

# Sonic Adventure Glitches Guide

by Rattleman

Updated to v4.6 on Jul 29, 2002



SAGG now has a website! Surf on over to  
<http://www.geocities.com/rattleman123456/sagg.html> to see it!

SAGG also had a messageboard, but I am now moving to a new Message Board,  
<http://pub58.ezboard.com/bsonicadventure> , because of reasons I will leave  
untold, I abandoned the old "new" Message board.



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- \*G\*. E-102 In Casinopolis
- \*H\*. E-102 in part of Sonic's Final Egg
- \*I\*. Knux In Final Egg (almost)
- \*J\*. AMY IN EMERALD COAST
- \*K\*. E-102 In the place knuckles goes to get to sky deck
- \*L\*. Knuckles In Sonic's Lost World
- \*M\*. E-102 In Little Of Sonic's Emerald Coast
- \*N\*. Knuckles Behind The Ice Door for IceCap
- \*O\*. E-102 INTO TWINKLE PARK!!
- \*P\*. Amy In Sonic's Twinkle Park!
- \*Q\*. Sonic In Tails' Speed Highway
- \*R\*. Sonic in Knuckles' At Dawn
- \*S\*. Amy In Casinopolis
- \*T\*. Knuckles in Amy's Mirror Room (ALMOST!)
- \*U\*. Sonic In Amy's Mirror Room (ALMOST!)
- \*V\*. Amy In Casinopolis (Method 2, on the English Version)
- \*W\*. Sonic in Knuckles' Casinopolis
- \*X\*. E-102 In Speed Highway (ALMOST!)
- \*Y\*. E-102 in Amy's Hot Shelter (ALMOST!)
- \*Z\*. Big in Another Part of Emerald Coast
- \*AA\*. Knuckles in Sand Hill (ALMOST!)

[5]. Other Glitches - Updated

- \*A\*. The Plug
- \*B\*. The Super Fishing Hole
- \*C\*. The Mysterious Ring
- \*D\*. The Weird Sound
- \*D-2\*. Confirmed Weird Sound
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- \*G\*. Tails Falling Through Speed Highway
- \*H\*. \*Fan fare\* DEBUG MODE!! - Updated
- \*I\*. Tails Secret Runway
- \*J\*. Get into the speed highway building early
- \*K\*. Floating Sonic In Final Egg
- \*L\*. Tails in Casinopolis early
- \*M\*. Knuckles Out of The Limits of Sky Deck
- \*N\*. Sonic in the never-ending Light speed attack
- \*O\*. Knuckles and the downward ladder that goes up
- \*P\*. Sideways Tails
- \*Q\*. Inverted Station Square
- \*R\*. Upside down City Hall/Station Square
- \*S\*. Mystic Ruins' Mystic Secret
- \*T\*. Amy Behind The Mirror
- \*U\*. Knuckles Uppercut
- \*V\*. The Ultimate Slide
- \*W\*. The Studder
- \*X\*. Sonic floating
- \*Y\*. Hedgehog on a Hot Tin Roof
- \*Z\*. Hedgehog Stuck On A Ceiling
- \*AA\*. Sonic In Deep Water
- \*AB\*. Dying while still getting the Ancient Light
- \*AC\*. Sonic Runs backwards
- \*AD\*. Through the elevator
- \*AE\*. Sonic Rocket
- \*AF\*. Tails Into The Garage
- \*AG\*. Get Knux behind the 3 locked doors in Egg Carrier
- \*AH\*. Sonic Out Of The Egg Carrier boundaries
- \*AI\*. E-102 Out Of The Egg Carrier boundaries
- \*AJ\*. Sonic on Nothing
- \*AK\*. Tails stuck above Windy Valley Entrance
- \*AL\*. Knuckles stuck above Windy Valley Entrance
- \*AM\*. Weightless Tails
- \*AN\*. Knuckles Sound Glitch
- \*AO\*. The Magical Hook
- \*AP\*. Wall Crawler
- \*AQ\*. Pinball Games SUCK, literally!
- \*AR\*. Free Falling
- \*AS\*. Sonic stuck above Windy Valley Entrance
- \*AT\*. The Hidden "Recap" Screen
- \*AU\*. Free Falling 2
- \*AV\*. Erased Game Bug
- \*AW\*. E-102 Outside Mystic Ruins
- \*AX\*. The Revenge of The Plug
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- \*AZ\*. Knuckles Out of Casinopolis

- \*BA\*. Knuckles Out of Mystic Ruins
  - \*BB\*. Knuckles Under Wooden Planks In Mystic Ruins Below Windy Valley
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-----  
 1. Introduction  
 -----

Thunder rain and lightning,  
 Danger water rising,  
 Clamor, sirens wailing,  
 It's such a bad sign,

Shadows of dark creatures,  
 Steel clouds floating in the air,  
 People, run for shelter  
 What's going to happen to us?

All the steps we take all the clues we make  
 All the pain at stake, I see the chaos for everyone,  
 Who are we, what can we do?

You and I are same in a way that,  
 We have our own styles that we won't change  
 Yours is filled with evil and mine is not  
 There is no way I can lose!

Can't hold on much longer  
 But I will never let go,  
 I know it's a one-way track,

Tell me now how long this will last,  
I'm not gonna think this way,  
Nor will I count on others  
Close my eyes and feel the burn  
Now I see what I have got to do  
Open Your Heart, it's gonna alright,

Ancient cities blazing,  
Shadows of people attacking  
Little children crying,  
Confusion, hopeless anger,

I don't know what it can but you drive me crazy  
All your cunning tricks make me sick  
You wont have it your own way,

Can't hold on much longer  
But I will never let go,  
I know it's a one-way track,  
Tell me now how long this will last,  
I'm not gonna think this way,  
Nor will I count on others  
Close my eyes and feel the burn  
Now I see what I have got to do  
Open Your Heart, and you will say,

If it wont stop, there will be no future for us,  
It's hearts tied down by,  
All the hate got to set him free,

I know it's a one-way track,  
Tell me now how long this will last,  
Close my eyes and feel the burn  
Now I see what I got to do  
Got to open your heart dude,

Can't hold on much longer  
But I will never let go,  
I know it's a one-way track,  
Tell me now how long this will last,  
I'm not gonna think this way,  
Nor will I count on others  
Close my eyes and feel the burn  
Now I see where I have got to go  
Open Your Heart, its gonna be alright, yeah

Open your heart (echoes)  
Open your heart!

Yeeeeeeeeeeeeeeeeaaaaaaaaaaaaaaaaahhhhhhhhhhhhh.....

MY GUIDE HAS HIT AND PASSED 100 KB! I NEVER THOUGHT IT WOULD MAKE IT.

Hello and WELCOME to the Sonic Adventure(tm) Glitches Guide(tm)! Unlike most guides, this is not a simple emblem or Chao guide. If most guides were carrots that exploded when you touched them, then this guide would be a cube turnip that, on command, would set off an array of fireworks. This guide is devoted to displaying glitches that have been found in the Sonic Adventure(tm) game. In this guide you will find many, many glitches, totally new and interesting. My name is RattleMan. Lock yourself into a good chair because you will be going on a wild ride to try these glitches!

-----  
A. Why did I make this?  
-----

Because I felt that there is a lot of replay value in Sonic Adventure(tm). I decided to write a guide to many new and interestingly fun glitches.

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B. Printers  
-----

I don't know why, but...

WARNING: THIS GUIDE MAY NOT PRINT CORRECTLY ON SOME PRINTERS

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2. Version History  
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Version "Sercret" (0.1 Beta) through Version 4.51 taken out to reduce size. If you want the full Version history just email me!

(4/12/02) Changes from 4.44 to 4.6:  
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[IMPORTANT INFO]

\* Characters In Other Levels Glitches are in Section 4 instead of 5 now, and Other Glitches are in Section 5 instead of 4. I did this because "Other Glitches" implies there was something before those glitches, so I switched them.

\* I combined the sections Legal Stuff & Copyright Info.

\* I am now moving SAGG to a new Message Board, <http://pub58.ezboard.com/bsonicadventure> , because of reasons I ill leave untold, I abandoned the old "new" Message board.

\* Coming Soon: Sonic Adventure (Sonic Team says it's a "working title") 1 Glitches Guide for the Gamecube!

\* There is something missing in the number of glitches I have, I have conflicting lettered glitches from the Table of Contents and the actual glitch letter down where the glitches are... I can't seem to find what's causing this. If you find the error, please email me.

[GLITCH STATS]

27 Character In Other Levels Glitches  
60 (26 + 26 + 8) Other Glitches  
10 Fun Glitches  
-----  
97! Total Glitches

[Glitches]

\* Knuckles Around Mystic Ruins  
\* Sonic in Knuckles' Casinopolis  
\* E-102 In Speed Highway (ALMOST!)  
\* E-102 In Amy's Hot Shelter (ALMOST!)  
\* Big in Another Part of Emerald Coast  
\* Knuckles in Sand Hill (ALMOST!)  
\* Knuckles Floats Upwards  
\* Knuckles Drowns on Air  
\* Sonic Rocket 2

[Erased]

\* Erased "NOTE: THESE HAVE CHANGED POSITION FROM VERSION 3.81!!!!!!" because I'm pretty sure all of you know that by now.

Author Comments: None at the time.

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3. Legal Stuff & Copyright Info  
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Game Winners - [www.gamewinners.com](http://www.gamewinners.com)

Freshly Baked Games - [www.fbgames.com](http://www.fbgames.com)

NeoSeeker - [www.neoseeker.com](http://www.neoseeker.com)

CHEATSTOP - somewhere in [www.panstudio.com](http://www.panstudio.com)

EasyGuide.de - They posted this FAQ on their site without permission but heck, can they read English?

I will update the list as demand for my guide increases.

If you want my guide posted on your site please email me.

If anyone finds this guide on ANY OTHER SITE please notify me ASAP at [rattleman123456@yahoo.ca](mailto:rattleman123456@yahoo.ca) !

ATTENTION WEBMASTERS

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YOU MUST HAVE MY PERMISSION TO HOST MY GUIDE ON YOUR WEB PAGE!

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4. Characters in Other Levels Glitches  
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This is a list of characters that you can get into other levels and how to get them in there in Sonic Adventure(tm). The following glitches have been tested,

and should work. The ones I have tried have worked on the American version of the game. I'm not sure if they will work on the Japanese version, though. This isn't a complete list. Happy Glitching!

< A. Tails in Goin' Down and At Dawn >

Difficulty: Easy

Requirements: Jet Anklet

Character: Tails

Where Performed: Goin' Down

In Speed Highway, get tails to where the helicopter usually takes off in Sonic's Adventure. Then go to the marker. Fly straight to a road in mid-air and land on it. Zoom up with the boosters and fly right to a building. Fly through the building. If you got it, you should see a white thingy. Land in it. Then walk around and suddenly, your at Goin' Down!

Restart the level to get the Robotnik race meter off. Then crash through the glass and head towards At Dawn. (Note: If you restart at At Dawn, you will fall and die.)

< B. TAILS IN EMERALD COAST! >

Difficulty: Easy

Requirements: Jet Anklet, Rhythm Badge is optional.

Character: Tails

Where Performed: Station Square

SPECIAL NOTICE/WARNING FOR THIS GLITCH: IF YOU SHUT YOUR DREAMCAST OFF DURING A SAVE OR WHILE IN A ACTION STAGE THE SAVE FILE WILL BE DELETED. TO PREVENT THIS, TRY NOT TO DO ANYTHING THAT WOULD REQUIRE YOU TO RESET DURING THE ACTION STAGES

AWESOME: If you die on the second part, shut off then restart and select the VMU which had the file, the file will have actually registered that Tails went into Emerald coast, it will say:

TAILS

(S) (T)

-----

From - Wherever

Completed - Emerald Coast

Finally, Tails gets to be in EMERALD COAST!!!! First, go to the 2 sliding glass doors next to the pool in the hotel. Then when the doors are open, run into the corner of the right one. Keep on holding the stick and when you see tails' shoe through the door, Fly up and hold that button. You will hopefully go through the ceiling. Now stay there, because if you go out of the roof area this code won't work. Now, fly to the emerald coast staying above the ROOF at all times. If you make it, you will be in Emerald coast. Now since this wasn't programmed, the title screen won't come up. Why is there a Tails' Extra Life icon when you hit the extra life? Was it programmed in when you are tails?

BIG HUGE MAJOR DISCOVERY: ONCE YOU ARE IN EMERALD COAST, PLAY AROUND. WHEN YOU GET RIGHT TO BEFORE WINDY & RIPPLY, MOVE VERY SLOWLY. INSTEAD OF DYING, YOU CAN ACTUALLY \*BOUNCE\* ON THE SPRING!!! THE GAME AUTOMATICALLY TAKES YOU BACK TO STATION SQUARE, THOUGH. IF ANYONE KNOWS HOW TO GET THE GAME TO NOT TAKE YOU BACK, EMAIL ME ASAP!!!!!!!

