PRIMA'S OFFICIAL STRATEGY GUIDE

SONIC HEROES™

EXCLUSIVE PREVIEW

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SONIC TEAM™ SEGA®

This game has received the following rating from the ESRB

EVERYONE

E

CONTENT RATED BY ESRB

TEAM SONIC HEROES PROFILES

TEAM SONIC

This tenacious trio of Sonic, Tails, and Knuckles combines exhilarating high-speed action with medium difficulty.

SONIC

Age: 15 **Formation(SPEED)**

TAILS

Age: 8 **Formation(FLYING)**

KNUCKLES

Age: 16 **Formation(POWER)**

SPECIAL ABILITIES

① Blue Tornado

• While jumping, press the attack button.

The Blue Tornado is an attack that you can use to toss enemies into the air and to do Tornado Jump. Use Blue Tornado to remove shields from enemies.

Tornado Jump on the pole.

Remove an enemy shield.

② Light Dash

• While near a line of Rings, press the attack button.

The Light Dash is used to not only grab all of the coins in a line, but also as a shortcut in a level. The more Rings in a line that you get, the more bonus points you will receive.

Use Light Dash to collect extra bonus points.

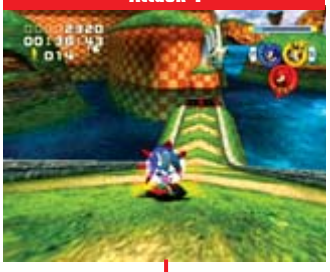
③ Dummy Ring Bomb

• Press the attack button when Tails is alone.

The Dummy Ring Bomb is an attack where Tails will shoot Rings on the ground. If an enemy comes into contact with them then they will suffer damage.

COMBO ATTACKS

Attack 1



Attack 2

Level 1 Final Attack

Level 2 Final Attack

Level 3 Final Attack

TEAM BLAST

FIREBALL JUMP

Jump and press the attack button.

TEAM PROFILE

Sonic may be a drifter, but Knuckles' home is firmly fixed in the mountains. Wild, tough, stubborn, and inflexible, Knuckles sees himself as Sonic's rival, perhaps because of his own dreams of a free lifestyle. He's also known as a treasure hunter, and possesses martial arts skills. Tails and Knuckles finally catch up with Sonic as he tours around the globe, and pass him a letter from his arch-nemesis, Dr. Eggman, threatening another outrageous revenge scheme. This time, the deranged scientist announces that he has finally completed his ultimate weapon, and in a matter of 3 days, he will be ready to bring the world to its knees! Unlike Tails, disturbed by the message and unsure what will happen, Knuckles relaxes confident there's nothing to worry about. Sonic, however, shows a brief flicker of a smile and takes off again into the distance. With that familiar grin of confidence, Sonic says he wouldn't miss this party for the world! And this is how the three reunite for their greatest adventure, to put an end to Dr. Eggman's wicked ploy.

STAGE 04
POWER PLANT

See map on page 137

STAGE 04 MISSION	Ⓐ RANKING REQUIREMENTS
Escape from the chaotic plant!	45,000 points

EXTRA MISSION	Ⓐ RANKING REQUIREMENTS
Goal Ring in 09:00:00	40,000 points

START

① Take out the two Flappers to get the energy path to appear. Do the same in the next room, as well.

② Check the sides of the energy path to get extra Rings. These can be very easy to miss.

CHECK POINT 1

① Above each of the side blocks are Rings that lead up to a balloon containing **5 Rings**. Grab onto the Pull Ring to hoist yourself up to the next level.

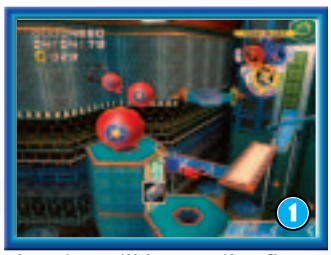
② Wait until the block rises, and then travel underneath it to the Check Point.

CHECK POINT 2

① From here there are two ways to go. You can either run down the ramp to the right or switch to Flying Formation and grab onto the Pull Ring to hoist yourself up.

Ⓐ Upward Path

❶ Fly across the balloons to the other side. Inside every balloon is the wing which will refill your Flying Gauge.



The wing will keep Tails afloat.

❷ Run on the energy path, and then make a left. Running underneath the rail leads to where the two paths come back together.

Ⓑ Path to the Right

❶ Running down the path to the right will land you on a platform with a locked switch and a Flapper. You can go two directions from here. Traveling down the energy path will lead you to where the upper path went. You can bounce off of the enemies using Homing Attack to get up faster.

❷ Shoot the Flapper down to unlock the switch, and after pressing the switch, use the pole to go up. You will be flung onto a rail which drops down onto the main path.

② Kill all three Flappers to unlock the switch. Touch the switch, and then use the pole to reach the area with a Cameron.

③ Try to stay on the top portion of this area. Jump across the blocks that came out of the wall, then grab the pull switch to go up even higher.

④ Ride the rail, then switch to Sonic. When you see the flying enemy, use Homing Attack to jump off of him, and then land on the other rail.

⑤ Switch to Flying Formation, and then jump over to the newly protruded ledges on the left. On the top of the second one, use Thunder Shoot to hit the target.

⑥ Jump down, and then fly into the opening. Bounce up the wide spring, and then use the Jump Plate to get onto the spinning platform.

⑦ Halfway up, the platform will stop rising. Defeat the three Flappers to get it to move again. If your Thunder Shoot is powered up, it won't take long.

Defeat these three Egg Pawns to get the spinning platform moving again.

