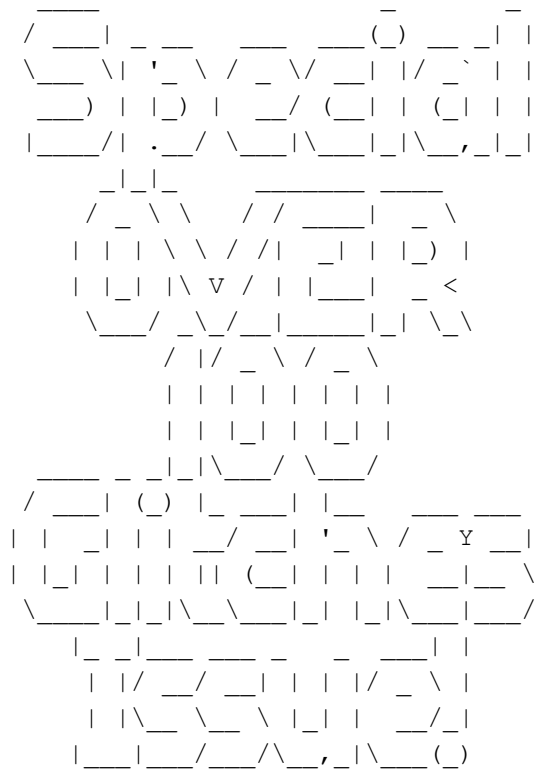
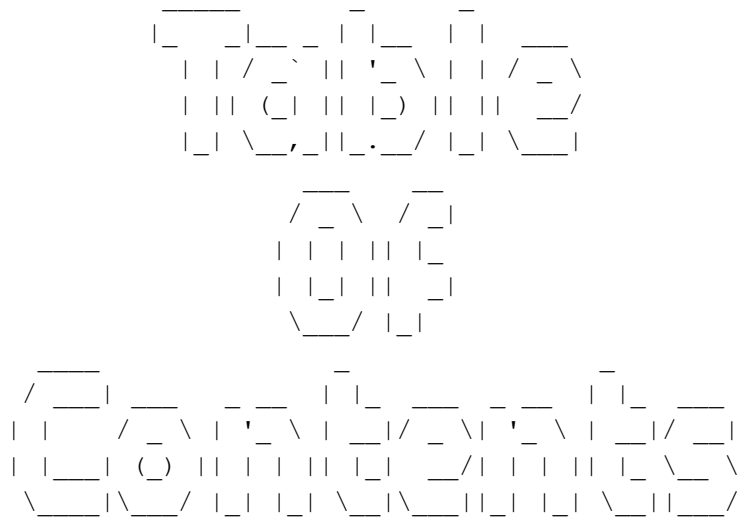


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 - BT. Die At The Start Of A Race
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1. Introduction

Can you feel life, movin' through your mind
Ooooah looks like he came back for more, Yaaaah!

Can you feel time, slippin' down your spine
Ooooah You're tryin' tryin' to ignore, Yaaaah!

Oh, but you can hardly swallow, your fears and pain
When you can't help or follow, it puts you right back where you came!

Live and Learn!
Hanging on the Edge of Tomarrow
Live and Learn!
Around the works of Yesterday
Live and Learn!

If you beg, or if you borrow
Live and Learn!
You may never find your way.

Can you feel your life, tangle you up inside
Yeeaaaaah, Now you're face down on the floor!
Oooooaaoh!

But you can save your sorrow, you've been betrayed
When you can't help or follow, it puts you right back where you came!

Live and Learn!
Hanging on the Edge of Tomarrow
Live and Learn!
Around the works of Yesterday
Live and Learn!
If you beg, or if you borrow
Live and Learn!
You may never find your way.

Hey, Whoa Whoa, Oh yeah!

* Solo: Guitar

There's a face, searching so far and wide
There's a place, you dream you'd never find

Hold on to What if
Hold on to What if

Live and Learn!
Hanging on the Edge of Tomarrow
Live and Learn!
Around the works of Yesterday
Live and Learn!
If you beg, or if you borrow
Live and Learn!
You may never find your way

Live and Learn!
Hanging on the Edge of Tomarrow,
Live and Learn!
Around the works of Yesterday
Live and Learn!
If you beg, or if you borrow
Live and Learn!
You may never find your way.

Hello! And Welcome to The Sonic Adventure 2 Glitches Guide! This Guide
was made after the my good good friend, Rattleman, made his famous Sonic
Adventure Glitches
Guide!

2. Version History

Version 1 - 6-3-01

New Glitches: NONE
New Challenges: NONE
New Updates to anything: NONE
New Lyrics: NONE
New Sections: All new.
New Misc. Info: NONE
Next Version Will Include: Sonic Adventure 2 Glitches!
AJ's Comments: Well this is the FIRST version of this guide! Yay!

Version 1.1 - 6-5-01

New Glitches:
- The SA2 Demo Glitches
- The Omo-chao protection
- Knuckles Floats Upsidedown
New Challenges: NONE
New Updates to anything: NONE
New Lyrics:
- Sonic's Theme
- Tails' Theme
- Amy's Theme
- Knuckles' Theme
- Shadow's Theme
- Main Theme
- Follow Me - City Escape 1 Vocals
New Sections: All new.
New Misc. Info: NONE
New Updates to anything: Some re-wording, switching around of sections
and I spell checked.
AJ's Comments: NONE

Version 1.2 - 6-24-01

New Glitches:
- Recreation of Glitch A in SA2
- Shadow Thru The Wall
New Challenges: NONE
New Updates to anything: NONE
New Lyrics:
- Wild Canyon Vocals
- Pumpkin Hill Vocals
- Eggman's Theme
New Sections:
- The Basics
New Misc. Info: NONE
Next Version Will Include: Lyrics for the rest of the levels that have
any
AJ's Comments: NONE

Version 1.3 - 8-14-01

New Glitches:
- Sonic's Upside Down Infinite Fall

- Make The GUN Truck fall into a pit
- Use Omochao In Boss Fights
- Dying And Finishing The Level At The Same Time
- Running Up The Wall In Final Rush
- Rouge Floats Upside Down

New Challenges: NONE

New Updates to anything: NONE

New Lyrics: NONE

New Sections:

- Appearances of Big The Cat
- Secrets

New Misc. Info: One new hoax was added to the Hoax section

Next Version Will Include: More Glitches maybe more sections

AJ's Comments: I'm so proud of all the glitches I found!

Version 1.4 - 8-17-01

New Glitches:

- Getting inside Sonic's Head
- Easy Extra Points
- Upside Down infinite Fall
- The Forest Under City Escape
- Doing Loops Upside Down
- No Ending Pose
- Falling But Being Hit By Invisable Things
- Upside Down Infinite Fall #2
- Metal Harbor Music on pause
- Standing on the Metal Shaft
- Grabbing the Rocket twice
- Keep Playing after Final Hazard
- Stuck in a wooden Barrier
- Second Part of Metal Harbor without a board
- Super Speed Roll
- Inside the Egg
- Opening the Safes easily

New Challenges: NONE

New Updates to anything: All upgrade locations added

New Lyrics: NONE

New Sections: NONE

New Misc. Info: A few typos fixed here and there

Next Version Will Include: More glitches, maybe more sections

AJ's Comments: The most glitches added yet! PLUS My friend Dark Kirby has given me and Upgrades location section he did!

Version 1.5

New Glitches:

- Open the chao Transporter from behind
- Sonic Forced through the Wall
- The Mysterious platforms
- Mysterious white light
- The Mysterioius Speed Booster

New Challenges: NONE

New Updates to anything: NONE

New Lyrics: NONE

New Sections: NONE
New Misc. Info: NONE
Next Version Will Include: More of EVERYTHING
AJ's Comments: Well we Added more glitches =P

I am always trying to update this guide. Check back to the place where you downloaded this for maybe a new version of my glitches guide.

Version 1.6 10-21-01

New Glitches:

- The Ultimate Sound Glitch
- Running Down The Wrong Wall
- The Akward Bounce Attack
- Put Your Chao In The Floor
- Rouge's Tail In The Wrong Place
- Escaping The Hero Chao Garden
- Falling Through The Floor In Green Forest
- Touching Big The Cat
- Creating A LOT Of Stars

New Lyrics:

- Updated E.g.g.m.a.n. & added Plotting My Schemes
- Biolizard Battle lyrics
- Updated All Of The Darknes

New Challenges: We FINNALLY got some challenges for people!

New Updates to anything: Added the Green Forest Shortcuts.

New Lyrics: NONE

New Sections: NONE

New Misc. Info:

- Added "Welcome to" ASCII art at the beginning so now it says "Welcome to Sonic Adventure 2 Glitches Guide"

AJ's Comments: Lotsa stuff! @_@

Version 1.7 11-23-01

New Glitches:

- Touch Big The Cat Again

New Lyrics: NONE

New Challenges: NONE

New Updates to anything: Added a LOT of Big Locations

New Lyrics: NONE

New Sections: NONE

New Misc. Info:

AJ's Comments: It's been a while since I updated but it doesn't matter!

An update is an update right? ^_^

Version 1.8 11-24-01

New Glitches: NONE

New Lyrics: NONE

New Challenges: NONE

New Updates to anything: Basically I changed a few things around, ran

spell check, fixed stuff ect.

New Lyrics: NONE

New Sections: NONE

New Misc. Info:

AJ's Comments: Yet another Update! The next one will have a LOT of glitches!

Version 1.85 11-25-01

New Glitches:NONE

New Lyrics: NONE

New Challenges: NONE

New Updates to anything: I updated this and the TOC(Table of Contents). I also ran spell check and reworted somehting.

New Lyrics: NONE

New Sections: NONE

New Misc. Info:

AJ's Comments: None.

Version 1.9 11-26-01

New Glitches:

- Jump In Mid Air
- Die Twice
- The Tunnel With No Floor
- The Mysterious Ring
- Power Slide
- Standing On Nothing

New Lyrics: NONE

New Challenges: NONE

New Updates to anything: None

New Lyrics: NONE

New Sections: NONE

New Misc. Info:

AJ's Comments: I told you there would be more glitches c.c

Version 1.95 11-28-01

New Glitches: NONE

New Lyrics: NONE

New Challenges: NONE

New Updates to anything: Ran spell check and reworted some things that's about it ª_ª

New Lyrics: NONE

New Sections: NONE

New Misc. Info: None

AJ's Comments: ª_ª Not much but next time there will be ^_^

Version 2.0 12/12/01

New Glitches:

- Sonic On Nothing
- Hut Hut HIKE!
- Sucked In Than Out Of The ARK
- The Underside Of Pyrimid Cave
- Eaten By The Light
- The Messed Up FMV
- Sonic Stuck On The Ceiling
- Fighting The Dead Egg Golem
- Inside the Egg Golem

New Lyrics: NONE

New Challenges: NONE

New Updates to anything: Changed some things around too.