EASY WAY: If that way proves too hard, you can also Jump and try to fly in a corner where the roof lets you go through. There is a map below that shows you how to do it.

Map To Get To Emerald Coast:

\_ and | = Wall (go behind these)

U = Umbrella

# = Sliding Doors

J = Jump & Fly Here

Arrows (follow these) = <, >, ^,

EC = Emerald Coast

EC < < < <  
U U > J|U^

|  
|  
|  
#  
#

UPDATE ON THE BLUE FOG: BFOD in Sonic Adventure(tm) (Blue Fog of Death), similar to the kind of BSOD in Microsoft Windows (Blue Screen of Death), can be bypassed if you hit a checkpoint.

BEWARE IF YOU DIE ON THE FIRST PART OF EMERALD COAST, YOU WILL COME BACK BUT THERE WILL BE ZERO VISIBILITY AS THERE IS A THICK BLUE FOG. EVEN IF YOU EXIT AND RETURN TO STATION SQUARE IT WILL BE HAZY!!!! WATCH OUT! THIS "FOG" WILL STAY IN EFFECT UNTIL YOU ACTUALLY TURN OFF THE DREAMCAST THEN TURN IT BACK ON! I have conquered that this blue "fog" is actually the color of the emptiness below the level.

< C. TAILS IN NON-PLAYABLE TWINKLE PARK! >

Difficulty: Medium  
Requirements: Jet Anklet  
Character: Tails  
Where Performed: Station Square

SPECIAL NOTICE/WARNING FOR THIS GLITCH: IF YOU SHUT YOUR DREAMCAST OFF DURING A SAVE OR WHILE IN A ACTION STAGE THE SAVE FILE WILL BE DELETED. TO PREVENT THIS, TRY NOT TO DO ANYTHING THAT WOULD REQUIRE YOU TO RESET DURING THE ACTION STAGES

Go get the Circuit card and then go to the twinkle circuit. Don't go in there. Go right where you think the doors will close on tails. Fly up, if you do it right, the doors should bump tails up to above the area. Fly to Twinkle Park from here. As before there is no title screen. There is not a starting point for tails to stand on, either. Tails will fall endlessly. Quit the level. IF ANYONE KNOWS HOW TO RESTORE TWINKLE PARK EMAIL ME!

Map For Twinkle Park:

E = Station Square Entrance  
TC = Twinkle Circuit  
TP = Twinkle Park  
D = Down  
Where to fly = Arrows <, ^, >  
\_\_\_\_>TC\_>\_\_\_\_> D  
|       ^^       |  
|                   TP  
E                   |

< D. TAILS IN RED MOUNTAIN! (ALMOST) >

Difficulty: Hard to get past the gate, Medium to get to angel island  
Requirements: Jet Anklet  
Character: Tails  
Where Performed: Mystic Ruins

SPECIAL NOTICE/WARNING FOR THIS GLITCH: IF YOU SHUT YOUR DREAMCAST OFF DURING A SAVE OR WHILE IN A ACTION STAGE THE SAVE FILE WILL BE DELETED. TO PREVENT THIS, TRY NOT TO DO ANYTHING THAT WOULD REQUIRE YOU TO RESET DURING THE ACTION STAGES

SPECIAL NOTICE/WARNING FOR THIS GLITCH: COPY YOUR GAME SAVE FILE TO A NEW SPOT BEFORE CONTINUING TO DO THIS GLITCH! THERE IS AN EXTREMELY MINIMAL CHANCE THAT YOUR GAME WILL BE ERASED. SOME MEMORY CARDS REQUIRE YOU TO GET TO A SAVE POINT AND THEN TURN OFF, BUT IF YOU GET BEHIND THE GATE, YOU WONT BE ABLE TO GET OUT.

UPDATE: THERE IS A WAY TO GET BEHIND THE GATE FOR RED MOUNTAIN, BUT THE LEVEL

IS INACCESSIBLE BECAUSE THERE ISN'T ONE OF THOSE "BUMP INTO THIS DOOR AND GO IN THE HOTEL" THING. I HAVE GOTTEN BEHIND THE FENCE BUT I GUESS IT WON'T LET ME GO INTO RED MOUNTAIN. I WILL CONTINUE MY SEARCH ON HOW TO GET INTO RED MOUNTAIN!

I finally found a way to get Tails into the place where floating island is! First, go to the pool in the ice filled cavern. Then fly to the left (left when you enter) and try and fly through the icicles! You MAY get lucky (THIS IS EXTREMELY HARD) and fly through! See that tunnel? It goes into a mountain! Fly into this mountain and you will see Floating Island (the island where the master emerald is). If you go to the island (must have completed Super Sonic's adventure) you will see Dr. Eggman and Knuckles lying on the ground. You can't even talk to them. What a shame. If you look at them at the right angle it will show that their eyes are open. You can't get into Red Mountain either because of that \*\*\*\*\* kiki! IF ANY KNOWS HOW TO EXTERMINATE, KILL, OR OTHERWISE, DESTROYS the kiki, PLEASE email me!

< E. KNUCKLES IN EMERALD COAST! >

Map To Get To Emerald Coast:

\_ and | = Wall (go behind these)  
U = Umbrella  
# = Sliding Doors  
J = Jump Here (jump in between the two Js and wait for the doors to close)  
Arrows (follow these) = <, >, ^,  
EC = Emerald Coast

```
EC _ < _ < _ < _ <
      U   U           |U
                        |
                        |
                        |
                        J#J
                        J#J
```

Difficulty: Medium/Hard  
Requirements: NONE.  
Character: Knuckles  
Where Performed: Station Square

SPECIAL NOTICE/WARNING FOR THIS GLITCH: IF YOU SHUT YOUR DREAMCAST OFF DURING A SAVE OR WHILE IN A ACTION STAGE THE SAVE FILE WILL BE DELETED. TO PREVENT THIS, TRY NOT TO DO ANYTHING THAT WOULD REQUIRE YOU TO RESET DURING THE ACTION STAGES

UPDATE: Press and hold Y and the left trigger to activate a sort of "camera debug mode". You can zoom out, and zoom in. When you zoom out, you can see most of Sonic's level.

This was submitted by Phfor (hope I got the name right). I decided to put it here because it is so cool!

This is a cool glitch to play as Knuckles in Emerald coast. Go (as Knuckles, duh) to the swimming pool area. Than stand in the double doors. Stand facing the left door (left while facing away from the pool) and try to have Knuckles tail parallel to the line where the floor changes (you don't have to do that, just have the middle of his body lined up with the texture change on the floor), and jump. If you were in the right place you will kind of go through the roof. If you keep trying this, you will eventually fly through the ceiling. Now when this happens, quickly fly AROUND THE OUTSIDE OF THE HOTEL and try to land JUST PAST the gate, don't just soar into infinity. Now just waltz down the path and into Emerald coast. This also is a very easy way to do it as tails.

NOTE: if while flying around past the gate, the level fades out (like Emerald coast is about to start) and you notice Knuckles falling through the floor, when Emerald coast starts, it will do that blue screen thing. Do the soft reset to fix. So don't go too far out, you need to land and walk on the sand or it will be blue when the level starts.

NOTE 2: Upon arriving in windy and Ripley, you will die, but when you comeback, you will be bouncing on the spring, sadly, you can not get to any other parts

of the level. Knuckles, like Tails, has no starting point for that level, that's why it glitches like it does. (Someone please figure out a way to prove me wrong!)

NOTE 3: THERE ARE NO EMERALDS IN THIS LEVEL! (Prove me wrong again please!)

NOTE 4: \*THIS BECAME A GLITCH, NOW IN MY GUIDE\* YOU CAN DO THIS AS AMY BUT IT IS INSANELY HARD AND INCREDIBLY DIFFICULT!!!! You need to do the running hammer jump and fly through the ceiling gap (the one you would normally jump through) and than land on the one-inch thick walk able space outside the level. Than walk (DO NOT RUN) to the gate and into the level. I have done this 2 times only and have tried many many many times.

< F. KNUCKLES IN TWINKLE PARK! >

Map For Twinkle Park:

E = Station Square Entrance  
TC = Twinkle Circuit  
TP = Twinkle Park  
~ = Little things you stand on  
J = Jump  
~+J = Stand on the little thing and jump  
Where to fly = Arrows <, ^, >

```
_____TC_____
|               |_____
E               |_____TP|
|               ~+J|
```

Difficulty: Medium  
Requirements: NONE  
Character: Knuckles  
Where Performed: Station Square

SPECIAL NOTICE/WARNING FOR THIS GLITCH: IF YOU SHUT YOUR DREAMCAST OFF DURING A SAVE OR WHILE IN A ACTION STAGE THE SAVE FILE WILL BE DELETED. TO PREVENT THIS, TRY NOT TO DO ANYTHING THAT WOULD REQUIRE YOU TO RESET DURING THE ACTION STAGES

The top half of this glitch is copied by the permission of AJ.

First get the Cart Pass (with Knuckles) and get into the main lobby of Twinkle Park (where the entrance to Twinkle Park/Circuit are)  
Now to the right of Twinkle Park there is a little fence. Jump on that little fence and get as close to the wall and as close to the door as possible and jump  
if you are angled right you should be able to land on a little edge. DO NOT WALK OR YOU WILL FALL. Now just keep jumping (without using the control stick, well you can if you want  
but it makes it harder) and you should keep moving to the left and soon it will look like Knuckles is gone then you should be able to jump and glide (don't get turned around though)  
and glide back toward the entrance of Twinkle Park (The stage) you should go into it. If not and it looks like your stuck behind the door now just glide around and you should enter it.  
When you jump and glide (for the first time) try to get a little to the left of Twinkle Park when you land. Read my part below.

\*MY PART\* If you punch through the Twinkle Park door and you see your punches out in the hall, punch back and you will eventually go in. When you get in, you will be falling. Glide towards your life icon and then twitch the camera so it is behind you. If you have DEBUG on, you will see a big black thing up above. Keep flying for about 15-30 seconds and you will come across the 1st level raceways. DO NOT go into any cars, as the game will freeze. Also, once on the 1st part, if you walk through a certain area, the camera will go ecstatic and zoom all the way back to the starting point. Crawl down the tube instead of jumping down it, or you will fall to your death upon arriving in Pleasure Castle. In pleasure castle, DO NOT ATTEMPT to go into the bowling area. You will get stuck. If you die, you will be going at a slower FPS (frames per second) and you will see some of the level (mostly in the middle) is missing. It actually isn't. It just isn't visible, although it is solid. If you die or

don't climb down that tube and come back a second time, the Dreamcast will go mad and let out some pretty annoying "scanning disc" sounds. This is because the Dreamcast is looking for the Twinkle Park music and cannot find it. You can reroute back to the beginning of the Twinkle Cart part also. When you come to the part where there is a thing up above you and it seems you cannot go any further, jump onto the fan and try to get pushed up by the fan blade (they are solid), fly to the next one, do that same thing, and make your way up to the top. Right near the door, the camera will zoom out to the beginning of knuckles' level. To fix this, Triple-punch your way towards the door. The camera will fix itself. To get into the dome, just fly through the left side.

< G. E-102 in Casinopolis >

Map for Casinopolis:

\_ and | = Wall  
J = Jump  
J+^ = jump and move onto the train  
Where to fly = Arrows <, ^, >

\_\_\_\_\_

J | \_ < \_ < \_ | \_\_\_\_\_

J+^

Difficulty: Easy getting in, Hard in the Pinball Machines  
Requirements: The Hover Power-up, Extra rocket launcher is optional.  
Character: E-102  
Where Performed: Station Square

SPECIAL NOTICE/WARNING FOR THIS GLITCH: IF YOU SHUT YOUR DREAMCAST OFF DURING A SAVE OR WHILE IN A ACTION STAGE THE SAVE FILE WILL BE DELETED. TO PREVENT THIS, TRY NOT TO DO ANYTHING THAT WOULD REQUIRE YOU TO RESET DURING THE ACTION STAGES

Go into the train station as E-102. Go to the middle train, don't go in yet. Jump and hover on the middle of the middle train, and keep on walking on the top until you go into wheel mode. Move over to the left train, jump and hover towards the tunnel. If you did this right, you should be standing on the roof. Now, hover to the Casinopolis door button and hit it. The doors won't open! To get into Casinopolis, read below:

Move over to the RIGHT train instead of the left and jump, make your way to Casinopolis. The weird thing is on my game it says, "Collect 50 rings and destroy E-103" as an objective! Once inside, you can explore all you want. Once you get into the pinball teleport, you're stuck. Just wait a little while and when E-102 is supposed to say "Combat Systems Activated" he will be sucked in. When you get in, you can fly anywhere. Just don't go into any tunnel, or you'll get stuck. If you get dumped into the Dilapidated Way, you can shoot the blade spinning baddies for time. Get 400 rings, and then go to the vault. Deposit them, and when you hit the capsule, you hear "Mission Complete". Does he EVER say this in the game? Anyway, when you win, the Dreamcast will mysteriously reset itself.....

