

Sonic Adventure 2 Time Trial FAQ

by Bennettman

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Sonic Adventure 2
Time Trial FAQ V1.02
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SO FAR:

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- V1.01 - First version; FINAL RUSH.
 - V1.02 - Second version; Made the lines 79 characters max cos I think that's why CJayC didn't post it; added CITY ESCAPE.
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CURRENTLY:

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full-
FINAL RUSH
CITY ESCAPE
part-

WHY THE HECK DO I WANT TO DO THIS?

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I used to be a member of a gaming group called Rogue Squadron, (who by the way are at <http://www.digipunk.org/rogues.html>) and I've been waiting for ages for their SA2 contests to get started. Soooo... I decided to work out the best routes for the levels so I'd have a kinda headstart. I've also had some other FAQs, an Enemy Technique Resistance guide for Phantasy Star Online and a guide to fighting the Hydra in Skies of Arcadia. But lately I've been a bit lazy on the gaming side, just doing song lyrics FAQs to M:SR and SA2. So I'm really doing this to see if I can still cut it! I consider myself to be something of a hardcore gamer, which kinda explains how I'm most at home at the last Hero level, Final Rush... or it could just be that I love grinding so much! Anyway, that was the first level I did for this, so enjoy!

INTRODUCTION

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As anyone who's tried some of these 4th Missions will tell you, some of the time limits are incredibly hard to make. So I made this guide to help with Sonic & Shadow's levels. If you want help with Knuckles and Rouge's levels go to the Hunting Guide or one of the main guides. I doubt I'll be doing Tails and Eggman's levels as they don't really revolve around different routes. To be frank, you really have to learn to do the levels without this guide to get the fastest times, as pausing to look through the guide will always make you a little slower. This game is really one where your instincts have to take over, even if you know what to do it can be hard as the game is so quick. Of course, if you get used to the speed, you'll find it a lot easier to look for little details like where another rail you could have gotten (but didn't) is going, while you're on a straight or flying through the air. This guide is for the 1st to 4th Missions, NOT Hard Mode.

OFFICIAL FAQ WEBSITES

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These are the only sites that have been approved to display this FAQ, so er... BOYCOTT THE OTHERS!!! Nah just kidding!

>> sonicsecretsuk.cjb.net
>> www.gamefaqs.com
>> www.neoseeker.com

DO I HAVE THE MOST RECENT VERSION?

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If you got this FAQ from GameFAQs at www.gamefaqs.com, it'll be about 4-5 hours behind the version's completion. Neoseeker at www.neoseeker.com will be a couple of days behind. Any other sites, official or no, I have no idea, though I usually send them the latest version at the same time as I send it to GameFAQs and post it on my own site.

TIME TRIAL FAQ

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As this is designed to get you through the levels as quickly as possible, a few things should be done without being told in the guides. Hold down B whenever you're on a rail to crouch and go along quicker. In most of these levels you should really have the Bounce capability so you can bounce onto rails which can gain speed. Otherwise, jump dash into them instead. Also, to get any of these times realistically, you have to be going flat out. Be warned, you'll have to be proficient in many skills such as running straight at a chasm and doing a Light Dash; hitting two robots and a Light Dash in mid air for example; or jumping deftly from one rail to another beside it just after jumping onto one that's about to end. Also if you see a ramp, USE IT!