New Lyrics: NONE

New Sections: NONE

New Misc. Info: None

AJ's Comments: I have finnally reached 2.0! Go me! o.o

Version 2.1 1/18/02

New Glitches:

- Hanging By Your Head
- Falling Through The Floor SA2:B Style
- No Moving Mouth When Talking
- Upgrades In The Past
- Don't Shake Dying Trees
- Another Infinite Fall
- Mysterious Ring 2

New Lyrics: NONE

New Challenges: NONE

New Updates to anything: More glitches

New Lyrics: NONE

New Sections: NONE

New Misc. Info: None

AJ's Comments: Well that was a long waiting period inbetween updates wouldn't you say? =P I got out of schoo May 31 so I should be able to update a lot more now. More updates means more glitches! Only FIVE more 'till I reach 100! =D

Version 2.2 3/18/02

New Glitches:

- Sonic's Eyes In His Head
- The Mysterious Mysterious Ring 2
- Animals Under The Floor
- View Inside The Cacoon
- Out In Space
- Die At The Start Of A Race
- Under Green Forest
- The Invisable Side Ways Ramp
- Die But Keep Playing
- Blend The Two Player Screens
- Stop Time Forever
- Drown Sonic
- Reuse Animals

New Lyrics: NONE

New Challenges: NONE

New Updates to anything: Glitches...lots of them! I also changed the Contact

Info

New Lyrics: NONE

New Sections: NONE

New Misc. Info: None

AJ's Comments: Ok ok ok. I know I haven't updated but I have been busy. I will TRY to update a lot more often so keep checking back(This time I will keep my word =D)

Version 2.3 4/12/02

Something got messed up in this update so I just deleted it I might put it back but it's really not that important so I think I will just leave it like this.

Version 2.4 6/18/02

New Glitches:

-Chao Swimming Under The Ground

-Walking On The Chao Exit

-No Way To Say "No"

-Creating A LOT Of Stars 2

-The Corner Of Doom

-Running Up The Pyrimid

-Omochoa In The Water

-Red Omochoa

-Stuck In A Swirling Camera

New Lyrics: NONE

New Challenges: NONE

New Updates to anything: Glitches and a new big location

New Lyrics: NONE

New Sections: NONE

New Misc. Info: None

AJ's Comments: None

Version 2.5 7/29/02

New Glitches:

-Use The Street Board Anywhere In Metal Harbor

-Die In A Water Fall

-Messed Up Tunneling

-Non-Solid Tunnel

-Outside The Normal Chao Garden

-Outside The Dark Chao Garden

-Fall Forever In The Ending Pose

New Lyrics: NONE

New Challenges: NONE

New Updates to anything: None

New Lyrics: NONE

New Sections: NONE

New Misc. Info: None

AJ's Comments: Guess what? I have 102 glitches! Yay! I will update this again sometime soon.

3. Game Information

Title: Sonic Adventure 2
Company: Sega
Published By: Sonic Team
ERSB Rating: Everyone
Genre: Action/Adventure
Console: Dreamcast
Cost: Around \$39.99
Availability: NOW!
Players: 1, 2 for 2P mode

4. The Basics

<A. Sonic's Moves & Upgrades>

Sonic's Moves:

Jump Move

- Controller: Press A button. Hold A button to jump higher.

Grind

- Controller: Jump onto a rail and hold your self up straight.

Jump Dash

- Controller: When no enemies are in range of the Homing Attack, jump and press A again to get a burst of speed.

Homing Attack:

- Controller: Jump and press A. Sonic will zoom towards any enemy very close to him.

Somersault

- Controller: Press B or X.

Somersault Attack

- Controller: Press B or X rapidly 3 times.

Fire Somersault

- Controller: Once you have the Flame Ring, you can somersault and break boxes and other items you couldn't before.

Fake Somersault

- Controller: Press B or X then quickly press A.

Somersault Flip

- Controller: Press B or X then quickly press A while holding the control stick up.

Light Speed Dash - Requires Light Speed Shoes

- Controller: Press B or X when you see the action window pop up in the upper right hand corner that says "Light Speed Dash"

Light Speed Attack - Requires Ancient Light

- Controller: Hold B or X down until Sonic says "Ready". Release the buttons to execute the Light Speed Attack.

Bounce Attack - Requires Bounce Bracelet

- Controller: Jump and press B.

Suction - Requires Magic Gloves

- Press the Y button until the words "Magic Hands" pop up in the upper right hand corner.

Sonic's Upgrades

Magic Gloves: Requires Flame Ring and Bounce Bracelet

Location: City Escape

- After running down the building, proceed to go up the steps. There should be some metal GUN boxes in the ground, Bounce Attack them, and you'll fall down to where the Magic Gloves are.

Light Shoes: Requires Nothing

Location: Metal Harbor

- After the part where you Homing Attack the GUNbots to get across a large gap, there should be a line of rings, and a tower with a crane lift thing in it. Get on the crane lift, and jump onto the platform behind you. Voila, Light Shoes!

Ancient Light: Requires nothing

Location: Green Forest

- At the second checkpoint, go towards the camera for a bit until you see a ring capsule right next to ya. The camera should pan out a bit, and an enemy will come into view. Homing attack him, then homing attack the ring capsule next to him. Then homing attack to the right, and you should hit a lives capsule on a platform. Next to that capsule is the Ancient Light.

Bounce Bracelet: Requires nothing

Location: Pyramid Cave

- After the first loop-ish thing shaped like an upside down U, go across and hit the speed ramp. Once across, kill the E-1000 bot, and climb up the ledge. When ya get up, the Bounce Bracelet should be right in front of you.

Flame Ring: Requires nothing

Location: Crazy Gadget

- In the part where the gravity is reversed, and there's 3 Artificial Chaos firing lasers and 4 GUN Boxes near them, go forward and hit the gravity switch. Now, after hitting the switch, go towards the camera. Keep going towards the camera until the Flame Ring comes into view. And then, uh... Get the Flame Ring.

Mystic Melody: Requires Nothing

Location: Final Rush

- At the long orange rail with a buncha loops on it, grind down. On your left should be a platform with a missile on it. Jump onto the platform, and take the missile. You'll land on a platform with an extra life. Jump over to the next platform, and hit the spring. When you come to a vertical rail, grind up it. When you get up, the Mystic Melody and an Ancient Ruins should be in front of you.

<B. Tails' Moves & Upgrades>

Jump Move

- Controller: Press A button. Hold A button to jump higher.

Shoot

- Press B or X.

Homing Laser

- Hold B or X until it locks onto an enemy. Release to shoot.

Hover - Requires Hover Booster

- Jump then press and hold A while in the air.

High Jump - Requires Hover Booster

- Jump and as soon as you do press the hover and hold it to jump higher.

Tails' Upgrades

Laser Blaster: Requires Bazooka

Location: Prison Lane

- In the room with the Goal ring, there should be a GUNbot hovering high up in a corner. Kill it, then the jail door in that room will open. Destroy the steel crates, then destroy all the bots in there. The jail door will open, and the Laser Blaster is yours.

Booster: Requires nothing

Location: Mission Street

- At the first crumbling bridge, fall down with the bridge. Go forward till you come to the > > sign, then turn left and jump over the roadblock. The Booster should be right there.

Mystic Melody: Requires the Bazooka

Location: Hidden Base

- At the part where you get carried up by a crane lift thing and when you reach the top there are 4 Monkey Bots around you, go forward and to the right. Blow up the dynamite so the platform falls down. Jump on the platform, and go forward to the edge. Look down, and you should see 4 steel crates. Jump down and destroy those crates. Go inside the room that is revealed, and get the Mystic Melody.

Bazooka: Requires nothing

Location: Eternal Engine

- There's a part where there is a big bridge with dynamite on it, and a round floating Artificial Chaos on the other side. DO NOT destroy the bridge. Go across, and hit the switch. Fall down to the platform below you, and go in the door. In the middle of the circle of rings lies the Bazooka.

<C. Knuckles' Moves & Upgrades>

Jump Move

- Controller: Press A button. Hold A button to jump higher.

Punch

- Controller: Press B or X once.

Double Punch & Uppercut

- Controller: Press B or X rapidly.

Glide

- Controller: Press and hold while in the air A to glide. Release A to fall.

Climb

- Controller: Jump onto a wall and you can scale it.

Dig - Requires Shovel Claw

- Press Y until the message "Dig" appears in the right hand corner. Press B to dig. When on walls, press B or X.

Drill Claw - Requires Shovel Claw

- Press B while in the air to rocket to the ground and dig into it.

Sunglasses - Requires Sunglasses

- Presses Y until the message "Sunglasses" appears in the right hand corner. Press B or X to activate the Sunglasses, and you can see invisible capsules and such. Jump to deactivate them.

Knuckles' Upgrades

Mystic Melody: Requires Shovel Claw

Location: Wild Canyon

Go aboveground, and go to the part with the egyptian statue with Omochao standing on it. Jump onto the statue's head, and start climbing the wall up. Soon you'll see a painting with a square of dirt in the middle. Dig into the square, and you'll enter a room. The Mystic Melody is in there.

Shovel Claw: Requires nothing

Location: Pumpkin Hill.

- Uhm, this one's kinda obvious.... Just go straight from the starting point, and there's the Shovel Claw.

Air Necklace: Requires nothing

Location: Aquatic Mine

- From the starting point, go forward, and climb up the pillar in front of you. Grab onto the crane pulley thing, and it'll take you up. From there, jump off into the room, and hit the 3 switch. Jump down, and go into the hole with the CAUTION signs around it. Swim down, and go through the tunnel with the speed pad in it. Turn to Knuckles' right, and keep going down lower. When you get down, there should be another tunnel. Go through it. When you exit the tunnel, hold A down, and hope you make it to the top. If you do make it to the top, the Air Necklace is yours.

Hammer Gloves: Requires nothing

Location: Death Chamber

- From the starting point, go up the big steps, hit the hourglass, and go into the door. In this hall, there should be a wall made out of boxes to your right. Break the boxes, and the Hammer Gloves are yours.

Sunglasses: Requires Hammer Gloves

Location: Meteor Herd

- From the starting point, go forward and glide across the gap onto the wall. Climb up. Go left, then when you hit a structure, go right. When you reach the edge, look around. You should see a meteor with a flashy light on it, sitting on a platform. Get on the platform, and get behind the

meteor.Run towards it and stay behind it(Just keep running into it) until Knuckles goes into his running animation.Once that happens,punch the meteor straight.It should hit a door.The door will break,and inside is a steel crate.Break the crate to find a switch.Hit the switch.Go to the large structure in the center of the level,and climb up it.Once at a part where you can jump inside,do so.Keep falling,and land on the lowest platform.On that platform,is the Sunglasses.Also,use the sunglasses right after getting them for an extra life and some rings!