< H. E-102 In Part of Sonic's Final Egg >

Difficulty: Easy  
Requirements: Hover Power-up  
Character: E-102 "y"  
Where Performed: Final Egg

Near the end of Final Egg, bounce up the spring. Then float over the light fixtures, fly into the black part. You will now be in part of Sonic's Final Egg.

< I. Knuckles In Final Egg (almost) >

Map for Final Egg:

```

_ and | = Wall
J = Jump
Where to fly = Arrows <, ^, >

      | |
      | |
    _|_|_
~~~~~J|> ^ |
~~~~~|____|

```

Difficulty: Easy  
Requirements: NONE  
Character: Knuckles  
Where Performed: Mystic Ruins.

Go to Mystic Ruins. Go to the spot where the entrance to the ship that holds final egg is. Jump on the roof, and move a little to the edge of the level until you slip in. You will be in the hatch, but the teleporter thingy will not take you to FE.

< J. AMY IN EMERALD COAST!!! >

Map To Get To Emerald Coast:

```

_ and | = Wall (go behind these)
U = Umbrella
# = Sliding Doors
J = Jump Here (jump in between the two Js and wait for the doors to close)
Arrows (follow these) = <, >, ^,
EC = Emerald Coast

```

```

EC _____ < _____ < _____
      U   U   ^ < < < < |U
                |^
                |^
                |^
                J#J
                J#J

```

Difficulty: Medium  
Requirements: Optional Debug mode (or you wont be able to see the invisible thing blocking your way to EC)  
Character: Amy  
Where Performed: Station Square.

SPECIAL NOTICE/WARNING FOR THIS GLITCH: IF YOU SHUT YOUR DREAMCAST OFF DURING A SAVE OR WHILE IN A ACTION STAGE THE SAVE FILE WILL BE DELETED. TO PREVENT THIS, TRY NOT TO DO ANYTHING THAT WOULD REQUIRE YOU TO RESET DURING THE ACTION STAGES

Go right where you think the doors will close on Amy. Jump up, and if you go through the ceiling, you're in the right spot. Time it right, and jump up, if you do it right, the doors should bump Amy up to up above. If they push you up, go jump to the left. Get behind the umbrellas (it'll be easier if ya have debug on) there will be a big block so jump over that and make your way to emerald coast!!!!!!!!!! You won't believe how fast she runs. American Version people, now you cannot miss out on how fast Amy runs!

< K. E-102 in the place Knuckles goes into to get into Sky Deck >

Difficulty: Hard  
Requirements: NONE  
Character: E-102 "y"  
Where Performed: Egg Carrier

Map To Get To the place:



Character: Knuckles  
Where Performed: Mystic Ruins

Go to the left part of the ice door. You should be covering a semi-black line on the door. Now, jump. If you go through the wall, DO NOT MOVE. Move VERY SLOWLY (so his feet appear that they are not moving) and after about 30 seconds to 1 minute, he will pop through the wall. Once you are in, you cannot get out, or into IceCap. The bump to get into Icecap is not there.

< O. E-102 INTO TWINKLE PARK!! >

Difficulty: Extremely Difficult  
Requirements: The Twinkle Circuit card and that you opened Twinkle Circuit.  
Character: E-102 'y'  
Where Performed: Station Square

SPECIAL NOTICE/WARNING FOR THIS GLITCH: IF YOU SHUT YOUR DREAMCAST OFF DURING A SAVE OR WHILE IN A ACTION STAGE THE SAVE FILE WILL BE DELETED. TO PREVENT THIS, TRY NOT TO DO ANYTHING THAT WOULD REQUIRE YOU TO RESET DURING THE ACTION STAGES

I GOT HIM IN!!!!!!! Just go to the twinkle circuit door, jump when in the middle, and if you are lucky, you will pop out and be in the wall. Now, hover ONTO the left door and fly to Twinkle Park! Once in, you can hover and float towards your life icon, then twitch the camera just like in Knuckles in Twinkle Park. After a while, you will see the track. When the time limit comes to an end, if you've targeted and fired upon at least 3 of those enemies in the cars, you will stop at 0 seconds and you can do anything you'd like, but if you die, the game will FREEZE.

< P. AMY IN SONIC'S TWINKLE PARK! >

Difficulty: Hard  
Requirements: Amy, Doors to "Mirror Room" open.  
Character: Amy  
Where Performed: Twinkle Park

Get Amy to the doors that lead to the "Mirror Room". Don't go in yet. Open the doors and hammer jump onto the left door. Now, jump to the right door and when you land on it, do a hammer jump. You will be propelled into the air. Now, make Amy go into the corner. There will be an invisible floor (polygon if you are using DEBUG) that Amy can stand on. Now, jump up. You'll land on yet ANOTHER polygon. Hug the wall and make your way to the right, and jump onto the blue brick to safety. This is much easier with Debug mode on.

< Q. Sonic In Tails' Speed Highway >

Difficulty: Easy  
Requirements: NONE  
Character: Sonic  
Where Performed: Speed Highway

First, get Sonic right next to the spot in "Speed Highway" where the bumper is for "Goin' Down". Now, jump to the little highway thing. Be sure to hold R or L once you're on the highway.

< R. Sonic in Knuckles' At Dawn >

Difficulty: Easy

Requirements: NONE

Character: Sonic

Where Performed: Speed Highway - At Dawn

At the Start of At Dawn hit the speed booster to your right and go on the wall. Instead of going the normal way get to the HIGHER part of the wall then jump to the ledge. That part is the easiest to get to, the other is a little harder. Go through the At Dawn part until you reach the area where you run on the wall again (this time on the left side of the screen) normally you run on the wall and end up on a ledge. But you will notice a ledge above you. Try running up to that and when you slow down JUMP and you can make it up (if you don't jump you fall) from there look to your right and there will be a roof. Spin dash over there and you're in.

< S. Amy in Casinopolis >

Difficulty: Easy (English Version is Hard)

Requirements: Green Hammer (recommended)

Character: Amy

Where Performed: Station Square

SPECIAL NOTICE/WARNING FOR THIS GLITCH: IF YOU SHUT YOUR DREAMCAST OFF DURING A SAVE OR WHILE IN A ACTION STAGE THE SAVE FILE WILL BE DELETED. TO PREVENT THIS, TRY NOT TO DO ANYTHING THAT WOULD REQUIRE YOU TO RESET DURING THE ACTION STAGES

NOTE: I had this in the guide since I started it, but it was removed before the first public release. I decided to re-enter it, thanks to my friend Luigi Link. Thanks a bunch, Luigi Link!!!

NOTE 2: This glitch CAN ONLY BE PERFORMED IN THE JAPANESE VERSION!

In front of the burger shop, you will find a statue that looks like a man. Take it to the Casinopolis area. Place it in front of the button. Get at full speed and jump on it. Then quickly, do your Catapult Jump and if you did it right you will hit the button. Enter.

< T. Knuckles in Amy's Mirror Room (ALMOST!)

Difficulty: Easy

Requirements: NONE

Character: Knuckles

Where Performed: Twinkle Park

SPECIAL NOTICE/WARNING FOR THIS GLITCH: IF YOU SHUT YOUR DREAMCAST OFF DURING A SAVE OR WHILE IN A ACTION STAGE THE SAVE FILE WILL BE DELETED. TO PREVENT THIS, TRY NOT TO DO ANYTHING THAT WOULD REQUIRE YOU TO RESET DURING THE ACTION STAGES

With Knuckles get to the end of the level. Now go to the right of the step that take you into the room with the capsule. Jump off the ledge and start gliding. Glid down and to your left and you will see a tunnel. Go into the tunnel and you will be behind the door to Amy's mirror room.

< U. Sonic in Amy's Mirror Room (ALMOST!)

Difficulty: Easy  
Requirements: Light Speed Dash  
Character: Sonic  
Where Performed: Twinkle Park

SPECIAL NOTICE/WARNING FOR THIS GLITCH: IF YOU SHUT YOUR DREAMCAST OFF DURING A SAVE OR WHILE IN A ACTION STAGE THE SAVE FILE WILL BE DELETED. TO PREVENT THIS, TRY NOT TO DO ANYTHING THAT WOULD REQUIRE YOU TO RESET DURING THE ACTION STAGES

Get to the door to Amy's Mirror room and hit the springs to go up. Walk up the blue shingled floor until you see a brown stripe then a peach stripe then a a big area of bricks. Get half of sonics body on the peach floor and the other half on the brick part. Now slowly walk of the edge and you will land in the wall. Now, charge up a spindash while angling yourself left and to the corner some(don't let him say ready though) then when you let go you will go through the wall now jump over into the hall.

< V. Amy In Casinopolis (Method 2, on the English Version) >

This glitch was submitted by Tails' McCloud.

Difficulty: HARD AS HECK!  
Requirements: Green Hammer  
Character: Amy  
Where Performed: Station Square

SPECIAL NOTICE/WARNING FOR THIS GLITCH: IF YOU SHUT YOUR DREAMCAST OFF DURING A SAVE OR WHILE IN A ACTION STAGE THE SAVE FILE WILL BE DELETED. TO PREVENT THIS, TRY NOT TO DO ANYTHING THAT WOULD REQUIRE YOU TO RESET DURING THE ACTION STAGES

Ok, First off you need the Green Hammer. it makes it easier. [Win it by beating your hedgehog hammer hi-score] Now, Go To The train depot. Jump on the train and hold Forward, Untill You can do your hammer jump. Work over to the LEFT train segment. Now jump. Occasionally You'll Be pushed through the ceiling. Even more occasionally you'll land on the roof. You won't be able to see Anything. Jump FORWARD A few Times, And Amy might come into view. Walk SLOWLY Outside the station, while staying on the glass roof of the track. Eventually you will be able to walk around freely on the track. Now work yourself into a run, And when you reach the end of the track, hammer jump off toward the casino. Now the tricky part, You have to land on just behind the door. Its tough and took me many many tries, but boy is it worth it. Once in you're free to do whatever you please. If you finish the level, The game freezes.

< W. Sonic In Knuckles' Casinopolis >

This glitch was submitted by SonKnuck.

Difficulty: Medium  
Requirements: NONE  
Character: Sonic  
Where Performed: Casinopolis

Method 1: First, you need to get 100 rings in the pinball machine. When falling out of the pinball machine, you SHOULD get high enough to reach Knuckles' area to the side (Don't ask me which, it changes from time to time). That is how I got Sonic to, unfortunately, go through the floor of Knuckles' area. But I'm not giving up.

Method 2: Stand on TOP of the Sonic Pinball game behind the "777 SLOT PINBALL" sign (will NOT work on the NiGHTs one). Next, charge up the light speed dash but release before he says "Ready...". Jump RIGHT at the part where the ramp turns completely upwards so you dont lose your speed. You are going to hit the ceiling but the result is a glitchy camera showing a part of Knuckles' area and Tails might make his way up there.

< X. E-102 In Speed Highway (ALMOST!) >

This glitch was submitted by SonKnuck.

Difficulty: Easy  
Requirements: Hover Powerup  
Character: E-102

Where Performed: Station Square

Go between the doors of Twinkle Park and but do not go inside. Now jump and try to stand on the doors after they close on you. When you stand on the doors, jump again and go forward for about 3 seconds so you can avoid the Twinkle Park entrance. If the camera goes away from E-102, go in and out of Twinkle Park and redo the previous step. Then turn to your left toward the Speed Highway building. If you are lucky, you could make it inside the elevators of Speed Highway but nothing happens once you get there.

< Y. E-102 In Amy's Hot Shelter (ALMOST!) >

This glitch was submitted by SonKnuck.

Difficulty: Medium

Requirements: Hover Powerup

Character: E-102

Where Performed: Hot Shelter

You know the room where there's this moving platform, the one that you rotate by about 90 degrees? I noticed that RIGHT before entering the door that leads to the area, there's a wheel like the ones you change direction of on the right side of the door leading to that room. I jumped on it, and I jumped again as high as I could and went toward Amy's area (had to go through a wall). I landed on a small platform behind the door leading to Amy's area and from there all I could see was blackness.

< Z. Big in Another Part of Emerald Coast >

This glitch was submitted by SonKnuck.

Difficulty: Easy

Requirements: NONE

Character: Big

Where Performed: Cut-scene

Wait for the DEMO cut-scene of Gamma taking the frog away from Big. At the end of that cut-scene, right before it fades out, press start. If it is done at correct time, it will load Big in Emerald Coast but he will be in an area that he cannot reach normally. Then the game will reset to the title screen. Now be careful, you must press start at the CORRECT TIME OR IT WILL NOT WORK.

