the beast. Two attacks with the molten lava balls are enough to destroy the monster and reveal the Goal Ring.

Hop into the Goal Ring to end the stage.



KINGDOM VALLEY



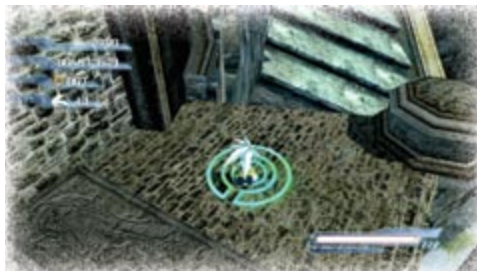
Silver The Hedgehog makes his way to Kingdom Valley, the site of the royal residences, where the Duke of Soleanna lived prior to the scientific accident that forced him to seal the Flames of Disaster in his only child, Princess Elise. Silver must infiltrate the valley, battling back an army of robots in order to meet up with Sonic, who is also raising the majestic valley in his efforts the thwart Dr. Eggman. If Silver and Sonic can catch up with Dr. Eggman's cruiser and rescue the princess before Eggman is able to release the flames, perhaps they can restore Silver's future.

SECTION 1



When Silver arrives in Kingdom Valley, he doesn't have to go far to locate the first sign of trouble. A robotic welcoming party awaits him at the end of the first stone arch that stretches over the water. Fortunately, he finds nearby crates that can be hoisted into the air with PK and thrown at the mechs to smash them to pieces.

After you dispose of the first robots, look for the PK marker at the edge of the platform to the left, near the base of the tower. Hit the marker to reassemble a crumbled staircase that spirals up the tower.



Run up the stairs to the next landing. A robot brigade waits inside the tower, so use PK to bend the bars on the door and step inside to start the assault. Pick up the Rings in the chamber's center to pad your pockets in case things get a little out of control.



All the robots attack as soon as you step inside the tower, so use crates to smash up the smallest mechs before turning your attention to the brutish 'bot in the center. This robot fires off explosive rounds, but Silver can snatch them out of the air with PK and use them against their source. These rounds are extremely potent against the robot.





Silver Medal: Lifting the crates inside the tower with PK reveals a Silver Medal.



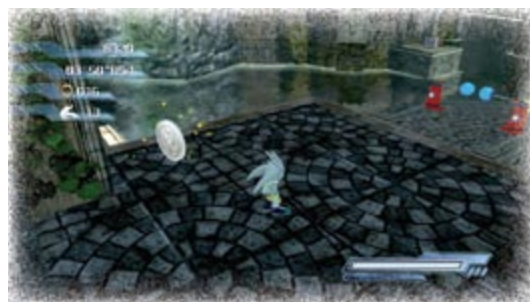
Destroying all the robots in the tower opens the exit, which looks out over a vast body of water. You must Levitate across two giant iron pendulums to move on, but it's too far to reach the farthest in just one jump. Float out to the first pendulum, land, and wait for your PK to refill. Then soar over to the next pendulum. Hold down the PK button and pull back to raise the pendulum in the air. When the pendulum no longer moves, release the PK to smash the pendulum into the tower ahead of you. The blow topples the tower.

circular platform at the top, which is dominated by two robots. Lift the crates to dispose of the mechs and pick up all the Rings. You can either run back down the stairs, or Levitate into the air on top of one of the crates (use a metal one) and proceed to the next landing.



Levitate to the stairs that lead up from the docks below the fallen tower. Several mechs guard the stairs, but a few PK blasts should zap them into submission. You can also use PK on the crates at the top of the stairs to finish

off the patrol before you bend the bars that block the way to the next Point Marker.



Silver Medal: A medal is just beyond the bars you wrench open with PK; it's right next to the Point Marker.

Point Marker 2



After you pass through the Point Marker, descend the ramp to a small landing overlooking a bridge. Three mechs are on the bridge, and when you reach the landing, the bridge collapses. The mechs survive the fall and fire missiles at you from the water. Grab their missiles with PK and either return fire or just dispose of them and Levitate to the landing to the left of the robots.



Float down to the platform created by destroying the tower. You can

spy a small patrol of crab robots on the stairs just across the water. Levitate across the water and land next to the crabs. If you need more Rings, zap the crabs to clear the stairs. Ascend the steps to a small,





Silver Medal: After disposing of the robots on the fallen bridge, Levitate on top of a crate to the round platform attached to the valley's outer perimeter. Jump down and bend the bars on the door to reach the medal.

If you dropped down to the bridge to fight the robots, locate a Spring underneath the archway to the left. It bounces you up the landing attached to the tower. You can also hover over the water on a steel crate and close in on the hornet-shaped mech guarding the landing. Use the explosive crates on the landing to smash the mech before it fires its lasers at you.



A trail of Rings stretches across the water and leads to a Spring attached to a support column. The Spring system bounces you over the water and drops you right in front of the next Point Marker.

Point Marker 3

Once you're through the Point Marker, use PK to pull back the iron pendulum hanging above the small platform. Release the pendulum so it swings forward and knocks down another tower. After the debris falls in the water, Levitate over to the new platform. Three robots stand on the bridge opposite the tower platform. Catch their missiles with PK and return fire, smashing all the robots.



Silver Medal: A Silver Medal remains hidden in a rock pile on a circular platform that is to the right of the bridge with the trio of mechs. You don't have enough PK to make it across the water without help. Fortunately, there is a Chaos Drive hanging

halfway. Levitate into the pickup, which gives you more than enough psychic fuel to reach the platform and lift to the stones.



Float over to the next tower and use the PK marker on the ledge to raise another staircase. Follow the staircase up as it spirals around the outside of the tower. At the top of the stairs, bend the barred door with PK and step inside to confront a small army of 'bots guarding a locked Spring.

The robots inside the tower attack when you step inside. Watch out for the pair of blue mechs that fire electric sparks in the air—the sparks arc and track your movement. Pick up crates and destroy the robots, or if you're fast, step in close and zap them with a Psycho Shock. After you eliminate all the robots, the cube around the Spring vanishes.



At the apex of your Spring-loaded jump, use Levitation to pass through the broken window and soar over to the platform with several robots.



When you drop down the platform, immediately pick up any crate with PK and attack the robots. The giant white mechs fire off their huge fists and turn their machine guns against you. You can outmaneuver them by running in close and zapping the smaller robot between them. Throw the small robot into the bigger robots and they'll immediately fall. While they are on the ground, lift them with PK and drop them into the water. Now step through the archway beyond and access the next Point Marker.

TIP Running short on extra lives? Levitate on top of a metal crate to the ledge attached to the outer perimeter. Defeat the robots on the platform and then bend the bars to expose a 1-Up.



Point Marker 4



You must cross a large body of water to reach the eagle that takes you to the next section of Kingdom Valley. There are a few wooden towers that host mech guards and if you throw crates at the support beams, the wooden platforms drop to the water, providing way stations for recharging PK between Levitations. However, you can simplify things by riding on top of a metal crate. Just steer clear of the wooden platforms, because a missile attack will knock you off the crate. If you're over the middle of the water, you may not make it to a ledge before your PK runs out and you fall into the drink.

TIP Two Ring Capsules and a 1-Up are on the ledge build into the outer perimeter. However, you have to drop from your metal crate to access them. Once you get the bonuses, though, you can throw the nearby wooden crates against the support beams and drop a platform into the water to continue on.



Collapsing the wooden towers doesn't destroy the robots on top of them. The robots ride the platforms down to the water, where you must confront them if you want to rest in safety.





Whether you ride a crate or jump across the wooden platforms to cross the water, you must now head for the stairs leading up from a stone mooring. Run up the stairs and destroy the hornet mech with crates to open the door on the right side of the landing at the top.

Silver Medal: Just over the wrought-iron fence, a Silver Medal sits on a tower to the left of the stairs. Levitate to the tower to fetch it.



Cross the narrow stone bridge. Either fly over the three mechs blocking your way to the eagle's landing or zap them with Psycho Shocks.



Jump up and grab the eagle's talons. The eagle rises into the sky and transports you to the next section of Kingdom Valley.



The eagle drops Silver off next to a tower with a few robots inside. After you destroy the robots and step outside, the controls turn over to Sonic The Hedgehog, who has been exploring Kingdom Valley at the same time. The next area requires great speed, so Silver hands over control to Sonic so he can race ahead and clear out the mech defenses. Take Sonic to the nearby Dash Panel to pick up speed and race down a ramp that passes through a cave.



The ramp leads to another set of Dash Panels. These panels catapult you into the air, bringing you down right on top of a tight rope. Bounce on the rope and use Homing Attacks to access the Spring on top of the steeple on the backs of the floating sentries.





The Spring bounces you over to the roof of a cathedral. More Dash Panels send Sonic roaring up one side of the steep roof and down the other. Several bounces launch you through a stained glass window into a tower full of robots.



When you step out of the Tower, use the Dash Panels to sprint across the path through the palace walls. Watch out for the spike traps so you don't lose your Rings.



To escape the tower, you must retire all the robots inside. Use Homing Attacks to bounce around the chamber, smashing the smaller mechs with a single strike. The larger robot requires multiple strikes, but be sure to bounce off its energy core as soon as possible to incapacitate it while you mop up the lesser 'bots.



After Sonic finishes running down the path, the action switches back to Silver The Hedgehog. Several robots wait for you at the end of a narrow bridge leading away from the hornet robot. Walk out to the bridge, pick up some crates, and

hurl them at the robots. There are explosive crates next to the mechs, so a lucky shot will detonate the entire site and remove all traces of the robots.



Cross the bridge and then use the PK marker on the ground to reconstruct a crumbling staircase that leads down toward the water. Follow the stairs until you reach a series of spike traps. Fly over the

spikes and land on the Spring to bounce up to a ledge above you.



Silver Medal: After ruining the robots, kick the metal crate to the tower's left side to reveal a Silver Medal.



Silver Medal: After you stop bouncing off the Springs, look on the ledge behind you to spot a hidden Silver Medal.



After you land on the ledge, Levitate along the trail of Rings that circle



the tower. You can jump across a few iron pendulums hanging next to the tower, but watch out for the flying robot waiting for you beyond the third pendulum. When you reach the other side, Levitate to the giant clearing you spy against the outer perimeter.

Silver Medal:

A medal hangs in the air to the right of the first pendulum. Levitate over to pick it up,

and then quickly return so you can charge up your PK before moving on.



You must knock down the next tower, so use PK to catch the robots' projectiles. Aim for the tower and release

them to topple it. Take out the robots via the same method, then fly over to the next fallen tower.



You must repeat the formula to bring down the next tower, but there are more mechs circling this platform. Catch their projectiles with PK, blast a hole in the ring of mechs, and then Levitate to the next platform where the tower once stood. An eagle swoops down to pick you up and take you to a grassy landing along the valley wall.



At the last pendulum, swing back and launch yourself into the air. **Levitate out to pick up the Silver Medal floating high in the sky, but then be sure to lurch back so you drop on the tower ledge beneath you.**



You need to knock down the tower opposite of the ledge, so use PK to throw

a metal crate and crumple the structure. Then, Levitate over to the newly created platform, which is surrounded by mechs.