⑧ After traveling up the path past the Cameron, jump over the green boxes and get the **Special Key** out of the cage. Reach the top path using the nearby Pull Rings or flying up from above the green boxes.

⑨ Watch out for the fireballs when going up the path. If you think you may run into them, then go partway up, and use the Team Blast.

Running into a fireball will cause you to lose Rings.

⑩ Continue upward and avoid fireballs while fighting enemies. When going up the path, take a look at the shadows to determine where the fireballs will be.

The shadows show you where the fireballs are.

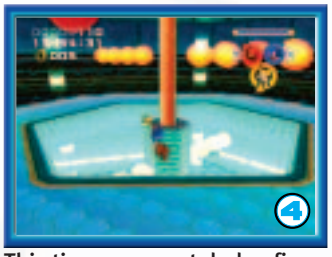
CHECK POINT 3

① You only have one chance to stay on the top, so make it count. Use Homing Attack to bounce off of the first two robots, and then land on the new platform that will come out of the wall.

② Bounce off the next three robots, and use Thunder Shoot to destroy the three Flappers. Jump to the next ledge that comes out of the wall.

③ Destroy the Flapper, and then bounce up from the spring onto the rail. Grind down the rail with Tails as the leader; near the end jump up and use Thunder Shoot to kill the Flapper. Land on the platform there and get the **Special Key** in the cage. This is a pretty tricky maneuver, so be careful and watch your step!

④ When you reach the rotating platform going up, watch out for the fireballs. Every third of the way up, it will stop and you will have to defeat Flappers.



This time you must dodge fireballs on the way up.

Kill the Flappers here using Thunder Shoot.

⑤ If you have a Team Blast, use it here to defeat the Cameron and the fireballs at the same time.

CHECK POINT 3

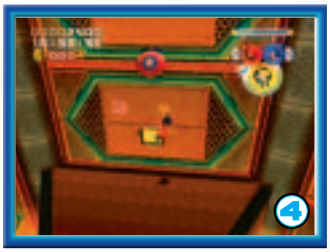
① After running across the Dash Panel, you will be in a giant room and lava will begin to rise. Make your way up by jumping through the Dash Rings.

② When you reach the speed signal, use Homing Attack to bounce off of the enemies. After the last enemy you can use Light Dash. If you missed the opportunity, then switch to Tails and fly up.

③ At the second group of enemies, fly up through the Dash Rings. A cage will be above you. Destroy the enemy at the top to get rid of it, and then grab onto the Pull Ring to get to the top.

④ Fly up to the spring, then destroy the two enemies in the next room. Bounce off of that spring to reach the top of the power plant and the Goal Ring.

Use Light Dash here to reach the top faster.