GLOSSARY

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The glossary is a list of terms and moves that will (or won't) be used in the guide. Come here if you don't know what something I've said means. :)

Chaos-Lookalike - The water-based creatures with metal heads found in the ARK or Chaos-Wannabe levels that attack with a hard-to-dodge double arm "stretch" attack and laser-blast. If upside-down or in water they just do laser-blasts. BTW I just made that name up :)

- Bomb-Robots

- This is the literal term used in the game. These robots are found in most of the levels and are black star-shaped robots with round bombs around the side that target the character.
- Jump Dash

- Another literal term. A jump dash is where Sonic or Shadow are spinning in the air and the A button is pressed, and they boost forward in the air and end up not spinning. Until they land they cannot jump, bounce or start spinning again.
-MOVE: JUMP then A
- Homing Jump

- Literal term. This is where S & S are again spinning in the air, and the A button is pressed near an enemy, pod or spring. The character homes in on the target, hits it and they fly up in the air, usually still spinning, and able to jump dash, homing jump, move about, light dash or bounce.
-MOVE: JUMP then A
- Bounce

- This move becomes available once you have the Bounce Bracelet. Sonic (Shadow does NOT receive the Bounce Bracelet), while up in the air spinning, comes straight down to the ground quickly and bounces off anything, back up while still spinning unless they hit a rail, in which case they grind. This can be used to smash through crates IN the ground (which a somersault cannot), and iron crates with the Flame Ring upgrade.
-MOVE: JUMP then B
- Light Dash

- This move becomes available once you have the Light Bracelet. When Sonic or Shadow is in close proximity to a ring or line of rings, and the B button is pressed, the character will move in light speed, following the line of rings. This is used to cross large chasms or to save time.
-MOVE: B near rings
- Grind

- Grinding is used on any kind of rail. When Sonic or Shadow land on a rail, they will grind forward on top of it. The B button can be used while on the rail to crouch and go quicker. A jump dash or bounce to land on the rail can make the character go quicker. If you are on a platform that is connected to a rail, just running into the rail is quicker than jumping onto it.
- Crate

- A wooden cube about 150% the height of Sonic and Shadow. It can be jumped on or smashed using the bounce or the somersault. It can hide items such as rings, pods, switches or springs.
- Iron Crate

- An iron version of the crate. It is light grey in colour, and can not be smashed unless Sonic or Shadow have the Flame Ring.
- Steel Crate

- A steel version of the crate. It is black in colour, and can not be smashed. It is usually put in places where it is needed to get somewhere or will make it a lot easier.
- Somersault

- When the B button is pressed, Sonic or Shadow will do a forward roll in a forward direction. This can be used to attack enemies, especially those with immunity against normal attacks such as SpikeBots (but not Tanks), or to get

under small crevices such as the fence in the City Escape Level. If B is pressed 3 times quickly the character will do a double-somersault then a lunge, which has more chance of hitting an enemy.

Somersault Jump - When the B button is pressed, Sonic or Shadow will do a somersault. If the A button is pressed during this, the character will do an acrobatic jump like a ramp jump. If the A button is pressed again, the character will do a jump dash. This maneuver can be used to get up to speed quickly from a standing start.
Dash*****

-MOVE: B, A, A in quick succession

SpikeBot - This is a robot with spikes on the top. It is impervious to normal attacks, but can be defeated with a somersault attack. It is usually found in small tunnels, where it is hard to get past without attacking.

Tank - This is VERY dangerous. It is a small in height robot that is usually found in place of the SpikeBot in Mission 5. It cannot be destroyed, with its thick armour.

Pod - This is the equivalent of the TV or monitor in the 8/16 bit games. It contains 5/10/20 rings, shields, speed up trainers, an extra life, invincibility or a bomb which destroys all robots in the area.

Ramp - Found only in Sonic & Shadows' levels, this is an orange ramp coming out of the ground. If A is pressed at a pretty good speed on the ramp, the character will do a trick flying off the ramp and get a speed boost as well. Doing tricks is sometimes required in Hard Mode levels, such as Radical Highway where the updraughts aren't present.