To finish up the stage, you must defeat the mech battalion on the grassy landing. As you close in on the platform, the robots materialize and take up positions around the giant door in the wall. Fortunately, many of them stand close to explosive crates, so you can make short work of them with a few well-placed PK attacks. Some of the robots attack with missiles and explosive rounds, so be sure to watch out for their incoming shots. Whenever possible, grab the missiles with PK and throw them right back.



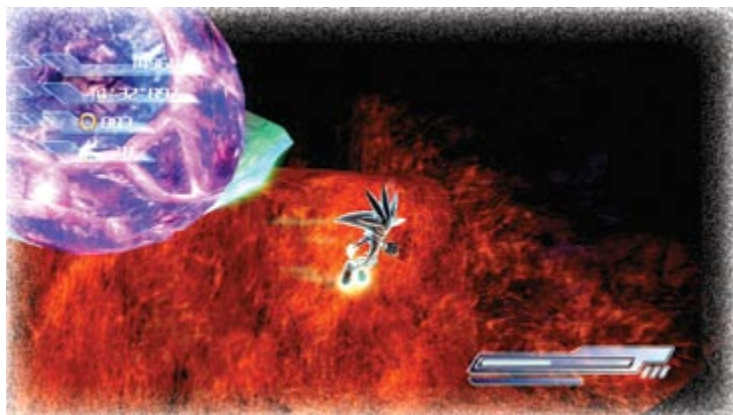
Silver Medal: The final medal in Kingdom Valley is tucked behind a tree on the right side of the grassy landing.



When the last robot is down, the Goal Ring appears in front of the huge door.



FLAME CORE



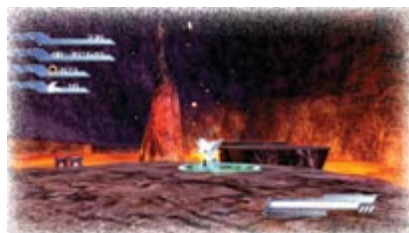
Silver The Hedgehog and his friend Blaze have finally fought their way to Flame Core, the source of Iblis's strength. The bubbling lava flows and raging rivers of molten earth are deadly to the touch, so Silver must harness his Psychokinesis to Levitate over the fires. Serpentine fire monsters and wild phoenixes put up a mighty defense for their master, the living flame. To succeed, Silver must push through the denizens of disaster and negotiate the blistering heat to locate Iblis's lair. When he finally confronts Iblis, Silver has only minutes to defeat the monstrous force and alter his ruined future.

SECTION 1

Point Marker 1

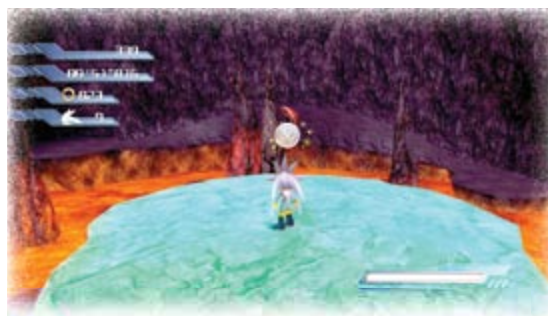


Silver begins his assault on Flame Core at the base of a lava pool looking out over a series of stable platforms floating in the molten earth. Levitate over the burning lava, passing the phoenixes as they flap their fiery wings and spit fireballs. Ring Capsules are on some of the platforms; pick them up to add protective Rings to your collection. You can also use PK to lift crates and hurl them at the birds to make passage over the lava a little safer.

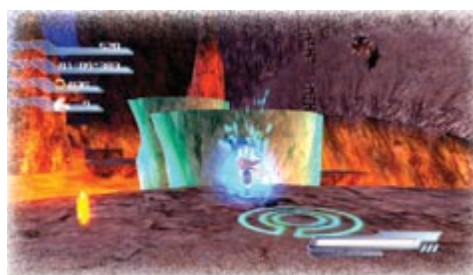


Use the PK markers to raise platforms from the lava and create a makeshift bridge. Hop across the raised platforms

until you reach a network of Springs fastened to the tops of rock spires poking out of the lava. The Springs bounce you through the air and drop you on another platform with a PK marker. This raises another series of platforms that lead to the far side of the lava pool.



Silver Medal: To get the Silver Medal in this area quickly jump across the first two platforms raised by the PK marker. The second platform rises significantly higher than the first, so if you miss it after the first platform stops rising, you cannot make the jump.



Having dropped down on a platform with a PK marker, you now have the choice to either use PK and keep moving along the rising platforms or jump off to the right and fight a fire monster. Dash Panels can send you zipping along the vertical cliff face, but there are so many spiked balls on the wall, you risk losing your Rings—or worse.



Either way, you end up on a landing with a Spring encased in a cube. To unlock the Spring, destroy all the monsters guarding it, including a pair of phoenixes and one of the large brutes that throw giant, spiked lava balls. After the Spring is clear, jump on it to rocket up to the next clearing.



Silver Medal: Look for the medal along the rock wall to the left of the Spring.



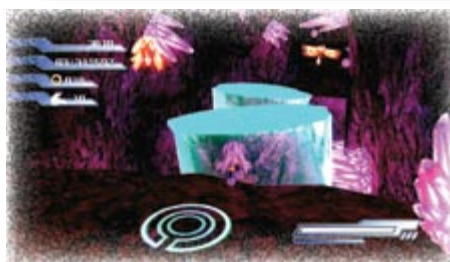
The landing is infested with Iblis's minions, including phoenixes, fire monsters, and worms. When you land, use PK to hoist the exploding crates and start throw-

ing them at the monsters. The monsters attack in three waves. After you clear off the first monsters, worms appear. When those are finally down, a brute materializes at the exit (look for the purple orbs). He is flanked by more leaping monsters. The door opens only after all the monsters have been destroyed.

TIP



A 1-Up Capsule is tucked behind a rock opposite of the exit door.

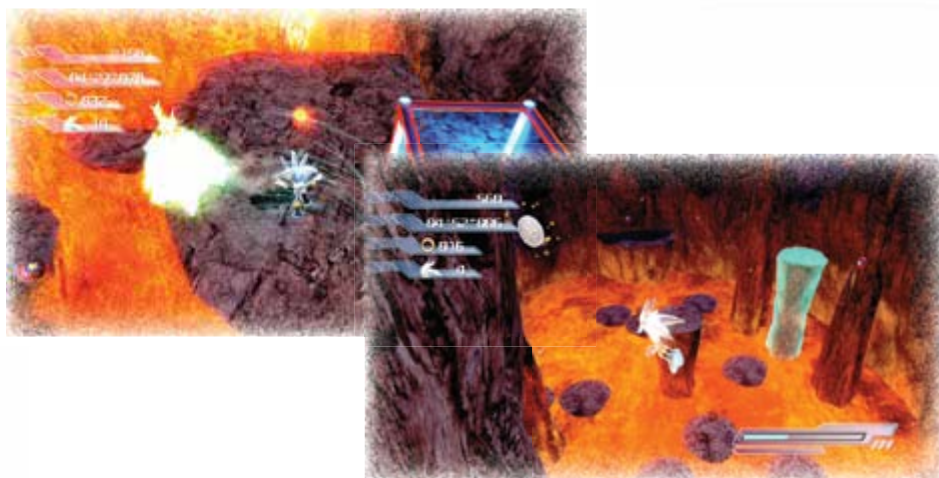


Step through the newly opened door into a dark cave that's illuminated only faintly by purple crystals. Two phoenixes hover over the gap in the middle of the floor. The gap is too wide to levitate over, so use PK on the marker to raise twin platforms from the abyss. Jump across the platforms and use PK once more on the marker in front of the sealed door to open it. The Point Marker is on the door's other side.

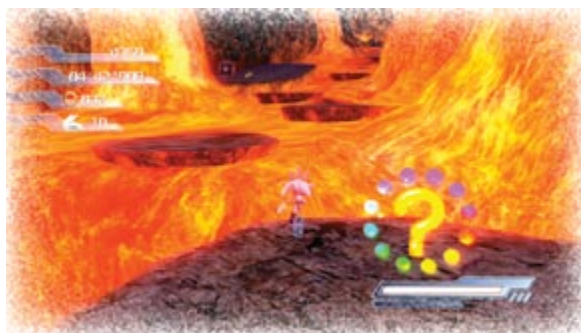
Point Marker 2

You now stand on the edge of a tall ledge overlooking a deep lava pool. Use the PK marker next to the Point Marker to raise two of the platforms from the lava below. A few PK markers in this area will raise platforms, and some Springs attached to rocks can bounce you over the pool. Keep raising platforms with PK until you bounce over to the ledge with the locked Spring on the right side of the pool.





Two phoenixes guard the Spring. Use PK to smash the fire birds and unlock the Spring. It bounces you up to the top of some lava falls and drops you on a safe ledge. **Turn back to spot a Silver Medal hanging in the air.** Levitate out to fetch it, then drop back down on the Spring to return to the ledge.



A series of floating platforms bobs down the lava river en route to the lava falls. You must jump across the platforms, never lingering lest you be swept over the falls. You can land on narrow ledges flanking the river, but they're all occupied by Iblis's minions. Fortunately, conveniently placed crates make excellent ammunition, so smash the monsters with PK attacks and keep jumping up the river until you reach a platform with a locked Spring.



Silver Medal: In the center of the lava river, a medal floats in the air. Use PK to Levitate on a crate over the lava rapids, grab the medal, and then float back to safety.



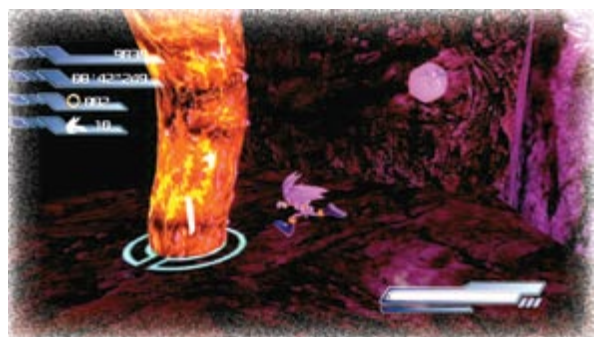
Levitate over to the ledge with the Spring. Defeat the monsters guarding the cube to use the Spring. Watch out for the fire monster poised on top of the cube itself—its fire breath can cover greater distance due to its height advantage.



The Spring bounces you up to another clearing full of monsters. They attack in waves, so once you finish off the first batch, reinforcements immediately take their place. As you use the crates on the landing to smash the monsters, watch out for small eruptions from the seemingly dormant craters. When you spy a little smoke and steam escaping from an empty crater, move back—it's about to blow. Grab the several Rings on the landing in case the monsters manage to get close enough to strike you successfully. As soon as all the monsters are down, the door with the purple orbs in the side of the mountain drops down and you can enter another dark cave.

