

# Sonic Adventure 2 FAQ/Guide

by SuperSonic\_

Updated to v1.7 on Jul 18, 2001

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>>>>>>Sonic Adventure 2<<<<<<<<<
>>>>>>>>>FAQ/Guide<<<<<<<<<<<<
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## Sonic Adventure 2 Walkthrough

v1.7=====

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Some new Info

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My new Sonic site is up, it's pretty good. It features rips and hoaxes of the old game. Such as Silver Tails, Ultra Sonic, and other pretty weird pictures of the popular Genesis games. You can also always find an updated version of this FAQ on the site. The URL is [www.geocities.com/greenday70](http://www.geocities.com/greenday70). Please take the time to visit it, it is very interesting for the true sonic fan...

If you have beat the Dark and Hero side and the Last? side hasn't appeared, then you probably just shut the game off after beating it, don't do this. Instead let the game cycle through the credits and such and you will be awarded with an emblem.

Well here's how to get that Chao in city escape.

In the middle of the stage when you are running down in a building (or falling), you take the springs to land in the floor (no in the bar) and turn around to go to the ancient shrine (or how you like to name it). Play the song and catch the poles, the chaos is at the end of the way. But you have to be aware of many things: -When you are in the building you need (if you are looking for A ranking, 2:30) to have 45 sec. to reach the chao (which means to have 1:45 in the clock). -When you are jumping pole to pole, you need to defeat the enemies to follow your way, you only have to do a simple jump and keep pressing A key to reach the next pole. -The second enemy in your way is a little separated of the wall (that @||#@#~ of a bitch ...), you need to press down a little to get away of the wall (remember to keep pressing A key to pick the pole). Mailed to me by Fdo.Mareg21

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Help

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I thank everyone that emails me with suggestions or info.

People who have helped:

LK404

Bennettman

Patrick Little

Amy Hoffman

GeeNeeYus

Deranged\_Homer

Matthew O'Rourke (matthew\_orourke@hotmail.com)

Mike Cramer

keroberos@navegalia.com

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Newz

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7/1 - My game is erased!! Which really sucks, but thats what happens when you use a low grade memory card. I will re-beat it for the third time, and upgrade the Dark Walkthrough.

7/2 - Please do not send any more emails stating where the Aqua Bracelet is, we have found it...

7/14- I haven't updated in awhile because of my game problem, it keeps erasing :(.

7/18- I have beaten the game again, It finally saved so I'll be updating the walkthrough asap.

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Update History

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June 23 '01 - v0.0 - Got Sonic Adventure 2 + beat Hero side

June 24 '01 - v0.0 - Beat Dark Side + Started FAQ/WALKTHROUGH

June 28 '01 - v0.1 - Continued FAQ added basics. Added character bios, move list. Added Hero Walkthroughs 1-12.

June 29 '01 - v0.5 - Added hero walkthrough 13-16, Added Items section and final hero boss

June 30 '01 - v0.6 - Argghh, my damn game erased again. Today the FAQ is first posted. There are alot of marginal errors and space problems. I will try to fix these in this version...Sorry if this causes any inconveniences.

July 01 '01 - v1.0 - Heh being up all night I didnt even notice the day change O.o;. So I guess its July (happy?) ;) already...Today I'll add to the Dark Walkthrough, thats about it.

July 07 '01 - v1.5 - Added FAQs, help, and other various stuff. Again, I won't be able to update the Dark Walkthrough until I get a better memory card...i just beat it again and it erased X.x;.

July 14 '01 - v1.6 - I went over some emails and added some odds and ends, I wont be able to get back to the actual game walkthrough until I get a better memory card.

July 18 '01 - v1.7 - I just added the much awaited 3rd Mission in City Escape, how to get the chao. I also beat the game and I will update the Dark and Last? walkthrough when I get the time, hopefully today or tomorrow.

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## Table Of Contents

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- 1)Update History
- 2)TOC
- 3)Introduction
- 4)Story
- 5)Game Basics
  - 5.1)Character Intro's
  - 5.2)Items
  - 5.3)Upgrades
- 6)Hero Walkthrough
- 7)FAQs
- 8)Chaos Info
- 9)TroubleShooting

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Introduction  
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Well after purchasing SA2 I realized it was more of an action game than an adventure game. But what the heck, it still has elements that show its adventurous side such as the Treasure Hunts levels. Much like it's predecessor, SA1, SA2 features much of the same elements, actions stages, powerups, characters, and that awesome speed you get as Sonic, and now as Shadow. Losing the adventure fields and that stupid Cat, the game looked like a winner from the start. Although im not going to get into weather the game was good or not...because it could have been ALOT better.

Rather I will offer hints and suggestions to people who may get stuck at certain parts. Not so much a walkthrough as much as it can be, after all it's only an action game, I will feature Boss strategies, Item locations, and places that are common for people to get stuck. These, i believe are much more important than just a vague run-through of the level because these areas are often overlooked.