BOSS BATTLE: TEAM ROSE

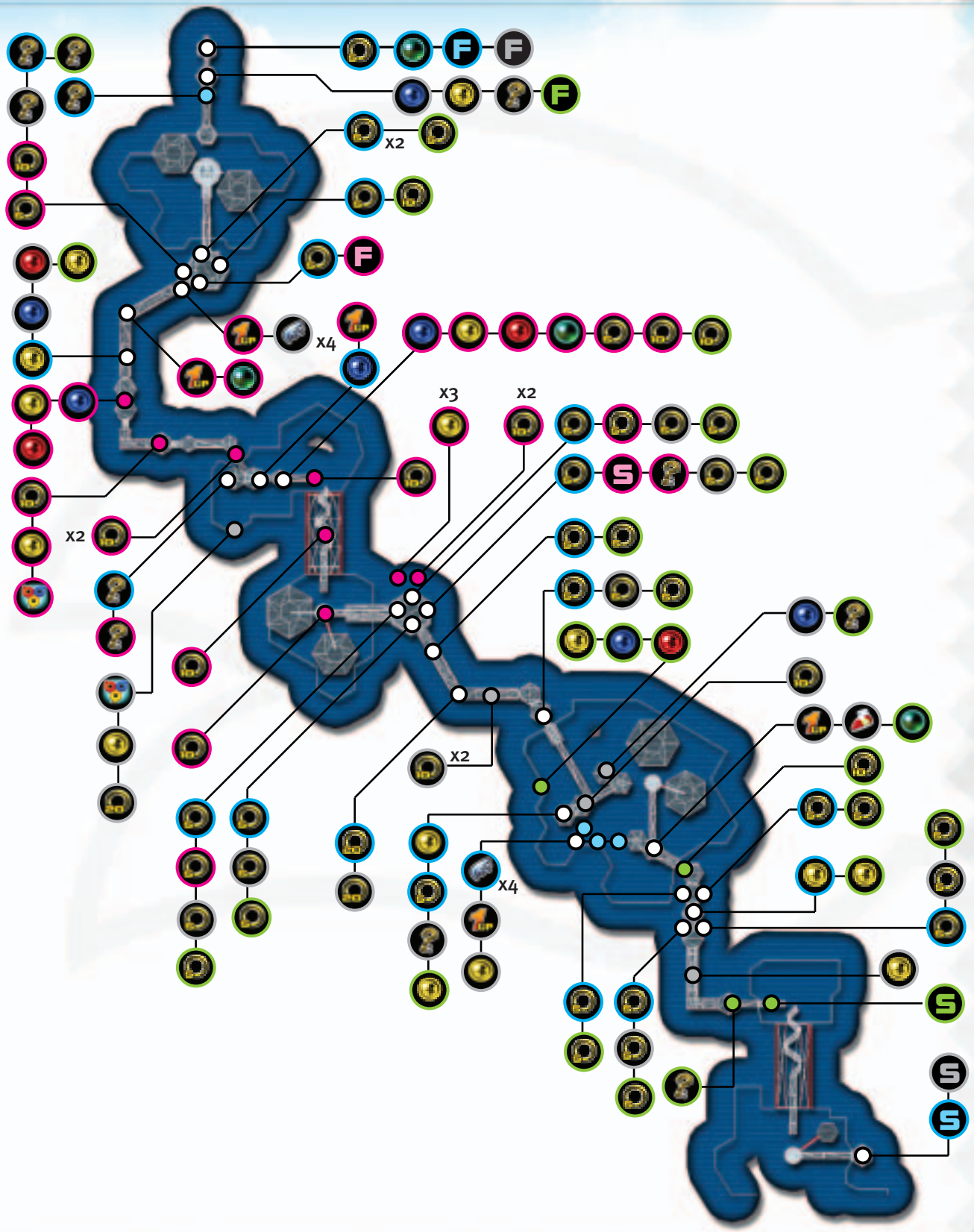
A RANKING REQUIREMENTS 00:30:00

Strategy:
The object of the battle is simple: Knock the other team off of the ledge to win. Start by grabbing the **Blue Power Core** in the center (①) (so Amy can't use it), then when the other team members are near, have Sonic use Blue Tornado to fling them into the air (②). While they are grounded, you can collect more **Power Cores** or steal their Rings (③). If Amy's team doesn't have any Rings, it will be easier to knock them off. Also be sure to look around, because there is nothing more annoying than to get hit from behind. This is a fairly easy battle, and you should be able to get an A Ranking after a couple of tries.

Use Blue Tornado to launch Amy's team into the air.

STAGE 04

POWER PLANT



TEAM DARK

**A villainous team of Shadow, Rouge, and Omega.
Skill and concentration is required to endure heavy battle.**

SPECIAL ABILITIES

① Black Tornado

• While jumping press the attack button.

The Black Tornado is an attack that you can use to toss enemies into the air and to do the Tornado Jump. Use Black Tornado to remove shields from the enemies.

Tornado Jump on the pole.

Remove an enemy shield.

② Dark Dash

• While near a line of Rings, press the attack button.

The Dark Dash is used to not only grab all of the Rings in a line but also as a shortcut in a level. The more coins in a line that you get; the more bonus points you will receive.

Use Dark Dash to collect extra bonus points.

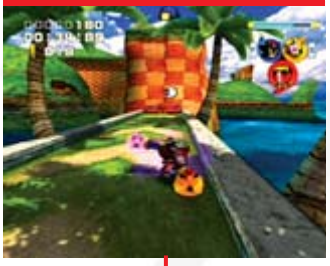
③ Dummy Ring Bomb

• Press the attack button when Rouge is alone.

The Dummy Ring Bomb is an attack where Rouge will shoot Rings on the ground. If an enemy comes into contact with them then they will suffer damage.

COMBO ATTACKS

Attack 1



Attack 2

Level 1 Final Attack

Level 2 Final Attack

Level 3 Final Attack

FIREBALL JUMP

Jump and press the attack button.

TEAM BLAST

Chaos Inferno

• Temporarily stops the time after the Omega's blast is fired.

TEAM PROFILE

Treasure hunter Rouge, who flies all over the world in search of precious jewels, one day hears that Dr. Eggman is accumulating a massive treasure collection. She immediately heads for Dr. Eggman's headquarters to liberate these riches, but discovers the base abandoned with all the valuables gone. However, she comes across a stasis capsule that to her surprise houses the figure of Shadow. Far from being deceased as everybody thought, he was indeed very much alive, but unconscious. In order to release Shadow from the capsule, Rouge switches on the facility's power, unintentionally reactivating the final E-Series robot, Omega. Shadow wakes to find his memory gone, unable to recall why or how he went into stasis. Omega, on the other hand, was rather upset about Dr. Eggman shutting him down. Mistaking Shadow for one of Eggman's robots, he immediately starts to attack him. Rouge steps in to break up the fighting, and reminding them both that their enemy is Eggman, the three shake hands and the team is formed. "Yeah baby!" announces Rouge. "That makes us a team! Let's go find Eggman!"

SHADOW

Age: N/A Formation(SPEED)

ROUGE

Age: 17 Formation(FLYING)

OMEGA

Age: N/A Formation(POWER)

STAGE 03 GRAND METROPOLIS

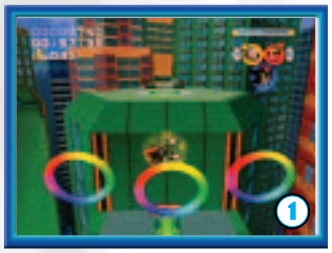
See map on page 136

STAGE 03 MISSION	(A) RANKING REQUIREMENTS
Crush Eggman's city!	65,000 points

EXTRA MISSION	(A) RANKING REQUIREMENTS
Defeat 100 enemies!	08:00:00

START

① Bounce off the two Flappers using Homing Attack, and then pass through the hoops and perform a Team Trick. Destroy the Camerons to make the path appear.



② Destroy the three Flappers, and then push the switch in to open the door. Kill the Egg Knight, and the path will appear. To activate the switch, press the attack button to grab on and then use the control stick to push or pull it.

CHECK POINT 1

① Run down the ramp and bounce off the robot and then off the wide spring. If you want to get to the Special Stage, there is a **Special Key** located below. At the top, destroy all of the robots to release the switch. Touch the switch to open the door and get the **20 Rings** inside.

Bounce off of the Flappers using Homing Attack.

② Run up the ramp in Speed Formation, and when you reach the two Flappers, use Homing Attack to bounce off them and then perform a Team Trick.