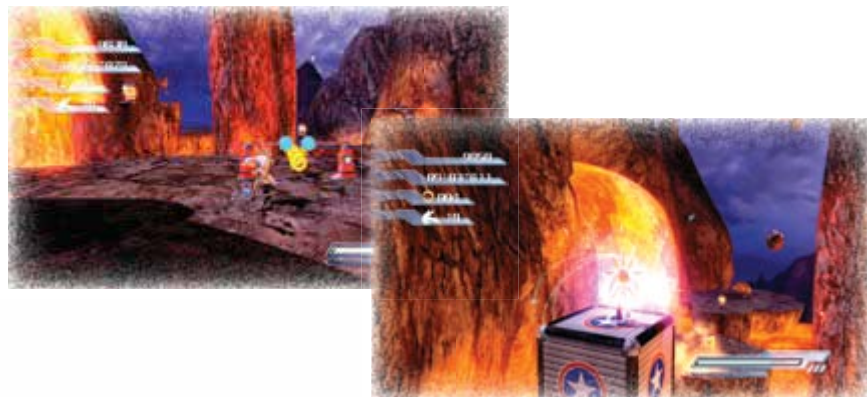


After using the PK marker to raise a pair of platforms in the middle of the chasm, watch out for fire worms and phoenixes as you Levitate to the room's far side.



Silver Medal: The fire worm guarding the PK marker in front of the exit is also hiding a Silver Medal. After kicking loose the worm, grab the medal and use PK to open the exit.

Point Marker 3



Just outside the purple cave is the Point Marker. The next area starts you out on a high ledge looking down over a lava pool. Several platforms stick out of the lava; they're high enough for you to cross over to them with Levitation. Ring Capsules are on some of the platforms guarded by monsters. Extra Rings are always beneficial, but if you want to avoid the monsters and risk of falling, jump on one of the nearby crates and Levitate it across the lava while you're still standing on it.



At the far side of the area, the pool cascades down as a spectacular lava fall. Two platforms are at the edge of the falls. Each has a trail of Rings that arcs into the air and then leads down to a solid platform at the base of the falls.



In the next area, use PK markers to raise platforms so you can travel well above the bubbling lava below. However, the frequency of phoenixes and other fiery beasts increases, so be sure to use every crate you find as ammunition.



When you reach the area's far side, you land on a ledge with a locked Spring and several monsters. Destroy the monsters with Psycho Smashes and unlock the Spring, which vaults you to a central plateau covered with minions.



SECTION 2



Use the explosive crate on the platform's left side to dispose of the monsters standing around a PK marker. Pick up the Rings on the right for safety, though. Without an abundance of crates, you must get in close and use Psychokinesis to zap and pick up bad guys.

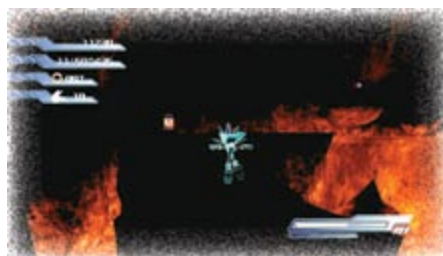
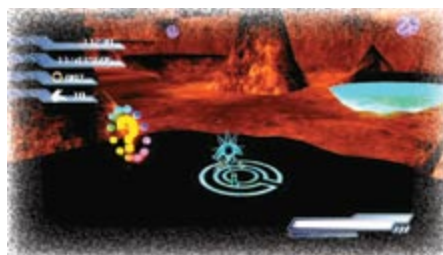


After the monsters have been dispatched, use PK on the marker to raise a platform in the middle of the chasm just beyond. Jump to the new platform, avoiding the phoenixes. Then run and jump to a narrow strip of stone that leads to a Dash Panel. Step on the Dash Panel to fly off toward the volcano in the distance and close in on Iblis.

Point Marker 1



Silver draws closer to the volcano's core as the Dash Panel drops him inside a lava-filled grotto. There are only two ledges in the grotto, including the one you land on when the action begins. Use PK to grab the nearby crates and pelt the phoenixes flying over the lava in the center of the area. Then fly across the grotto and attack the fire worm right in front of the ornate purple door. When the worm is gone, use the PK marker to drop the door and enter the darkened cave.



The cave interior is very dark, save for the pulsing glow of the cooling lava on the chamber floor. You must cross this cavern by flying across a series of platforms, but in the dark, success can be quite tricky. PK markers illuminate platforms in bright green, making it easier to find your way to the cave's other side. However, also look for black splotches against the crimson lava to discern stable platforms. Several purple orbs float in the air; these can be illuminated by striking them with PK. However,

the glow is only temporary, and then the orb crumbles, returning the area to darkness.

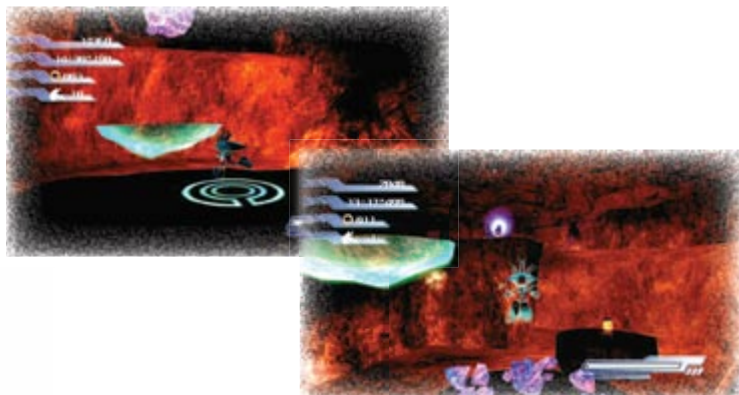


Silver Medal: The medal is on the leftmost outcropping in the dark chamber. It's hard to see, but after using a PK marker to illuminate a moving platform that doesn't seem to go anywhere, you can spot the glimmering outline of the medal.

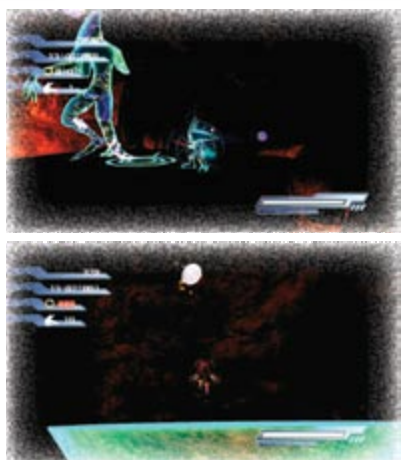


Iblis's minions reveal their positions thanks to the purple glow of the enchanted fire within them.

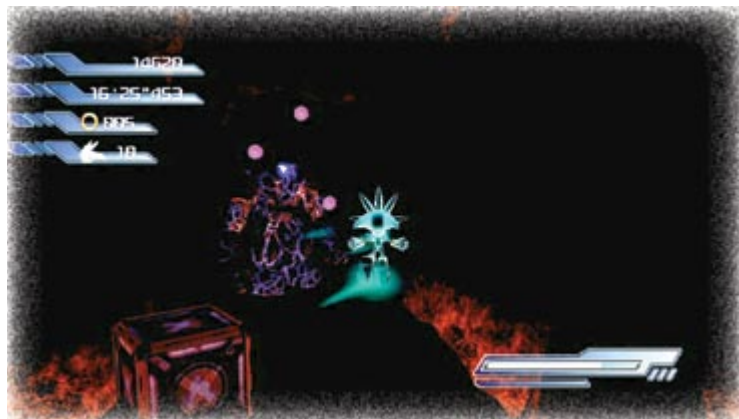
When you reach the room's final platform, destroy the fire worm guarding the door. The door drops, revealing a bright lava pool in the next chamber. Several platforms float in the lava; most are occupied by monsters. Levitate across the chamber after destroying the monsters with thrown crates, or stand on a metal crate and cross the room on it via Levitation.



When you move into the next chamber, the lights dim again. Use PK markers to light up platforms, making it easier to see your way across the chamber. The purple orbs can be struck to cast temporary light in the immediate area.



Use a PK marker to raise a platform up to the Silver Medal on the left. From the medal, soar deeper into the chamber, continuing to activate PK markers to illuminate platforms.



The exit is guarded by a hulking monster that's barely visible in the blackness. As you fly toward the door, drop down to a plateau just in front of the beast. An explosive crate stands to the left. Lift it with PK and throw it at the monster to cause damage, and then finish it off by catching its spiked ball attacks with PK and throwing them back at the brute.

Point Marker 2



When you step into the next area, use the PK marker on the ground to start raising platforms from the lava below. Use the crates in the

chamber against the lurking monsters. After raising the platforms, jump across the room to the far ledge.



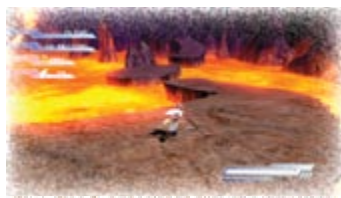
Silver Medal: Don't lift any of the crates on the platform you raise with the first PK marker. Instead, Levitate over to the stack, climb up to the top, and float out to grab the medal.





As soon as you land on the opposite ledge, Psycho Smash the worms and fling them off the ledge. A handful of fire monsters jump around here. Since you have no crates to use against them, you must either get in close enough to zap them or catch the worms' fireballs and throw them at any and all enemies. When the ledge is clear, use the exposed PK marker to lower the door and move into the next area.

A giant ball of pulsing lava dominates the next chamber. Is this the source of Iblis's powers? You must somehow find a way across the huge chamber without falling into the lava pool. Start by running down the first stone ramp and jumping across the plat-



forms that are almost flush with the lava's surface. When the route becomes an incline, you can spy the lava ball floating ominously in the distance, belching flames from its pulsating surface.



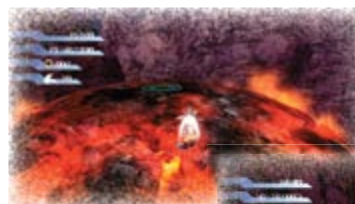
When the ball glows brightly, it's about to release a shockwave. The wave is strong enough to knock you off the platforms rising above the lava. Seek cover behind one of the small stone walls that appear along the rocky route.



As you near the top of the route, use PK markers to fill in the gaps in the path.



At the top of the path, jump out and Levitate to a series of Springs.



The final Spring launches you on top of the lava ball. To destroy the ball, run until you see a PK marker. Use PK to explode the ball—this reveals the path to the Goal Ring, as well as the last Silver Medal in Flame



Core. Once the smoke has cleared, jump up and grab the medal. Then proceed to the cave in the rear of the chamber and jump into the Goal Ring.



BOSS BATTLE: IBLIS

Iblis's final form rises out of a sea of molten earth. The living flame takes shape, stretching its massive arms into the skies and fitting itself with armor made from cooled lava. Iblis is a terrifying giant that stands many stories above Silver and Blaze, who watch the appearance of the living flame in slack-jawed awe. Despite its apparent advantage due to its incredible size, Iblis takes this battle with Silver very seriously—that Silver was able to penetrate its lair means the hedgehog is quite dangerous. It adopts a scorched-earth policy, sending horrible volleys of fireballs at Silver. If those fail to destroy its nemesis, Iblis will use shockwaves to flatten Silver and Blaze. Silver must hold on long enough for arrogant Iblis to close in and expose his Achilles' heel. Silver cannot hesitate to strike; he must brave Iblis's burning visage to deliver a series of psychic blows that could forever change the future of his world.



When the battle begins, Iblis raises his arms to issue forth his initial salvo of fireballs. Silver's platform is long enough to run to either extreme and avoid the volleys. Pick up Rings as you move.