< AA. Knuckles in Sand Hill (ALMOST!) >

This glitch was submitted by Neo Chaotikal and KojiChao.

Difficulty: Easy

Requirements: NONE

Character: Knuckles

Where Performed: Mystic Ruins

Go to the top of the Mystic Ruins pyramid. Climb to the very top of the pyramid. Fly to the side opposite the side of the wall that Big's house is on. Climb to the top of the mountain. Now climb as far right as you can. Jump off the mountain, and (there will be an invisible wall here, so just fly around it) and fly THROUGH the other side (the side around the invisible wall) of the mountain. Now, fly to your left. You will see tanish color after about 10 seconds of flying. Me, Neo Chaotikal and SonKnuck believe that the sand is blocking the bumper to get into the level, or it is not even there. The only other way to get out of this area is to fall to your death.

-----  
5. Other Glitches  
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This is a list of basic glitches found in Sonic Adventure(tm). The following

glitches have been tested, and should work. The ones I have tried have worked on the American version of the game. I'm not sure if they will work on the Japanese version, though. This isn't a complete list, but it does have several fun-to-try glitches. Happy Glitching!

This is a section pertaining to other glitches. For the characters in other levels glitches, move down to section 4.

Read Below.

Difficulty: This explains the difficulty of the glitch.

Requirements: Any thing you absolutely need to perform this glitch.

Character: What character you need to perform this glitch.

Where Performed: Where the glitch is going to be performed.

You can rank yourself by the ranks below.

Beginner: People who are just being introduced to SA.

Rookie: You've been playing SA for about 3 weeks or so.

Novice: People who have been playing Sonic Adventure(tm) for longer then 8 weeks.

Great Novices, Poor Experts: People who have been playing SA for longer then 3 months and really know their way around.

Expert: A person who knows SA front and back. They have been playing for almost a year or more than 9 months.

#### < A. The Plug >

Difficulty: Easy-Medium

Requirements: Life Belt

Character: Big

Where Performed: Hot Shelter

I found out something cool in the Hot Shelter as Big. First, use the emergency water valve to drain the water. Swim around near the top of the water and you'll find an opening, go in it. Swim to the top and go in another opening. There is a hole and a computer-sign that says "WARNING! There is a plug in the center. Be careful not to trip over it." You can open it! First, put your lure near the plug, on the bottom of the floor and reel as if you were going to get the plug. Then, if your lure gets stuck to the plug, reel and press left or right on the analog stick. It drains the water! Then, go out of the plug room and to the emergency drainage switch area. The water level is higher! Go straight in the emergency room to find another opening. Bounce up the bumper to another opening. Go in it. Walk around till you get to a room with a kiki (the orange monkey), and there is another computer-sign that says, "WARNING! The Water is covered with glass. FRAGILE! Please be careful!" Now, there are over 1500-g fish swimming under that glass. Stand on the side and fling your lure to make the glass break. (This may take several tries) Now, I know that whole thing is for something, but what? Could it have been part of the Hot Shelter before? Is it a glitch? (Note: There is a point marker near the plug. Also note that there are new fish in this area. Also note that there are rings, power sneakers and a kiki. So, the programmers must have put that there before.)

#### < B. The Super Fishing Hole >

Difficulty: Easy

Requirements: Life Belt, lure upgrades are optional.

Character: Big

Where Performed: Emerald Coast

In Emerald Coast as Big (must have Life Belt), look around until you find a help ball saying, " There is a secret passage somewhere, go and find it. " Look at the nearby mountain that is almost completely under water. Look around for an opening at the bottom and swim through it. When you surface, you will find a fishing paradise. Have Fun!

< C. The Mysterious Ring >

Difficulty: Easy

Requirements: NONE

Character: Any Character

Where Performed: Egg Carrier Chao Garden

First, take any character to the Egg Carrier's Chao Garden. Go to the top of the rocket and jump down to the chairs. Jump over the chairs a few times then go out to the sea as far as you can. On the bottom of the sea, you might see a single ring, out there where you cant get it. Try and fish for it with Big and you can get a lot of item boxes.

< D. The Weird Sound >

Difficulty: Easy

Requirements: You are on the left pillar

Character: Any Character

Where Performed: Station Square

First (after beating everyone's including Super Sonic's Adventure), go beat Speed Highway with Tails. Then when you've beaten it and you come out where you fought Chaos 0, look onto the road. You should see two pillars. Fly over the left one, and you should hear a totally weird sound.

< D-2. Confirmed Weird Sound >

Difficulty: Information, no difficulty.

Requirements: You are on top of the left pillar

Character: Any Character

Where Performed: None

The Weird Sound has been confirmed!!!! You can go over the pillar with any character. You know where the shop is that you come out of after getting the Light Speed Shoes? Stand on the pillar (after beating speed highway) and watch as the gates on the shop door come down!!

< E. The Magical Grab >

Difficulty: Easy

Requirements: A second controller

Character: Sonic

Where Performed: Casinopolis

In Casinopolis as Sonic, get a few coins, and then go to the Vault. Get a second controller and put Tails on the button. Then have Sonic run up and hit the button and then move a little bit away. The arms grab Sonic even though he isn't on the button!

< F. Pass The Limits >

Difficulty: Hard

Requirements: Light Speed Dash

Character: Sonic

Where Performed: Egg Carrier Chao Garden

In the Egg Carrier's Chao Garden, I went on top of the rocket and Spin Dashed off it as sonic. I landed in the light blue area of the area, the part where you can't normally go. You can see the ring up close (see The Mysterious Ring) and if you try to go back onto the beach, you fall through the mountain to your death. If you try as Tails, go up on the rocket and jump and try and fly as far

as you can out into the ocean. If the camera gives a sudden jolt, or you see tails moving while he is flying, hurry and fly back to the ocean in the little blue part. Land in it. Jump a little off the edge and if you did it right, you should fall forever..... Press A, B, X, Y and Start together to exit. IF you fall, you should see Tails falling and soon a big hole will come and you will go up through it. When you are out of that hole, you will keep on falling.....

< G. Tails Falling Through Speed Highway >

Difficulty: Easy-Medium

Requirements: Jet Anklet, that you overthrew the distance needed to get into Goin' Down

Character: Tails

Where Performed: Speed Highway

Do the Tails in Goin' Down and At Dawn bug but instead of landing in the white thingy, fly straight. You will fall down endlessly until Robotnik wins, then you will be sitting in Mid-Air!

< H. \*fan fare\* DEBUG MODE!!!! >

Difficulty: You need Gameshark for this.

Requirements: GameShark CDX

Character: All Characters

Where Performed: In the Gameshark CD.

SPECIAL NOTICE/WARNING FOR THIS GLITCH: COPY YOUR GAME SAVE FILE TO A NEW SPOT BEFORE CONTINUING TO DO THIS GLITCH! THERE IS AN EXTREMELY MINIMAL CHANCE THAT YOUR GAME WILL BE ERASED. SOME MEMORY CARDS REQUIRE YOU TO GET TO A SAVE POINT AND THEN TURN OFF, BUT IF THE GAME FREEZES, YOU MUST RESET!!

WARNING: DEBUG CAN BE VERY UNSTABLE AT TIMES AND MAY FREEZE UP IF YOU ARE IN A PLACE WITH TONS OF POLYGONS.

Known Places to Freeze: Speed Highway, Goin Down - last part.

Windy Valley - Getting sucked up by tornado.

Station Square - Doing light speed dash in some places.

When your screen says "WARNING: NEAR-poly is FULL"

This is for people who have a GAME SHARK CDX for DREAMCAST only.

For People with Sonic Adventure v1.0: 1BF40DD4 + 00000000

For People with Sonic Adventure v1.1: 15F40DC5 + 00000000

NOTE WHEN USING THIS DEBUG CODE AND INFINITE LIVES CODE THE INFINITE TIME CODE WILL ACTIVATE AS WELL.

TO DISABLE THIS AND LET E-102 RUN FREE IN LEVELS WITH DEBUG, FOLLOW THESE INSTRUCTIONS:

Change the 00000000 in the game shark code to 00003100. The infinite time code will be deactivated, and E-102 can go into any level.

I recommend you put in both codes so you don't have to go back and delete the old one and put in the new one if one of them doesn't work.

Although this just shows like addresses, polygons and such it may open up new levels! Just think about going to the BETA Windy Valley or perhaps Big's Fishing hole (both taken out of final version)! The black things are parts where doors are, or where you can't get through. All characters have a white ball around them most of the time. If you move up to an object, you can see how it is blocking you from going somewhere.

Specials With EVERYONE In Debug:

There are words such as HIT\_CAPSULE\_SIDE, HIT\_CAPSULE\_TOP, UP, SIDEOUT and NONE. Some have arrows that point to the object that is making those words.

When you go into the warp for the Egg Carrier Chao Garden through the E-G-G-M-A-N password, you will see a ball inside the teleporter moving at a very fast pace. When teleporting to another Chao garden you will see the words

UBNE. Almost every object will have a ball/dome around it when you come near it. The graphics below the game area are all white until you fall through it, indication that you have died. In some places, there is a warning that comes up.

It says and I quote: WARNING: NEAR-poly is FULL. This must mean that there are too many polygons near the character.

I have found out what "poLMAX", "obj" and "colbuf" are. Polmax is the maximum polygons to be drawn. Obj is the number of objects being drawn, out of a total on the level. Colbuf is the collision Buffer Stats.

I have also found out what the black box/green line are in the levels. Those PUSH YOU BACK when you try to go into them. This is implemented so the character doesn't wander off into oblivion. In short, the black box keeps you from going places that you are not intended to go to.

NOTE: Neo Chaotikal has submitted names for the things found in debug.

- That thing that tells you to die: "White Dead-Line"
- The capsules that are around people and other stuff: "Capsules" (what did you think?)
- The balls which are around objects, for instance the M.E.: "Big Balls"
- The collision balls for the characters: "Collision Bubbles"
- The invisible barriers: "Invisible Objects"
- The invisible barriers that force you away from them: "Invisible Objects With Arrows"
- The triangles of the floor that "turn on" when you touch them: "Polygons"

#### Specials With Sonic In Debug:

When you go over the little square glasses that break in Speed Highway, they will turn yellow. When you speed dash, lots of little balls will come toward you. When you are about to reach the Whale Chase part of Emerald Coast, you will see many green arrows.

#### Specials With Tails In Debug:

His tails, when flying, look weird ^\_^.

#### Specials With Knuckles In Debug:

Knuckle's Action stages w/debug mode shows the locations of the emerald shards. There are little lines that connect from him, pointing to where the emerald shards are. There are also 3 new memory lines (I think these have to do with the 3 emeralds shards). I could get all 3 in Speed Highway within 44 seconds using it.

#### Specials With Amy In Debug:

When you swing her Piko-Piko Hammer, it looks like a big round ball ^\_', but when Amy does her Hammer Jump (run fast and then hit hammer) the balls will disappear for a while! But then it will reappear, this time it will stay until you go into another area and try the Hammer Jump again.

#### Specials With Big In Debug:

The end of your lure will be a big ball ^\_^. Sometimes while walking, the ball around Big will disappear!

#### Specials With E-102 In Debug:

When shooting the little 3 things that let you in Emerald Coast, you will see the 3 seconds being added to a blank area. When you leave the area (must be somewhere where you have to load, have game shark codes 999 rings and infinite lives on and don't go in Emerald Coast) you will die.

#### Specials With Super Sonic In Debug:

When the FMV scene comes of Eggman getting up, he will have a BIG BIG ball around him! When the FMV scene of Tikal begging father to save the Chao, Tikal has a big glowing ball around her. So will sonic. During the FMV of Perfect Chaos (PC) before sonic gets the emeralds, he will stand on air, right before the characters fly down to collect the emeralds. In the battle with PC, Sonic will race along a single solitary multi-colored polygon. The lightning bolt color (when sonic goes at max speed) is not there. Well sometimes it is there. Sometimes a red ball will come on sonic and instantly vanish. During some FMV's, the memory location changes. When Super Sonic (SS) is hit by one of PC's rays, it will say (for a split second) HIT\_CYLINDER\_SIDE.

\*\*\*\*\*MINOR SPOILER\*\*\*\*\*

I think the red ball is PC's attack (he is locating you) where he shoots the beam from his mouth (like on the FMV of him destroying the Egg Carrier 2).

< I. Tails' Secret Runway >

Difficulty: Easy  
Requirements: E-102's hover power-up  
Character: E-102 "y"  
Where Performed: Mystic Ruins

Submitted by Tails' McCloud. Play as E-102. Go to the entrance of the cave near the Chao gardens in Mystic Ruins. Go right near the fence. Jump off, activate the hover and make a sharp right turn. You should be doing as if you were floating to an underground train station. When you get close enough, you will see a green tunnel. This is the tunnel that Tails' first flies out with the Tornado 2 in that FMV scene!! If you turn the camera the right way, you will see the hatch that seals off that area normally. Great job, TMC!