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## 4)Story

=====

Ok children sit back and enjoy the story...

**\*\*HERO\*\***

It was just another ordinary day...until Sonic, hero of justice, is accosted by a secret military force code named G.U.N.

**\*\*Now..hmm while watching the video in the game it shows a perfectly clear image of a mysterious black hedgehog robbing a bank..now who in their right minds would think that this was Sonic??? He's not evil or black. G.U.N. would be the answer to that, whoever or whatever they are, they're robots replace the normal 'robotocized animals' that normally appear in Sonic games. You will only see a few of Robotniks henchmen in the Pyramid levels(those coconut bomb throwing monkeys from hell).\*\***

Escaping the confines of a high security helicopter, Sonic leaps down to the city streets in an effort to flee his captors. Suddenly, a mysterious black hedgehog ^\_^ appears in front of him, grasping a Chaos Emerald (hmm) in his hands. Meanwhile, across the globe, unexplained incidents occur following the declaration of world conquest by Eggman himself.

\*\*Ok, ok..Chaos Emerald, world conquest..the theme for any good Sonic game. I just want to point out one thing. HIS NAME IS NOT EGGMAN OR DR.EGGMAN!!! SONIC gave him that name to poke fun at his egglike shape...this name, in earlier series, angered Dr.Robotnik. Ironically in the game he calls himself Eggman O.o;.\*\*

Once aware of the connection between Shadow and Dr.Eggman (Argh), Sonic begins his quest to stop their evil plan, helped along the way by his old friends Tails and Knuckles.

\*\*Well Knuckles wasnt really his friend but oook..I guess. It was also the first game since Sonic 1 (excluding Sonic R, Blast, and some others) that Tails was not present in Sonic levels.\*\*

While searching for a Top Secret weapon known only as "Shadow" the evil genius, Dr.Eggman (-\_-), penetrates the security of a high-level military base. Deep inside the compound, Dr.Eggman (...) discovers that the weapon is actually a black hedgehog claiming himself as the "ultimate life form", a creature known as Shadow.

Just as they begin to revel in their plan for destruction, the villains are startled by a menacing bat named Rouge who offers her help as well.

Thus, the plot to conquer the world begins.  
(above taken from the Sonic Adventure 2 booklet, Copyright Sega 2001)

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## 5)Game Basics

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Here is where the basics of the game will go, such as items, character intro's, controls and so on and so forth will go.

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### 5.1)Character Bio's

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Name: Sonic

Age: 16

Species: Hedgehog

Games:

- Sonic (MS/GG)
- Sonic 2 (MS/GG)
- Sonic the Hedgehog (G)
- Sonic the Hedgehog 2 (G)
- Sonic the Hedgehog 3 (G)
- Sonic + Knuckles (G)
- Sonic Spinball
- Sonic 3D Blast (G/CD/STRN)
- Sonic R (STRN)
- Sonic Chaos (GG)
- Sonic Quest (GG)
- Sonic Triple Trouble (GG)
- Sonic Adventure (DC)
- Sonic Shuffle (DC)
- Sonic Adventure 2 (DC)

Info:

The fastest Hedgehog on the Earth\* (?!?) has a little competition. Mistaken for an escapee, Sonic is being chased by a secret military organization. He'll have to catch up with the mysterious black hedgehog





















- 2)Flame Ring - Stage #04:RadicalHighway- Read Above(Sonic).  
Requires Air shoes.
- 3)Mystic Melody - Stage #14:Final Chase - I have yet to get this. As soon as I do I will post more info.
- 4)Ancient Light - Stage #11:Sky Rail - See above(Sonic).

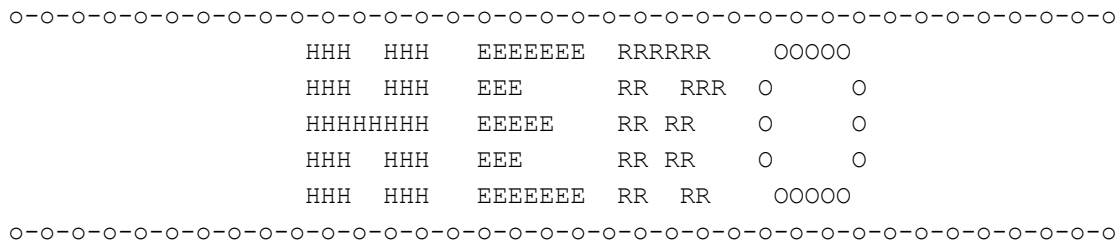
Rouge  
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- 1)Pick Nails - Stage #05:Egg Quarters - Since Rouge's levels are fairly small you should have no problem finding it. Required to beat the level, enables you to dig.
- 2)Iron Boots - Stage #12:Mad Space - Ever wanted to kick those steel boxes? Well now you can with this upgrade.
- 3)Treasure Scope - Stage #08:Security Hall - Requires the Iron Boots and this item I will post more info on it.
- 4)Mystic Melody - Stage #02:Dry Lagoon - Requires Pick Nails. I have yet to get this item once I do I will post more.