Several cooling balls of lava are sitting on the platform and the start of the fight. Lift them with PK and hurl them across the molten ocean to chip away at Iblis's armor. After the first batch has been exhausted, you must wait out Iblis's fireball attacks to replenish the supply. Do not throw lava balls during an attack, as you risk hitting only one of Iblis's projectiles instead of the lava leviathan itself.



After he withstands several of your attacks, Iblis moves in for the kill. The living flame slams its arms down on the platform, shattering the edges and making it smaller. When it lowers its head, you can spy its weak spot: the green eye in the middle of its forehead.



A PK marker appears on the eye, signaling that you can attack. Levitate over to Iblis's head and stand on the marker. Unleash a blast of PK to damage the living flame, forcing it to recoil back across the sea of lava.





Iblis unleashes a series of shockwaves that speed across the lava toward Silver's platform. You must either jump over or duck under the shockwaves as they roll into range. If you're struck by a shockwave, you'll lose your Rings, and there's a good chance the ripple will wash them right off the platform.



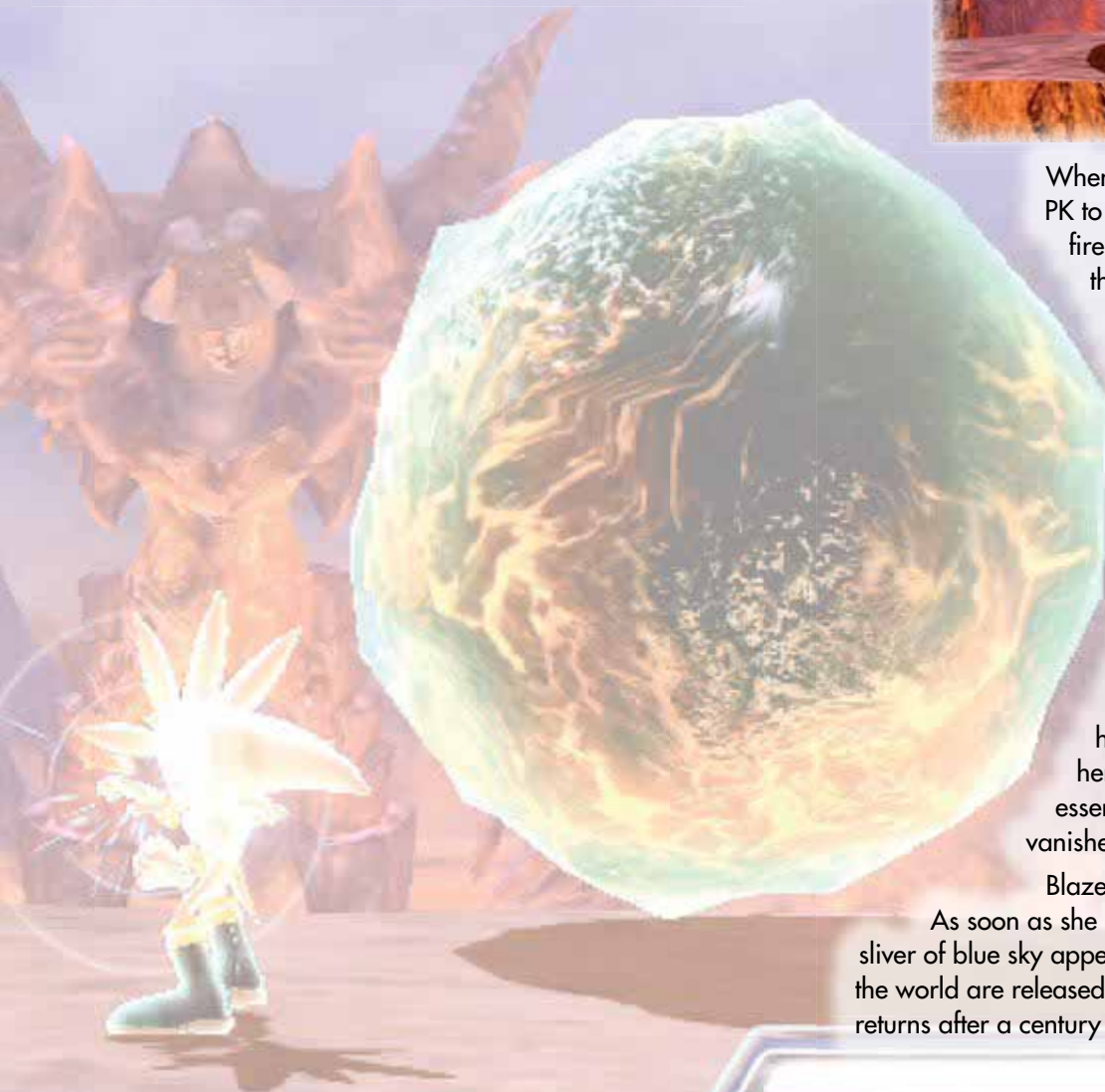
After you attack Iblis with several lava balls and at least two PK attacks to the green eye, Iblis resorts to one final attack. The living flame raises its arms and conjures up a massive lava sphere. You have a few seconds to watch Iblis gather up the lava before it catapults the sphere across the arena.



When the lava sphere is almost upon you, use PK to take control of it, just like you would a fireball from a worm. Still facing Iblis, throw the sphere back. This is the death blow that finishes off Iblis. If you miss the sphere as it descends on the platform, you will be knocked into the lava—there is no escape; it's a one-hit kill.

After Silver brings Iblis to its knees, he and Blaze have only a few seconds to seal the living flame into another body before it explodes back to life. Raising the Chaos Emeralds, Silver attempts to accept Iblis into his body, but he does not possess the proper vessel. Bravely, Blaze steps in and takes the emeralds—her fiery soul can seal in Iblis. Sacrificing herself to save the world, Blaze captures the essence of Iblis. She is lifted into the air and vanishes, taking the living flame with her.

Blaze's sacrifice is not made in vain, either. As soon as she disappears with Iblis, Silver sees the first sliver of blue sky appear in the heavens. The charred remains of the world are released from Iblis's fiery hold and peace finally returns after a century of infernal terror.



END OF THE WORLD

Shadow The Hedgehog only succeeded in disrupting Mephiles' plans to revive the Flames of Disaster. The malevolent force reforms just as victory seems within the heroes' grasp and spears Sonic with a beam of energy. Sonic falls and the distraught Princess Elise cannot help but shed her first tear since her father made her promise so many years ago not to cry. Unwittingly, the Iblis Trigger unleashes death and destruction, and without Sonic to aid in the fight, all appears lost. However, at the urging of Sonic's friends—and even Dr. Eggman, who was duped by Mephiles into facilitating the release of Iblis—a mission is mounted to search the far reaches of Soleanna for the Chaos Emeralds.

The world is being pulled apart by a rift in the time-space continuum, so the heroes must hurry. The power of the collected emeralds should be enough to revive Sonic—hopefully just in time to battle Iblis for the last time...for all time.



Run along the ledge and jump out to the overturned highway signs. Fly to the ledge overlooking the left side of the street and run ahead until you see a gaping abyss full of eyes.



Tails vaults through time to retrieve a Chaos Emerald from the burning Crisis City. The metropolis is still consumed by flames, so Tails has arrived before Silver and Blaze's epic showdown with Iblis.

You begin the mission on a crowded street full of fire monsters. As you run across the wrecked avenue, the eyes of Solaris burst forth from the rip in the continuum. You cannot touch the eyes, lest you lose a life, but neither can Iblis's minions. If one of the eyes opens near a monster, the beast is pulled into the ominous orb and perishes. Collect Rings as you run beneath the unblinking gaze of Solaris, and use the Springs at the end of the street to bounce up to a narrow ledge to the right.

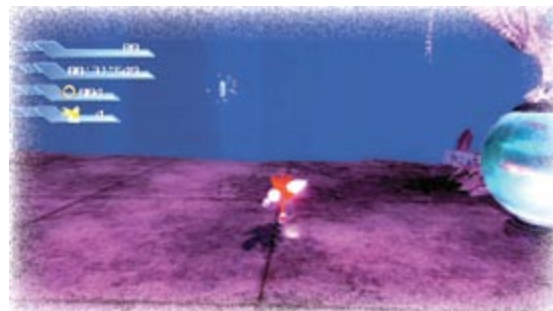


The abyss is too wide for Tails to cross in a single flight, so aim for the Boost Ring to get the necessary extra push to survive.



Look for ornate sculptures of a regal bird on top of a mysterious orb. If you touch the orb, you temporarily banish the eyes and stabilize the time-space rip. The effects are fleeting, though, and after several seconds, the eyes reappear.

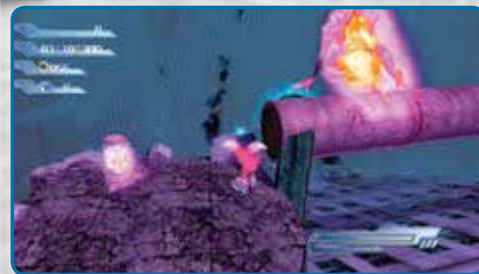
Silver Medal: After touching the orb, fly out and grab the Silver Medal hanging in the air. If you miss, immediately swing back to the building, otherwise you may run out of strength and fall into the lava.





After banishing the eyes, duck beneath a horde of flailing fire worms and fly up to the top of a shattered skyscraper. As you run down the side of the toppled building, watch out for attacks from the brutes of Iblis. Some are consumed when they step too close to an eye, lessening the amount of trouble you face on the building. But that's no reason to linger. Tails doesn't have the offensive capabilities of Shadow or Silver, and taking down the brutes would be too dangerous.

TIP



Fly up to the wrecked support column on the building's left side. A 1-Up Capsule waits on the column next to the pipe, but watch out for the phoenixes that dart through the air.



As you continue down the side of the building, touch the next orb statue to remove the eyes for a few seconds. At the end of the building, fly up to the balcony of a wrecked skyscraper to the left. The Chaos Emerald is on the balcony, guarded by several monsters. Before picking up the gem and ending the stage, though, be sure to grab the Ring Capsules and the 1-Up from behind one of the hulking monsters.



The Chaos Emerald is in the balcony's back corner, right next to the elephantine feet of a towering monster. Swipe the jewel to move on to E-123 Omega's stage.



E-123 Omega risks his metal hide to recover one of the Chaos Emeralds from the volcanic Flame Core, where Iblis reigned supreme in its stretch of the now-warped time-

line. Omega must jump across the rock platforms floating in the pool of bubbling lava in search of the Spring on the opposite side of the lake of molten earth.

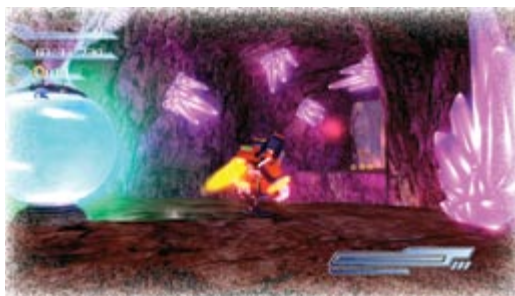


The Spring launches you up to a landing infested with Iblis's minions. You must destroy all the monsters to unlock a door in the side of mountain, so hold down the attack button and charge up Omega's Homing Attack. This attack picks up the phoenixes with relative ease; it may take some stronger moves to bring down the titans. Run up to the big monsters when their skulls are exposed and deliver death blows right to their weak spots.