CHECK POINT 2

① Destroy all of the enemies here to lower the path and release the switch. Touch the switch to open the left door. After killing the Egg Pawns inside, push the switch in to open the right door containing the **High Speed**.

② Use the Light Dash, kill the robots just after the wide spring, and then bounce off of the wide spring and use the Light Dash for more points.

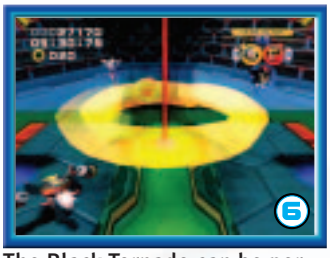
Use the Light Dash to get more points.

③ Bounce off the left robot, and then use the Light Dash to get a **1up** that was locked up.

④ In the narrow hallway past the Cameron, jump through the hoop, and then use a series of Light Dashes. Defeat the Camerons at the bottom to release the switch to open the door.

⑤ After using the Jump Plate to get to the top of the blimp, use the Light Dash on the hoops to get to a **1up** in a balloon. Turn around to get a **Special Key**.

⑥ Use the pole to get to higher or lower places by performing Black Tornado, as shown in the picure below.



The Black Tornado can be performed using poles like this.

⑦ After passing through the Flying Formation change gate, jump up and fly through the Dash Ring. You will want to drop down because there are

Defeat as many enemies as possible for an A Ranking.

three robots to defeat.
⑧ At the first wide spring you can, bounce off of it, and then use the Light Dash. Since this Story is battle-intensive, choose

CHECK POINT 3

to take out the robots instead.
① Jump into the cannon.

Ⓐ Speed

This is the fastest option and shoots you ahead onto a rail.

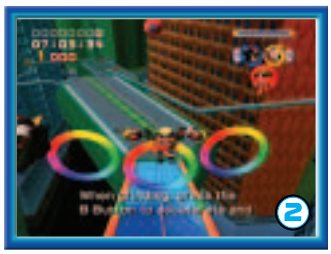
Ⓑ Fly

Flying Formation will put you on top of a building with four balloons. One of the balloons contains a **1up**.

Ⓒ Power

Shoots you over to center area. Destroy the four enemies to get the items.

② Switch rails to grind between the buildings on the right or left side or switch to Power Formation when you bounce off of the spring to perform a Team Trick.



③ Bounce off enemies on the way down to gain extra bonus points. To get an A Rank you will need to use every trick that you know.

④ Defeat the two Flappers to release the switch and raise the pole. After going up the pole, bounce off the wide spring to exit the building.

CHECK POINT 4

① At the end of the long ramp, jump through the hoops to perform a Team Trick and save time. Going to the bottom will get you about the same amount of points.

② Fly through the Dash Ring, and then destroy the Cameron. Watch out for the weights that fall.

③ To get the final **Special Key** (if you don't have one), shoot down the cage with Thunder Shoot, and then drop down to the platform with the Camerons to get it. You can get back up using the wide spring.

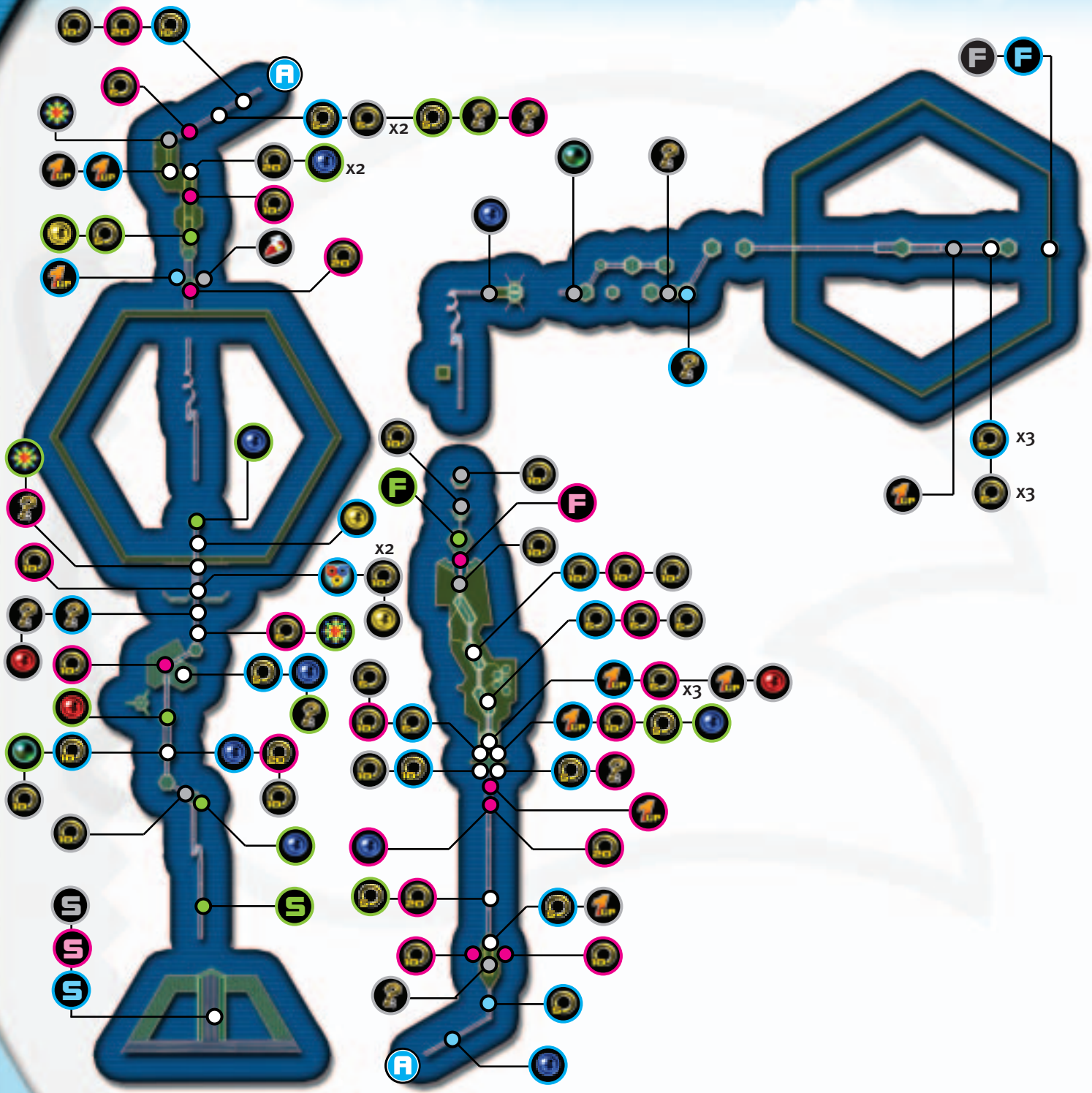
④ Run in Power Formation along these three Jump Plates, and jump through the hoops for a Team Trick. Run straight up the center and then jump to perform another Team Trick.