Dr.Robotnik  
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- 1)Jet Engine - Stage #06:Lost Colony - Same as Booster. Read above.
- 2)Large Cannon - Stage #07:Weapons Bed - It upgrades the little bullet you shoot out when you press A to a larger bullet.
- 3)Laser Blaster - Stage #01:Iron Gate - Requires Large Cannon. Once I get this item I will post more on it.
- 4)Protection Armor- Stage #13:Cosmic Wall - Very useful, if you see it, get it. It will give you more HP, and stronger armor.
- 5)Mystic Melody - Stage #03:Sand Ocean - Requires the Jet Engine. Once I get this item I will tell you more on it.

Section 5



These missions feature the 3 basic Hero characters, Sonic, Tails, and Knuckles. I will give a basic runthrough of what to expect and common "stuck points"

\*Places where you might get stuck. Not literally...

How to read the Walkthrough:

- First the level will be displayed - ==Level #==
- Then the character - Character: Name
- Next any Special move or element involved - Special: Element
- The skills that are needed for succesful completion are next - Skills: Neccesary Moves Here
- The level of difficulty is next, the Below levels are: -Difficulty Level:One of the
- +Boringly Easy - This is when a level is so easy you dont even want to play it. Usually these are Tail/Robotnik levels.
- +Easy - Levels like this are usually beatable in one or two tries.
- +Medium - May take a while to get past but are still on the easy side
- +Challenging - The best kind of levels, just the right amount of difficulty but not too much makit impossible
- +Hard - These levels require a few more tries than normal and might even require you working on a skill
- +Annoyingly Hard- Not so much "harder" but just annoying. Levels like Knuckles/Rouge levels usually get this rating. Basically they arent fun at all and become a chore.
- +Very Hard - Fun for the expert game as they present a challenge. Not so fun for the mediocre gamer as they present a chore.
- +INSANE - These are what make Last Levels, Last Levels...

Lastly is the mission statement, basically -Mission: Mission Statement it is what you must accomplish to beat the level.

On some Boss levels you will find the number of hits it takes to kill the boss. -Hits: # of Hits

o-o

==Level 01==  
+City Escape+  
Character: Sonic  
Special: Street Board  
Skills Needed: Grinding, Basic Jumping, Basic Running  
Difficulty Level: Easy  
Mission #1: Escape Military Pursuit

Walkthrough:

This level is very fun actually. More of an intro to Sonic Adventure 2 than anything else. You start out on a StreetBoard. It's very sensitive so watch the turn. Just tap the stick lightly to move left or right. Collect rings for extra lives and jump off ramps by pressing 'A' after going up a ramp. After awhile you will lose your





==Boss-Dr.Robotnik==

Character: Tails

Special: N/A

Skills Needed: Lock-On Missile, Volkan Attack, Propeller Punch

Difficulty Level: Easy

Hits: 4

Mission: Kill the Boss

Strategy: This is very easy. Just keep attacking him and collecting coins. You should be able to beat this the first time.

==Level 03==

+Prison Lane+

Character: Tails

Special: Lifts

Skills Needed: Lock-On Missile, Volkan Attack

Difficulty Level: Boringly Easy

Mission: Get to the core of the prison

Walkthrough:

Start out and collect rings incase you get hit you will have rings to collect and heal yourself. If Tails has 0 rings and gets hit he does not die! This is good and bad though as you soon find out. Kill enemies to open doors. Its basically a straightforward level. A good strategy for this level is when you get into the middle of a room just hold down B and lock on everything in the room by spinning.

Points where you might get stuck:

When you are in a cage like jail cell walking you might come across a locked door. You need to kill an enemy to open it. Aim towards the screen and hold down B it should lock on.

You might also get stuck in a room with two platforms. One just goes up nowhere (I think its in the Chao Key room) and the other goes up to an unlocked door. Go to the one that just goes up and aim towards the screen and lock on. It should catch an enemy and kill it opening the other door.

If there are any other places you get stuck on email me at Greenday70@yahoo.com. I am usually always on so I will get back to you asap.

o-o

==Level 04==

+Metal Harbour+

Character: Sonic

Special: Lift Rope's

Skills Needed: Light Speed Dash

Difficulty Level: Medium

Mission: Escape

Walkthrough:

This is also a fun level like the first. It's Sonic's second level and the third for the hero section. It can be challenging at parts but after a few tries you get the hang of it. Start off by doing a few ramps and loops. Then you will come to an area with a few baddies over a gap. Holy Crap! What do I do?! Dont worry it's actually easy. if you havent already figured it out you just jump and home attack the guys in succesion. Don't do it to fast. Hang left for another bounce to an extra

life! Continue, it's not too hard.