<D. Shadow's Moves & Upgrades>

Jump Move

- Controller: Press A button. Hold A button to jump higher.

Grind

- Controller: Jump onto a rail and hold your self up straight.

Jump Dash

- Controller: When no ememies are in range of the Homing Attack, jump and press A again to get a burst of speed.

Homing Attack:

- Controller: Jump and press A. Shadow will zoom towards any enemy very close to him.

Somersault

- Controller: Press B or X.

Somersault Attack

- Controller: Press B or X rapidly 3 times.

Fire Somersault

- Controller: Once you have the Flame Ring, you can somersault and break boxes and other items you couldn't before.

Fake Somersault

- Controller: Press B or X then quickly press A.

Somersault Flip

- Controller: Press B or X then quickly press A while holding the control stick up.

Light Speed Dash - Requires Light Speed Shoes

- Controller: Press B or X when you see the action window pop up in the upper right hand corner that says "Light Speed Dash"

Light Speed Attack - Requires Ancient Light

- Controller: Hold B or X down until Shadow says "Theres no time to play games". Release the buttons to execute the Light Speed Attack.

Shadow's Upgrades

Air Shoes - Requires nothing

Location: White Jungle

- There's a part where you jump on a vine,swing around,jump off the vine,and hit a spring.When you land on the ground,there should be a spiked GUNcar bot thingy,and a GUN hunter.Around there somewhere is a crate.Break the crate,and fall down the hole revealed.The Air Shoes are

down there.

Flame Ring - Requires Air Shoes

Location: Radical Highway

- There's a part with a line of rings leading to a GUNhunter. Behind the GUNhunter is a spring thing. Jump on it. When you land, go left and roll under the turning cylinder thingy. Light Dash across the line of rings, and you'll hit a spring. The Flame Ring is right after the spring.

Ancient Light - Requires nothing

Location: Sky Rail

- At the first missile near the start of the level, there should be a GUNbot floating nearby. Homing attack the GUNbot and go across. Get on top of the Chao Box, and jump over to the left. A GUNbot should appear. Homing attack it, and another GUNbot should appear. Homing attack that one, then homing attack the spring. Then land, and the Ancient Light should be in front of you.

Mystic Melody - Requires nothing

Location: Final Chase

- At the part with the three tube thingies that you drop through, go into the blue one. (The other two have an extra life and some rings, get 'em if ya want) Go forward, and go onto the gravity-barrel thing. Keep going all the way to the top of the gravity-barrel thingies, jumping to the next one each time. When you come to the top of one, there should be another one near you with an orange electric fence on it. Jump over to it. Go to the top, and there should be a platform. On that platform is the Mystic Melody. Jump over and get it.

<E. Rouge's Moves & Upgrades>

Jump Move

- Controller: Press A button. Hold A button to jump higher.

Kick

- Controller: Press B or X once.

Double Kick & Upperkick

- Controller: Press B or X rapidly.

Glide

- Controller: Press and hold while in the air A to glide. Release A to fall.

Climb

- Controller: Jump onto a wall and you can scale it.

Dig - Requires Pick Nails

- Press Y until the message "Dig" appears in the right hand corner. Press B to dig. When on walls, press B or X.

Drill Claw - Requires Pick Nails

- Press B while in the air to rocket to the ground and dig into it.

Treasure Scope - Requires Treasure Scope

- Presses Y until the message "Sunglasses" appears in the right hand corner. Press B or X to activate the Sunglasses, and you can see invisible capsules and such. Jump to deactivate them.

Rouge's Upgrades

Mystic Melody: Requires Pick Nails

Location: Dry Lagoon

- From where you start, jump and glide northeast onto a ledge. Look to your right, and on the wall, there should be a picture with a dirt square in the middle. Dig into the dirt square, and you'll fall into the room with the Mystic Melody in it.

Pick Nails: Requires nothing

Location: Egg Quarters

- Go to the blue room. On a platform in there, there should be a rocket. Fire it, and it'll break a cage blocking a path. Go through the door the cage was blocking, and go forward. The Pick Nails are right there.

Iron Boots: Requires nothing

Location: Mad Space

- On the "Spherical Planet", go to the structure in the middle. Somewhere on that structure is an opening in the side. In that opening are the Iron Boots.

Treasure Scope: Requires Mystic Melody and Iron Boots

Location: Security Hall

- Okay, get onto the Yellow floor. Keep going left on that floor until you find an Ancient Ruin. Play the Mystic Melody, and some platforms will appear. Jump from platform to platform, and then when you come to them, break the steel crates. After breaking the crates, go into the room, and there is the Treasure Scope. Also, activate the scope (labeled Sunglasses in the right hand corner) in that room for a free extra life!

<F. Eggman's Moves & Upgrades>

Jump Move

- Controller: Press A button. Hold A button to jump higher.

Shoot

- Press B or X.

Homing Laser

- Hold B or X until it locks onto an enemy. Release to shoot.

Hover - Requires Jet Engine

- Jump then press and hold A while in the air.

High Jump - Requires Jet Engine

- Jump and as soon as you do press the hover and hold it to jump higher.

Eggman's Upgrades

Laser Blaster: Requires Large Cannon

Location: Iron gate

- After a voice says "Level 2 security door breached", go forward until you see some yellow container things. Blow them up, then blow up the steel crates behind them. Go through the little hallway here, and the Laser Blaster is yours.

Large Cannon: Requires nothing

Location: Weapons Bed

- From the start of the level, go forward until you see some garage things with explosives on them to your left. Blow up the explosives on the middle one and go inside. There's the Large Cannon.

Mystic Melody: Requires Booster

Location: Sand Ocean

- From the start, go forward to the spinning platform. Jump onto it, and get onto one of the paths that are sticking out of it. When the path you're on gets near the left side, jump and use the booster to get across. The Mystic Melody should be near you.

Booster: Requires nothing

Location: Lost Colony

- In the extremely dark room where there's an Omochoa that says something about walking in circles, look for a pile of boxes made up of 3 GUN boxes and a crate. Jump up the GUN boxes, then jump onto the platform. The Booster should be right up there.

Mech Armor: Requires nothing

Location: Cosmic Wall

- At the part where you're inside of something, and you need to jump up to higher and higher platforms using the Boost, keep going up. Hit the spring, and go to the other side. Fall over into the left corner in front of you. There's a missile right next to you. Fire it, and it'll shoot and break the cage on the other side. Go to where the cage was, and there's the Mech Armor.

5. The Glitches

This section explains the main thing this guide is about. GLITCHES! Read below.

Difficulty: This explains the difficulty of the glitch.

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

Character: What character you need to preform this glitch.

Level: The Level it is performed on.

<A. The SA2 Demo Glitches>

Difficulty: Easy

Requirements: SA2 Demo

Character: Sonic

1. You can smash the box, but not in the demo. But under the box is a button! And they create: A String of Rings all in a row, just like in SA!! Just spin dash into the sides of the box alot of times and a string of rings will appear in front of you! But the sparkle from the rings never go away!

2. Throw an Omo-chao into the box before the rail grind. You can't destroy the box after that. Omo-chao can also destroy any cars or bots that you come across when he's flying around your head.

<B. The Omochao protection>

Difficulty: Easy

Requirements: SA2 DEMO or SA2

Character: Any

You can use any Omochao floating around you as a sort of weapon. Just make the Omochao ram into a robot and bam, its gone.

<C. Knuckles Floats Upsidedown>

Difficulty: Easy

Requirements: SA2

Character: Knuckles

Like the glitch in Sonic Adventure, if you rotate your control stick, knuckles will fly upside-down!

<D. Recreation of Glitch A in SA2>

Check A (the Sa2 demo glitches) for more info.

Once you have the fire somersault, somersault into the steel box where the "button" was in SA2 Demo. You will find a switch. Hit the switch, and the sparkle STILL doesnt go away!

<E. Shadow Through The Wall>

Difficulty: Easy

Requirements: SA2

Character: Shadow

Level: Final Chase

After the third checkpoint, there are 3 passages to choose from. Go up on the steel drums right before that area, get on top of the drum and as close to the wall as possible. Spindash and you will go thru the wall.

<F. Sonic's Upside Down Infinite Fall>

Difficulty: Easy to Meduim-Easy

Requirements: SA2

Characters: Sonic

Level: Crazy Gadget

Ok In the third ot last room if you took the right route you will be on the ceiling..their will be a rocket you must use to destroy a

green barrier with a chaos box and a gravity control switch in there..well right after pressing the button run as fast as you can into the green stuff before it goes away..either run or jump into it...you should be sucked through the ceiling and fall upside down forever..the farther you go the more of Crazy Gadget you can see.

<G. Make The GUN Truck fall into a pit>

Difficulty: Medium-Hard

Requirements: SA2 or SA2 Demo

Character: Sonic

Level: City Escape

There are two ways to do this We will list them both:

1. Ok Get to the Truck Chase and as soon as it begins try and run up the hill and the truck will fly through the air and hit an invisible wall now quickly run up to it and stay close and walk up the hill while it's backing up stay close and when it gets to the top it will keep going and fall into a pit!

2. Get to the Truck Chase and when the truck is on the ground homing attack it and when you are flashing do it again and you won't be hurt...now stay close and walk slowly up the hill..then do what you did in step 1

The funny part about this is the truck hits Omochao allowing you to be able to pick him up and carry him through the level and beat it...and if you go to where Big is you can see he's not even running! It looks like he's dancing!

<H. Use Omochao In Boss Fights>

Difficulty: Easy

Requirements: SA2

Character: Anybody

Level: Any Boss Fight

This is a cool and funny ok all you have to do is die in a boss fight and when Omo-Chao comes to give you a tip knock him outta the air using a Drill Dive, a Bounce, charge up a spin dash so he runs into the energy when being charged, ect. now when he's on the ground grab him and use him as a weapon!

<I. Dying And Finishing The Level At The Same Time>

Difficulty: Easy

Requirements: SA2

Character: Sonic

Level: Crazy Gadget

This is an interesting glitch actually.Ok,what you must do is get to the last part of Crazy Gadget..Use the Rocket to destroy the green barrier infront of the Goal Ring..Now go over ot the little "tunnel" that the Goal Ring is in and use your bounce attack and try to land on the top..when you do you will here Sonic yell like he was falling but you can still control him..but if you wait to long it goes black and puts you back at the checkpoint and takes away one life..but if you hit the goal ring then it's like you died but still beat the level!