⑤ Run in Power Formation to get all of the Rings before reaching the Goal.

Get the three Item Boxes in Power Formation.

STAGE 03

GRAND METROPOLIS



TEAM ROSE

**A delightful trio of Amy, Cream, and Big.
Shorter missions are suitable for younger players.**

AMY

Age: 12 Formation(SPEED)

CREAM

Age:6 Formation(FLYING)

BIG

Age:19 Formation(POWER)

SPECIAL ABILITIES

① Tornado Hammer

• While jumping press the attack button.

The Tornado Hammer is an attack that you can use to toss enemies into the air. Use Tornado Hammer to remove shields from enemies.

Tornado Jump on the pole.

Remove an enemy's shield.

② Propeller Hammer

• Press and hold the jump button.

You can control her while floating and extend the float by pressing the attack button while holding the jump button. After your second float you can do a Homing Attack. If you bounce off of an enemy, swing the Hammer and float again.

Use Tornado Hammer.

③ Chao Attack

• Press the attack button when Cream is alone.

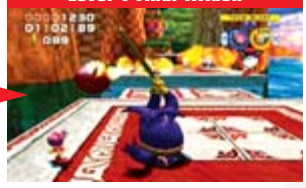
Cream sends her tiny Chao "Cheese" to attack enemies on her behalf.

COMBO ATTACKS

Attack 1

Attack 2

Level 1 Final Attack



Level 2 Final Attack

Level 3 Final Attack

BODY PRESS

Jump and press the attack button.

TEAM BLAST

Flower Festival

• After the blast is executed every team member increases in level by one and becomes invulnerable for a short period of time.

TEAM PROFILE

Amy, crazily in love with Sonic as always, is concerned that she hasn't had any contact for over a month. Making little progress on his trail, she is about to give up hope when she catches sight of Sonic's picture in a newspaper. In her excitement, Amy runs straight to the publishers to ask where the picture was taken, and on her arrival, she meets a huge, familiar-looking cat called Big and a cute rabbit named Cream. A quick exchange of stories reveals that Big is looking for his best friend Froggy, and Cream is looking for her friend Chao's twin Chocola, both of whom had appeared in the picture with Sonic. From this, they decide to continue their search together. "You can't run forever Sonic! Mark my words we WILL be married!!"

STAGE 01 SEASIDE HILL

See map on page 134

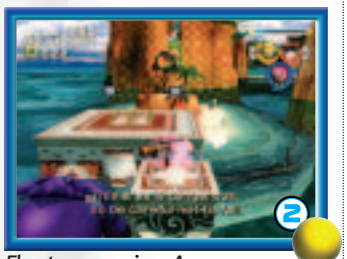
STAGE 01 MISSION	(A) RANKING REQUIREMENTS
Get to the other side of the sea!	48,000 points or more

EXTRA MISSION	(A) RANKING REQUIREMENTS
Collect 200 Rings!	02:30:00

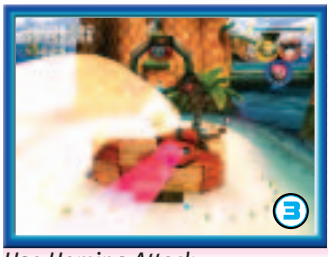
START

① Jump up onto the ruins and at the top, switch to Power Formation and smash the rocks blocking your path.

② When you reach the Flying and Speed Formation signals, switch to the Speed Formation and cross over using Amy's Floating technique. Or use the Flying Formation to get over to the other side.



Float over using Amy.



Use Homing Attack.

③ Use Homing Attack to get across the two flying enemies, hit the attack button to use Tornado Hammer, and then hold down the jump button to pass through the Dash Ring and get the balloon that contains 10 Rings.

Use Tornado Hammer.

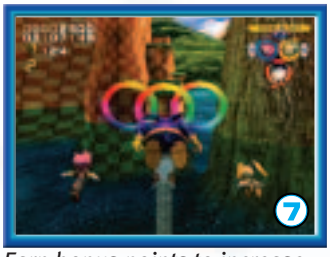
Float through the Dash Ring.

④ At the edge where the ruins rise, switch to Power Formation and get the Special Key inside of the cage.

⑤ Switch to the Flying Formation and jump up to the top of the ledge to the Speed Formation change gate. Below the balloons is a hard-to-see Power Core that will level up Cream.