Upgrade #1 [Light Speed Dash]

When you get to a place that looks like you cant go anywhere look to the left, you should see a Lift Rope which is like a red hook with a rope. When you jump on it, it should take you up. Now jump toward the screen, home if you have to, to a green upgrade circle. Jump on it and scroll through the instruction. You now have light speed dash!!!

Similiar to it's counterpart in SA1 except you dont charge it up.

Continue on your way collecting rings and using your new Light Speed Dash. Take it slow for there are a few places that use the light speed dash and if you zoom past you will fall to your doom. You will start to ascend a tower like area. When you get to a wall with a Chao next to it and a small opening on the bottom just hit B and somersault underneath it. Just follow the path and you should come to a travel rocket. Take that to the Rocket Silo. It is a yellow girder path and you run up it, you have 15 seconds to do so, dont worry you'll make it. [Try to beat my time of 10'09'']Bounce on the Sproingy and Pull down the lever. Time for some more Street Boarding, only this time inside a rocket. Once again the controls are sensitive. Try to collect the many rings and the 1-Up.

Places you might get stuck:

I havent found any besides what I explained below. If you have any please email me at Greenday70@yahoo.com.

==\*Boss-Shadow\*==

Character: Sonic

Special: N/A

Skills Needed: Homing Attack

Difficulty Level: Medium

Hits: 4

Mission: Kill Boss.

Strategy:

He can be challenging if your not quick. Although the hardest part is staying on the island. With bad camera angles and fast action you will find yourself often falling off into the water. Just home into him, if he jumps try to jump away because he will home you. Always keep a few rings on you. If you find he's not dying and he keeps blocking you try the roll method, just get behind him and roll. Or you can spindash into him from behind.

==\*Level 05\*==

Character: Sonic

+Green Forest+

Special: Bungie Rope, Rope Swinging

Skills Needed: Jumping, Spring Bouncing

Difficulty Level: Medium

Mission: Get off island in 8 minutes

Walkthrough:

Since it's a timed mission you better hurry your ass up. It's Sonic though so it should be a problem. You start off in a U shaped branch(?). Try not to go too far to one side or you will end up falling off, although if you are good you can grind on the side and use a shortcu sproingy at the end of the branch. This level is pretty much straight foward. There is one part with Sproingy's it's a little challenging, not much though. If you just let the sproingy's guide you,

you should have no problem. The end is also a bit tricky. Try to run across as fast as you can. If you don't make it, which i dont think you can, just use a hidden sproingy on the bottom. Bounce on it and the Goal is yours. This is the last Sonic level for awhile.

Places where you might get stuck:

Once again I didnt find any, Sonic levels are pretty much straight forward. If you find any email me at Greenday70@yahoo.com.

o-o

==Level 06==

+Pumpkin Hill+

Character: Knuckles

Special: Digging

Skills Needed: Shovel Claw (Digging)

Difficulty Level: Annoyingly Hard

Mission: Find the 3 emerald pieces

Strategy:

Knuckles is back for his return from hell!! This level will test your sanity as well as your patience. The level is bigger than Wild Canyon. Alot bigger!

Upgrade #2[Shovel Claw]

When you first start go forward and go to the green Upgrade Circle and get yer claws on. Now you can finally dig. This just opens up more possibilities of where Sega can hide the emerald. I usually check the nearby TV and then fly up to a hill with a Castle/Church thing on it. Usually there is one in the Church OR at the bottom of the mountain with the Church on it on a platform with a lonely tombstone. Also check the Pumpkin heads sometimes its there. If not here just fly around, collect TV clues and wait for it to blink.

o-o

==Level 07==

+Mission Street+

Character: Tails

Special: Falling Platforms

Skills Needed: Hovering

Difficulty Level: Hard

Mission: Evade the forces

Walkthrough:

You start out on a street. Run through it watching out for baddies that drop from the sky. Shoot them and continue. When you pass the tunnel you come to a spot where the bridge starts to fall apart. Continue. There should be another place where the road falls. If you playing it for the second time hover, if not drop.

Upgrade #3[Hovering Add-On]

You should come to another street and a baricade telling you to go right. Jump over it and get the Upgrade. You can now Hover. Jump and hover over the next stretch of breaking roadway. Keep going and you will see a shadow, well you probably wont see it and you will get smashed and after you get hit the Chao will tell you to watch out...But try to watch out. If you want you can jump on it but sometimes it takes a long time to go back up. You can take the winding roadway up, killing baddies and pillars. When you reach the top be carefull. Jump from the end of the roadway NOT the black smasher thing or you will fall. Keep going, hovering across roadway and killing enemies. If you get up to a caged

part look for a missile. It should be directly in front of it (meaning if this is the wall '||' its here --->(missile)) Well anyway you should find it. Now keep going trying not to fall. Break pillars and shoot all enemies. You should make it to the goal.