<J. Running Up The Wall in Final Rush>

Diffifculty: Easy-Medium

Requirments: SA2

Character: Sonic

Level: Final Rush

Go to the part of the level at the end where you are running strait down and pieces of the colony are falling at you..now do that part like normal and when you hit the booster and fly over to the Goal Ring do NOT touch it instead turn around and get to the ledge..Do a spindash the jump and land on the red area you just came from..now run upward and you will notice your under the booster that sends you to the goal ring..spindash and jump over it and start running(or spindashing) up the building..the peices of the colony won't even hurt you now! So you can just run around and play on it!

<K. Rouge Floats Upside Down>

Difficulty: Easy

Requirments: SA2

Character: Rouge

Yes, you can also do this with Rouge. All you have to do is glide and rotate the control stick.

<L. Get inside Sonic's head>

Difficulty: Easy

Requirements: SA2

Character: Sonic

Level: Pyramid Cave

Okeydokey.In the long hallway with an hourglass at the beginning,where you have to get to the end before the door closes,go to the middle of the hall.Run up the left wall,and run towards the camera.Try to stay near the ceiling.Keep going,and when you reach the end,you'll fall into a corner.The camera will be stuck in the corner,and you can move around.With the camera stuck there,you can see inside Sonic's head.Oddly enough,there's nothing in there..=P

<M. Easy Extra Points>

Difficulty: Easy
Requirements: SA2
Character: Sonic
Level: Any

When you want to get "Extreme" and such, jump and tap Sonic's bounce attack. Now, go to an enemy and bounce attack it, now, while you still are bounce attacking, attack another enemy. That makes a "Nice!" score appear! See, the enemy hit count doesn't calculate it until you stop bouncing.

<N. Upside Down Infinite Fall #2>

Difficulty: Easy
Requirements: SA2
Character: Sonic
Level: Crazy Gadget

This is kinda like the other one but you need to be in Hard Mode to do this. Get to the area where you change that gravity and a bunch of blocks coming falling from the ceiling but land on little things sticking out of the walls. Walk straight ahead and to your right should be a block sitting on one of those orange things from the wall. Get under it and start bounce attacking and hold forward (so you run into the wall) and after about 3 bounces you go through and fall upside down but never die.

<O. The Forest Under City Escape>

Difficulty: Medium
Requirements: SA2
Character: Sonic
Level: City Escape

Ok to do this first you must do the glitch to make the GUN Truck fall into the hole. Now once that's done run down until you get to the first ramp. Get under the ramp and spin dash when you're going up jump. You should jump really high now when you're in the air try going to your left. You will go through the wall and fall. At first you see nothing. But when Sonic gets a little lower you see a forest right under City Escape!

<P. Doing Loops Upside Down>

Difficulty: Easy-Medium
Requirements: SA2
Character: Sonic or Shadow
Level: Any Level with a loop

This is an interesting glitch you can do when Sonic or Shadow. Get to level with a loop(I'll just use my example with Radical Highway) now when your in Radical Highway there are a lot of Hills that go down and end in a loop or a double loop. spindash and jump from the top of the hill and land on top of the loop.You will now do the loop upside down but once you egt t a certain point on the flat ground you fall =P

<Q. No Ending Pose>

Difficuly: Easy
Requirements: SA2
Character: Sonic or Shadow
Level: Any Level

This glitch is very easy to do first you need to get o the end of a level but don't Hit the goal ring. Get a little far back and make sure there is a wall or invisable wall behind the Ring. Spindash then while your rolling press the spindash button again to get outta it and run really ast run into the ring and hit the wall.Now they won't Do and ending pose and they will start talking after the Statistics!

<R. Falling but being hit by invisable Things>

Difficuly: Easy
Requirements: SA2, Bounce Bracelet
Character: Sonic
Level: Final Rush

This is an interesting Glitch.Get to the End of Final Rush where you are runnign down a builind beng chased by peices of the colony.Bouch attack and go over the ledge and get under what you where running on. Now for some reason the stuff starts hitting you and taking away Rings!

<S. Metal Harbor Music on pause>Contribbted by BlueJoshi

Difficuly: Easy
Requirements: SA2
Character: Sonic
Level: Metal Harbor

Shortly after you grab onto the missile the camera angle will change. If you press start right when it changes the music will continue even whle on pause. After taking it off of pause the music will keep going until the new music starts

<T. Standing on the Metal Shaft>Contributed by BlueJoshi

Difficulty: Easy
Requirments: SA2
Character: Sonic
Level: Metal Harbor

You can only do this in Hard mode. hold foward when falling from the rocket and you will land on the metal shaft

<U. Grabbing the Rocket twice>Contributed by BlueJoshi

Difficuly: Easy
Requirments: SA2, requires you already did glitch T
Character: Sonic
Level: Metal Harbor

You can walk around the metal part on top if you stay to sides. By doing this and spindashing, you can zoom out of the shaft. If you come out the front part you can fall into the shaft without a board. By zooming up the back part you can fall back to the missile and grab on again (and get more points)

<V. Keep Playing after Final Hazard>Contributed by BlueJoshi

Difficulty: Medium
Requirments: SA2
Characters: Sonic and Shadow
Level: Fight with FinalHazard

If you hit the sore at just the right angle you can sometimes fly under/over him. This will cause you to switch chars. and fly around some more

<W. Stuck in a wooden Barrier>Contributed by BlueJoshi

Difficulty: Medium
Requirments: SA2
Character: Shadow
Level: White Jungle

Get to the part where you grab the bungy vine kill the robot then roll under the wooden barrier. When Rollling jump and you will either get stuck(can be undone) or fall thought the ground

<X. Second Part of Metal Harbor without a board>

Difficulty: Easy
Requirments: SA2
Character: Sonic

Level: Metal Harbor

Ok when you get to the second part of metal harbor go through it like normal. When you get to the end brake so you don't hit the booster. The board will go away and and you run through the level without one now. If you go the the very top you will notice another Baord Floating in mid air. But if you do hit the speed booster that's fine just jump and walk back in.

<Y. Super Speed roll>Contributed by BlueJoshi

Difficulty: Easy
Requirments: SA2
Character: Shadow
Level: Final Chase

In the part with the vertical gravity tubes with platforms on top. If you somersault at the very top and hold the correct direction (it's different for each place you start out) he'll do a few laps around it at normal speed, then suddenly go ultra fast. This will even tually cause him to fall off

<Z. Opening the Safes easily>

Difficulty: Easy
Requirments: SA2
Character: Rouge
Level: Security Hall

This is a very cool glitch and a nice way for easy A's. Go over to the Safes that you must dig to open. you will notice that some you can't dig in until you find a switch well if you use your spiral kick they open automattically!

<AA. Open The Chao Transporter From Behind>

Difficulty: Easy
Requirments: SA2
Characters: Knuckles or Rouge
Level: any Chao Garden

Go behind a chao Transporter and use a spiral kick or uppercut..you will activate it now.

<AB. Inside the Egg>Contributed by BlueJoshi

Difficulty Hard
Requirments: SA2, Bounce Bracelet

Characters: Sonic
Level: A Chao Garden

Find an EggShell (bottom half) and bounce attack keep doing it until you get in. Now Sonic will do a bunch of wierd motions.

<AC. Sonic Forced through the Wall>

Difficulty: Easy
Requirments: SA2
Characters: Sonic
Level: Crazy Gadget (this place is pretty buggy huh?)

Get into the room where there are three gravity changers. one leading down (to your doom) tand the other ones to the walls. Well choose one of the ones that leads to the wallss and try landing on the blocks . More blocks will come and land on you and push you through the wall.

<AD. The Mysterious platforms>

Difficulty: Easy
Requirments: SA2
Character: Sonic
Level: Crazy Gadget (once again!)

Ok get to the end of the level to the part where you are switching the gravity. Now siwtch it so your on the red platform upside down. Then go to the next on and switch it. You should now be sideways on a greyish greenish platform. go to the end and you will see a spring. It's the same spring your supposed to hit later.. Well hit it now and you shoot out. Now oyu will fall. but while falling you will see some mysterioius platforms and even artificila chaos things. weird.

<AE. Mysterious white light>

Difficulty: Easy
Requirments: SA2
Character: Shadow
Level: Final Rush

Ok get to the part of the level where there is a check point and right after it you run staight up a wall. Get to the top and you will see a very steep hill and past it are a bunch of sideways and crooked spinning drums. go down the hill a little bit then turn around. Spindash and Jump when you reach the top of the hill. You should shoot through the cieling and outside if you look around you will see a mysterioius white light.

<AF. The Mysterioius Speed Booster>

Difficulty: Hard(not to mention frustrating)
Requirments: SA2
Character: Shadow
Level: White Jungle

This is a very hard glitch becuase it's hard to get the camera to what you want it to. Start the level and run down the hallow tree when you get to the end jump off into the water and try to force the Camera under it. You will see a speed booster down there under the hallow tree!

<AG. The Ultimate Sound Glitch>

Difficulty: Hard on you if you use it
Requirements: SA2, Gameshark CDX
Character: NONE
Level: NONE

WARNING! THIS GLITCH WILL CAUSE IRREVERSIBLE DAMAGE TO YOUR GAME! USE THIS GLITCH AT YOUR OWN RISK!

A few months ago, I tried to put the Sonic Adventure Debug mode code into the Sonic Adventure 2 game. I regretted it. Once this code is implemented, it CANNOT be undone and WILL cause damage to the sound file of SA2. The game will reset at random times, and you will get really screwed up sounds.

<AH. Running Down The Wrong Wall>

Difficulty: EASY
Requirments: SA2
Character: Sonic
Level: City Escape

Now in my opinion this is one of the coolest glitches so far...OK get to city escape and get to the loop that goes down the side of the building..now start going down and when the camea first changes veiws to get a little closer to sonic(Not the REAL close view the one before it) quickly jump to your right..you will land on the building beside you and you will be running down it backwards..you MUST keep holding foward or you will fall..now you can play around running backords but the odd thing is when you press left you go right and when you press right you go left...if you do it REALLY fast you can turn Sonic around and run down facing foward.

<AI. The Akward Bounce Attack>

Difficulty: EASY
Requirments: SA2, Bounce Bracelet
Character: Sonic
Level: City Escape

After the part where you run down the building you hit some springs..Well after you hit them land and run back to the..get on the right side of the springs and ump as far back into the corner as you can. Now bounce attack when you hit the springs instead of straighting out like you usually do you will still be spinning in the bounce attack form.. If you press the jump button again you do a srange bounce attack making you shoot diagonally back so you hit the springs again; however if you wait to long to bounce attack when in the air you fall straight down.