⑥ Use the Bobsled to grab as many Rings as possible. If you want to be accurate and grab them all, use the attack button to brake and take it slow.

⑦ Switch to Power Formation and run straight up the Jump Plate. You will be launched forward and pass through all three rainbow hoops giving you a 2,600-point bonus and an extra boost of speed.



Earn bonus points to increase your Rank.

CHECK POINT 1

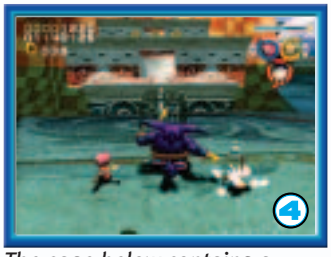
① At the wide spring, you can either fly to the right side through the Dash Ring or use the spring to bounce up to the next ledge. Taking the right path will lead to a Special Key and 20 Rings.

The right path leads to extra Rings.

② When you reach the top of the cliff, be careful, the ruins will fall this time when you get close. Use Cream to fly up and get the Shield in the balloon.

③ Jump to the right platform with four Rings on it and use Amy to float over to the far platform containing a 1up and 5 Rings. If you fall down to the beach below, don't worry about it because you can easily get to the other side of the beach.

④ Have Amy float over to the platform with the Dash Panel. Run on the center to pass through the three rainbow hoops, launching your team to the other side of the beach. You will see a



The cage below contains a Special Key.

cage with a Special Key in it. If you don't have a Special Key, you can run up the hill to the left of the cannon to reach it.

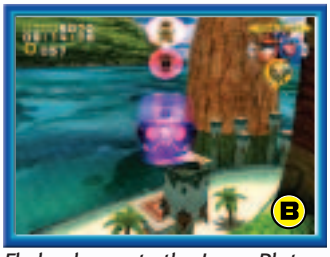
⑤ When you reach the cannon, jump in using one of your Formations. Depending on your formation, the cannon will shoot to a different spot. First start by jumping in the cannon while in Power Formation. Remember that while in Power Formation you can control where you shoot, and cancel by pressing the attack button.

Ⓐ Power

You can shoot a number of blocks while in this Formation. Shoot the balloon out in the sea to get a 1up and then cancel the rest of your shots.

Ⓑ Flying & Speed Formations

Both of these shoot you to the top of the cliff. Use the Speed Formation to collect all of the Rings. Once you are at the top, use the Flying Formation to get over to the Jump Plate on the lone platform. Get enough height to grab the 10 Rings in the balloon.



Fly back over to the Jump Plate.