GUIDE

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| S / Stage: 1 |
| A \   |
| - /           /__ |
| 2 \ CITY  \ / \ |
|   / ESCAPE _\__/\ |
|   \           /   |
|___/_____ |
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Once you hit the ground on the roadboard, start edging to the left, as a ramp will appear at about 8 or 9 seconds on the clock. hit A as you go over it to do a trick and get a small boost. Hold right to dodge the parked taxi as you land, the quickly get back to the left. About 2 metres before you hit level road, hold to the right to take the 90- turn. Move to the right, and take the left 90- turn in the same way. Once you come out, edge quickly to the centre of the road so you are straight when you go over the ramp and get another boost. As soon as you land hold left, then about halfway through the turn, hold right to make the left-right chicane. Watch for the blue car on the left of the road, and take the last ramp in the centre. You'll hopefully hit the shield pod (going through the tram in the process), and fly into the main level. Quickly do a somersault jump dash, and jump onto the rail. Alternatively, start running normally and jump dash into the rail. Sprint forward and when you hit the wall

circle the analogue pad around to the right so you are now running along the side. Hit the ring pod if you like, then fly off the wall. Zip left and somersault the crates, ignoring the GUN robot, then jump dash onto (or more likely to the side of) the rail. If you miss it, run down and hit it when you come to the level part in the middle. Jump over the speed boosters and turn left, then run up the staircase. Go straight through the checkpoint and sprint forwards through the speed boosters. Hit A on the ramp to fly up, then again just as you hit the next one (you'll hit the speed boosters just before it as you land), and you'll fly into a shield pod. Press A again as you hit the speed booster to hit the ramp and fly into a set of springs. As the bounce peaks, jump dash over the lip of the ledge, and sprint up the staircase. About 10 steps from the top, jump high and over the GUN robot that drops in front of you, and jump dash onto the road. Go a bit to the right to hit the ramp, and hopefully hit the speed trainers in the air. Take the left 90- turn at full speed and sprint down the road, under the arch, and into the very small passage. Just as you get in, jump into the spring protruding away from you from the wall, and you'll land on a rail. Hold B and steady yourself with the analogue pad as you career down, and let go just before you come off (or risk coming to a halt as you do a somersault). Use the momentum to run up the ramp wall, and into the lone spring on the right. After a couple of bounces, hold up (don't worry, the camera changes), and somersault jump dash to pick up speed. When you can run onto the grass, run to the right and hit the ramp. If you have enough speed you'll fly over the fence and into the speed rollers on the other side. Follow the road around the loop and hold up all the way down the side of the building. You'll hit the springs, so keep holding up and you'll land on the swinging rail. Get the right timing as quickly as possible (first swing hopefully, I do it most times) both times and you'll land on the high platform. Hold right and homing jump into the first three flying GUN robots. As soon as you hit the third, hammer A to do a jump dash as quick as possible and land on the other side. Run forward and jump as you get in the passage to hit the GUN robot that lands. At the peak of the bounce, hit B to bounce onto the rail and hold it down. As you turn the corner get ready to jump before the path flattens, and once again bounce onto the next rail to keep the momentum going. Do it again to change to the thid rail, and keep crouching to the end. When you come off, hold up and left to try and miss the swinging rail and land on the stairs (if you fail, just swing). Run up the stairs and somersault under the railings (yes, before you hit them!). Immediately hold down as you enter the lorry chase. Position yourself in the middle of the left side (on the screen) of the road. You'll pass some rings in the middle, then be ready as you go through some, there will be speed boosters. Hit A just after you hit them and you should hit the ramp and get a boost. Now run down, round the left turn and the 180- bend (this will all happen automatically through the use of camera angles and speed boosters), and catch a glimpse of Big the Cat. :) Get straight back to the left, and hit A just as the trail of rings end (about 2 or 3 seconds). There are no speed boosters, just a ramp that you can't see. Now sprint down, through the tunnel and leaving the lorry behing, and to the end of the level. Hold left, and as soon as you regain control, jump high and jump dash to the left to hit the GOAL ring.

4th MISSION : 3:00.00

MY BEST TIME: 2:25.56 (don't expect to do much better unless you have a better route, in which case TELL ME!)