<AJ. Put Your Chao In The Floor>

Difficulty: Easy
Requirments: SA2, Access to Chao
Character: Anybody
Level: Chao Garden

When you see a sleeping chao(preferably by water) in your garden go over to it and start running into it...it will slowly slide across the floor...keep doing that until you reach the water it will seem like they stop sliding when you run into them..but they don't keep doing it and they will start going into the floor..they will go so far in that you can stand on them and when they wake up they will either walk around down there or go swimming.

<AK. Rouge's Tail In The Wrong Place>

Difficulty: Easy
Requirments: SA2
Character: Rouge
Level: Chao Garden

Go into a chao garden with Rouge and pic yp a chao now angel the camera to her side and set the chao down..You will notice he tial sticks out infront instead of in the back..*coughcoughsheisamancoughcough*

<AL. Escaping The Hero Chao Garden>

Difficulty: HARD
Requirments: SA2
Character: Sonic
Level: Hero Garden

Ok get into the Hero Garden and go to the hill by the tree and the fallen pillar and get on it..angel yourself so you start sliding down now spindash and let go and you can get outta the garden.

<AM. Falling Through The Floor In Green Forest>

Difficulty: Medium
Requirments: SA2
Character: Sonic
Level: Green Forest

Ok like in the shortcut for this level stated in the shortcuts section get to the checkpoint after the part where you keeping hitting springs and going higher and higher..walk foward some and you will be standing on a log thing..spindash up the side and jump..now instead of falling for the land like in the shortcut try and land on the platform. There will be a spring there..don't hit it or you will start the part where you bungy jump..stay on the "railing" or side that sticks up from the platform becuase if you go on the lower part you fall through..keep walking into the tuneel where all the springs send you shooting out and try jumping on the floor..you will fall straight through(there ARE some spots where you can stand)The reason it's like this is becuase nobody ws supposed ot use that floor becuase you are bouncing on the springs instead so they decided not to implant it.

<AN. Touching Big The Cat>

Difficulty: Medium
Requirments: SA2
Charcter: Dr. Eggman
Level: Weapons Bed

Ok before the first Checkpoint there are boxes you must destroy to make more boxes fall and make steps for You. Well get on the highest box but don't go to the check point. Jump and Hover ON the fence now slowly walk around the border of the fence jumup up to where the satelite is and then jmuup into the little box area beside it..beside that is Big.. jump and hover AS SOON AS YOU JUMP this will mkaing you jump higher and land on the ledge outside..you can now touch Big.

<AO. Creating A LOT of Stars>

Difficulty: Easy
Requirments: SA2
Character: Dr. Eggman
Level: Weapons Bed.

Ok before the first checkpoint there are some boxes blocking your way. Well to your right there is a building..backtrack some to the begginning of that building ..now SLOWLY walk behind the building..keep walking as far as you can but doNOT ever jump or you will fall..you will come to a dead end..now start running into the pole blocking your way and about 100 stars will start shooting out everywhere(The same stars that shoot out when Sonic or Shadow run into a wall to fast)...If you try that with any other wall for him though it won't happen..odd huh?

<AP. Touch Big The Cat Again>

Difficulty: Easy
Requirments: SA2
Character: Rouge
Level: Security Hall

Go over to the area where you can spot Big. Get up against the fence (but make sure you are floating above the fans still) now keep drill diving and hold foward. As SOON as you go under the floor glide over to the wall and grab on. If you go down to Big you will die but you can sitll touch him. If you go above him and spin the camera you can see that Big isn't even HOLDING the wall! He is just floating there.

<AQ. Jump In Mid Air>

Difficulty: Easy
Requirments: SA2
Character: Sonic or Shadow
Level: Anything

If you jump at an enemy and it attacks you before you hit and kill it (i.e. if a Artificial Chaos hits you with it's arms or something) you can end up jumping again in mid air after Sonic or Shadow comes to there senses and returns to there normal falling animation. This is a very helpful glitch becuase it can be a magor life savor.

<AR. Die Twice>

Difficulty: Easy
Requirments: SA2 and you must have atleast 1 ring
Character: Sonic
Level: Green Forest

Go to Green Forest and play though until you get to the checkpoint just before the part where you bungy jump. Go forward a little then spin dash up the side of the wall of the hallowed out tree that you are in. You will land on the platform above you. Don't hit the spring. Instead jump off to the botom and make sure you hit the spinning spiked balls. you will loose you coins and fall in the water and Sonc will say "NO!!!" but you can still control for about 7 seconds. do the Jump in mid air technique and hit the spikes again and he will say "NO!!!" again. The level will restart at the checkpoint then restart right away again from the same checkpoint. You will have died twice.

<AS. The Tunnel Without A Floor>

Difficulty: Medium
Requirements: SA2 And Enough Rings To Do A Speed Boost
Character: Rouge
Level: Route 280

Go through route 280 as normal until you come to the first little slope. Speed boost over the wall and aim for the tunnel. you will go in but there will be no floor at all!

<AT. The Mysterioius Ring>

Diffivulty: Easy

Requirments: SA2 and Bunce Bracelet if you want to get the ring

Charater: Sonic

Level: Metal Harbor

Play through Metal Harbor as normal until you reach the part where you grab the red handles that take you to a higher platform then you grab another and go to another higherplat form and there is a loop right after that. Well after getting to the second higher platform don't go to the loop. go forward a little bit then turn around and look up above you where you jumped off the red handle. You will see one little ring up there all by itself. If you want ot get it get on the railing and bounce up to it. Was this supposed to be here? And if it was why would they make it so unnoticable. Or was t a mistake to begin with? Odd.

<AU. Power Silde>

Difficulty: Easy

Requirments: SA2

Character: Sonic

Level: Metal Harbor

Select the first mission of Metal Harbor and play trhough it until you get to the part where you area on the board in the ventalation shaft. At the end afte you get off the board run back up to the top as far as you can go and turn around so you are looking the same direction of the camera. Sonic will now start sliding really fast all the way down to the bottom on his own.

<AV. Standing On Nothing>

Difficulty: Easy

Requirments: SA2

Character: Sonic

Level: City Escape

First you must select hard mode. After that play through City Escape until you get to the part where you grind then run up a wall and homing attack a floating GUN bot to get across a bit before you start running down the street hitting all the ramps. Instead of running up the wall take the path that goes up the steps but is blocked off by a wall..Spindash on the step and you will end up running o the top off the wall and standing on nothing at all(I made a ryme!).

<AW. Sonic On Nothing>Contributed by Goku3466@aol.com

Difficulty: Easy
Requirments: SA2
Character: Sonic
Level: Normal Chao Garden

Just go to the Chao garden(normal) and go next to the wall next to the exit(right side if you are facing the exit) and jump. Sonic will now stand on an invisable platform.

<AX. Hut Hut HIKE!>

Difficulty: Easy
Requirments: SA2
Character: Sonic
Level: City Escape

Play through City escape until you reach the second chao container and the omochoa that says "This box contains the Chao key". Grab the omochoa and hit the spring. You will hit two more springs and fly toward a checkpoint before reaching it through the omochoa and Sonic will through ihm through his legs whilte flying upside down then do a flip and not even reach the Checkpoint. If you do it at the EXACT right time you can sometimes fall through the floor.

<AY. Sucked In Than Out Of The ARK>Contributed by Goku3466@aol.com

Difficulty: Medium
Requirments: SA2, Jet Booster
Character: Tails
Level: Eternal Engine

Play through the Eternal Engine until you get to the dead end with the omochoa and those doors taht suck you out when you shoot the bombs on them. Shoot them and hoover out. Try getting back in and you will get sucked back INTO the ARK, but you will still die.

<AZ. The Underside Of Pyrimid Cave>

Difficulty: Easy
Requirments: SA2, Bounce Bracelet
Character: Sonic
Level: Pyramid Cave

Play through the level until you have to get the second key to continue on through the level. Get to where the key is and go up on the left block (with the robot from the E-1000 series). Start bounce attacking until you get to your highest point and when there fly off toward where the key is. You will see the

camera go under the floor and oyu can see the underside of Pryamid Cave.

<BA. Eaten By The Light>

Difficulty: Easy
Requirments: SA2
Character: Sonic
Level: Pyramid Cave

In either the first or the second long highway and find one of those lights on the wall that you can reach. Run up to it and thenstand on it. If you can angel yourself correctly you will start sliding into the light and oson you will be totally inside of it!

<BB. The Messed Up FMV>

Difficulty: N/A
Requirments: SA2
Character: Sonic
Level: The FMV after the Sonic Shadow Fight.

Beat Shadow in the Sonic and Shadow Fight 1. Watch the FMV. Now look around at your surroundings and you will notice that your in a totally different area! In fact you will notice that you are haveway through the level already! If you look around you should be able to notice where your at. Then oddly enough it starts Sonic ALL the way back at the beginning and you must get back to that area yourself.

<BC. Sonic Stuck On The Ceiling>

Difficulty: Medium
Requirments: SA2
Character: Sonic
Level: City Escape

Right after the first checkpoint there will be a part where you can urn up onto the wall to get a ten ring bubble. When running up the wall run to the top (don't do it to directly though or you will fall) and when at the top try running back down it at a little angel to. You will see Sonic's feet moving really fast but he won't be moving anywhere.

<BD. Fighting The Dead Egg Golem>

Difficulty: Easy
Requirments: SA2
Character: Sonic
Level: Egg Golem Fight

Get the Egg Golems Health down to one more shot until he's dead. After you do so get on the slates coming from his back. wait till the elcetricity omes out(the small shocks don't hurt you the big one does though) and then jump. He will start attacking(it's betst when he starts spinning) and then attack his head for the ifnishing blow. You will see that he is still alive and still fighting. Afetr a while he dies though.

<BE. Inside the Egg Golem>

Difficuly: Medium
Requirments: SA2
Character: Sonic
Level: Egg Golem Fight

When on the back of the Egg Golem try jumping infront of him. You might land on a spot under his head and above his someach keep jmu ping and homing attacking and you will go in him. To get out just jump and homing attack until you fall out.

<BF. Outside Death Chamber>Contributed by Raymond D. Roberts(robztz@Juno.com)

Difficultly:Easy
Requirments:Mystic Melody(Knuckles), SA2
Character: Knuckles
Level: Death Chamber

First you need to go to where the Chao is in mission three.
In the un flooded room, there's an indent high on the wall with a hourglass switch.
Hit the switch, then stand on top of it.
When time runs out the switch will be hit again, because you're standing on it, and you'll be popped though the ceiling.
Immededeletly start gliding, away from the camera for a few seconds, then turn around.
You should "land" in some "water".
Presto! You're outside, and free to explore!