Silver Medal: After eliminating all of the monsters, carefully slip around the eyes and grab the medal against the edge of the clearing—it's opposite of the door.

After the door in the mountain opens, you must get a running start to cross the gap in the cave.



When you exit the cave, you look down on a lava pool full of Solaris's eyes and several Phoenixes. Jump off the ledge and hover gently to the platforms floating in the lava below.



Jump across the molten earth via the platforms until you reach the edge of the lava falls. Bounce up the side of the falls, avoiding the fire worms that erupt from the falls.

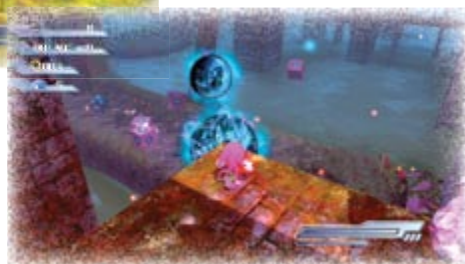


The Chaos Emerald is on the topmost ledge jutting out from the cliffs that flank the lava falls. Pick up the gem to switch the action to Knuckles as he raids the Tropical Jungle.





Knuckles must brave the jungle ruins to find his Chaos Emerald. The gem is on the far side of the crumbling temple, and it's guarded by Iblis's beasts. The jungle floor is covered in water, so it's a good thing the echidna can glide through the air and avoid trouble that might knock him into the drink.



Knuckles certainly has a powerful Punch that can destroy these fire monsters, but since time is of the essence, it's better just to glide over the beasts and stick to climbing up the ruins to safe ground. The ruins are tall enough that you can cross them without ever touching the jungle floor except to pick up the Chaos Emerald.



The eyes can interfere with flight paths, so be sure to touch the orbs to clear the air.



***Silver Medal:** Climb to the highest point in the map and soar to the orb statue on the central pillar. Once all of the eyes have closed, fly out to the square ledge near the wooden ruins to the right of the Chaos Emerald. Punch through the stone tablet to get the medal.*



Iblis's defenses increase as you close in on the Chaos Emerald in the swamp opposite the ruins. You must eventually glide down to the ground, but soar over the first batch of monsters and aim for the rickety wooden walkway that leads up to one final brute.

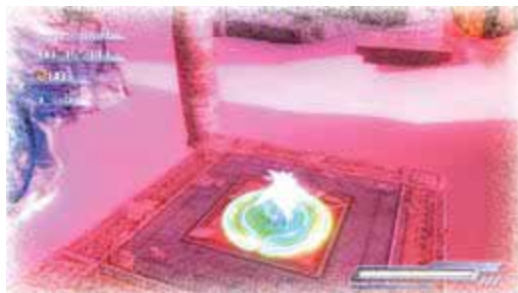


The Chaos Emerald is on a small earthen mound at the edge of the ruins. Pick up the gem before the monsters can attack. After grabbing the emerald, you join Silver as he fights through the Dusty Desert.



Silver begins his desert trek outside the ruins of a once-glorious city. Now, the sands slowly consume the crumbling temples and city walls. Silver must push through the

remains of the city and scoop up his Chaos Emerald to help revive Sonic and save the day. When the mission begins, jump into the air and Levitate to the first platform in the sands.



Use PK to raise the platform, then soar through the air and reach the orb statue in front of the massive staircase. The orb forces the eyes to vanish, clearing a path to the stairs.

Silver Medal: The first medal in Dusty Desert is to the right of the second pillar you raise with PK. Levitate over to these ruins and grab the medal.



A pair of massive monsters attacks as soon as you climb the stairs. Use PK to lift the crates on the landing to daze the brutes. Finish them off to raise platforms from the desert floor beyond the landing.



Levitate across the platforms, carefully avoiding the eyes as they blink into existence.



After crossing the gap and landing safely on the temple remains, start running up the spiral ramp that ascends a central tower. Iblis's minions really step up the challenge now, but you can push right back by picking up crates, jars, and Spiked Balls with PK. Hurl the objects at the monsters to daze or destroy them, then rush past and jump across the gaps in the path. Continue up the trail until you reach the pair of brutes at the top.



Silver Medal: The second medal is over a gap in the spiraling walkway. Touch the orb to banish the eyes, then Levitate over the gap to pick up the medal.



CAUTION

After disposing of the monsters, jump up the sliding platforms to the top of the wall. Sand lies just beyond the top ledge of the wall, so don't jump out too far when you reach the last sliding platform. If you land on the sand, you'll sink and no amount of PK will rescue you.



Float across the sand. You must pass two more giants in order to reach the Chaos Emerald. Multiple crates are on the landing. You can throw them when the monsters expose their glowing skulls. The monsters alternate between smashing the ground with their huge fists and throwing Spiked Balls at you. You can catch the Spiked Balls and throw them back with your PK powers. Hit the monsters in the exposed skull with a caught Spike Ball only once to destroy them.



Jump up on the high ledges flanking the two monsters and Levitate out to the platform with the Chaos Emerald. Pick up the gem to move on to Rouge The Bat, who is soaring over Wave Ocean in pursuit of her quarry.

over Wave Ocean in pursuit of her quarry.

ROUGE THE BAT AT WAVE OCEAN



Rouge must cross a large marina at Wave Ocean to close in on her Chaos Emerald. Fortunately, her bat wings allow her safe passage over the water; she glides effortlessly through the air. To maintain

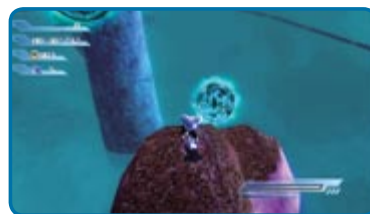
height over the monsters that patrol the area, you must land on the rock spires that punch out of the waves. Climb to the top of the spire and then jump off, sailing through the air en route to the beach on the opposite side of the marina.

Look out for fire worms that attach to the bases of rocks. Sometimes, an eye will appear close enough to inhale one of the monsters, but steer clear nonetheless to avoid getting clipped by one of the worms' fireball attacks.

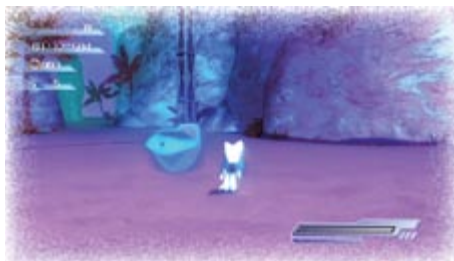


TIP

To avoid absolutely any engagement with the monsters, climb to the tip of the spires and never glide more than a third of the way down the spires before landing and crawling back up to the top.



Silver Medal: Rouge's medal is between the last two rock spires. They may topple if you stay in the stage for too long and enough eyes appear to rip the rocks asunder.



Rouge's Chaos Emerald is sitting on the beach. The heroes now have five of the seven Chaos Emeralds. It's up to Amy Rose and Shadow to complete the collection and revive Sonic.



Amy Rose pushes through the wintry White Acropolis to find another of the Chaos Emeralds and save her true love, Sonic. Her Double Jump technique helps her scale the steep

inclines and vault over high ledges in pursuit of the gem. As soon as she starts ascending the Acropolis, the eyes of Solaris appear, siphoning off energy from the monsters that Iblis has issued forth to stop the heroes.

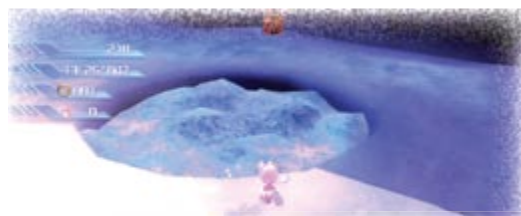


Silver Medal: The first of two medals in White Acropolis is on a ledge to the right of your starting position. Do a Double Jump to grab the medal.

After running across the first clearing, you need to scale the ledges. Watch out for the wriggling fire worms that lash out. If you jump all the way to the top ledge to the right of the clearing, you can touch an orb statue and cause the eyes to vanish for the time being. They'll soon return, but getting rid of them now makes your descent toward the next clearing much easier.



As you cross the clearings, watch out for the sweeping spotlights. If you are picked up in the beam, an alarm calls more monsters to the area. Between each clearing, always ascend to the top ledge and use the orb statue to eliminate the piercing eyes.



Silver Medal: The second medal is beneath this ice sheet. Hammer through the ice to grab the medal, but watch out for worms.



After you pass through three clearings, you square off against two squirmy fire monsters that refuse to stand still along enough for

you to plan a really solid strike. Use Amy's Invisibility to sneak up on the monsters and then swing the hammer just as you become visible again. After you destroy the two monsters, a giant steel door slides open, revealing the inside of Dr. Eggman's base.



Run through the interior corridor, passing the fire worms and eyes that try to get in your way. Don't bother launching any at-

tacks on the monsters—just get to the Chaos Emerald at the end of the hall.

Rush up and collect the sixth Chaos Emerald to end Amy's mission in White Acropolis. Now it's up to Shadow The Hedgehog to retrieve the Chaos Emerald in Kingdom Valley and return with it to revive Sonic.

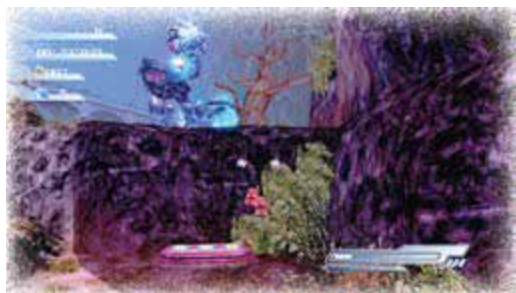




Shadow The Hedgehog must traverse the dizzying heights of Kingdom Valley to recover the final Chaos Emerald. The jewel is on a ledge at the very top of the outer wall that once protected the royal castles from attack. When the mission begins, you must start your ascent by jumping onto the tightrope in front of you and leaping high into the air.



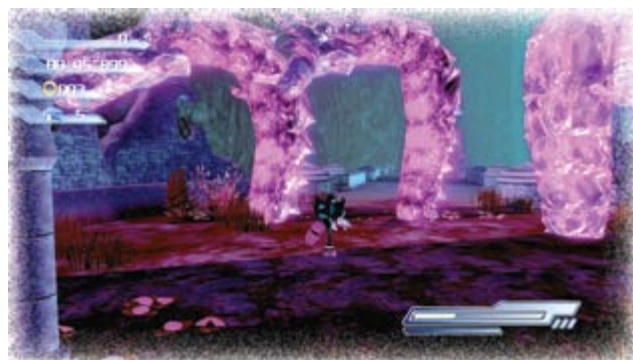
At the apex of the bounce, slam into the phoenix with a Homing Attack and drop down to the ledge on the other side of the water before the bridge above you collapses. If you're caught under the bridge, you'll be dropped into the water.



Use the Springs on the side of the wall to bounce up the ledges until you see a brute raising a lava ball high over its head. When the monster's skull is exposed, initiate a Homing Attack to lurch forward and take the beast down.



After the monster has been destroyed, an eagle drops out of the sky to pick you up. Jump up and grab the eagle's talons to soar over the water.