Places you might get stuck:

There is a place I got stuck. Its at a point where there are 2 pillars and roadway in front of them. The roadway falls and if you try to jump and hover you wont make it. try instead to break the pillars. One will fall giving you a makeshift bridge to use. If there are any others email me at Greenday70@yahoo.com.

o-o

==Level 08==

+Aquatic Mines+

Character: Knuckles

Special: Water Level Switches

Skills Needed: Swimming

Difficulty Level: Annoyingly Hard

Mission: Find the three emerald pieces

Strategy:

This level is the third of the HELL series. All I can do is tell you where the switches are. The 3rd (Lowest Level) requires you to go, from where you start, and find a Rope Lift hook thing. Go up and search the top corridors, maybe if your lucky one is up there. The other two switches are on the main level right next to each other. Basically swim/hover everywhere. As I am writing this now i did not get Knuckle's Aqua Bracelet. I couldn't find it/didnt even know to look for it since it isnt required. If you find it email me where it is, I'll give you full credit.

o-o

==Level 09==

+Route 101+

Character: Tails

Special: Car

Skills Needed: Driving Skills

Difficulty: Boringly Easy

Mission: Chase the president

Strategy:

Just race. Have fun. Relax. This is not only easy but a little boring. Collect rings and knock grandma off the road. Just dont fall off. Press A for gas. I havent found a brake yet but I found that releasing then re-pressing A on turns helps out immensely.

o-o

==Level 10==

+Hidden Base+

Character: Tails

Special: Quicksand

Skills Needed: Hovering, Lock-On

Difficulty: Hard

Mission: Find the Hidden Base

Walkthrough:



==Level 12==

+Death Chamber+

Character: Knuckles

Special: Secret Walls

Skills Needed: Hammer Gloves

Difficulty Level: Annoyingly Hard

Mission: Find 3 gate keys

Strategy:

This level can be overbearing at times, but stick in there. In the beginning you might find yourself stuck. Hit the switch and run into the corridor.

Upgrade #5[Hammer Gloves]

But stop about half way and look for some wooden boxes. Break them and get the Hammer Gloves. You can now break through steel crates. Go back to the main room and break through the crates. Personally, once I found them the level was kinda easy. Just explore it first and then get clues. It's not as hard as it seems.

o-o

==Boss-Big Boom Boo==

Character: Knuckles

Special: N/A

Skills Needed: Climbing, Digging, Running

Difficulty Level: Medium

Hits: 4

Mission: Kill The ghost

Strategy:

This one is not hard at all if you know what your doing. Basically in the beginning run. He will throw blue fire globs at ya. After awhile he will stop, dont let him at of your site though(dont get too far ahead). He will do a fire wall thing. Just keep running until you see the small ghost holding the switch behind him. Glide into the small ghost and hit the switch, the top windows will open and light will enter the room. I thought it was vampires that were afraaid of ghosts...anyways he will get small and burrow under ground, follow his shadow and dig into it when it stops or when u get a good shot. This can be annoying at times and it might take a few tries. After you dig him up just chase him down and glide into him. The next 2 times are easy. The last time when you hit the switch he gets smart and goes fast and far, and the bad camera angles, like when your running and the camera flips, will annoy the hell out of you. After the fourth hit he will die...whew...o.o;

o-o

==Boss-Egg Golem==

Character: Sonic

Special: N/A

Skills Needed: Platform Jumping

Difficulty: Medium

Hits: 4

Mission: Kill Egg Golem

Strategy:

If you have played the Dark Side than you have faced him before. There's good news and bad news. There are no platforms if you fall. The good news is Sonic doesn't die in quicksand as easily. If you fall just

bash the A button and move toward a lift rope. Basically just avoid his attacks. Keep running in one direction. When you get behind him you should see several platforms on his back. Jump on the bottom one. Dont worry he wont move while your on, but the platforms will. Jump to the next one, and the next one. Now here's what to do. The next 3 are small and have yellow buttons on the end just home, home, home, and the home into the switch on his head. Dont stay on too long or he will use electric shock on you. Hit him 4 times and you win.

o-o

==Level 13==

+Eternal Engine+

Character:Tails

Special: Space

Skills Needed: Hover, Volcan Cannon

Difficulty: Very Hard

Mission: Destroy the Power Generator

Walkthrough:

This level is very taxing. Not only is it more difficult enemy wise, but you have to watch what your blowing up, it could be the ticket to Deathville. Walking into the first room kill the enemy's. WATCH CLOSELY what you aim at. Blowing off doors and floors ramps is very bad. Opened walls can suck you out into space. You should soon get to a room that requires a switch, its locked. Backtrack and go to the only room you haven't been in. BE CAREFUL don't blow away the door behind the crates or you wont be able to hit the switch without being sucked out into space. Hit the switch and continue. Watch above for shadows and manouver the lifts to the tope watching out for airborne enemies. Those bomb guys will blow you away, so watch out for them. Now comes the next breed of baddy. At first I thought that Chaos had returned!!! But then the friendly Chao explained it was a test expiriment. I wonder if it was based off Chaos...hmm. Well to kill these thing, home into them and walk close, if your not close enough they will pop their head out quick and the pop em back in so as to shield themselves. Just get close and kill them when they pop out and try not to get hit. Continuing on, be wary of what your aiming at and shooting. Blowing up the wrong things can make this level alot harder. Next is what I call the Lazer Maze, avoid the lasers and baddies as you manuever to the platforms. Once there just hover to the one with the dorr and get the chockpoint. It's basically straightforward after this. Just remember, when doing the Lazer Maze, to hover,move your guy inbetween the lasers, drop, hover, move your guy inbetween the laser, etc.