< J. Get into the Speed Highway building early >

Difficulty: Easy  
Requirements: You might want to get the Jet Anklet, but it is optional.  
Character: Tails  
Where Performed: Station Square

Submitted By Tails Mc Cloud. Start a new file. Activate Tails. Go to the guy to the left of Twinkle Park as tails. Get behind him and tails whip him, tails will be pushed back into the Speed highway building. You can now jump forward and enter the speed highway entrance (with the elevators) but the elevators don't open! Before you jump into the speed highway area you have a chance to get into twinkle park, and the place that is blocked off by police. You can get out of the speed highway by just going through the door.

< K. Floating Sonic in Final Egg >

Difficulty: Easy  
Requirements: 2nd controller and that tails has the Rhythm Badge  
Character: Sonic  
Where Performed: Final Egg

NOTE: THIS WILL ONLY WORK IF YOU HAVE TWO CONTROLLERS.

Have a second controller handy. Gets to the second beat part with an electric shield. Connect the second controller. Have sonic stand still and tails rapid spin attack the beats and sonic will float up! You can also do this in the third part.

< L. Tails In Casinopolis early >

Difficulty: Easy  
Requirements: Jet Anklet  
Character: Tails  
Where Performed: Station Square

Do the E-102 in Casinopolis glitch, but fly, it is much harder now. When you exit Casinopolis, you don't get the chaos emerald and you are stuck in the area.

< M. Knuckles Out of The Limits of Sky Deck >

Dark Kirby submitted this glitch.

Start Sky Deck with Knuckles. Fly to the left, and you'll land on a protruding part of the ship with rings on it. If you look below, you will see green windows with white chairs inside. Cling onto the window, and repeatedly fly into it. You should go through. Now, you are outside of sky deck! You can get into the spots with the robots, or the spots that only open when the ship is tilted! Thanks Dark Kirby!

< N. Sonic and the never-ending Light speed attack >

Difficulty: Easy

Requirements: Light Speed Attack & Light Speed Shoes

Character: Sonic

Where Performed: Anywhere where a Kiki in a cage is

This is an easy glitch but really fun and cool to do. Find one of those annoying kiki guards (like the one you attack to get into Red Mountain) that are in a cage. Charge up your light speed attack. Release the button and sonic will attempt to attack the kiki from every possible angle. To stop, press the spin dash button.

< O. Knuckles and the downward ladder that goes up >

Difficulty: Easy

Requirements: NONE

Character: Knuckles

Where Performed: Mystic Ruins

First choose Knuckles and go to the Mystic Ruins. When you get to the train station, jump off the edge and glide to the ocean. Turn around and you should see a ladder. Grab onto that and climb as far as you can down it. Jump and grab the part just below you. You will teleport back up to the train station.

< P. Sideways Tails >

Difficulty: Medium

Requirements: The thing that lets tails spin attack his tails for as long as he wants. Tails in Emerald Coast.

Character: Tails

Where Performed: Emerald Coast (glitch level)

SPECIAL NOTICE/WARNING FOR THIS GLITCH: COPY YOUR GAME SAVE FILE TO A NEW SPOT BEFORE CONTINUING TO DO THIS GLITCH! THERE IS AN EXTREMELY MINIMAL CHANCE THAT YOUR GAME WILL BE ERASED. SOME MEMORY CARDS REQUIRE YOU TO GET TO A SAVE POINT AND THEN TURN OFF, BUT IF YOU DIE IN THE 1ST PART OF EMERALD COAST YOU WILL GET A BLUE SCREEN AND YOU WILL NOT BE ABLE TO SEE WHERE YOU ARE GOING!!! COPY YOUR SAVE!!!

First get Tails into Emerald Coast. Now, right before the part where the boosters shoot you straight up into the air (there are spikes that come down after that), Hold the tails attack button and zoom up the boosters. Hold the controller stick to the left or right. Tails will spin attack in the air, and do that until you fall to the ground or stop using the tail whip attack.

< Q. Inverted Station Square >

Difficulty: Medium-Easy  
Requirements: NONE  
Character: Sonic, Tails and Knuckles  
Where Performed: Station Square

This is one of the coolest glitches. First of all there are three methods on how to do this. I will state the names of the characters that can do these methods. The cool thing about this glitch is that you can see the inverted/inside out version of Station Square you can even see the cars that go into the garage.

Method 1 (with Sonic): Get to the steps leading to the Train Station. Do a spin-dash up these steps. When you get to the top (when you hit the top it will launch you into the air) perform a homing attack. You might land on a ledge. Now you can explore Station Square Inverted!

Method 2 (with Tails): Go to the train station. Get in the doors. Do not go into the station itself or you will be forced to load the train station. Jump and fly. Go to the left or right. Now you can fly around Inverted Station Square!

Method 3 (with Sonic, Tails and Knuckles): This is the easiest method ever. Infact, I don't even know why you would bother with other methods unless in some way you couldn't get this to work (which is doubtful). Well all you have to do is go to the Train Station entrance. Get inside the doors BUT NOT IN THE STATION ITSELF. Get to the left or right side (if you have a problem with one side switch to the other) and jump then push the control stick in that direction. You will land on a ledge. Now you can jump/fly/climb/glide around!

< R. Upside down City Hall/Station Square >

Difficulty: Medium-Easy  
Requirements: NONE  
Character: Sonic, Tails, Knuckles or E-102  
Where Performed: Station Square

Get to the spot where you battled Chaos 0. Get to one of those tiny, tiny ledges where the palm trees are (make sure you are on the part of the ledge where if you walked off you would be in the grass not the cement). Now, SLOWLY walk off the edge and you should fall through the ground!! If you are Sonic you will most likely fall through the ground and die. If you are Tails, Knuckles, or E-102, though, you can fly around. Glide to where the Speed Highway Entrance is (for knuckles). You will see pillars and cars upside-down!

< S. Mystic Ruins' Mystic Secret >

Difficulty: Hard  
Requirements: NONE  
Character: Sonic  
Where Performed: Mystic Ruins

Beaverbro2000 submitted this glitch.

You know the train track that goes right through the wall that you can't go through? Well, Beaverbro2000 has found a way. You know the train track? Well, jump off the edge of the train track at the part where it goes into the side of the mountain. Now, try and spin dash up the wall. You may have to add a jump in there to make it. You will spin dash up the wall, and fly over the edge. You can see the track. It extends through to the other side! You can press pause and X + Y to get a better view. Thanks a lot, Beaverbro2000!

< T. Amy Behind The Mirror >

Difficulty: Easy

Requirements: NONE  
Character: Amy  
Where Performed: Twinkle Park Mirror Room

Get to the Mirror room as Amy. Keep playing through the mirror room until you get to a part where you bounce on a spring to bounce to a higher level. In the mirror you will see a reflection of that spring. Hit the spring in the mirror with a hammer, and you will bounce up and be on the OTHER side of the mirror. You can keep playing in here, but once the mirror room finally ends so does your path, because you will end of falling to your doom.

< U. Knuckles Uppercut >

Difficulty: Too easy @\_@  
Requirements: NONE  
Character: Knuckles  
Where Performed: Station Square

Go to the spot where you fought Chaos 0. Now, go very to the brick wall. Now, do a triple punch. This will cause Knuckles to do an uppercut and then fly backwards.

< V. The Ultimate Slide >

Difficulty: Easy  
Requirements: NONE  
Character: Multiple  
Where Performed: Station Square

This is an interesting but fun glitch. I know for a fact that this works with Sonic, Knuckles (he looks REALLY COOL IF YOU DO IT RIGHT), Tails, and Amy. I still have to test it with E-102 and Big. Anyway go to Station Square over where the boat is and where the shoreline breaks. No do you see that slanted ledge? Well get on it and don't move now they will strike a certain pose (for instance there walking/standing/running/looking around pose [you will see when you do it and they will slowly slid over to the right (where Twinkle Park is) while staying in the pose and it looks REALLY cool.

< W. The Studder >

Difficulty: Easy  
Requirements: NONE  
Character: NONE  
Where Performed: Sound Test

Go to the Options Menu. Click on Sound Test. Now hurry, and click S.E. The lady speaking will studder.

< X. Sonic floating >

Difficulty: Easy  
Requirements: NONE  
Character: Knuckles first, then Sonic.  
Where Performed: Casinopolis x2

To make Sonic float in midair, first choose to play as Knuckles. In Adventure mode, go to Casinopolis and get over by that big gold Sonic statue. Punch it in the cracked foot and it will crumble. Now go back and choose to play as Sonic. Go to where the statue was and jump in the middle of the platform. Sonic will float there for a while!

< Y. Hedgehog on a Hot Tin Roof >

Difficulty: Medium-Hard

Requirements: NONE

Character: Sonic

Where Performed: Station Square

First go to the Train Station in Station Square. Now, jump onto the left train (if you can't reach it then homing attack with the jump) then keep on running. Now, jump diagonally in the upper right hand corner. You may get lucky and land on the roof. Jump over that barrier and die.

< Z. Hedgehog Stuck On A Ceiling >

Difficulty: Medium-Medium

Requirements: NONE

Character: Sonic

Where Performed: Speed Highway

At At Dawn, go to the part where you run up the wall on the LEFT side of the screen. If you want to make it a little easier, try getting the speed shoes on the wall. But you don't need to. When you have enough speed, when running side ways run STRAIGHT up. Sonic will hit the ceiling and float there as long as you are holding up.

< AA. Sonic In Deep Water >

Difficulty: Medium

Requirements: NONE

Character: Sonic

Where Performed: Egg Carrier

Get to the Egg Carrier with Sonic. Get to the pool area (it must have water in it). Go in and walk SLOWLY off the edge and land on the door. That is shut under there. If you hit the right spot you can slowly walk back into that room leading to Knuckles part of Sky Deck. But you will notice that even when the pool is filled there is no water in there, but if you keep jumping in there you can make splashes.

< AB. Dying while still getting the Ancient Light >

Difficulty: Easy

Requirements: You haven't gotten the Ancient Light yet

Character: Sonic

Where Performed: Mystic Ruins

When you're at the area where Angel Island is go over to the Ancient Light (You must not have gotten it yet to do this) stand in front of it, facing the cliff, spin dash at an angle so you hit it but still fly off the cliff (If you spin dash to directly at it you might not go off the cliff). You will here Sonic say "NO!" then it will change to the screen where Tikal's Spirit is telling you about the Ancient Light.

< AC. Sonic Runs backwards >

Difficulty: Easy

Requirements: NONE

Character: Sonic

Where Performed: Twinkle Park

First, go to Twinkle Park. Play through as Sonic until you get to that hole that you go down to get to the roller coaster. Now, see that booster that is right in that tunnel? Well spin dash into it while holding down (hole to roller coaster must be seen on screen), now, Sonic will run backwards to the hole!

< AD. Through the elevator >

Difficulty: Easy

Requirements: Light Speed Dash

Character: Sonic

Where Performed: Station Square

In the hotel, go to the elevator that Knuckles goes into to fight Chaos 3. Now, when facing the elevator, charge up your Light Speed Dash. Jump, and right when you get higher than the elevator doors, let go. Sonic will bush through the wall and into the abyss.

< AE. Sonic Rocket >

Difficulty: Easy

Requirements:

Character: Sonic

Where Performed: Station Square

First, get right next to the beach. Now, get on that little titled ledge. Now, charge up the spin dash, let go. If you did it right, you can guide yourself over some walls.

< AF. Tails Into The Garage >

Difficulty: Medium

Requirements: Jet Anklet

Character: Tails

Where Performed: Station Square

To get Tails into the Garage first you need to go over to the newspaper Stand. Go under the red hang over closest to the stand. Jump straight up under it and you go through the wall. Now get a running jump and fly to a curved tunnel (that is the garage) stand in there and wait for a car. You can now right the car out into the garage's blue abyss!

< AG. Get Knux behind the 3 locked doors in Egg Carrier >

Difficulty: Easy

Requirements: NONE

Character: Knuckles

Where Performed: Egg Carrier

To get Knuckles behind the three locked doors in the Egg Carrier (The one that leads to where E-101MKII is being built, one leads to the hot shelter and the other leads to Amy's Hedgehog Hammer room) first stand in front of them. Now walk to your left. You will see a ramp next to the wall and a tiny fence above it. Fly just under that fence and get on the wall. You should either be sideways or in an awkward position when on the wall. Knuckles will either be sucked into the wall or pushed away. If he is sucked into the wall then quickly glide into the room you want to go into. You can also do this on the right side of the ship but it is harder on that side.

< AH. Sonic Out Of The Egg Carrier boundaries >

Difficulty: Easy  
Requirements: Light Speed Dash  
Character: Sonic  
Where Performed: Egg Carrier

To make Sonic shoot out of the Egg Carrier go in front of the three doors in the inside part of the Egg Carrier. Walk to your left and go over to that little ramp by the wall with a fence above it. Charge up a light speed attack. See that crack there the two walls meet? Homing attack that and then let go of the light speed attack and he will shoot through the wall.