The eagle drops you off in front of a narrow bridge, but as soon as you touch down, three fire worms explode out of the ground. Skate between the monsters and zoom across the bridge to continue your quest for the Chaos Emerald. On the other side of the bridge, use two tightropes to bounce across the water.



The second tightrope vaults you over to the outer perimeter and drops you right in front of a nasty brute. It's impervious to Chaos Spears, so just zap the Phoenixes to keep them from attacking you and defeat the massive monster so that the eagle feels safe landing by the orb statue on the next ledge.



Touch the orb statue to get rid of all eyes in the valley. When the eyes are gone, jump to the eagle and fly back across the water to the valley's other side.



Silver Medal: The first of two medals in Kingdom Valley is on the three columns just beyond the eagle's perch. Jump out to the columns and use the Spring to reach the highest of the three, then claim your prize.



Silver Medal: The second Silver Medal is high above the valley. Accept the eagle's flight to the top of a column with a Rainbow Ring. Drop into the Rainbow Ring to fly across the valley and on these ledges. Jump out to the farthest ledge, let the eagle take you through the sky, and grab the last medal.



The eagle drops you over a small platform covered with worms and Spiked Balls. Use a Homing Attack to launch Shadow through the Rainbow Ring. The Ring

rockets you back across the water to the wall. You fall right in front of a green sphere. Attack the sphere to unleash a jet stream you can ride up to the Chaos Emerald.



As you fly with the wind, look out for Phoenixes that try to knock you down with their fireball attacks. The birds can also buzz the wind, so if they get too close, jump up and use a Homing Attack to drop them, and the jump back to the jet stream.



The jet stream deposits you right in front of a Spring. Jump on the Spring to reach a ledge with more monsters.

Circumvent the beasts and hit the green sphere to create another wind you can ride even farther up the valley.

TIP

The rushing wind drops you on an extremely high ledge, right in front of the Chaos Emerald. However, if you look over to the left, you can see a ledge with two Ring Capsules and a 1-Up. Jump over and use a Homing Attack to slam into the Capsules, then return to the Chaos Emerald.



Once Shadow collects the final Chaos Emerald, he rejoins the heroes in the center of the nexus created by the warping time-space continuum.

The emeralds are carefully placed around Sonic's body and everybody wishes hard for their friend's resurrection—even Dr. Eggman hopes and prays for Sonic's return, as only the heroic hedgehog has the power and strength to defeat the fires and banish the living flame forever.

When Sonic rises, he's not the same hedgehog as he was when Mephiles speared him. Sonic glows a brilliant yellow, imbued with the power of the Chaos Emeralds. He is joined by Shadow and Silver, who accept their fate beside Sonic. The three hedgehogs, transformed by the emeralds into amazing warriors, steel themselves for the final battle against the source of the living flame: Solaris.



BOSS BATTLE: SOLARIS



Sonic's friends successfully retrieved the Chaos Emeralds from the outer edges of fractured Soleanna, allowing Princess Elise to wish her hero back from the great beyond. All of Sonic's friends surround the hedgehog and the princess—even Dr. Eggman joins them in hoping and praying for his recovery—as Elise calls upon the power of the emeralds. Magically, Sonic's soul is reunited with his body, but as the hedgehog climbs to his feet, his friends realize that this is not the same Sonic they know. Bathing them in a brilliant yellow, Super Sonic stands ready to fight Solaris for the fate of the world.

But even Super Sonic cannot defeat Solaris alone—he calls upon the strength of his allies, Shadow and Silver. The other two hedgehogs join hands with Sonic, accepting his superpowers. When all three hedgehogs are charged for the battle, they rocket into the heart of the time-space rift as their friends cheer them on. If the heroes can stop Solaris before it permanently rends the fabric of the universe, all will be set right. Failure, however, will result in Solaris transforming everything into nothing.





The massive Solaris has two forms—each with different weapons and defenses. The initial shape of the chaotic Sun God is a two-armed monster surrounded by six spikes. Solaris's weak spot is its core, a crimson sphere buried beneath its cosmic armor. To reveal the core, the heroes must break through the armor plating on Solaris's arms and crack the god's breastplate.

This is no easy task, as Solaris's defenses are incredibly strong and the heroes cannot withstand many hits. If any one of the three hedgehogs falls, they all fall. Each hero has a limited supply of Rings to start out with—approximately 50—and if that purse reaches zero, the hero loses, no matter how many Rings the other two hedgehogs possess. Each hit from Solaris's attacks also drains Rings. Unlike Action Stages, Rings lost in this void cannot be physically recovered. However, the two heroes not currently in use slowly regenerate Rings, so be sure to switch between the hedgehogs before any one hits the dreaded zero.



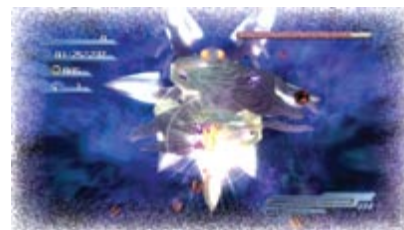
To defeat Solaris, you must switch between the three heroes, using their individual talents in tandem to bring down Solaris. Sonic can charge up a Supersonic Blast,

Shadow fires off a series of destructive projectiles even more powerful than Chaos Lances, and Silver uses expanded PK that ensnares Solaris's projectile attacks and turns them against it. Watch out that you do not drain a hero's Ring supply so low that he cannot withstand a direct hit from Solaris. A good rule of thumb: Never let the Rings dip below 10.



such as Spiked Balls or Laser Blasts.

Charge up Sonic's Super Attack while avoiding incoming projectiles. When the Action Gauge is full, press the attack button to vault through the void and smash into Solaris. The god will likely raise its arms to deflect the blow, but the impact weakens its armor.



Use Silver's considerable PK to capture the Spiked Balls that Solaris flings across the void. Catch two or three in the PK field and then release them back at the god. Solaris often destroys the balls with more projectiles before they harm it, but any direct hit you achieve damages the god's armor.



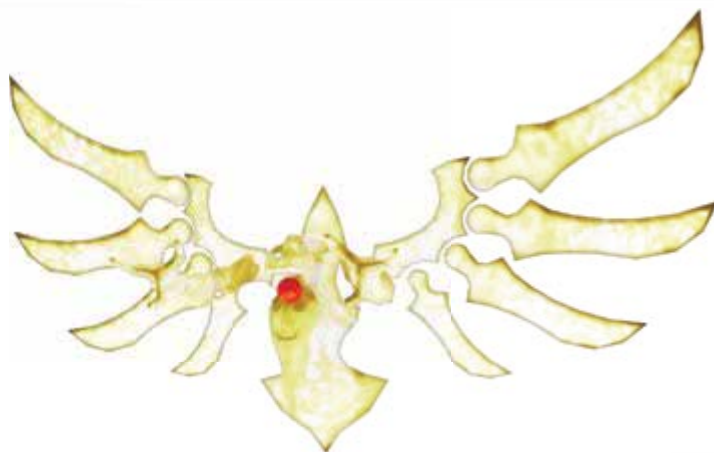
Shadow can fire projectiles at the God one at a time without charging up the Action Gauge, but the fuller the meter, the more powerful his attack. Shadow releases a circular set of missiles. The projectiles automatically zero in on Solaris, but the god will raise its arms to prevent an attack to its body.



When Solaris spreads its colossal arms, watch out for a Beam Attack. The Energy Spear launches across the void and can severely drain a hero's Rings. Use Turbo to skirt away from the beam and charge up a counterattack.



SECOND FORM

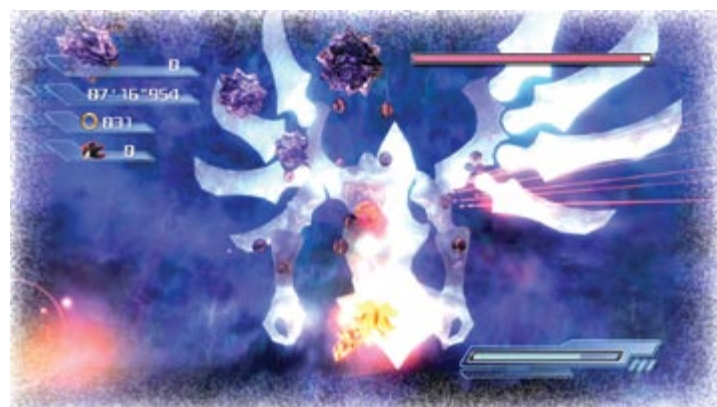


Solaris's primary armor is the pair of plates on its arms. When you manage to chisel away one-quarter of the god's health bar, one of the plates explodes. When the health bar is drained to the halfway mark, the second armor plate falls away and the god's core is revealed.



Sonic's Super Attack is a potent weapon, but when the core is exposed, it's best to rely on Shadow and Silver for projectile attacks. Keep charging up Shadow's gauge and releasing full salvos of missiles at Solaris's core. Then Turbo away from the Beam Attack. Slip Silver in front of Solaris's Spiked Ball Attacks, scooping them up with his PK field. Grab as many as you can, then pitch them back across the void, striking Solaris's weakening core. When Solaris's health bar is depleted, the Sun God loses its first form. But don't celebrate just yet—the Sun God's second form is even stronger.

Solaris's second form is that of a giant phoenix—a winged cosmic creation with the power to destroy time and space itself. The god's Achilles heel is still the red core at the center of its being, but accessing this weak spot is difficult due to Solaris's fierce offense. The monster is surrounded by eyes that absorb attacks, it continues to hurl Spiked Balls across space, and its Beam Attack is supercharged so that it fires eight energy beams at the heroes.



As soon as you can attack Solaris again, switch to Shadow and start charging up his gauge. When it is full, launch a full salvo of missiles and then Turbo to either side of the monster to avoid immediate retaliation. Shadow is the best hero to use in this final attack, so take extra care always to switch out before his Ring count dips below 10.





Solaris increases the frequency of Spiked Balls thrown through the void, so Silver is a pivotal hero to use in this second attack on the god. Use his PK field to capture the balls and return fire. Always watch Solaris's wings. When you spy them growing especially bright, get ready to Turbo to either side to avoid an incoming Beam Attack.



When Solaris's health bar is almost empty, lay it on as thick as you can. In desperation, the god will unleash a violent torrent of Spiked Balls and energy beams. Keep switching between Shadow and Silver so you can attack from a safe distance, firing off missiles or captured Spiked Balls. Never hover in one place, as the instant Solaris draws a bead on you, the monster will release a flurry of attacks.



When you must let Shadow and Silver build up their depleted Rings, use Sonic's Super Attack when Solaris leaves its core completely exposed. When Sonic does not have a full Action Gauge, use Turbo moves to zip around Solaris and avoid incoming attacks.

TIP *There's no such thing as "too far away" when Solaris unleashes its advanced Beam Attack. It fills the void with eight lightning blasts of pure energy. Use Super Speed to bolt out of the way. If you're using Shadow, you can still charge up his Missile Attack while zooming away from the beams.*



After an epic battle, the heroes finally defeat Solaris. Sonic, Shadow, and Silver rejoin their jubilant friends as they watch Solaris implode. The god, crazed by the lasting effects of the experiments that Elise's father performed on it when she was a child, returns to its original, peaceful form. The shattered timelines can now be corrected, ensuring that Silver's future will not be ruined by Iblis's flames.