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|   \   |
| S / Stage: 16   |
| A \   |
| - /           /__ |
| 2 \ FINAL  \ / \   |
|   / CHASE  _\__/\   |

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|___/_____|

Start by taking the rocket, and hit the rails automatically. Hold B to crouch and go faster. When you fly off the rail, aim to the left, and hit the leftmost rail, a purple and yellow one, just as it is about to turn right. Remember to have B held down. Follow the rail, and once you come off on the platform with rings, immediately jump to the right. Either land on the platform with a red and yellow rail (and then take the rail), or jump/bounce directly onto the rail (I usually do this, though you need a good aim!). Go past the interchange rail and down the rail connected. Land on the left rail, you don't need to press anything on the analogue pad. Come off, hit the checkpoint sprinting, and jump dash over the top of the hill so you are following it down, about a metre above the ground. Hit the rail in the middle, and immediately hop over to the rail on your right (or jump high and follow it down until you land). Ignore the rails to the side on the long ride down, and hit the springs. Homing jump into the bomb pod to take care of the Chaos-lookalikes, and jump-dash onto the rail, take it down, hit the spring, and at the peak of the bounce, jump dash to the right. Land on the rail, and at the red cross, aim at the rail to the right, then back to the one on the left (middle of the 3 you can land on) at the green cross. You'll fly off and hit the spring, so land on the purple and yellow rail and grind down, then hit the speed boosters and the springs. Jump dash towards the ring pod, and get on the steel crates, making sure you don't go underneath the platform. Jump onto the platform, then make your way up the vertical rail. You can do this in two ways. Either jump dash into the rail, or light dash through rings (that lead to the rail) to hit it. I favour the jump dash as the light dash tends to miss occasionally or not have enough speed. If you however use the light dash, I always say jump dash, so do the light dash when I say that if you see rings by a vertical rail. Aaaanyway, jump dash up the rail to the left (the rail on the right), and run up to the next rail, jump dashing up that. Either hit the robot or run around it (I plump for the latter, 'cause it's quicker), jump above the rail and bounce onto it. Grind down, and jump straight up just before it turns left to a spring, bouncing down on the next rail to keep momentum. You can do the same when the rail has a hole (you don't need to), then come off and sprint through the checkpoint. Jump dash up the left rail when you get to the wall, and dodge the Chao-lookalike's attack (difficult if you get off the rail at an average speed). Jump and bounce through the crates on the middle/blue square. Hit the speed rollers and grind down the rail, then jump forward as soon as you land. Either jump dash straight up the vertical rail, or land on the platform with Omochao (who my brother for some strange reason calls Homo-chao *rolls eyes*) on, and do it from there. Hit one of the speed rollers and go up the rail. Hold B to get as much speed as possible and hold right when you come off, to try to get on the high platform above. If you make it, continue from the * sign... If you didn't, run to the right, jump dash up the rail and jump to the next platform. Grind up the rail, and * jump-bounce onto the left rail. Jump off it at the end and homing jump into the 20 ring pod, then jump dash towards the spring, either hitting it or landing on the platform and running into it. In the air, hold forward and land on the left rail, then jump off onto the platform. Follow the rings and jump dash up the rail. Jump up the two platforms, and hit the spring. Fly to the right to land directly on the high platform. Jump dash up the next vertical rail, hit the spring and go through the checkpoint, jump dashing up yet another rail. Homing jump into the ring pod to get more height (or just jump straight to the platform to the right) and jump dash up the rail. Jump high, and homing jump at the spring. Land while holding right, and run to another vertical rail to jump dash up (you'll need a long jump though!). When you land, jump diagonally to the left and forward, straight over the Chaos-wannabe, and jump to the next one. Jump over the other Chaos-lookalike, and jump dash up the rail, then up the next one. Turn and jump up the two platforms, and jump dash up the umpteenth vertical rail, into the springs and onto (finally!) a normal