< AI. E-102 Out Of The Egg Carrier boundaries >

Difficulty: Easy  
Requirements: Hover Power up (optional)  
Character: E-102  
Where Performed: Egg Carrier

To make E-102 Gamma get out of the Egg Carrier first go inside and go over to where the three doors are. Walk to the left where the little ramp is and just start running into the corner where the two walls and the ramp meet. You will see him start slipping into the wall and soon you will be out. If at any point you go into wheel mode you MIGHT start driving up the wall instead. If you do that just jump to get out of Wheel Mode.

< AJ. Sonic On Nothing >

Difficulty: Easy  
Requirements: NONE  
Character: Sonic  
Where Performed: Emerald Coast

Get to the second Check point in Emerald Coast. Run up the wall and walk past the falling spikes. Go down the hill then turn around. Spindash and Jump up the hill and you should go really high and land on an invisable platform. You can now walk around up there.

< AK. Tails stuck above Windy Valley Entrance >

Difficulty: Easy  
Requirements: Rythem Badge (optional)  
Character: Tails  
Where Performed: Mystic Ruins

You know that narrow pathway that you take to get from the main Mystic Ruins area to the place where you put the Wind Key? Well, right before that, jump up and fly. When you get high enough, go into the narrow chasm. There is a floor there so you will stay on that. If you have skill, you can fly to the top of the entire thing!

< AL. Knuckles stuck above Windy Valley Entrance >

Difficulty: Easy  
Requirements: NONE  
Character: Knuckles  
Where Performed: Mystic Ruins

You know that narrow pathway that you take to get from the main Mystic Ruins area to the place where you put the Wind Key? Well, right before that, jump up and grab onto the wall.. When you get high enough, go into the narrow chasm. There is a floor there so you will stay on that. If you have skill, you can go to the top of the entire thing!

< AM. Weightless Tails >

NOTE: This glitch was submitted by Nayr.

Difficulty: Easy  
Requirements: Jet Anklet recommended  
Character: Tails  
Where Performed: Station Square

Go in front of the boat in Station Square and fly straight up. Press forward and keep flying up. When you reach your peak you should land running forward. Jump again and fly and you'll go forward. Only go forward slightly and you'll be standing in mid-air! From here, you can fly out into the ocean, or other places. It might even be helpful with other glitches! It's easier with debug, because then you can see where you are standing and where the ground is.

< AN. Knuckles Sound Glitch >

Difficulty: Easy  
Requirements: NONE  
Character: Knuckles  
Where Performed: Station Square Train Station

Activate the Knux Maximum Heat Attack when getting in the train. The sound will go wacky.

< AO. The Magical Hook >

This glitch was submitted by Jazz411.

Difficulty: Easy  
Requirements: 2nd controller.  
Character: Sonic/Tails  
Where Performed: Red Mountain

In Red Mountain, have Sonic just stand there while Tails jumps up and grabs the...thing that you slide with (where you see the scene of Sonic holding on to that thing that slides down the rope). I don't know what it's called, but I think you'll know what I mean when you get there. Anyway, if Tails grabs it, suddenly Sonic appears on it!

< AP. Wall Crawler >

This glitch was submitted by Jazz411.

Difficulty: Medium/Hard  
Requirements: NONE  
Character: Sonic  
Where Performed: Lost World

In Lost World as Sonic, run through the first tunnel until you get to the part in which the tunnel is rotating, and all the blocks come in and out of the wall, with fire. I hope you know what I mean. Now this is the tricky part! You know how you can run along the walls and up the ceiling with enough momentum? If you can run along the ceiling just right when you reach the end, you will come out and hit the wall of the next part (the part for the second tunnel; the one that leads to the room with the spikes). If you do it right, you will run up along the wall; it will sort of look like Sonic is "sliding" up the wall. When you reach the top, there is no ceiling here! You will fall THROUGH the ceiling of the next tunnel! Sometimes, the camera will turn around in mid-air so you are running into the camera if you go through the tunnel!

< AQ. Pinball Games SUCK, literally! >

This glitch was submitted by DENN112985.

Difficulty: Easy  
Requirements: 2nd controller.  
Character: Sonic/Tails  
Where Performed: Casinopolis

If you go to Casinopolis as sonic and tails is there too, move away from the portal to where you play pinball then move tails into the portal sonic will get sucked in!

< AR. Free Falling >

This glitch was submitted by ZackTurner14.

Difficulty: Easy  
Requirements: Hover Power-up  
Character: E-102  
Where Performed: Mystic Ruins

First, beat the game with E-102. You should have the Hover power-up. Go to Adventure mode and select him again. Go to the area near Red Mountain, get on the Floating Island, and jump off the top. Jump off the island and hover. If you do it right, you'll hover right on down to the bottom. Now you can keep falling! When everything is black, then you can stop hovering.

< AS. Sonic stuck above Windy Valley Entrance >

Difficulty: Medium  
Requirements: NONE  
Character: Sonic  
Where Performed: Mystic Ruins

You know that brown bridge that goes up the hill leading to the waterfall? Spindash up that, jump at the top of the hill, and direct yourself toward that narrow chasm. If you make it, you will get stuck up there!

< AT. The Hidden "Recap" Screen >

Difficulty: Medium

Requirements: You didn't get the Crystal Ring in Sonic's adventure

Character: Sonic

Where Performed: NONE

This glitch was submitted by EKC.

If you do not collect Sonic's Crystal Ring in Sonic's adventure, you can collect it in Super Sonic's adventure and it WILL save. Thing is, when it saves, it also activate a hidden cutscene that they took out of the "regular" game.

Here's what EKC said.

Now that I've gone back for a second try I can no longer play as Super Sonic. After the Super Sonic introduction "Hi, im sonic, sonic the hedgehog..." it does one of these three things:

- 1) Resets the Dreamcast
- 2) comes up with the "Hedgehog Hammer" mini game title then stays on it.
- 3) Does the same as #2 but then loads into it, but all it is is sonic falling endlessly.

< AU. Free Falling 2 >

Difficulty: Easy

Requirements: NONE

Character: Sonic

Where Performed: Mystic Ruins

In the Mystic Ruins, go to Angel Island. On that Island is a cliff. Go to the end of the cliff and go back a little. Face yourself out into the ocean, and do the spin attack. Let go, and immediately press A to jump and then hold the analog stick forward. Do the homing attack while in the air, and Sonic will fall forever.

< AV. Erased Game Bug >

Difficulty: NONE

Requirements: NONE

Character: ANY

Where Performed: NONE

If you shut off your Dreamcast in the Chao Garden while saving or in a Action Stage (solves erased games on the Characters in Other Levels glitches) your entire game will be erased.

< AW. E-102 Outside Mystic Ruins >

Difficulty: HARD

Requirements: Hover (optional)

Character: E-102

Where Performed: Mystic Ruins: Angel Island Tunnel

Take E-102 into the place blown out of the side of the mountain. Go up the blast of wind to the tunnel that leads to Angel Island. Get into Wheel Mode (he'll say "Mode Change" when you get into it). Now try and get up onto the walls of the tunnel (just run into them in Wheel Mode), and go over to the wall above the hole you go into to get to the Train Station part of Mystic Ruins while still on the wall in Wheel Mode. Now, if you can get to that part, E-102 will be forced THROUGH the tunnel wall and out into nothing-ness.

< AX. The Revenge of The Plug >

Difficulty: Easy  
Requirements: Life Belt  
Character: Big  
Where Performed: Hot Shelter

Use the emergency water valve to drain the water. Swim around near the top of the water and you'll find an opening, go in it. Swim to the top and go in another opening. There is a hole and a computer-sign that says "WARNING! There is a plug in the center. Be careful not to trip over it." You can open it! First, put your lure near the plug, on the bottom of the floor and reel as if you were going to get the plug. Then, if your lure gets stuck to the plug, reel and press left or right on the analog stick. It drains the water! Then, go out of the plug room and to the emergency drainage switch area. The water level is higher! Go straight in the emergency room to find another opening. Bounce up the bumper to another opening. Go in it.

The first glitch in my guide. Well, I went back through it and I found some more!

1. Big can fall through the floor somewhere in "glass covered" pool. This leads to the path you took to reach the Emergency Drainage Room. Open the doors at the end of the corridor, and you'll see water RIGHT in front of you. That defies the laws of physics!

2. Big can go above where you are supposed to. Grab the the speed shoes and run toward the glass pool. Now, at the top of the ramp, jump up. Move over to the platform above you. Now you can be up there!

< AY. Knuckles In Sonic/Tails Speed Highway (ALMOST!)>

NOTE: This glitch was submitted by Roly755.

Difficulty: Easy  
Requirements: NONE  
Character: Knuckles  
Where Performed: Station Square Sewer

Choose Knuckles and go to Station Square. Go to the sewer that leads to where tails gets the jet anklets. As your entering the tunnel turn left and go on thet corner. Face the corner. Press the jump button. Knuckles will go through the roft and stay on the roft. This may take several tries. When you're up there glide to the end of the sewer and if you're lucky you'll find an invisible platform above the sewer you can stand on. From there you can go to where tails got the jet anklets, the elevators that lead to speed highway, the tunnel that leads to twinkle park, or into the abys.

< AZ. Knuckles Out of Casinopolis >

Difficulty: Easy  
Requirements: NONE  
Character: Knuckles  
Where Performed: Casinopolis

You know that spot up above the fountain? Climb up there. Now, climb onto the ship that is pointing out. Start flying frantically at a spot between the ship and the wall it's sticking out of and you will go through it.

< BA. Knuckles Out of Mystic Ruins >

Difficulty: Easy  
Requirements: You did the "Knuckles Above Windy Valley Entrance" glitch"  
Character: Knuckles  
Where Performed: Mystic Ruins

When you are up to the top (as far as the thing will let you go) try to glide as fast as you can and as many times as you can into that little crack in the ceiling. If you do it right, you will go through!

< BA. Knuckles Under Wooden Planks In Mystic Ruins Below Windy Valley Entrance >

Difficulty: Easy  
Requirements: You did the "Knuckles Out of Mystic Ruins" glitch"  
Character: Knuckles  
Where Performed: Mystic Ruins

When you've done that glitch, try and aim for below the Windy Valley entrance. You can't get out of there once you're in!

< BB. Free Falling 3 >

NOTE: This glitch was submitted by Roly755.

Difficulty: Easy  
Requirements: NONE  
Character: Sonic  
Where Performed: Station Square Train Station

Enter the train station door from station square with sonic. Do a homing attack toward the left of the door that leads to the main area of station square. Then jump and home attack immediately and sonic will go through the wall and into the abyss and then die.

< BC. Multiplying Eggs >

NOTE: This glitch was submitted by Neo Chaotikal.

Difficulty: Easy  
Requirements: Can only be performed if you didn't take the black egg from the cages in the cage room of the Egg Carrier  
Character: Amy  
Where Performed: Egg Carrier in the Cage/Hedgehog Hammer room

Take Amy to the 3 doors in Egg Carrier and use the one on the right. Go to the other door, which takes you to the cage room. Open the middle cage. There should be a Black chao Egg in it. Pick it up and take it to the Hedgehog Hammer Game and drop it on one of the holes. Go back to the cage room and there will be 2 chao eggs, one inside and one outside. Take the one whose inside and drop it again on one of the holes. Now there will be 3 chao eggs, the previous 2 and one in the center of the deck (near the monorail buttons).

< BD. Amy stuck above Windy Valley Entrance >

Difficulty: Easy  
Requirements: NONE  
Character: Amy  
Where Performed: Mystic Ruins

With Amy, go to where the wind is blowing up to Windy Valley. Go to the right side of the hole, and start making your way along the little grass part so that it appears you are behind the blowing wind. Move forward into the blowing part (blowing will not take place immediately) and Amy flies up there! Quickly move Amy toward the screen to find a spot to stand on above Windy Valley.

< BE. Knuckles Around Mystic Ruins >

Note: This glitch was submitted by Neo Chaotikal.

Difficulty: Easy  
Requirements: NONE  
Character: Knuckles  
Where Performed: Mystic Ruins

Go with Knux to the Mystic Ruins, and stay on the train station. Jump on the train and gain balance to make a running jump, and glide around the mountain where the way to the Angel Island is. You can even go around it and get under the windy part that allows you up to the Angel Island ^\_^

< BF. Knuckles Floats Upwards >

Difficulty: Easy  
Requirements: Any place with water (Twinkle Park, Icecap Pool)  
Character: Knuckles  
Where Performed: Any place with water (Twinkle Park, Icecap Pool)

Fly into the water. Let go of the A button for less than 1 half-second, then press it again. Knuckles will float up every time he curls into a ball!