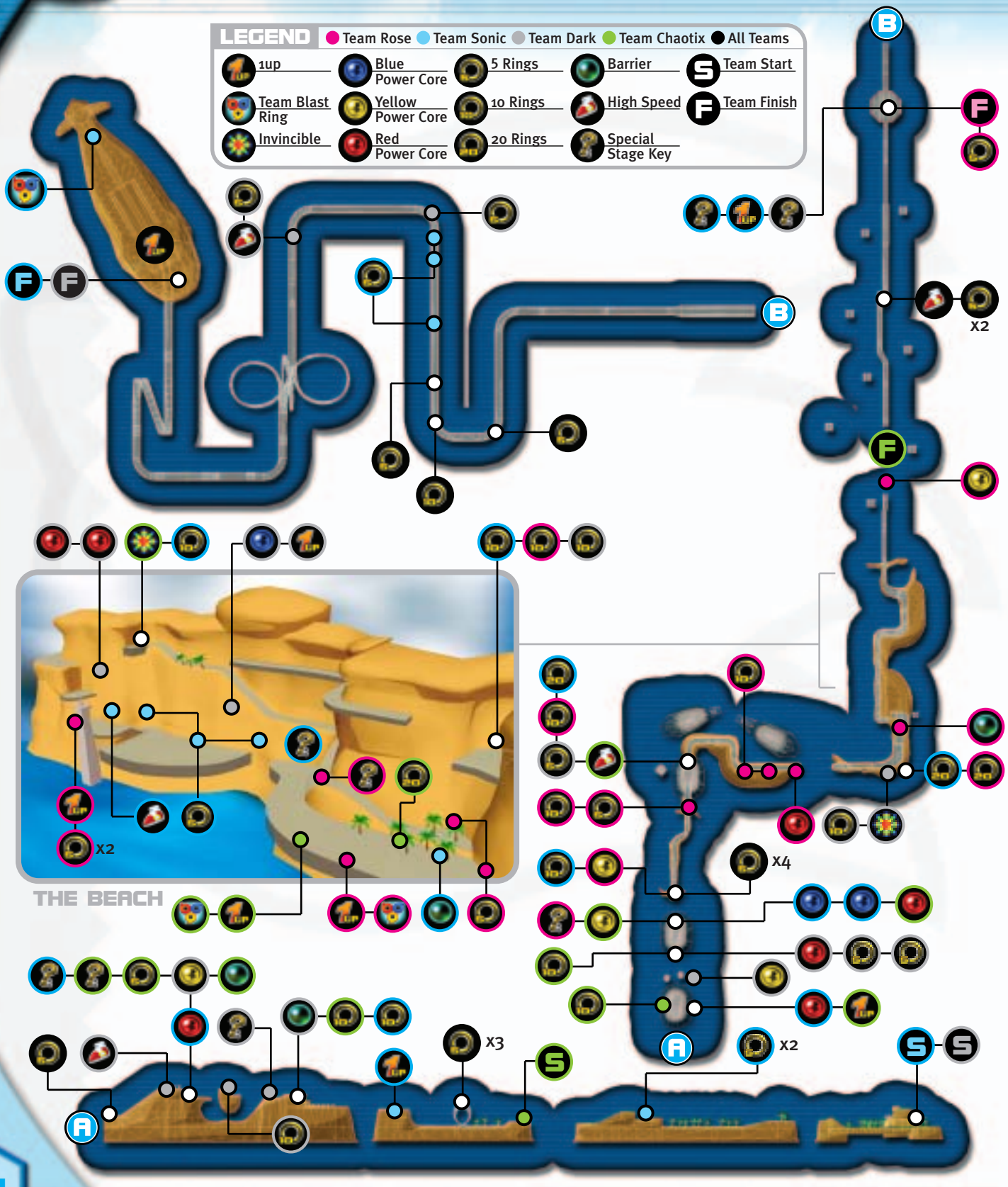
CHECK POINT 2

① Run straight down the center of the slope with Amy as the leader and when you run on the Dash Panel it will boost your characters through the rainbow hoops.

② After passing through the Speed Formation change gate, switch to Power Formation and run straight ahead. If you run straight you will be able to get most of the Rings and items.

③ Break the final blocks with Big and you will see the Goal Ring. If you want an extra 5 Rings before finishing the Stage, break the block located on the wall behind the goal.

STAGE 01
SEASIDE HILL



TEAM CHAOTIX

This devious team of crack detectives is made up of Espio, Vector, and Charmy. Each Mission they undertake lands them in unexpected situations, which leads to some very unusual and sometimes dubious adventures.

SPECIAL ABILITIES

① Leaf Swirl

• While jumping press the attack button

The Leaf Swirl is an attack that you can use to toss enemies into the air and execute Tornado Jump. Use the Leaf Swirl to remove shields from enemies. When you use Leaf Swirl, Espio becomes invisible and cannot be hit by beams that may block the path in the later levels. Espio loses the ability to Rocket Accel but gains the ability to throw Shuriken stars. These can also be thrown when not invincible by pressing the attack button twice, but only one can be thrown.

Tornado Jump on the pole.

Remove an enemy shield.

Throwing a Shuriken star.

② Stinging Tail

• Press the attack button when Charmy is alone.

Charmy will dash at the enemy quickly and sting them with his tail.

COMBO ATTACKS

Attack 1

Attack 2

Level 1 Final Attack

Level 2 Final Attack

Level 3 Final Attack

HAMMER DOWN

Jump and press the attack button.

TEAM BLAST

Chaotix Recital

• After the blast is executed, each enemy destroyed will give you a certain number of Rings.

TEAM PROFILE

This devious team of crack detectives is made up of Espio, Vector, and Charmy. Each Mission they undertake lands them in unexpected situations, which leads to some very unusual and sometimes dubious adventures. The Chaotix Detective Agency is always at your service if the price is right. Lately however, things have been quiet with very little work available. One lazy day, a mysterious package is delivered to Chaotix, and inside they find a transceiver which mysteriously promises a handsome payment if Chaotix will take on a case. Charmy is thrilled by the offer, but Espio remains sceptical due to the strange nature of the communication. Boss Vector, with dollar signs in his eyes, wastes no time in gathering his troop together to take hasty advantage of the opportunity. "You know our policy! We never turn down work that pays!"

ESPIO

Age: 16 **Formation(SPEED)**

CHARMY

Age: 6 **Formation(FLYING)**

VECTOR

Age: 20 **Foramtion(POWER)**

STAGE 02 OCEAN PALACE

See map on page 135

STAGE 01 MISSION	(A) RANKING REQUIREMENTS
Rescue the Chao in the palace!	50,000 points

EXTRA MISSION	(A) RANKING REQUIREMENTS
Rescue Chao and avoid detection!	43,000 points

OVERVIEW

Both the Extra Mission and the regular Mission objective in this Stage require you to rescue Chao. This guide covers the Extra Mission only. Remember, there is no difference between the two, except that in the normal mission, the enemies are able to see you.

START

① After smashing through the first stone door with Vector, use Leaf Swirl with Espio to become invisible. The Leaf Swirl is performed by jumping up and pressing the attack button. While invisible, Espio can throw Shurikens.

While invisible, enemies will not attack you.

② Destroy the first enemy, switch to Vector, smash the block, and turn invisible to finish off two more enemies. After that, smash the block and then fly up through the Dash Ring.

CHECK POINT 1

① Run down the path, avoiding the falling ruins, and turn invisible after the third one falls. Switch to Vector and have him blow a bubble to glide up using the current from the fan.

② After gliding up, land on the edge of the path and turn invisible again. Run past the Egg Pawn and jump onto the stone block. From there, you can hit it with your Shurikens.

Land on this block to hit the Flapper.

③ Grab the **Special Key** in the cage, then smash the block you were on to reveal a spring. Use the spring to bounce upward. After smashing through the door, turn invisible again.

④ Run past the shielded Egg Pawns and kill the two unshielded ones. You can't smash the block here, but you can use the side railing to go around it. If this is your first time through this level, you can take these guys out easily and take the top path if you want.

This side railing is enough to get by the block.

⑤ Continue running down the path. When the final stone falls after the enemies, get behind it and have Vector glide up to the main path using the fan.

⑥ You can't do anything about that shielded robot while invisible, so just use a Team Blast to take it and the two Flappers out. If you don't have a Team Blast, destroy the Flappers and then get behind the shield Egg Pawn and smash through the stone door.

⑦ Turn invisible again and Triangle Jump to the other side of the hallway. Run directly down the middle of the Jump Plate and you will perform a Team Trick with the maximum number of points.