But peace does not come without sacrifice. If Elise is to finally blow out the Flames of Disaster, she must give up the splintered timeline where she met Sonic The Hedgehog. To save the world, she must never allow herself to know his friendship. Sonic and Elise spend their last fleeting moments together, watching Elise's childhood memories of her father play out before them before Elise extinguishes the flame.



MONSTER MENAGERIE

The hedgehogs—Sonic, Shadow, and Silver—must fight a war for the survival of the world on two fronts: the battle against Dr. Eggman and his robot army, and Iblis's ruinous army of fire monsters from the future. To know your foe is to be able to defeat your foe, so research these terrible creations before heading out into the threatened paradise of Soleanna.

DR. EGGMAN'S ROBOTS

Dr. Eggman is a sinister genius. He is a brilliant inventor, skilled in robotics, but instead of creating robots for the good of humanity, he uses his powers for evil and ill-gotten gain. Sonic The Hedgehog and his friends must do battle with the largest army Dr. Eggman has ever assembled. These mech troopers have Laser Cannons, exploding bombs, Shock Attacks, and even flying Fist Projectiles. Defeating this army will take strength, skill, and perseverance—but if anybody can push through these metal monsters and bring down Dr. Eggman, it's Sonic!

Egg Armor



Egg Armors are advanced forms of Egg Bombers encased in a thicker shell that protects them from enemy attack. The robots can transform between its crab-like shape and a sphere, for increased mobility. It takes several attacks to destroy the Egg Armor when it has collapsed into a sphere.

Egg Bomber



Egg Bombers are small, crab-like robots that can scurry on both horizontal and vertical surfaces. They have light armor, so they can be destroyed with a single strike. Egg Bombers have an appendage built specifically for throwing bombs at targets. They can only release one bomb at a time, and require a few seconds to reload.

Egg Buster



The hornet-yellow Egg Buster is an aggressive, offensive mech developed for deployment around high-priority targets. The Egg Buster is not protected by much armor—one hit can destroy it—but getting in close enough to deliver the strikes can prove troublesome. Egg Busters are equipped with twin missile launchers that unleash volleys of slow-moving, but extremely destructive, rockets.

ENEMY GALLERY

Egg Cannon



The Egg Cannon is one of Dr. Eggman's larger mech creations, designed with superior armor and a transforming mechanism that allows it increased mobility when in its flying form. The core is perched on two legs and each foot is adorned with a drill bit for melee attacks.

Egg Chaser and Egg Liner



Egg Chasers/Liners are smaller mechs designed for speed. A single-wheel design allows the machine to rotate when at rest, but it cannot adjust its path once in motion. However, the mech can achieve solid speeds when moving in a straight line, and does damage with the twin horns fastened to its chassis. Chasers are equipped with small shield plates on either side of the horns, which deflect attacks to the wheel. The Egg Chaser is weakest when attacked from the top or the rear.



The Egg Liner is a weaker version of the Egg Chaser. The mech has a similar physical makeup—the only outward difference is that the Egg Liner is green, while the Chaser is yellow.



Egg Guardian



These bipedal giants are deployed in great numbers. Egg Guardians consume a lot of energy, so they remain in a standby mode when not engaged in battle. When a target gets within range, the Egg Guardian roars into action, attacking with whatever weapon is fastened to the ends of its arms. Most Egg Guardians are fitted with massive fists that can either be used for melee attacks or fired at an enemy. The fists move slowly through the air and explode on impact. Fewer Egg Guardians are equipped with huge steel spheres at the end of each arm, which are used as projectiles. The Egg Guardian has a weak spot: its energy core, which sits in the middle of its torso. If struck in the core, the mech falls and the core is partially ejected. Repeated strikes to the core will destroy the robot.

Egg Gunner



The Egg Gunner makes up the backbone of Dr. Eggman's mech army. This versatile robot has a propulsion system that allows it to hover in the air and quickly change position, tracking enemy targets with the machine guns fastened to each arm. If you're hit by an Egg Gunner's rounds, you lose only one Ring—this allows for easy escape or a chance for counterattack. But if you're surrounded by multiple mechs, those Rings can really disappear quickly. Fortunately, the Egg Gunner lacks sufficient armor to withstand more than a single attack.

Egg Flyer



Egg Flyers, and their advanced form, Egg Busters, are floating sentry mechs that track enemy movement. These flying mechs are propelled by a hovering mechanism built into their central hull and are steered with two smaller rockets that hang below the central unit. Egg Flyers/Busters are equipped with guns that needle enemies, causing you to lose one Ring per strike. Because Egg Flyers and Busters often hover over gaps or chasms, they can be used to cross open spaces by employing Homing Attacks.

Egg Hunter



Egg Hunters are wasp-shaped robots that fly slowly through the air, seeking targets with a single ocular unit mounted directly on the head. The Egg Hunter is surrounded by up to six pods that hover equidistantly from the mech. When the robot has acquired a target, the pods extend their reach outward and fire searing lasers. These lasers may be fired along the same plane as the pods, or concentrated on a single target. The mech can survive without its pods—they are only a weapon system. Destroying the pods decreases the robot's attack potency, but to eliminate the mech completely, you must attack the core unit. Pods can also fire a more powerful Vulcan Cannon.

Egg Keeper



Egg Keepers are the evolved form of the Egg Guardian. Immediately discernible by their crimson paint, Egg Guardians pose a greater threat thanks to their increased speed and armor. Egg Keepers attack with either fists or spheres—same as the Egg Guardian—but do so with heightened ferocity. The Keeper possesses the same Achilles heel as the Guardian: its energy core. To destroy the robot, attack the energy core with a single attack to bring the hulk to the ground. Before it can recover, repeatedly strike the energy core.

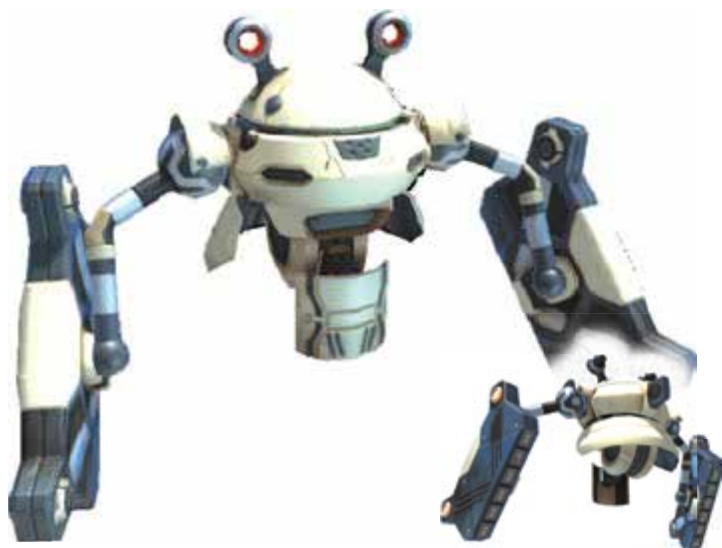
Egg Lancer



The Egg Lancer is an advanced edition of the Egg Gunner, a humanoid-shaped robot with a propulsion unit mounted on its back for increased mobility. The Lancer is equipped with twin energy cannons—one fitted to each arm—that release beams capable of homing in on a target. The beams cannot make sharp turns, but they can arc across wide spaces and seek out a slow-moving enemy. Egg Lancers possess decent armor—it can take at least two direct hits to destroy a unit.



Egg Rounder and Egg Commander



Egg Rounders are almost as common as Egg Gunners. These minor mechs possess short, squat bodies balanced upon a single wheel. Rounders do not move quickly, so the single-wheel design allows them to move in arcs as well as straight lines. Each Egg Rounder is equipped with two shield plates. Rounders can connect the plates in front of their chassis to deflect attacks.



Egg Rounders rarely travel solo. Most are found in larger packs, and are often under the stewardship of the Egg Commander. Commanders are painted blue and red, which sets them apart from the all-white Egg Rounder. If the Commander is destroyed, all the Egg Rounders in the pack self-destruct. The Commander possesses the same shielding as the Rounders, so wait for the commanding mech to lower its plates before launching an attack.

Egg Searcher

Egg Searchers are wasp-shaped mechs that can fly through the air, maneuvering into hard-to-reach positions before attacking with each of their pod weapons or releasing a barrage of bombs. The bombs drop to the ground and spark with a minor energy attack that freezes a target and ejects his or her Rings. Egg Searchers are not equipped with much armor, so a single attack is enough to bring one down. Egg Searchers can also fire Vulcan Cannons from the pods.



Egg Stinger



Egg Stingers are upgraded Egg Gunners; they're coated with red paint for easy distinction on the battlefield. Each Stinger is equipped with a cannon on each arm that fires rockets. Egg Stingers have little armor, which allows for fast mobility via the back-mounted propulsion systems. The mechs move quickly, zipping around the battlefield so that their attacker can't get a bead on them.

Egg Sweeper



Egg Sweepers are advanced models from the same line as the Egg Bomber. Egg Sweepers use the same bomb attachment to catapult explosive rounds at their targets, and can move on both horizontal and vertical surfaces. However, Sweepers are equipped with cloaking devices. When it's cloaked, a Sweeper can be difficult to spot. Look for a slight warping effect around the robot's outline against the backdrop. If a Sweeper is successfully attacked while cloaked, it self-destructs.

Egg Walker



Egg Walkers are lumbering, bipedal mechs without the flying mode of the Egg Cannons. Egg Walkers are equipped with twin Laser Cannons that fire two energy beams in a straight line. There is no deflecting this attack. Egg Walkers have weak legs, so a sweeping attack to the feet is enough to knock the robot off balance. When the robot is on one knee, attack the central unit until the mech is destroyed.



The living flame, Iblis, was not born into this world without the power to craft its own army out of the Flames of Disaster. Iblis commands a smaller variety of diabolical denizens, but what they lack in numbers, they make up for in ferocity.

Biter



Biters are lizardesque fire monsters created by the living flame, Iblis. Biters crawl slowly along the ground and have three methods of attack: fire breath, jumping with claws outstretched, and tail lashes. Biters have absolutely no armor, so a single attack is sufficient to destroy one of these monsters.

Golem



Golems are lava giants, encased in cooled molten earth that acts as armor. This armor deflects lesser attacks, so only direct hits from Homing Attacks or thrown objects are enough to bring down this monster. The golem's weak spot is the head. Occasionally, the golem will open the top of its "skull," revealing a glowing lava core. It takes half as many hits to the weak spot to bring down a golem as attacking it directly. Golems have two attacks—they can throw large lava balls at enemies or smash their fists into the ground, releasing a small shockwave.

Stalker



Stalkers look like Biters, except for their purple glow. Stalkers are stronger than their fiery counterparts and have an additional attack: Laser Breath. When the Stalker rears up and opens its mouth, look out for a charged energy beam that sweeps left and right.

Taker



Takers are phoenix-like fire birds that burst into action when an enemy gets too close. Once the wings unfurl, Takers can either attack with small fireballs or dive bomb for a melee strike. Takers often hover over wide-open spaces, making them perfect "stepping stones" for crossing over gaps by means of Homing Attacks.

Titan



Titans are tougher than Golems. They have thicker armor and their smashing fist attacks unleash larger shockwaves. However, the titan has the exact same weak spot as the golem: the skull. When you attack the exposed glowing purple core, it takes half the normal number of strikes to destroy a titan.