< BG. Knuckles Drowns on Air >

Difficulty: Easy  
Requirements: NONE  
Character: Knuckles  
Where Performed: Mystic Ruins

Go to Mystic Ruins. Go to Big's house. Climb up the tree trunk (on the outside, the side closest to the wall). Stop when you see bubbles appear out of Knuckles. Sit there for about 20 seconds, and Knuckles will die!

< BH. Sonic Rocket 2 >

Difficulty: Medium  
Requirements: Light Speed Dash  
Character: Sonic  
Where Performed: Station Square

Go down to the Casinopolis area. Activate the line of rings that takes you to the button that opens Casinopolis. Get on the left side of the first ring, and charge up the Light Speed Dash. Now, when Sonic says "Go", let go of the charge button and immediately push up on the controller stick. Sonic will go flying high into the air. It might take a few tries.

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6. Fun Things To Do  
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This is a list of cool glitches you can try in Sonic Adventure(tm). The following glitches have been tested, and should work. The ones I have tried have worked on the American version of the game. I'm not sure if they will work on the Japanese version, though. This isn't a complete list, but it does have several fun-to-try glitches. Happy Glitching!

< A. Stop Traffic In Speed Highway: At Dawn >

Difficulty: Easy  
Requirements: NO 1s  
Where Performed: Speed Highway - At Dawn (glitch)

Use The " Tails In Goin' Down and At Dawn" Glitch. Then go stop traffic! It's kind of funny because once when I stopped traffic, the cop speeder couldn't get me.

< B. The Elevator >

Difficulty: NONE  
Requirements: NONE  
Character: E-102  
Where Performed: Egg Carrier.

In The place where the Jet Booster for E-102 if you look around enough, there is an elevator. I guess in the version before there wasn't a spring to bounce you up.

< C. The Magical Teleportation >

Difficulty: Easy  
Requirements: NONE  
Character: Any  
Where Performed: Station Square.

Go to where to Burger shop statue is. Pick him up; take him into the burger shop. Place him against a blank wall and drop him. If he falls down beneath the shop, run out quickly and watch him reappear!

< D. Tails in Mid-Air >

Difficulty: Easy  
Requirements: NONE  
Character: Tails  
Where Performed: Egg Carrier Chao Garden

Go to the Egg Carrier's Chao Garden through the E-G-G-M-A-N password passage as tails. When you get there, turn right and fly to the big rock. Then when you are on the rock try and fly out to the sea. Keep on trying to fly to the sea. When you land, you are running in mid-air.

< E. The Hammer Swing >

Difficulty: NONE  
Requirements: NONE  
Character: Amy  
Where Performed: Station Square.

In the burger shop, (after completing Amy's adventure) use your Piko-Piko Hammer to try and whack the employees. They duck when you swing it as if they were going to be hit. Also, (thanks to Dr. Eggman,) you can use any character to try and hit the people.

< F. I Will Survive... >

Difficulty: NONE  
Requirements: NONE  
Character: NONE  
Where Performed: Speed Highway - At Dawn

In At Dawn, doesn't the background music sound like the song "I Will Survive"???

< G. Terrorist >

Difficulty: Easy  
Requirements: NONE  
Character: Any  
Where Performed: Any level with Kikis

With any character, get a kiki to throw a bomb at you. Then, try again, pick up the bomb. If you are quick, you will pick up the bomb and it wont go off. Throw this bomb at the kikis by jumping and pressing the throw button. It is darn too bad because with tall characters, it takes longer for you to pick them up.

< H. See-Through >

Difficulty: Easy-Medium  
Requirements: NONE  
Character: Sonic  
Where Performed: Casinopolis

In Casinopolis, go to the main room and run over the under-glass roulette table while holding the right trigger. The camera will show the inside of the wall and it looks like a real roulette table.

< I. A Ghost Of A Chance >

Difficulty: Easy  
Requirements: NONE  
Character: Any  
Where Performed: Station Square Train Station

Go into the train station, go into the train, go into first person view and watch as you go through the walls of the train.

< J. Compact Bed >

NOTE: This Fun Thing To Do was submitted by Neo Chaotikal.

Difficulty: Easy  
Requirements: NONE  
Character: Big  
Where Performed: Mystic Ruins

Ever played with Big's bed? Go to Mystic Ruins with Big, to Big's place. Grab Big's bed. Go to the Sand Hill Entrance. Place it on the sand that's blocking you from going in. Now push it in. Ever wanted a compact bed? Do this! Big the Cat is gonna get "Sandy Claws" in Christmas Eve! - Thanks Neo!

-----  
7. Camera & Other Glitches/UNSOLVED MYSTERIES/Small Glitches  
-----

Other & Camera glitches

Once with E-102 I fell down the stairs of Egg Carrier.  
When I go to the thingy that takes you down to the inside of Egg Carrier when E-102 is in wheel mode, he looks like he has no body.  
When you go far enough away from the main level, you will float endlessly.  
E-102 floats using the fan while in the sand of Egg Carrier's Chao Garden.  
The camera goes crazy sometimes.

UNSOLVED SA MYSTERIES

\*The Whole Sound Test Deal\*

I found some REALLY SCREWED SA SOUNDS. Go to the Sound Test then go to S.E.  
Choose 05-1-11 This sounds like sonic, but WHAT THE He\*\* is HE DOING?????  
06-1-11 sounds like Tails, but WHAT THE he\*\* IS HE DOING?????????????? 00-1-03  
is big!!!!  
going "woooooooooooooaaaaaaahhhhhhh!"  
01-3 is the Chao sounds  
and there are 86 sounds

01-2-03 sounds like a bubble  
01-5-02 sounds like something that might have been used in Twinkle Park.....  
02-1-03 sounds like a Japanese Amy scared...  
03-1-04 is pull. Does he pull anything???

04-1-20 is a very scared Knuckles.  
In 04-1-21 Knuckles is playing football ^\_^  
06-1-07 is a very scared tails.

I told my friend who also has SA and he noticed that those were there too.

00 is big's sounds  
01 is the Chao  
02 is Amy  
03 is e-102  
04 is Knux  
05 is sonic  
06 is tails

13-28 is a ring getting taken away

-----  
8. Extras/Song Remixes  
-----

SONG REMIXES:       In Twinkle Circuit of Sonic's theme - 0:57 in a 2:21 min mp3  
                          In Final Egg - Crank The Heat Up! of Sonic's Credits - 2:39 in a 3 min Mp3  
                          In Emerald Coast (Windy & Ripply, first few seconds) of Sonic 3D Blast's  
boss music (first few seconds)

EXTRAS

In "Extras" there is stuff that doesn't fit in any other section.

The ever mysterious Burger Man statue. What did it do? The little girl keeps saying "He goes for walks". You can use him to get into Casinopolis in the Japanese version by glitching, and that's it.

Windy Valley underwent a couple of changes. For a start. Big went there, he no longer does. Windy Valley had a lot of Barriers with Arrows in it, Dark blue on light Blue, in some videos. The actual area of Windy Valley beta, despite me being told otherwise, seems to be in the area that Sonic flies over in the final when he's being sucked into the tornado. It's the right shape, and there is a Tornado in the Windy Valley beta area in videos and screenshots.

All the echidnas in Sonic Adventure(tm) all have crooked tails... Tikal doesn't. Why?

During Super Sonic's Adventure, you can play any of the levels you can play on Sonic's Adventure.

If you look in the grass on the left side of the entrance to Speed Highway (as tails)  
You can find a Card. That card allows other characters to go into Twinkle Circuit.

If you insert your Sonic Adventure(tm) disc into your computer's CD-ROM drive, you uncover many pictures from the game. Go to the D: drive (or whatever your CD-ROM drive is) and click on extras.

If you make the characters stand, (not moving) you will hear the characters say things like Tails in the train station, he says, "Trains are Cool Too!"

If you connect a second controller to the Dreamcast when playing as sonic, you can play with tails on the second controller.

At the main menu of Sonic Adventure(tm), press and hold Y, X, B, A, Left Trigger, Right Trigger, Start, and left on the analog stick. You'll be taken to the Dreamcast Main Menu.

They say if you get 130 emblems, SonicTeam has a special download for you. I don't know if it does, I haven't got all 130 emblems.

When racing Twinkle Circuit with E-102 when you finish he says " Driving

Complete " (similar to " Rescue Complete " heard when you destroy a E-100 series robot.)

Press the jump button right when it says goes in Twinkles circuit. It will give you a speed boost.

There is a weird secret switch thingy that has something to do with the Antique shop by it's sound. It's on the little green "Island" outside city hall, and also just in front of the wall (Freestylin'). It doesn't really seem to do anything. You have to glitch something before you get it, I think.

Also, if anyone knows of any glitches not mentioned in any FAQ or guide (including mine), please email me at rattleman123456@yahoo.ca . Credit will be given to those who submit codes.

POLLS - DELETED

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9. Level Shortcuts & Emblems  
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< A. Adventure Field emblems >

STATION SQUARE

Inside the Burger Shop

Go into the train station. Go to the highest place possible (use first-person free look mode) and you will find it

High enough that only Tails can reach it in the alley where you got the Ice Key (near Casinopolis)

Use Tails' tailspin attack in the patches of green grass where you fought Chaos 0

MYSTIC RUINS

On a cliff that is near where you found the Green Key (Tails' workshop), look around in first person free look mode to find it

Near a fallen tree on the way to Big's house (where Lost World entrance is, in that part)

Look for a tree right next to big's house and climb into it.

In the air near floating island (fly with knuckles, it is your best hope)

All of you trying to get those Emblems? Here are some level shortcuts to help you win.

EGG CARRIER

On the diving board near the ceiling of the egg carrier's pool

First extend the wings then go into the place with the big green and yellow arrows. Hit this and it should open 2 doors. Go into Egg man's bedroom and hit the switch to make the bed fall down.

On that large spinning dish looking thingy.

Extend the wings then go onto the area where you have the battle with ZERO.

Climb into one of the cannons and it will shoot you into a box. One of these contains the emblem.

< B. SONIC'S SHORTCUTS >: NOTE ALL OF THESE ARE TO EARN SONIC'S EMBLEM A!

Objectives For Sonic:

To Get Emblem C, you need to hit the capsule at the end of the stage

To Get Emblem B, you need to collect 50 rings and then hit the capsule at the end of the stage

To Get Emblem A, you need to hit the capsule at a given time

For All Levels: The best bet for Sonic is to constantly spin dash (press X many times)

Emerald Coast: At the beginning of the level, right before using the bumpers to bounce to the springy walkway, start spin dashing and when you reach an incline, jump and you should make it to the higher bridge. After the part after where you run through the watery part (with the water spiders) You run down a walk and then go through a loop looking thingy (enclosed) then you jump the water with a inclined speed bump, Then there is a speed booster that boosts

you up, straight up, do that jump and then hold right and hopefully, you will land on the island to the right of you. Then walk to the SPRING, and bounce up.

Windy Valley: Try just JUMPING from one part to another instead of using the regular walkway. At the end when that downward spiral where sonic is running straight down, before that, JUMP OFF THE EDGE and land on the walkway below.

Casinopolis: Try and get the EXTRA TABLE on NIGHTS(tm) pinball.

Icecap: Use that SPIN DASH often and close to the end, use the INCLINING BOOSTER JUMP to get up high and then you can figure it out from there.

Twinkle Park:

1. Twinkle Park: Possibly the biggest shortcut ever! I won't tell you exactly where it is (It'll take a while to remember anyway =P). There is a special badnik in the stage near some platforms. If you do the Light Dash on it, you will fly up over the castle! You can then crash through the roof and land in the Egg Prison room.

At the beginning of the level, kill the guy in the LIGHT BLUE car. That one is the fastest. After finishing the race, you fall down into the seat of a roller coaster car. Hold RIGHT on the analog stick all the way the way to the end. When you JUMP out, you will turn right and will not fall down the tube. Go OUT the way the car went IN and MOVE SLOWLY. You will fall and land on a PLATFORM. Jump to the main part now. When you get to the part with the pool, go to the main SPRINGS. Hold A while bouncing on them. If you did it right, you should bounce higher. Now make a quick move to the platform that is above you.

Speed Highway: Just run, take the RUN WALL on the first checkpoint walkway. Use the SPRING on the side of the road at At Dawn.

Red Mountain: Here is one at the start of the level. When the ROCKET boosts you up, hold RIGHT on the analog stick. You will probably land on another bumper. Push the BUTTON ACTIVATED ROCKET and boost up. Hold the analog stick UP when doing this and until you land. You will land on a small platform with a SPRING, bounce up. When you get to the MAIN MOUNTAIN go along the REGULAR PATH. Count how many yellow posts you go by. When you get to the FOURTH post, jump off the ledge and then try and land on the UPCOMING PLATFORM beneath you. SPIN DASH AND JUMP throughout the LAVA PART to beat the time and win an emblem.

