Sonic Adventure Knuckles Walkthrough

by MetroidMoo

Updated to v1.15 on Nov 19, 2003

=-	Sonic Adventure (DC) -=
-=-=-=-	
	Written By: Ryan "MetroidMoo" Ammerman
	GUIDE TYPE Knuckles Character FAQ
	FILE SIZE 11 KB
	FIRST RELEASED July 20, 2001
	LAST UPDATED November 19, 2003
	LATEST VERSION 1.15
:<<<<<<	<<<<<<<<<<<<<<>>
<<<	TABLE OF CONTENTS >>>
:<<<<<<	<<<<<<<<<<<<>>
l) Version H	History
2) Abilities	5
3) Item Upgı	rades
) Walkthrou	ugh
) Contact/I	Legal Information
:<<<<<<	
=-=-=- =- 1) \	<<<<<<<<<<<<<<<<<<<<<<<<<<>>>>>>>>>>>>
=-=-=-=- =- 1) \ =-=-=-=	<
=-=-=-= =- 1)	<<<<<<<<<<<<<<<<<<<<<<<<<<>>>>>>>>>>>>
=-=-=-== =- 1) \ =-=-=-=- YERSION 1.15 Revised th	<pre><<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<</pre>
=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-	<pre><<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<</pre>
======================================	<pre><<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<</pre>
=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-	<pre><<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<</pre>
=-=-=-=-=-=-==	<pre><<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<</pre>
=	<pre><<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<</pre>
=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-	<pre><<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<</pre>
ERSION 1.05 Updated co	<pre> <<<<<<<<<<<<<<<<<<<<<><<<<<<<>>>>>>>></pre>
	<pre> </pre>
=	<pre> </pre>
=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-	<pre>C<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<>>C<<<<<<</pre>
=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-==-==-=	<pre>C<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<>>C<<<<<<</pre>
=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-	CCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCC
=-=-=-=-=-=-=-==	CCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCC

and hold down A. Then Knuckles will glide through the air. Any enemy that

encounters his fists will take a hit. Wall Climb Knuckles can grab onto a wall and climb on it (just jump towards a wall). Remember that there are some surfaces that Knuckles can't climb on. Dia You need the Shovel Claws in order to dig. To dig, first stand on a grassy or dirt spot. Then press B/X and A at the same time. Use the digging ability to uncover hidden items. Punch Attack _____ Simply B/X to punch. Try punching three times to execute a dash punch. =- 3) ITEM UPGRADES This section has locations and functions of the upgrades. Shovel Claws Location: In the cave to the right of Tails's workshop. Function: Enables Knuckles to dig for items in the ground. _____ Fighting Gloves Location: Climb up the tree beside Big's hut. You should see some sort of pathway on the rock wall. Glide over there to find the gloves. Function: Gains access to the Maximum Heat Knuckles attack. =------WALKTHROUGH =-----This section contains the walkthrough for Knuckles's quest. STATION SOUARE This quest begins with the Egg Carrier heading towards Angel Island, where Knuckles is quarding the Master Emerald. Knuckles encounters Chaos, and the Master Emerald is broken into several pieces. And because of this, the island

falls into the ocean.

So your main objective as Knuckles is to collect the pieces of the emerald in the various action stages. Head off to the city hall section of Station Square and destroy the barricade blocking your path to that rather large structure. Then continue forward and enter the door to play your first action stage.

Now go through the hotel and enter the casino area. As before, you have to hit the button in order to play the Casinopolis stage. So climb up a wall and glide into the button. Then go through the door.

Upon completing this action stage, Knuckles will have a vision, like the other characters. Go to the other side of the temple and run down the long path to view Tikal and her father talking. Now Knuckles reappears back in Station Square.

Return back to the hotel, and you'll see Robotnik holding something in his hand. Knux assumes it's a piece of the Master Emerald. Enter the elevator to follow him.

Robotnik shows Knuckles what he was holding -- a Chaos Emerald. The doc wants to have a little fun and would like to see how you fare against his aquatic critter.