<BG. A Closer Look At The G.U.N. Truck>Contributed by Robert(bougourd4303@rogers.com)

Difficulty: Easy
Requirments: SA2
Character: Sonic
Level: City Escape

After getting the Truck into the pit go to the top of the hill and look for some white lines. Go behind them and jump and spindash on the gate to get a cloaser look at the Truck.

<BH. Eggman Through The Floor>

Difficulty: N/A
Requirments: A Messed Up SA2 Disk
Character: Eggman
Level: Cannon's Core

This is quite an odd glitch that you really don't have to do anything to do it. Sega seems to have made a few bad disks that people have been asking me about. Basically when you start Cannon's Core(Eggman's part) right when he says "Now it's MY turn!" he falls right through the flloor and dies...There is no way to fix this so if this happens to you then go back to where you bought the game and exchange it.

<BJ. Fast Ring, Stopped Ring>

Difficulty: Easy
Requirements: SA2
Character: Anyone
Level: All

This is a cool glitch on how to make the goal ring stop spinning or spin faster. First get to the goal ring(Or the Ring that says BACK if you failed the mission, these are also in Knuckles and Rouge Levels.) as any character. Now if they are small enough you sould stand under it (in some levels you can't from the ring being to clse to the ground) now hold the Left Trigger on the back to spin the Camera and the ring will spind faster. Hold the R Trigger on the back of the controller to make the ring STOP spinning. If the character is to big or the ring is to close to the ground just stand close to it, but it won't look as cool.

<BI. Sonic On The Invisable Platform>

Difficulty: Easy
Requirments: You must get rid of the G.U.N. Truck
Character: Sonic
Level: City Escape

Play all the way through the level until your at the Truck Chase..Go through it until you are at the last turn with the speed boosters(it is before the second trick ramp) go down the hill a little andturn around. Spindash and jump up as high as you can and aim for the corner in the right you should land on something. You can now walk around up there.

<BK. Never Ending Homing Attack>

Difficulty: Hard
Requirments: Two Controlllers
Character: Sonic or Shadow
Level: Any Two Player Level

Have one person move ahead of the other and try to get a good speed. Now have the second homing attack them.. If the person is moving fast enough the person in the homing attack will just keep following them; However this is very hard.

<BL. Don't Hit The Springs>

Difficulty: Medium
Requirements: SA2
Character: Sonic
Level: Green Forest

This is simmilar to the other Glitch but not quite. Go to where the speed booster is that takes you in the tunnel with all the springs. Roll into the right side at an angle and when you hit it hold the B Button..you should shoot off to the side and miss the spring. Now you can run around in there.

<BM. Sonic's Different Shoes>

Difficulty: N/A
Requirments: SA2
Character: N/A
Level: FMVs

Look in some of the FMVs with Sonic in them. Look at his shoes and you will notice they are sometimes ALL red with no other coloring on them.

<BN. In The Metal Tower>

Difficulty: Easy-Medium
Requirments: SA2
Character: Shadow
Level: Radical Highway

Play through the level until you get to the area where you hit the spring and grab the handle that takes you to the second rocket. Well don't hit the spring. Instead go to the side with the metal boxes and get on the on to the right jump around to the right side of the tower and you would be able to grabe the ledge keep trying to jump when you get on the ledge you shoudl go behind/in the metal tower.

<BO. Sonic's Eyes In His Head>Contributed by Robert (bougourd4303@rogers.com)

Difficulty: Easy
Requirments: SA2
Character: Sonic
Level: Crazy Gadget

Get to those upsidedown grind rails(the ones you hang from and slide down) and go down it backwards. Sonic's eyes should go into his head.

<BP. The Mysterious Mysterious Ring 2>Contributed by Chris Phillips(ssj_goku_6@hotmail.com)

Difficulty: Easy-Medium
Requirments: SA2
Character: Tails
Level: Sand Ocean

Go to the very end of Snd Ocean but don't touch the Goal Ring. Instead look to your left for a platform. On it you should see another Mysterious Ring.

<BQ. Animals Under The Floor>Contributed by Heero Yuy(Ciotricle@yahoo.com)

Difficulty: Easy-Hard
Requirments: SA2
Character: Any
Level: Chao Garden

When you're in the regular chao garden.When the animals come out of you jump and hold the A button and the animals will go under the floor and it will sound like they are swimming. Eventually they will go into the pond. I've only done it once so I don't if it will always or does work.

<BR. View Inside The Cacoon>Contributed by Heero Yuy(Ctiotricle@yahoo.com)

Difficulty: Easy
Requirments: SA2
Character: Any
Level: Chao Garden

When your chao is in the cocoon go behind it so it looks like the egg is coming closer and you can see inside the cocoon and see your evolved Chao and you might be able to see what type of chao it will be.

<BS. Out In Space>Conrtibuted by Sanjeev Namjoshi(cell343@hotmail.com)

Difficulty: Easy
Requirments: SA2 And Hover Upgrade
Character: Eggman
Level: Cosmic Wall

In Cosmic Wall, once you finish the level, use your booster to fly past the goal ring. Aim for the tunnel ahead. You will go straight through the tunnel and into space.

<BT. Die At The Start Of A Race>

Difficulty: Easy
Requirments: SA2
Character: Any
Level: 2P Mode Levels

Go to a 2P mode level and play through until one character has 40 rings. Have that character unlesh their attack and after they say it hit start and restart the race. After you restart the race and they finish talking the character who would have been hit will imediatly die.

<BU. Under Green Forest>

Difficulty: Medium
Requirments: SA2
Character: Sonic
Level: Green Forest

Play through Green Forest until you get to the first robots. Kill them and go foward but stop at the entrance to the tunnel like cave. Go to the right of of it and jump off the ledge and push toward the wall. You should land on a ramp JUST above the water. Now here comes the tricky part. Jump and homing attack(not righ away though), but make sure you don't ht the wall with the attack hit the ramp. Sonic will run up the wall some now QUICKLY charge a spindash and let go before he falls. Right after he starts rolling aim up and to the right and at the same timetap spin dash again to start running. If you did it right you will go through the wall. Hld foward and you will fall into the water behind the wall but not die. You will just keep falling and falling but you will be able to see the bottom of the level(oddly enough it's shaped like an octogon).

<BV. The Invisable Side Ways Ramp>

Difficulty: Medium
Requirments: SA2
Character: Sonic
Level: Green Forest

Do the Glich above until the part where you spindash on the wall. This time aim more toward your right an you should fly off but you will be rolling/running on a sideways invisable wall. I have tried to figure out how far it goes but it's hard to keep track of where it ends ect.

<BW. Die But Keep Playing>

Difficulty: Medium
Requirments: SA2, Two Controllers,Rings

Characters: Sonic AND Shadow

Level: Green Forest 2P Mode

Play through the level until both characters get to the tunnel with all the springs that lead to the bungee jumping part. Make sure they have rings because this won't work unless you have them. Have one character go in and like 1-2 seconds later have the other go in. This is really all about timing. Have both characters hold X while falling to fall farther. Now since both characters are falling for some odd reason the second player falls farther. He will go into the water and die (He will say something like "NO!" or "Maria") but still be on the bungee cord. You will end up landing fine and you can keep playing. The only thing different is that your rings will be gone

<BX. Blend The Two Player Screens>

Difficulty: Easy

Requirements: SA2, Two Controllers

Characters: Sonic, Shadow, Rouge, Knuckles

Level: Any

Make sure one character has 60 rings so they can use Chaos control or time stop or whatever. Have the character without rings die and while they are dying (like saying "NO!" or whatever) use your special to stop time. The screens should blend together for a few seconds and all it will show is the background.

<BY. Stop Time Forever>

Difficulty: Medium

Requirements: SA2

Character: Sonic

Level: Sonic's Part Of Cannon's Core

Get to the waterslide in Cannon's core and go down to the time switches. Jump one of them and stand there. Now still standing there angle yourself facing the waterslide and get a good camera view. Now QUICKLY jump and homing attack off and spindash up the slide and down the other side into the tunnel before time starts. Once there you won't hear the sound anymore and time will be stopped forever. If you were too slow bounce attack back up the slide and try again. Just remember you have to run like Hell to get there. It's usually easier if you tap the spindash button again to start running since you have more control and can go a little faster (plus if you hit the top of the water slide in a spindash you fly into the air wasting time, but if that does happen save some seconds by immediately homing attacking).

<BZ. Drown Sonic> Contributed by SonicHackr2000

Difficulty: NA

Requirements: SA2

Character: Sonic

Level: Sonic's Part Of Cannon's Core

Do the glitch above first. After you have time stopped go the end of the stage and drop of. Sonic will land in water and he will eventually drown.

<CA. Reuse Animals>Contributed by SonicHackr2000

Difficulty: Medium
Requirments: SA2
Character: Any
Level: Chao Garden

Get in a chao garden with some animals. Find a chao that isn't moving and get about 1/2 an inch away from it and let go of the animal. The Chao might take it's power without holding the animal so you can reuse that animal again.

<CB. Chao Swimming Under The Ground>

Difficulty: Easy
Requirments: SA2, Hero Garden Unlocked
Character: Sonic/Shadow
Level: Hero Chao Garden

Do the glitch to get outta the garden first. After that float out really far so you can no longer see the garden (I recomend turning the camera so you are looking at Shadow's face the whole time that way you can see when the garden is outta site). Now float around out there for a while. After maybe 3 minutes or so of being out there float back. Now go to the side of the garden that is OPPOSITE of the pool (In other words go back to the spot where you got out from). Now float to the left side of that and go through the steep part of the grass under the island. Be careful under here though because you might end up back on the ground. Now float to the middle of the island and you should see your chao there with you swimming. When you get back on the island you can see there balls from there heads sticking outta the ground. If you want them back up to the top, just pick them up(sometimes ou can't from the angel though), Spindash, or just leave the garden and re-enter.

<CC. Walking On The Chao Exit>

Difficulty: Hard
Requirments: SA2, Access To Stairs leading To Hero Garden
Character: Rouge, Knuckles
Level: Chao Lobby

Go to the top of the stairs leading to the Hero Garden and jump and glide. Go to the top of the chao exit and keep gliding. If your lucky you might land on the edge and you will run on it for a while.

<CD. No Way To Say "No">

Difficulty: Easy
Requirments: SA2
Character: Any
Level: Chao Lobby

Go to the chao lobby and walk back into the exit/entrance. If will say "Leaving Chao Garden OK?". Now if you try to select no it won't let you it's just greyed out.

NOTE: "The Original Zell" has told me that you CAN select "No" but you just have to use the D-Pad. Thanks Zell.

<CE. Creating A LOT Of Stars 2>

Difficulty: Easy
Requirments: SA2
Character: Tails
Level: Eternal Engine

Go to one of those big doors that opens from the middle to the side. run into the corner of where a little bit of door is sticking out. Keep running into the door and a bunch of stars will start shooting out from Tails.