If you aren't invisible when Triangle Jumping, the enemies will see you.

TEAMCHAOTIX

CHECK POINT 2

① After gliding up the first fan, land on the stones that fall and switch to Espio. Turn invisible and finish off the Flapper from there.

② Have Vector glide up to the next level of the path. When you get up there, turn invisible with Espio and have him run around to the right. Just past the stone blocks is a **1up** in the corner.

③ Run down the ramp past the Speed Formation change gate, destroying the weight that falls in front of you. Turn invisible again, run up the stairs, and break through the stone door to reveal a flower.

④ Open up the flower with Charmy, turn invisible, and jump inside. Run past the enemies here and at the end, stand on the railing and defeat one of the robots. In the next section, stand on the railing to take out the Flapper.

⑤ At the top of the series of fans, run to the left and break the weight that falls. Run forward to the ledge and drop down to get a **1up**.

Drop down here and grab a 1up.

⑥ Turn invisible and position yourself near all of the enemies by the Chao. Use a Team Blast. Rescue the Chao and the Mission is over.

Use Team Blast at the end to finish up.

BOSS BATTLE: EGG HAWK

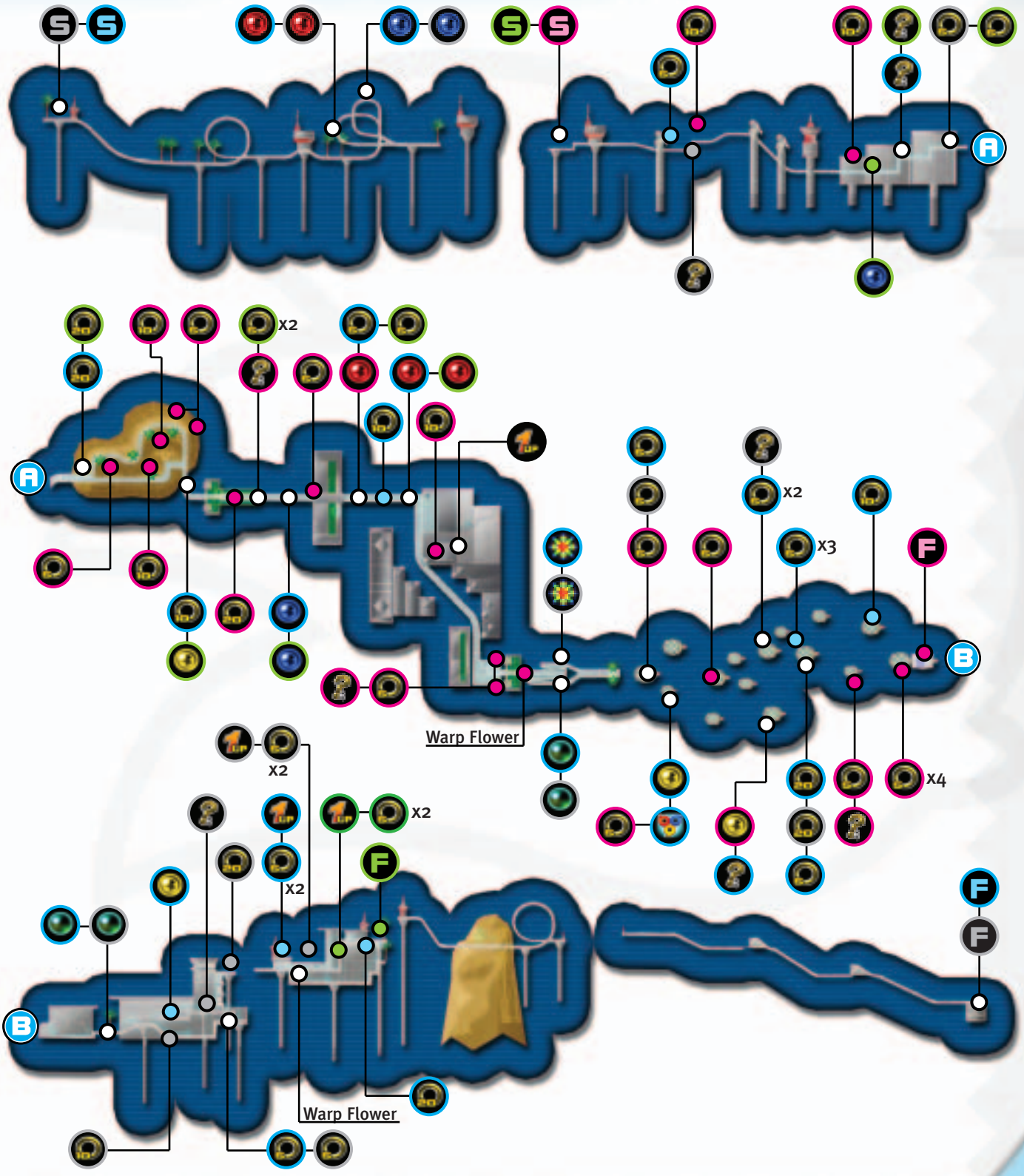
A RANKING REQUIREMENTS 01:00:00

Perform the aerial attack above him.

Strategy:
This is one of the easiest Boss fights ever. Run along the path collecting Rings until you reach the first beach area. The Egg Hawk will land on the beach and begin to spin and fire wildly. Switch to Vector and fire at him while he is descending (①). When he lands, jump up above him and perform your aerial attack (②). If you fail to defeat him the first time and the Egg Hawk becomes airborne again, run until you reach the second beach and finish him off there. You should get an A Ranking after just a couple of tries (③).

STAGE 02

OCEAN PALACE



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Games/Action
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