rail. Come off it, run through the checkpoint, and jump dash so you're once again falling parallel to the hill. Hit the speed rollers and onto a rail (or the end of the rail before, and go into them), then fly off, either onto the platform (don't press anything), or onto the rail (hold up). Once you're off the rail, run forward and jump VERY high, to bounce onto a rail that you'll just make over with that high jump (it's a red rail). Come off, run forward, and jump dash up the next vertical rail. Hit the speed rollers, and hold B when you hit the rail, so you get all the way up and hit the spring. Flying through the air, hold up as the camera changes to land on the left/purple rail. Grind down it and hit the speed rollers to sprint past the Mystic Melody altar (stop here if you want the 3rd Emblem!), through the checkpoint and into another rail. grind down the long rail and land on another one (holding up, though this could actually put you off course and into death row!). Come off the rail, and run into the next one. grind down, and fly off. Don't press anything (up maybe), and land on the rail on the right. NOTE: If you hit a platform when you fly off, maybe from holding B), tap right as you come down or it'll be a hot entry into the atmosphere! Go straight into a spring, and hold up. Hopefully you'll hit the high rail. If so, jump off to the forward and left just as you reach the end (not very far!) to land on a platform, in which case you should carry on from the *... If not (which is likely), run to the springs, hit them and run around the Chaos-wannabe, and jump the two platforms to where you would have been had you made it. * Jump dash up the vertical rail, and land on another rail. Grind down it, and fly over the Bomb Robot and the rails. Run into one of the 16 springs and bounce through the blue square crates again. Now just run towards the screen away from the falling debris (down, in other words), until you fly out and into the GOAL ring. Easy >:)

4th MISSION : 5:00.00

MY BEST TIME: 3:59.25 (though I'm pretty sure you guys can do better!)

THANKS AND CONTACTS

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Thanks to of course me for making this thing!

Thanks to CJayC for giving me the medium to let you see this FAQ.

Thanks to Yuji Naka and everyone at Sonic Team for such a great game that didn't deserve 8/10 in the British ODM.

And finally, thanks to YOU for reading it!

If you want to contact me, email me at ibennetty9@yahoo.com

Or you could visit my site, sonicsecretsuk.cjb.net

Or on Yahoo! Messenger, at ibennetty9 (I just feel that Yahoo!'s the best messaging service, and I can see when I get emails!)

I'm fine with people sending in extra help, tips or shortcuts to levels I've already done. :) I also accept kudos for spending all these hours on the FAQ, and critique for anything that's wrong (yes, I sometimes enjoy being told I'm wrong!). Any ASCII art would be welcomed too. I DO NOT accept, however, hate mail. There's no point in it, and it really gets to someone if they spend so much time they could have spent doing something else and people just diss them. I've been lucky enough to have only gotten one piece of hate mail from FAQs, and two from my sites. Don't make it any more!

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This FAQ is protected by copyright, and cannot be used without the authors' express permission. I'm fine with it being put on other sites, as long as you email me and tell me the URL, and don't change it in any way, even putting it in HTML to make it look nicer. That way, I can list your site in the FAQ, and, the amount of emails I get nowadays, it should bring the hits in :)

EXTRA INFORMATION
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I've got about 160 emblems now :) Getting haaaaard... and my Chao's just evolved to Hero! YAY!

Please, if you're gonna send me extra shortcuts, just do it for the levels I've already put in the guide, as I'll probably have it if it's a different level. And also quote the FAQ, so I know exactly where the shortcut/tip is, try to put at least 3 lines each way, you'd be surprised how much of this is the same!

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|           |  /EPILOGUE/
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o | | | o
  o | o
    o o
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OK that's it! KEEP IT COOKIN'! And keep playing on yo Dreamcast! HAHAHAHA!!!
>:)

Bennettman - It's all about the >B-) shades.

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<http://sonicsecretsuk.cjb.net>

Sonic Adventure 2 and all characters are TM and (c) Sega Enterprises and Sonic Team.