<CF. The Corner Of Doom>

Difficulty: Easy
Requirments: SA2
Character: Tails
Level: Eternal Engine

Go to the checkpoint with the Omochao that talks about the bombs on the doors. You will see a door with bombs on it infront and to the right of you. Run into the top right corner and shoot booth the doors. Now keep running into the corner. One of two things will end up happening. Tails will either get sucked through the wall to his doom or he will give this sudden jolt and say "SONIC!" as if he fell out of the ship. You can run for like 3 seconds after that but the screen will then fade away as if you died.

<CG. Running Up The Pyrimid>

Difficulty: Easy
Requirments: SA2:B
Character: Metal Sonic
Level: Grind Race

Take the rail down until you are really close to the pyrimid. Jump off onto it

and start running. Since Metal Sonic has the best acceleration he will go up to the top of it and then start going higher and higher. He will soon be running in mid air.

NOTE: This IS possible with the other characters just harder. You will have to Spindash a whole lot to do it.

<CH. Omochoa In The Water>Contributed by Kevin Duong

Difficulty: Medium
Requirements: SA2
Character: Knuckles
Level: Aquatic Mine

First drain the water to level two. Now go over to the Omochoa and activate it. Drill dive it and run over to the edge of the water. Now the omochoa SHOULD try to get back to it's spot but hit an imaginary ramp and fall into the water and bounce.

<CI. Red Omochoa>Contributed by Kevin Duong

Difficulty: Easy-Hard
Requirements: SA2
Character: Rouge
Level: Security Hall

Go over to an Omochoa and hit it while it's speaking. Hit it four more times and then pick it up. It will be red and smoking like you hit it instead of being normal like it should be while your holding it.

<CJ. Stuck In A Swirling Camera>

Difficulty: Easy
Requirements: SA2
Character: Sonic/Shadow
Level: 2 player Green Forest

Go to the first check point as either character. Jump and land just under that first arch and you might get stuck in a weird camera glitch where the camera just spins when you walk. This also might work in 1 player mode

<CK. Hanging By Your Head>

Difficulty: Easy

Requirments: SA2
Character: Sonic
Level: Pyramid Cave

Play through the level until you see the first chao, which will be standing in the air. Grab it and hit the hour glass and run through the door. Hit the spring and Sonic will hang by his head on the pully for a short while.

<CL. Fall Through The Floor SA2:B Style> Conrtibuted by Ben Schoenfeldt

Difficuly: Easy
Requiments: SA2:B
Characters: Metal Sonic and Amy
Level: Any Action Race

Select Metal Sonic and Amy for the Action Race. As soon as you begin to fall mash the control stick to the left and you will fall through the floor. The camera won't fallow you and after a while you will appear at the first checkpoint.

<CM. No Moving Mouth When Talking> Contributed by SmashBrosMelee66

Difficuly: N/A
Requirments: SA2
Characters: N/A
Level: N/A

Not really a glitch but I'll still add it..If you look at the people in the cutscenes somtimes when they talk sometimes the mouths don't move.

<CN. Upgrades In The Past> Contributed by SmashBrosMelee66

Difficuly: N/A
Requirments: SA2, All of Shadows Upgrades
Characters: N/A
Level: N/A

Also quite basic but it technically Is a glitch. If you look at Shadow in the scenes in the past he will have the current upgrades you have gotten so far.

<CO. Don't Shake Dying Trees> Contributed by ScienceGuy465783

Difficuly: Easy

Requirments: SA2, Must Have A Tree Planted In The Garden

Characters: Any

Level: Chao Garden

Sometimes if you shake a tree when it's dying it might freeze the game. I'm not sure if this could erase your game file or not, but just incase you might want to copy your data to a new slot to be safe.

<CP. Another Infinite Fall> Contributed by True_Yoshi

Difficulty: Easy

Requirments: SA2:B

Characters: Sonic

Level: Crazy Gadget

At the part where you are on the ceiling with the three gravity switches point down left and right, select right. Go to the rail but don't grind. Jump off the ledge and you should fall forever.

<CQ. Mysterious Ring 2> Contributed by Sk8erdude20

Difficulty: Easy

Requirments: SA2

Characters: Knuckles

Level: Death Chamber

This Mysterious ring is over by the spot where big is at.

<CR. Use The Street Board Anywhere In Metal Harbor> Contributed Kulock

Difficulty: Easy

Requirments: SA2

Characters: Sonic

Level: Metal Harbor

This is an awesome glitch. Ok first off, go through the level until you get to the rocket. When it's taking off, hold the Y button on controller 2. You will notice that Sonic will have the board at his feet now. When you fall you will most likely miss the ventalation Shaft. Start the level over and from now on ANYTIME you press Y on the second controller in that level, Sonic will get on the street board, it will be invisable but he will be on it. Keep in mind that this does save, that's not a bad thing though it just makes it so if you turned off the game and turned it back on and went to that level you wouldn't have to activate it by doing the rocket part, you could just press Y and he would hop on his inviable board. Also as a little side note, when he is the board on, he falls faster, so it makes it so you might fall in the water if you hit a spring or something. You can also "turn on the board" in mid air too, although doing so will make you

imediately fall to the ground, so be careful where you do it at.

<CS. Die In A Waterfall>

Difficulty: Easy
Requirments: SA2, Access to Green Hill
Characters: Sonic
Level: Green Hill Zone

Play through the level until you get to that little hole that sends you in that S shaped tunnel. Instead of going into it to to the left. Spindash and jump off the cliffs and go into the side of the waterfall. Sonic will say "No!" and float down. The odd thing is if you float back out into the open you will still slowly fall down and it acts like you're still in the water.

<CT. Messed Up Tunneling>

Difficulty: Easy
Requirments: SA2, Access to Green Hill
Characters: Sonic
Level: Green Hill Zone

This is somewhat a glitch and somewhat...not o.o...Anyway just go to that S shaped tunnel and go into it. If you look at sonic you will notice he is in his charging a spin dash pose instead of his rolling pose. Since he is like this he will stick through the wall, which makes it not look right.

<CU. Non-Solid Tunnel>

Difficulty: Easy
Requirments: SA2, Access to Green Hill
Characters: Sonic
Level: Green Hill Zone

Go to the bottom of the S Shaped Tunnel OR the middle section with the check point. Jump and homing attack over the speed boster and try to jo backwards up into the hole. The camera should show the tunnel section again but yuo can't walk in. Spindash into the hole and you might land in the tunnel, there are only a few spots that are solid, he others u just fall through into the water.

<CV. Outside The Normal Chao Garden> Contributed by Kel Bel and Chelmiester10

Difficulty: Medium
Requirments: SA2:B
Characters: Sonic or Shadow
Level: Normal Chao Garden

Go to the normal chao garden and go over to the cliffs, on a tiny small cliff in the very back there should be a purple flower. go to the corner and just keep homing attacking and you should go out.

<CW. Outside The Dark Chao Garden>

Difficulty: PSYCHOTICALLY HARD!

Requirments: SA2

Characters: Sonic or Shadow

Level: Dark Chao Garden

Ok lemme first say this. This is basically ALL luck. Go over to the VMU thing and go behind it. A little to the left you should see a big crease in the mountain where the two Polygon walls meet. It's a pretty big indent so it's not hard to miss. Walk into it and stop. If you're lucky Sonic will start sliding. Sometimes all over the garden or just along the wall. Well if you touch anything or move he stops. Wait till he gets a little inside a walla(or VERY close to it) and if he stops there, charge a spindash and he will slide into it a little more. If he sildes deep enough you will fall through.. Keep in mind this could take HOURS to do. If you can find a better way of getting out of the garden please E-mail me.

<CX. Fall Forever In The Ending Pose>

Difficulty: Easy

Requirments: SA2

Characters: Sonic

Level: Metal Harbor

Do the glitch to have the street board anywhere. Then go through the level(not on the board of course since there are areas you can't get past) and after you hit the ring and Sonic starts his winning pose, press Y on controller 2. Sonic will slide off into the water as the statistics pop up and just fall forever in the Abyss.

6. Sonic Adventure 2 Hoaxes

1. You cannot become Omochao.
2. You cannot become E-102 infact he's not even in the game. The robots you see are part of the E-1000 series.
3. You cannot make your chao look like the doctor or principal.
4. You cannot use the special 2-player characters anywhere else BUT in 2-player mode.

7. Sonic Adventure 2 Challenges

Here is where the challenges go. If you can beat them then E-mail me tell me what you got and how you did it

AJ's Challenges:

Here are some of My challenges to see if you can do them in a better time than I did..if you did E-mail me and tell me your time and how you did it

Sonic Levels - City Escape - TIME 1 min. 58 sec. 32 msec.
SCORE: 18,320

Crazy Gadget - TIME 4 min. 35 sec. 53 msec.

Final Rush - TIME 2 min. 54 sec. 20 msec.

Shadow Levels - Radical Highway - TIME 2 min. 36 sec. 47 msec.

Final Chase - TIME 3 min. 13 sec. 21 msec.

Eggman Levels - Weapons Bed - TIME 2 min. 55 sec. 11 msec.

SCORE: 38,520

That's all of mine for now but more will be coming.

People Who Beat My Scores:

Person: Jeff Teitelbaum (yerffej@surffast.com)

Sonic Levels - City Escape - TIME UNKNOWN

SCORE: 20,920

8. Level Shortcuts & Emblems

There are 180 emblems in ALL!

Here they are, the level shortcuts.

<Crazy Gadget>

Right when you enter the part with the different colored blocks, bounce up on the upper-right part of the lasers and homing attack to the yellow block. That will shave some time.

<Crazy Gadget(Find The Lost Chao)>

There is a really big Shortcut to help you get to the Lost chao for an Easy A. When you get into the last room where you are changeing the gravity and landing on colored Platforms get on the first red one(when your upside down) and walk to the end.Don't switch the gavuty but look to your right at the end you will see another red plat form.Jump over to it kill the artifiacal Chaos the walk to your left use the switch and land on a greyish platform..not walk around till you see the shrine. Play your Mystic Melody and get the chao!