BOSS: CHAOS 2

This boss can be a tad tricky. If you attempt to attack Chaos, he'll block your attack with his shield. So in order to do any damage, you must hit him while he is off-guard. Keep running around, and when Chaos throws a punch, nail him. If you were quick enough, you'll do the damage. Repeat the process.

After you beat Chaos, Robotnik gives a little "information" about Sonic to Knuckles. He says that the blue hedgehog is also looking for the Master Emerald pieces. And as usual, Knuckles believes it...

<<<< MYSTIC RIIINS
</pre>

When you first get here, enter the cave to the left of Tails's workshop. In this cave, you can pick up the Shovel Claws. After collecting it, dig in the patch of dirt nearby to find the "Monkey Destruction Switch" (great name =P). Then just chuck it at the monkey guard to blow him up and open the gate. Pick up the switch, exit the cave, and go the Angel Island section of the Mystic Ruins.

Use the switch to destroy the monkey guard here. Go through the gate to enter another action stage.

Once you're done here, head back to the main area of MR and step on the grassy plain to find Sonic and Tails. Knuckles wants the emerald pieces of Sonic, so you'll have to fight him. S&K collide with one another, and Sonic loses two Chaos Emeralds. Robotnik flies in and takes him. Knuckles then realizes that he's been tricked (you'd think he would've learned by now not to trust Robotnik...).

BOSS: CHAOS 4

No problem here. Just glide around and nail Chaos on the head when he surfaces.

Robotnik then introduces the gang to his Egg Carrier. Sonic and Tails plan

to get on the carrier, while Knux says he has some unfinished business. Jump on the nearby minecart to enter the jungle. You should notice a small, gold echidna doll close to you. Pick it up and head off to the temple. There are two pedestals here. Place the doll in the appropriate slot and go back to the ladder where you first entered. Take the rightmost path until you reach Big's hut. Climb on top of the tree, and you should see a small walkway on the rock wall. Glide over there and pick up the Fighting Gloves. Now return back to that ladder.

This time take the left path. As you're walking down the path, pay VERY close attention to the jungle wall on the right. You should see a small cave of sorts. Go through and dig in the dirt patch to find the silver doll. Go back to the temple, drop the statue in the correct slot, and enter the hole in the ground.

Once you complete the Lost World stage, Knuckles will have another vision. Keep running forward to talk with Tikal. Then Knuckles reappears back on Angel Island. He attempts to reassemble the Master Emerald, but he realizes he does not have enough pieces.

Head to the jungle area again and glide past the temple to find Robotnik's carrier. So hop aboard!

Turn around, head forward, and Robotnik transforms the carrier. Turn around again and you should see a door near you. Enter to it to find the pool area. Hop into the pool and go through the small doorway. Continue on to play the SkyDeck action stage.

After completing this stage, Knuckles has yet another vision. Run forward and talk with Tikal... Once he wakes up, return to the outside of the Egg Carrier. You'll see a flash of light up ahead. So go there! And you fight Chaos for the last time...

BOSS: CHAOS 6

Same as with Sonic. Pick up the little robots that fall out of the sky, throw it into Chaos's mouth, and then punch him. But this time around, things will be a little more difficult. Two of the green panels on the floor are missing and falling into the gaps causes you to lose your Rings.

=- 5) CONTACT / LEGAL INFORMATION

Copyright Information

(c) Copyright 2001-2003 Ryan "MetroidMoo" Ammerman

This FAQ cannot be distributed in books, magazines, etc. or in any other form of printed or electronic media (CDs, etc.) in any way. It may not be given away as some sort of prize or bonus with a purchase, and it may not be used for promotional or profitable purposes.

Any characters, names, or other objects are copyright their respective companies. This document and its author are in no way affiliated with any company involved with this game.

E-mail Information

E-mail Address: metroidmoolives[at]hotmail[dot]com

Before you e-mail me a question, make sure you've looked through the FAQ to see if your question is answered. If you send me a question that is answered in the FAQ, it WILL be ignored.

Posting Notice

If you wish to use this guide on your site, you may post it without my permission as long as this document is **NOT** changed in any way, shape, or form. The latest version of this guide can always be found at GameFAQs (http://www.gamefaqs.com).

--End of Transmission

This document is copyright MetroidMoo and hosted by VGM with permission.