Places where people might get stuck:

This level is hard to get lost in but if you do Email me at Greenday70@yahoo.com.

o-o

==Level 14==

+Meteor Herd+

Character: Knuckles

Special: N/A

Skills Needeed: Climbing, Digging

Difficulty: Annoyingly Hard

Mission: Find the 3 Emerald pieces

Strategy:

Not as much fun (i use the term 'fun' loosely) as the Rouge counterpart, but a pretty cool level. Like the others, this level will take you upwards of 10 minutes if you havent played it before. Search the bottom first for TV hints and the occasional 'lucky' emerald piece. The chances are it's not on the bottom of this INSANELY HUGE level. My strategy was, after getting the TV hints, was to climb to the top and hover down. While hovering down I would circle the map waiting for it to blink. Once I knew where the location was I could use the hints to help me. Also If you find yourself with an emerald you can't find, and say you have already found 2, just die. Time will reset to when you got your 2nd emerald + you get a new, hopefully easier, location where the emerald piece is.

==\*Boss-Rouge\*==

Character: Knuckles

Special: N/A

Skills Needed: Climbing, Drill Dive, Punch

Difficulty: Medium

Mission: Beat Rouge

Strategy:

Well not much to say here. In the beginning you will be on the bottom. Try to kick her and get a few hits in while on the bottom. The Chao hint says to only have like 1 ring on you at a time. DONT LISTEN TO THEM. Grab as many rings as you can, try to grab them all. If she gets them she might pull off a Dark attack. After the bottom gives way and you float up you will find yourself not being able to locate her. If this happens she is usually on the bottom most ledge in the corner. Just fly over her and drill dive down by pressing B. A few more hits and she should be dead. Be careful to avoid her Dark attacks. I found that if I was gliding while her cameo appeared, after she attacked she couldnt hit me. NOTE\*\*She will attack you by saying something like "Get ready" and then the screen will switch to her face showing her summoning the attack. YOU CAN move while this is going on. And move you must, it's very easy to dodge once you understand this.

o-o

==\*Level 15\*==

+Crazy Gadget+

Character: Sonic

Special: Gravity Switches

Skills Needed: Upside-down Vision

Difficulty: INSANE

Mission: Get to Robotnik

Walkthrough:

AHHH this level is crazy!! As the name implies, you will test your limits on this level. When you start run forward. You should see a rail on the ceiling, this is just some of whats to come. Grab the rail(yes you can handslide) and slide down. In the next room you will see the Chaos lookalike aka Blue Bastard, and a Gravity Control Switch. Much like in the last level of Sonic + Knuckles you can switch the gravity and enable you to walk on the ceiling and even the walls. Jump up and continue, when you see the next Gravity Control Switch press it and return to normal view. Kill the Chaos Lookalike and bounce up to the hook. You will soon come to a room with a glass container in it. Break it and enter the tube. After a pretty cool ride you end up in a room with 2 baddies. Kill them the old fashioned way or just bounce up and



get the Bomb Item. Next there are 3 Holes. One Red, One Blue, and One Yellow. If it's the same for every game the Blue one takes you out of the level, the Red one, i think, will give you an extra life, and the Yellow one will give you a powerup. Use your somersault. and activate the next checkpoint. Now will be your first time grinding a rail upside-down. It's not too hard just stay on it. Also be careful when getting on the rail. Continue on and kill the baddy up ahead. Keep going and you will come up to a part which makes this level insane. Four baddies and then some rings, you know what to do. Home, home, home, home, **\*\*JUMP\*\***, and then hit B for the lightspeed dash. If you do not jump after the last home you will just fall or bounce downwards to your DeAtH. Keep continuing onward until you get to a somewhat taxing sequence.

Places you might get stuck:

In the beginning there is a chaos lookalike and a hook rope above him. Ive killed the chaos beast but I forgot to bounce up. I am now stuck in the room. If you get into a situation like this just use the Bounce maneuver. You can bounce really high and grab the lift hook. In the room with the 3 switchs <- / ^ / -> always take the --> one. The ^ one will kill you.

o-o

**==Boss-Eggman==**

Character: Tails

Special: N/A

Skills Needed: Lock-On

Difficulty: Easy

Mission: Kick Eggmans ass

Strategy:

This is the easiest boss in the game. That fat scientist appears infront of Tail and starts to attack. There are no rings on this level. Just basically keep moving, watch where your going, and lock-on to him. Sooner or later he will do a huge energy wave attack.