Sky Deck: After the second checkpoint, look to your RIGHT for an opportunity. At the part where there are straight walkways, SPIN DASH like there is no tomorrow. Bomb the cannon and who cares about TIKAL, SPIN DASH even when the WINDS are "blowing you off course". Destroy the LARGE CANNON by aiming a small rocket at the LARGE CANNON. When you get in the CANNON, go up the lift. Then walk over and SPIN DASH to the part where the SLIDING PLATFORMS are. The SPIN DASH FORWARD to get to the last checkpoint before the ship TILTS. Bump up the SPRINGS and walk along the BLACK path. When you get to the part where the TWO BLACK paths INTERSECT, JUMP down and LAND on the platform. Press the BUTTON and HIT the capsule.

Lost World: Spin dash like there is no tomorrow. Near the end, near one of those tile-switching buttons, there is the BUTTON for the line of rings. Jump to this LEDGE, CHARGE up into LIGHT SPEED and race across.

Final Egg: Not much to cheat about here, it is way to sneaky. When you exit the place where you hit the button and go up and have to jump to platforms while dodging hammers, after you go down the mini-elevator, after you hit the checkpoint, JUMP off the edge. Fall down onto the ledge where the walking elevator thingy is. BEST THING: AVOID getting HIT.

Conclusion for Sonic's Shortcuts: WOW there is a lot of these. There is no way you will not win emblems on Sonic's Adventure.

< C. TAILS' SHORTCUTS >:

Objectives For Tails:

To Get Emblem C, Beat Sonic/Robotnik.

To Get Emblem B, you need to collect 50 rings and beat sonic/Robotnik

To Get Emblem A, you need to collect 50 rings and race a faster sonic/Robotnik

For All Levels: Flying with the Jet Anklet upgrade is the best thing, but here



though.

AMAZING NEW DISCOVERY: AFTER YOU HIT A CHECKPOINT AND RESTART, THE ONES YOU HIT BEFORE YOU DIED REGENERATE!!!!!!!!!!!!!!

AMAZING NEW DISCOVERY 2: IF THERE IS A BUTTON, LIKE IN HOT SHELTER SHOOT IT CONSTANTLY TO GET ONE SECOND ADDED ON FOR EVERY TIME YOU HIT IT.

Objectives for E-102:

To Get Emblem C, you need to destroy the e-100 series robot

To Get Emblem B, you need to destroy the e-100 series robot with 50 rings

To Get Emblem A, you need to destroy the e-100 series robot with more time on the clock than you started with

Final Egg: When bounced up by the 1st bumper, look to your right and hover there. Also look for another bumper in the room that holds the sonic doll

Windy Valley: There is a bumper on a small island to the right of the first bridge after the first snake. It boosts you high, use this to your advantage.

Emerald Coast and Red Mountain: Shoot everything in sight. That's all I have.

Hot Shelter: SHOOT EVERYTHING! When on the train part, get on the left train ASAP!!!!!!!!!!

< G. MINIGAME EMBLEMS >:

Sky Chase 1 and 2: When you are about to go under the Carrier, shoot like mad in a small circle containing the underside. This will help clear the mines.

Twinkle Circuit: Best characters to race with:

1. Knuckles
2. Sonic
3. Tails
4. E-102
5. Big
6. Amy

There are 7 emblems for each characters ending, 5 for the Chao Race, 10 of them you get in minigames, 12 in the adventure fields, and 96 level emblems for a total of 130 emblems.

I hope you have enjoyed this section. I hope it has helped you win those emblems.

-----  
10. Sonic Adventure(tm) Hoaxes  
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First of all, there are a lot of hoaxes on the Internet. Second of all, here are the hoaxes that have been confirmed NOT TO WORK in Sonic Adventure(tm).

You Can NOT become one of the 2-mecha robots.

You cannot become Dr. Robotnik, any of the E-100 series, (except E-102) the bird, or any of the Chaos types.

You cannot be a mega or super of anyone else except "Super Sonic"

Finally, you cannot become anyone other than Sonic, Tails, Knuckles, Amy, Big, E-102 and Super Sonic.

There are no secret emblems.

Super Sonic cannot go into any levels.

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11. ASCII Art  
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<A. What is ASCII Art?>

ASCII stands for American Standard Code for Information Interchange. A explanation of what ASCII Art is, is "arranging symbols, letters and numbers to create block letters, for example"

For simpletons, ASCII art is putting different characters into large, decorative, letters.

#### <B. Getting Started With ASCII Art>

ASCII Art is very hard to write. It may take several tries to get ASCII art the way you want it to look. You can learn more about ASCII art by searching for "ASCII ART" on your favorite search engine.

#### <C. FIGLet>

FIGLet is a ASCII Art creating tool that allows you to select from many different types of styles of ASCII Art. It is great for ASCII Art beginners. FIGLet can be found by searching for it under your favorite search engine. If you can't find FIGLet, email me saying "I Need FIGLet" and I will send you a copy.

#### ----- 12. Sonic Adventure(tm) Challenges -----

Here is where I post challenges for anyone to beat  
My Records: Beat them and I will put them in this guide!  
If you beat my times email me with your times. When you email me, in the email subject line, put this in "I have beaten your challenges" Please tell me how you did it.

#### HIGH SCORE RECORDS:

If your time is extremely good, please tell me how you did it.

#### SCORING LEGEND

Minutes = Min.  
Seconds = Sec.  
Milliseconds = m-sec.

#### WITH SONIC:

Emerald Coast: 1 min. 34 sec. 87 m-sec.  
Windy Valley: 2 min. 04 sec. 35 m-sec.  
Red Mountain: 2 min. 23 sec. 91 m-sec.  
Sky Deck: 4 min. 1 sec. 24 m-sec.

#### WITH TAILS:

Windy Valley: 28 sec. 51 m-sec.  
Speed Highway: 59 sec. 31 m-sec.  
Sky Deck: 28 sec. 74 m-sec.

WITH E-102 "Y": Remember E-102's clock counts down, not up.

Final Egg: Honest, I'm not lying: 5 min. 32 sec. 18 m-sec. (3 min. Starting time)  
Emerald Coast: 3 min. 17 sec. 48 m-sec. (3 min. Starting time)  
Windy Valley: (no fibbing): 9 min. 38 sec. 25 m-sec. (3 min. Starting time)

#### OTHER SCORES:

BeaverBro2000@aol.com has beaten my score by 200 points for 6900 PTS.  
Amy's Hedgehog Hammer: 6700 PTS.  
Twinkle Circuit: 1:39:27  
Holding Breath Underwater: 1 minute 28 seconds

#### PEOPLE WHO BEAT MY SCORES:

Mlong001@cs.com has beaten my Windy valley score with E-102 "Y": 6 min. 26 sec. and 03 m-sec. He says he just killed 15 of the boas (the flying purple snakes) and went very fast. Good job, but I BEAT HIS SCORE! I GOT 9:38:25

-----  
13. Older Versions  
-----

If anyone (I have no clue why you'd want to) wants to request an older version of this guide, please email me with the version number you'd like to request. I keep all versions in a folder backed up onto a 3 and 1/2 inch disk for safekeeping. 1.0 is the oldest version.

-----  
14. How to Contact Me  
-----

My name is RattleMan.

Chat Contacts:

Active Worlds: RattleMan  
AIM: MRattleM  
Yahoo! Messenger: rattleman123456  
ICQ: 50112506 (barely active)  
MSN Messenger Service: rattleman123456@hotmail.com  
IRC: RattleMan (never on)  
PALTALK: Rattleman\_1 (never on)  
Firetalk: RattleMan2 (service discontinued)  
Napster: RattleMan2 (service discontinued)

My Email is rattleman123456@yahoo.ca

Or rattleman123456@icqmail.com

I recently got my ICQMail address back up.

I am now asking all of you to send any Sonic Adventure(tm) email to my Yahoo! Address. Thank you!

IF you cant reach me at my yahoo or ICQ address try rattleman123456@hotmail.com

I would also like some email about what you like in this guide and what you think should be added.

-----  
15. How to Submit Codes to Me  
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If anyone knows of any glitches not mentioned in any FAQ or guide (including mine), please email me at rattleman123456@yahoo.ca . Credit will be given to those who submit codes. Just in the subject line put "Submitting Codes for RattleMan" . If you don't want your real name put in the guide under the credits, give me a nickname. Anything of importance to Sonic Adventure(tm) not mentioned in this or any guide will be accepted, some may not. I'm looking for the rarest things!

-----  
16. About The Author  
-----

Hi ya people. I'm RattleMan, the one who wrote this thing! I live in Arizona, I am 14 years old and I live in a beautiful house. I have been playing video games since 1993. The game I most admire is Sonic Adventure(tm). The games that Sonic was in before on the Genesis were good, but wait till you play Sonic Adventure(tm)! Seeing Sonic in such a wonderful game brought back very nice memories. If there are any errors in this document, please email me. Your name will go into the credits for telling me. I would also like some email about what you like in this guide and what you think should be added.

-----  
17. Credits  
-----

NOTE: CREDITS MADE SOMEWHAT LIKE WINAMP'S CREDITS-Winamp is copyright 1997-2000 Nullsoft, Inc.

Core Development: RattleMan  
You Guys: For sending me glitches  
Development & Support: Me, you, my mom & dad, friends and pals, AJ9Goku9,  
Web Hosting: GameFAQS, FBGames, NeoSeeker, CheatStop  
Web Help: Contributors, especially AJ  
Web Mail Providers: ICQmail, Yahoo! Mail, Hotmail  
Other Help: InterAct's Game Shark (R) CDX Videogame Enhancer.  
Figlet Development: Paul Burton  
Best Man: AJ9Goku9  
ASCII Artwork: Figlet  
Contributors: Jazz411, Denn, Zackturner, Phford, Tails' Mc Cloud  
Beta Testers: Segaholic2, Cgally81, AJ9Goku9  
Greetings: Chris Kolher, CJayC, CGally81, and AJ9Goku9  
Thanks: Sega Team, Chris Kolher, Microsoft, and Al Alamoo  
Special Thanks: CJayC, GameFAQS, AJ9Goku9, CGally81, FBGames.com, Me

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Copyright 2000-2002, RattleMan, SAHackers, Inc.  
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18. Acknowledgements and The Rest  
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< A. What To Foresee in the future >

Sonic Adventure(tm) 2 Glitches Guide is out. The only thing is, it isn't OWNED by me. I started it, and then I gave over the guide rights for it to AJ, my best bud!

NEXT VERSION INCLUDES: The Minigame shortcuts/strategies

<B. Copyright>

I know you have seen this all over the guide but I just want to reinforce the rules here. Sonic Adventure(tm) is Copyright 1999 By Sega. This guide has been copyrighted since July 31, 2000. Please don't change this FAQ, post it on your site without giving credit, link directly to this FAQ, or anything that breaks the rules of copyrights. I wouldn't like to use "the force" on anyone, because it wastes my time and yours and besides, it is just WRONG.

<C. Acknowledgements>

I would personally like to thank the following people:

Luigi Link - For being a great friend and reminding me to put back in the old Amy In Casinopolis glitch that I took out so long ago.

Everyone who sent me glitches - For sending me glitches.

SonicTeam - For creating the character "Sonic" and bringing him to the Dreamcast

Sega - For making the Dreamcast

WWW.GAMEFAQS.COM and Jeff "CJayC" Veasey - For creating GameFAQS.com, the place where you probably found this

Chris Kolher - For writing the most comprehensive Sonic Adventure(tm) FAQ. He is the one, the ONLY one, who inspired me to create this

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19. Good-bye  
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Goodbye and thank you again for downloading the Sonic Adventure Glitches Guide! Considering all the glitches I found out in here, I will probably be back with more glitches for more games! Email me or check back to the place where you downloaded this for maybe a new guide of my glitches series. I think I may just to an all purpose FAQ with all the glitches from other games in it. You may never know!

-----  
End of Document. (c) 2000-2002 By RattleMan. Poof, THE END??? .....  
..... Ok now, you should read what I said.... I said "The  
End!".....Ok you're still reading????? Why????? I strictly said, THE  
END!!!!!! GEZZZZZZZZ DON'T YOU EVER LISTEN??... ..... Ok  
sooner or later you'll stop reading this..... Ok now you're just  
being silly... STOP READING!!!!.....PLEASE!!!!!! GO AND DO  
SOMETHING ELSE WITH YOUR LIFE!!!!!!..... GO OUT AND PLAY WITH YOUR  
FRIENDS!!!! ..... WHY IN THE WORLD ARE YOU STILL READING THIS?!  
JUST STOP! NOW! OK NOW THIS IS THE FINAL WARNING!!!!!! Ok now you've asked  
for it..... Look at the next line for your fate....  
-----

THE END (FOR REAL!) Thank you for reading this!  
(c) 2000-2002 By RattleMan

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