GOLD RUSH

Sonic The Hedgehog awards Gold Medals for completing stages and defeating boss monsters with very specific requirements. There is a grand total of 180 Gold Medals you can earn in the game, scattered throughout all four episodes. Use these tables to track your medal counts, checking off each Gold Medal as you earn it.

SONIC THE HEDGEHOG

Action Stages

WAVE OCEAN	
Requirement	
<input type="checkbox"/>	Clear stage on Normal
<input type="checkbox"/>	Clear stage on Hard
<input type="checkbox"/>	Clear stage on Normal with S rank
<input type="checkbox"/>	Clear stage on Hard with S rank
<input type="checkbox"/>	Collect all 10 Silver Medals

DUSTY DESERT	
Requirement	
<input type="checkbox"/>	Clear stage on Normal
<input type="checkbox"/>	Clear stage on Hard
<input type="checkbox"/>	Clear stage on Normal with S rank
<input type="checkbox"/>	Clear stage on Hard with S rank
<input type="checkbox"/>	Collect all 10 Silver Medals

WHITE ACROPOLIS	
Requirement	
<input type="checkbox"/>	Clear stage on Normal
<input type="checkbox"/>	Clear stage on Hard
<input type="checkbox"/>	Clear stage on Normal with S rank
<input type="checkbox"/>	Clear stage on Hard with S rank
<input type="checkbox"/>	Collect all 10 Silver Medals

CRISIS CITY	
Requirement	
<input type="checkbox"/>	Clear stage on Normal
<input type="checkbox"/>	Clear stage on Hard
<input type="checkbox"/>	Clear stage on Normal with S rank
<input type="checkbox"/>	Clear stage on Hard with S rank
<input type="checkbox"/>	Collect all 10 Silver Medals

FLAME CORE	
Requirement	
<input type="checkbox"/>	Clear stage on Normal
<input type="checkbox"/>	Clear stage on Hard
<input type="checkbox"/>	Clear stage on Normal with S rank
<input type="checkbox"/>	Clear stage on Hard with S rank
<input type="checkbox"/>	Collect all 10 Silver Medals

RADICAL TRAIN	
Requirement	
<input type="checkbox"/>	Clear stage on Normal
<input type="checkbox"/>	Clear stage on Hard
<input type="checkbox"/>	Clear stage on Normal with S rank
<input type="checkbox"/>	Clear stage on Hard with S rank
<input type="checkbox"/>	Collect all 10 Silver Medals

TROPICAL JUNGLE	
Requirement	
<input type="checkbox"/>	Clear stage on Normal
<input type="checkbox"/>	Clear stage on Hard
<input type="checkbox"/>	Clear stage on Normal with S rank
<input type="checkbox"/>	Clear stage on Hard with S rank
<input type="checkbox"/>	Collect all 10 Silver Medals

WAVE OCEAN (TAILS)	
Requirement	
<input type="checkbox"/>	Clear stage on Normal
<input type="checkbox"/>	Clear stage on Normal with S rank
<input type="checkbox"/>	Collect all 10 Silver Medals

KINGDOM VALLEY	
Requirement	
<input type="checkbox"/>	Clear stage on Normal
<input type="checkbox"/>	Clear stage on Hard
<input type="checkbox"/>	Clear stage on Normal with S rank
<input type="checkbox"/>	Clear stage on Hard with S rank
<input type="checkbox"/>	Collect all 10 Silver Medals

AQUATIC BASE	
Requirement	
<input type="checkbox"/>	Clear stage on Normal
<input type="checkbox"/>	Clear stage on Hard
<input type="checkbox"/>	Clear stage on Normal with S rank
<input type="checkbox"/>	Clear stage on Hard with S rank
<input type="checkbox"/>	Collect all 10 Silver Medals

NOTE

You also earn a Gold Medal for completing all Action Stages with an S ranking.

Boss Battles

EGG CERBERUS	
Requirement	
<input type="checkbox"/>	Defeat boss
<input type="checkbox"/>	Defeat boss with S rank

SILVER THE HEDGEHOG	
Requirement	
<input type="checkbox"/>	Defeat boss
<input type="checkbox"/>	Defeat boss with S rank

IBLIS 2	
Requirement	
<input type="checkbox"/>	Defeat boss
<input type="checkbox"/>	Defeat boss with S rank

EGG GENESIS	
Requirement	
<input type="checkbox"/>	Defeat boss
<input type="checkbox"/>	Defeat boss with S rank

EGG WYVERN	
Requirement	
<input type="checkbox"/>	Defeat boss
<input type="checkbox"/>	Defeat boss with S rank

Town Stage

Requirement	
<input type="checkbox"/>	Collect all Silver Medals in Soleanna
<input type="checkbox"/>	Achieve S rank on all town missions

GOLD MEDALS



Action Stages

WHITE ACROPOLIS

Requirement

- ☐ Clear stage on Normal
- ☐ Clear stage on Hard
- ☐ Clear stage on Normal with S rank
- ☐ Clear stage on Hard with S rank
- ☐ Collect all 10 Silver Medals

KINGDOM VALLEY

Requirement

- ☐ Clear stage on Normal
- ☐ Clear stage on Hard
- ☐ Clear stage on Normal with S rank
- ☐ Clear stage on Hard with S rank
- ☐ Collect all 10 Silver Medals

CRISIS CITY

Requirement

- ☐ Clear stage on Normal
- ☐ Clear stage on Hard
- ☐ Clear stage on Normal with S rank
- ☐ Clear stage on Hard with S rank
- ☐ Collect all 10 Silver Medals

FLAME CORE

Requirement

- ☐ Clear stage on Normal
- ☐ Clear stage on Hard
- ☐ Clear stage on Normal with S rank
- ☐ Clear stage on Hard with S rank
- ☐ Collect all 10 Silver Medals

RADICAL TRAIN

Requirement

- ☐ Clear stage on Normal
- ☐ Clear stage on Hard
- ☐ Clear stage on Normal with S rank
- ☐ Clear stage on Hard with S rank
- ☐ Collect all 10 Silver Medals

AQUATIC BASE

Requirement

- ☐ Clear stage on Normal
- ☐ Clear stage on Hard
- ☐ Clear stage on Normal with S rank
- ☐ Clear stage on Hard with S rank
- ☐ Collect all 10 Silver Medals

WAVE OCEAN

Requirement

- ☐ Clear stage on Normal
- ☐ Clear stage on Hard
- ☐ Clear stage on Normal with S rank
- ☐ Clear stage on Hard with S rank
- ☐ Collect all 10 Silver Medals

DUSTY DESERT

Requirement

- ☐ Clear stage on Normal
- ☐ Clear stage on Hard
- ☐ Clear stage on Normal with S rank
- ☐ Clear stage on Hard with S rank
- ☐ Collect all 10 Silver Medals

TROPICAL JUNGLE (ROUGE THE BAT)

Requirement

- ☐ Clear stage on Normal
- ☐ Clear stage on Normal with S rank
- ☐ Collect all 10 Silver Medals

NOTE

You also earn a Gold Medal for completing all Action Stages with an S ranking.

Boss Battles

EGG CERBERUS

Requirement

- ☐ Defeat boss
- ☐ Defeat boss with S rank

IBLIS 2

Requirement

- ☐ Defeat boss
- ☐ Defeat boss with S rank

MEPHILES 1

Requirement

- ☐ Defeat boss
- ☐ Defeat boss with S rank

SILVER THE HEDGEHOG

Requirement

- ☐ Defeat boss
- ☐ Defeat boss with S rank

MEPHILES 2

Requirement

- ☐ Defeat boss
- ☐ Defeat boss with S rank

Town Stage

Requirement

- ☐ Collect all Silver Medals in Soleanna
- ☐ Achieve S rank on all town missions



Action Stages**CRISIS CITY****Requirement**

- ☐ Clear stage on Normal
- ☐ Clear stage on Hard
- ☐ Clear stage on Normal with S rank
- ☐ Clear stage on Hard with S rank
- ☐ Collect all 10 Silver Medals

TROPICAL JUNGLE**Requirement**

- ☐ Clear stage on Normal
- ☐ Clear stage on Hard
- ☐ Clear stage on Normal with S rank
- ☐ Clear stage on Hard with S rank
- ☐ Collect all 10 Silver Medals

DUSTY DESERT**Requirement**

- ☐ Clear stage on Normal
- ☐ Clear stage on Hard
- ☐ Clear stage on Normal with S rank
- ☐ Clear stage on Hard with S rank
- ☐ Collect all 10 Silver Medals

WHITE ACROPOLIS**Requirement**

- ☐ Clear stage on Normal
- ☐ Clear stage on Hard
- ☐ Clear stage on Normal with S rank
- ☐ Clear stage on Hard with S rank
- ☐ Collect all 10 Silver Medals

RADICAL TRAIN**Requirement**

- ☐ Clear stage on Normal
- ☐ Clear stage on Hard
- ☐ Clear stage on Normal with S rank
- ☐ Clear stage on Hard with S rank
- ☐ Collect all 10 Silver Medals

AQUATIC BASE**Requirement**

- ☐ Clear stage on Normal
- ☐ Clear stage on Hard
- ☐ Clear stage on Normal with S rank
- ☐ Clear stage on Hard with S rank
- ☐ Collect all 10 Silver Medals

KINGDOM VALLEY**Requirement**

- ☐ Clear stage on Normal
- ☐ Clear stage on Hard
- ☐ Clear stage on Normal with S rank
- ☐ Clear stage on Hard with S rank
- ☐ Collect all 10 Silver Medals

FLAME CORE**Requirement**

- ☐ Clear stage on Normal
- ☐ Clear stage on Hard
- ☐ Clear stage on Normal with S rank
- ☐ Clear stage on Hard with S rank
- ☐ Collect all 10 Silver Medals

WAVE OCEAN (BLAZE THE CAT)**Requirement**

- ☐ Clear stage on Normal
- ☐ Clear stage on Normal with S rank
- ☐ Collect all 10 Silver Medals

NOTE

You also earn a Gold Medal for completing all Action Stages with an S ranking.

Boss Battles**IBLIS 1****Requirement**

- ☐ Defeat boss
- ☐ Defeat boss with S rank

SONIC THE HEDGEHOG**Requirement**

- ☐ Defeat boss
- ☐ Defeat boss with S rank

EGG GENESIS**Requirement**

- ☐ Defeat boss
- ☐ Defeat boss with S rank

SHADOW THE HEDGEHOG**Requirement**

- ☐ Defeat boss
- ☐ Defeat boss with S rank

IBLIS 3**Requirement**

- ☐ Defeat boss
- ☐ Defeat boss with S rank

Town Stage**Requirement**

- ☐ Collect all Silver Medals in Soleanna
- ☐ Achieve S rank on all town missions

Action Stage**END OF THE WORLD****Requirement**

- ☐ Clear stage on Normal
- ☐ Clear stage on Normal with S rank
- ☐ Clear stage on Hard with S rank
- ☐ Collect all 10 Silver Medals

Boss Battle**SOLARIS****Requirement**

- ☐ Defeat boss
- ☐ Defeat boss with S rank

NOTE

One final Gold Medal is awarded for completing all the Action Stages in each of the four episodes.