**==Level 16==**

+Final Rush+

Character: Sonic

Special: Grind Rails

Skills Needed: Grinding Skills Fast Reflexes

Difficulty: INSANE

Missiom: Make your way to the cannon

Walkthrough:

This level is very very hard. Don't get discouraged though after a few tries you should be able to make it. It's, again, a straightforward level. Don't worry about getting lost(it is pretty big)but there are so many different ways to take that you'll never take the same way twice. Grinding is a key part of this level. Instead of just grinding though, you will encounter places where the track ends, so transferring is key. Also jumping off rails and landing on platforms is a skill you must conquer. One of the most important and difficult skills, though, is grinding vertical poles. When you come across this just jump towards it and hit A to pull off a homing attack which will take you up. If you find yourself coming to a place where you can't seem to go any further, just look around, take other tracks and you'll do fine.







==Level 04==

++

Character:

Special:

Skills Needed:

Difficulty Level:

Mission:

Walkthrough:

Places you might get stuck:

I havent found any besides what I explained below. If you have any please email me at Greenday70@yahoo.com.

==Boss-Sonic==

Character:Shadow

Special: N/A

Skills Needed: Homing Attack

Difficulty Level: Medium

Hits: 4

Mission: Kill Boss.

Strategy:

He can be challenging if your not quick. Although the hardest part is staying on the island. With bad camera angles and fast action you will find yourself often falling off into the water. Just home into him, if he jumps try to jump away because he will home you. Always keep a few rings on you. If you find he's not dying and he keeps blocking you try the roll method, just get behind him and roll. Or you can spindash into him from behind.

==Level 05==

++

Character:

Special:

Skills Needed:

Difficulty Level:

Mission:

Walkthrough:

Places where you might get stuck:

Once again I didnt find any, Sonic levels are pretty much straight forward. If you find any email me at Greenday70@yahoo.com.

o-o

==Level 06==

++

Character:

Special:

Skills Needed:

Difficulty Level:

Mission:

Strategy:

o-o

==Level 07==

++

Character:

Special:

Skills Needed:

Difficulty Level:

Mission:

Walkthrough:

Places you might get stuck:

There is a place I got stuck. Its at a point where there are 2 pillars and roadway infront of them. The roadway falls and if you try to jump and hover you wont make it. try instead to break the pillars. One will fall giving you a makeshift bridge to use. If there are any others email me at Greenday70@yahoo.com.

o-o

==Level 08==

++

Character:

Special:

Skills Needed:

Difficulty Level:

Mission:

Strategy:

o-o

==Level 09==

++

Character:

Special:

Skills Needed:

Difficulty:

Mission:

Strategy:

o-o

==Level 10==

++

Character:

Special:

Skills Needed:

Difficulty:

Mission:

Walkthrough:

Places you might get stuck:

o-o

==Level 11==

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Character:

Special:

Skill Needed:

Difficulty Level:

Mission:

Walkthrough:

Places where you might get stuck:

One place with stacked white boxes which form a stair like system with 2 levels and 2 E-100's seem to be unreachable use your bounce, cant reach that rope lift, use your bounce, get the hang of it?

If there is anywhere else you get stuck just email me at greenday70@yahoo.com.

o-o

==Level 12==

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Character:

Special:

Skills Needed:

Difficulty Level:

Mission:

Strategy:

o-o

==\*\*==

Character:

Special:

Skills Needed:

Difficulty Level:

Hits:

Mission:

Strategy:

o-o

==Boss-Knuckles==

Character: Rouge

Special: N/A

Skills Needed: Climbing, Drill Dive, Punch

Difficulty: Medium

Mission: Beat Knuckles

Strategy:

Well not much to say here. In the beginning you will be on the bottom. Try to kick her and get a few hits in while on the bottom. The

Chao hint says to only have like 1 ring on you at a time. DONT LISTEN TO THEM. Grab as many rings as you can, try to grab them all. If she gets them he might pull off a lightening attack(umm when did he get this? and how does he do it?). After the bottom gives way and you float up you will find yourself not being able to locate her. If this happens she is usually on the bottom most ledge in the corner. Just fly over her and drill dive down by pressing B. A few more hits and he should be dead. Be careful to avoid her Dark attacks. I found that if I was gliding while his cameo appeared, after he attacked he couldnt hit me. NOTE\*\*She will attack you by saying something like "Get ready" and then the screen will switch to his face showing her summoning the attack. YOU CAN move while this is going on. And move you must, it's very easy to dodge once you understand this.

o-o

==Level 13==

++

Character:

Special:

Skills Needed:

Difficulty:

Mission:

Walkthrough:

Places where people might get stuck:

This level is hard to get lost in but if you do Email me at Greenday70@yahoo.com.

o-o

==Level 14==

++

Character:

Special:

Skills Needed:

Difficulty:

Mission:

Strategy:

==Final Boss-Sonic==

Character: Sonic

Special: N/A

Skills Needed: Homing Attack

Difficulty: Hard

Hits: 6

Mission: Kill Sonic

Strategy:

This boss is not that hard. Basically just run forward as the arrows indicate and ALWAYS stay behind Sonic. The first 3 hits should come as no problem. Just home him when he gets close. The last 3 are a little bit more challenging, but you'll get the hang of it. If you remember earlier when you fought Rouge, you'll remember she did a black attack. For Sonic to do this you must let him get pretty far ahead, he will then use his attack(its Sonic Wind). The screen will switch to his



face, and show him doing the move. WHILE THE SCREEN is fully focused on him JUMP. Then jump again when the screen switches back to you. You should be able to avoid his attack. You will then see Shadow standing there for a good 3 seconds, enough to make your attack. After you get this down he is no problem.

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## 7) F.A.Q's

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I started getting alot of the same questions, so I thought. Hey! This is GameFAQS, so why not make a FAQ.

1)Whats up with the caged animals how do i get them????

A)Well I am pretty sure, from the wise words of Omachao, that in every level there are 10 animals hidden that you could use on your chao. The ones in cages require you to most likely find a missile somewhere and blow them up. It's not important in the game, but if you like Chao, you can get them.

2)How do I get the lost Chao in City Escape?

A)I wish I could answer this but, if you don't already know my game got erased for the third time and I have to beat it again. If anyone knows the answer please email it to me at greenday70@yahoo.com. Thanks.

Send any questions or any comments to Greenday70@yahoo.com (just dont send me how to get the aqua bracelet)

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## 8) Chao Info

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After heated debate with "violentj" over the creation of a SA2 light-chaos Chao, I decided to try out a few of these "customized" Chao files available at <<http://www.planetdreamcast.com/sonic/chaospace/index.html>> and <<http://www.hpalace.com/>> (link above will get you to both). I downloaded "Chaos" (standard light chao), "The End," "Ghost," and another which was for some reason named "Dummo." Chaos was my first experiment: In SA1 he/she is semi-translucent with a point of light above the head. In SA2, it hatched from it's egg a neutral with no enhanced characteristics compared to two fresh SA2 babies. "The End" rather scared me at first. It instantly went into a cocoon after hatching. It emerged a green, ape-like being. Upon inspection at the health center inside the kindergarden, the doctor said it was a healthy "chaomografication [or something to that order] of a..." and then srambled text. My Dreamcast then froze as I moved towards the door. Drat. Ghost was rather interesting. After hatching the screen exploded with chaotic, green polygons that were metallic. After a few moments the randomness ended and a cocoon was present. The resulting chao was black and had a blue "flame" texture. Very pretty, but the beautiful skin became a neutral as soon as I walked out of the imediate garden. Ghost is beautiful, but only for the moment you bring him into SA2. "Dummo" hatched, cacooned, and emerged a normal neutral. Nothing special noticed. I've come to the conclusion that Sonic Team has inserted a piece of code which fixes SA1 bugs in files and reverts hacks to

"factory presets." This may be simmlar to the reports about PSO v2's file conversion, removing hacks and leveling the playing field. In a 6 chao race, the 4 downloaded adults were not able to gain any distance over the babies. Hacks won't work here. Further experiments could include raising the downloads in SA1 to breed "legitimate" files that might make the transfer better.  
Peace Out and happy gamming!  
Kio Dane

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Still to Come

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- 1.)Completion of Dark Walkthrough
- 2.)Last? Walkthrough
- 3.)Codes
- 4.)Hints
- 5.)More

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9)TroubleShooting

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VMU

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Hi, I've been reading about how a number of people have been losing chao gardens and I'd just like to throw this bit of info out there for you. The descriptions have been varied, so this might not help you. While playing a stage or while in the Chao gardens the VMU is expected to be in the same controller and slot (e.g. always in A1, or C2, etc.) When a VMU is removed or one without batteries is inserted the Dreamcast notices the voltage change and alerts the software. Sonic Adventure 2 is set up so if you remove the VMU it will most often pause the game and present a message that says something to the order of "a VMU has been removed, press a button to cancel." This is a message for people who may have jarred the unit and their memory card fell out. Reinsert the card and be patient. The message will go away automatically. But if you press a button, even after inserting the card (perhaps prematurely), the game will interpret it as loss of save location. The game will still proceed normally with the possible "loss" of chao garden. The game believes that it has no previous saves so starts a new garden. When you exit the garden, the game checks the VMUs again but overwrites the previous game. If you do cancel the message, you need to reload your game ASAP from the options menu or restart the system. All changes to your game after canceling the memory card warning will not be recorded! This does not help those who have had their gardens overwritten, but may help in future game saving accidents. Hope this helps someone! Kio Dane

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