<Final Rush>

This level has a lot of shortcuts in it.to many to name but

I will do the biggest most helpful ones. Ok when you get to the building whee you are grinding down through it in a giant spiral then you hit the spring at the end and it the bomb item to kill the enemies..well instead of starting at the top of it and spiraling down, take a daring jump and fall down and land on the rail. Remeber you always fall faster when your using you bounce attack so keep that in mind. In this level there are a lot of areas where you can take daring jumps or spindash and jump to clear an area without touching a rail. Well if you want an A you should try doing as many of those s possible

<Final Chase>

Play through the level like normal until the part where you are jumping form the spinning drums and chaos things are everywhere. you will notice that when standing on top of one of them that you can see a drum not to far away with an electric circle around the middle. thie is the same one that leads to the mystic melody. Well jump over to it and get on top then look around until you see some spinning drums kinda far away and a lot lower than you. Jump all the way there(it's easy you don't even need to use the homing attack to get there) and that will cut soe time off for you

Also at the beginning after you grind you will find yourslef at a hill spindash and jump as far as you can. You should rech either a platform or the spinning frum before it. then hit the spring kill the chaos then homing attack the next spring to get higher. Land on top oh the little tunel and when you rech the end spindash and jump to clear the whole area without toughing one spinning drum.

At the very end of the level you will take a rocket and land on spinning drums and run straight down two spinning drums hit a spring and finish the level. Well instead of doing that you can do this. Take the rocket and stay just far enough from the spinning drums so your not sucked in. keep falling until you rech the spring. Or you could try the mor risky way. take the rocke t and while your falling try and rech the goal ring without the spring just try and land on the platform it's on. either way saves time. Also when running straight up the wall after a checkpoint try light dashing up it for a boost. When you reach the top get to eh steep hill. Spindash and jump and don't touch any steal drums becuae they slow you down now land on the platform..that should reduce time a little bit.

FINAL RUSH:

(Contributed By "Ancient Weapon 9")

Shortcuts:

At the beginning where you're sliding down that huge rail that leads down the building, you'll notice that there are bonus alternate rails for bonuses on the right. Two of them are strictly bonuses. However, near the end where you depart, on the right is a third rail that seems to lead into nowhere. Hop on that rail, and it is a HUGE shortcut that will cut off perhaps 30 or 20 seconds, and at the end is a perfect opportunity to jump and get an "Awesome" for 1000 points.

In the first room where you find the three boxes: The one on the left leads to an electric shield, the center is a shortcut, and the right is

the long way.

After taking that huge vertical rail up, you'll notice two rails: Purple and Orange. It's better to take the purple one, as the orange one can lead to death. The Purple one will take you to the beginning of the platform to gain speed. Although Orange may take you further, it won't give you enough speed to go through the next rail.

Rail Jumps for Points:

-Every rail that can be jumped is marked by two green areas at the end. If you can jump when inbetween these, Sonic will jump, and your speed will determine your score. However, you MUST land on GROUND to get the points. Landing on rails will take away points.

1) The very beginning of the stage. On the first rail you land on, if you can jump between the green lights, Sonic should perform a jump that will get you an "Awesome."

2) The huge shortcut: On that long rail that takes you down the building, take the third rail on the right, and there should be another rail to the right going into nowhere. Take that rail, and the speed should make your jump worthy of an "Awesome" while taking a huge chunk out of your time.

3) The way up: On the way up the stage using the vertical rails, after the checkpoint, head up. But stop. You can see the ring monitor. If you are able to hit the ring monitor, and then immediately hit the next rail, you should get 400 points.

4) The way down: After climbing up all those platforms, you'll encounter another rail going down. After taking it, there should be two rails in the center. The first is Orange, which is easy to see, but extremely tricky to nail. Below it is the second rail. If you are able to hit the first orange rail and jump the next rail, you should get a "Cool" jump worth 500 points. If you miss you'll get a "Good" worth 200 points.

5) A long way to go: After the checkpoint, you should encounter another series of rails. However, on the way down after going up, you should see a huge platform with two ring monitors. Jump off and get them, but if you look ahead, there should be a red rail beginning. Although it's possible to jump onto this from the other pole, it's tricky and can cost a life if not done correctly. Jump on the pole and the speed will give you an "Awesome" jump. But this one is tricky, as the camera doesn't allow you to see the green marks.

6) If you followed strategy 5, you should be on the "low" path. Jump to the top where you can get on another long rail. Jump on the end to score an "Awesome" jump, and the speed should allow you to hit the bomb monitor, destroying all enemies on-screen. Go forward to complete the stage.

(end contribution)

<Pumpkin Hill(Find The Lost Chao)>

Ok This is the FASTEST way to get the lost chao and you don't even need the Mystic Melody..At the start of the level walk forward till you're at

the part where you get the upgrade for the Shovel Claw. From there go left take the rocket to church mountain then take another one to pumpkin mountain...When that rocket explodes immediately start gliding...you can glide to the lost chao without taking the time to use your mystic melody.

<Green Forest>

At the Beginning of the level after you hit the boost and fly across the water instead of going straight go to your left go up the platforms and Light Speed Dash the rings hit the booster and go through the loop and hit the next booster..this will shave a lot of time. When you get to the checkpoint after the part where you keep hitting springs and going higher and higher walk forward a little bit..you will be on a log shaped thing..spindash up the side and jump. Now you can fall and land on the peice of land that you would normally land on after the bungy jumping part.

9. Appearances of Big The Cat

Here we will list the many appearances of Big The Cat. He appears in every level, and a lot of FMVs. We will try to list them all. Keep in mind that he is ONLY in the Dreamcast version. If you have the Gamecube version You will NOT see him.

A. Helicopter Scene

Big will be in the Helicopter. You can make him appear by pressing buttons(except Start) a lot.

B. City Escape

When running from the truck, keep a lookout on the sidewalk on the right side of the scene. You will see him there.

C. Pumpkin Hill

Near the bottom of the level at Ghost Train Mountain, you can spot him waving from one of the huts.

D. Sonic and Shadow Battle 1

Look down the grate on the ground he's in there

E. FMV after Rouge and Knuckles Battle

Press the buttons(except Start) a lot and he will run across the background

F. Radical Highway

Get to the part where you take the second rocket and then you do a long fall to the ground. When falling look on the blimp on the left. He is sitting there

G. Dry Lagoon

You can spot him head first under the water.

H. Iron Gate

He is hanging on below the door after the lift that goes down.

I. Security Hall

When you start the level run straight. Take a right then go to the end and take another right. Go to where the fans are and you can see him clinging to the wall under the floor.

J. Death Chamber

Go to the core of the pyramid where that big machine is. Look inside it and you will be able to spot Big.

K. Knuckles and Rouge fight

After the Knuckles and Rouge fight, during the cut scene press the buttons and Big will run across the back of the screen.

L. Prison Lane

You will be able to spot him trapped inside Jail.

M. Cannon's Core - Rouge's Section

Go to the VERY top of her part of the level and you will spot him.

N. Cannon's Core - Eggman's Section

At the part where you are falling down and there are a bunch of lasers and Artificial Chaos' look at the bottom of the tunnel and you will see him clinging to the wall.

O. Cannon's Core - Sonic's Section

Go the wrong way on the water slide. Jump on the pillar with the time stopper and you can see him.

P. Scene with Amy Talking to Shadow before Biolizard fight

Keep pressing the buttons and he will run across the screen twice.

Q. Lost Colony

Get to the platform that moves up. You will see Big sitting on the side of the wall

R. White Jungle

When Swinging from one of the trees you will be able to see Big hanging onto a branch.

S. Weapon's Bed

You will be able to see Big twice in this Level. The first part is up on top of the building where you get your Vulcan Cannon Power up before the first checkpoint. Later on in the level you will see him on a tank fishing.

T. Mission Street

Right after the area where the shrine that you use the Mystic Melody is go on the ramp and look to the left. You will be able to see him Fishing.

U. Cannon's Core - Tails' Section

At the spot where the platform takes you down he will be at the lowest spot you can see.

V. Eternal Engine

After the Vulcan Cannon Power Up you will be able to see him outside the hallway with the doors that can explode when shot at.

W. Egg Quarters

Get into the room with the Monkeys and the pillars. Go to the shrine where you use the Mystical Melody's at. up above you will be dangling from the ceiling.

X. Pyramid Cave

When you're grinding on the long rail that takes you up near a chain-link fence, Big's peering through the fence.

Y. Egg Golem Scene

Whether the scene is from the dark or hero side just press A through out the scene and he will make a few appearances

10. Secrets

In This Sections we Will list the Secrets of the Game and how to get them

NOTE These Secrets ONLY apply to SA2 for the Dreamcast. I will post SA2:B secrets later.

<A. New Costumes>

I. Sonic's New Costume

To Get Sonic's PSO Costume for 2 player Mode beat all of His

Missions

II. Shadow's New Costume

To Get Shadow's PSO costume for 2 player mode beat all of his Missions

III. Knuckles' New Costume

To Get Knuckles' Ancient Echidna costume for 2 Player Mode beat all of his Missions

IV. Rouge's New Costume

To Get Rouges Black Fur Costume for 2 player mode beat all of her missions

V. Eggman's New costume

To get Eggman's camoflage Costume for 2 Player Mode beat all of his Missions

VI. Tails' New Custome

To Get Tails' red tornado Costume beat all of his Missions

<B. Extra Charactera>

I. Metal Sonic

To get Metal Sonic in 2 Player mode get all A Rank for Shadow

II. Amy Rose

To Get Amy Rose in 2 Player mode get all A Rank for Sonic

III. Tikal

To Get Tikal in 2 Player mode get all A Rank for Knuckles

IV. Chaos 0

To Get Chaos 0 in 2 Player mode get all A Rank for Rouge

V. Big The Cat

To Get Big The Cat in 2 player mode get all A Rank for Eggman

VI. A Chao

To Get a Chao in 2 player mode get all A Rank for Tails

<C. Extra Levels>

I. Last Side Story

To get Last Side Story beat both Hero and Dark storys

II. Green Hill Zone

11. Lyrics

Here are the lyrics to all the character's themes.

A. Sonic's Theme (It Doesn't Matter)

Well, I don't show off, don't criticize,
I'm just living by my own feelings.
I will not give in, won't compromise
'Cuz I only have a steadfast heart of gold.
I don't know why I can't leave, though it might be tough,
But I ain't out of control, Just livin' by my word!
Don't ask me why, I don't need a reason,
I've got my way, my own way!
It doesn't matter, now what happens,
I will never give up the fight!
Long as the voice inside drives me to run and fight,
It doesn't matter who is wrong or who is right.
Well, I don't look back, I don't need to,
Time won't wait and I've got so much to do.
Where do I start? It's all a blur, it's so unclear.
Well, I don't know but I can't be wrong.
It doesn't matter, now what happens.
I will never give up the fight!
Long as the voice inside drives me to run and fight,
Place all your bets on the one you think is right!
Oh, it doesn't matter, now what happens,
I will never give up the fight!
Long as the voice inside drives me to run and fight,
It doesn't matter who is wrong or who is right!

B. Tail's theme (Believe In Myself)

When all alone in my chair, I just go about wishing
I wanna be strong, I really wanna be trusted
When all alone in my bed, I just go about yearning
I wanna be cool, I also wanna be like him

* I wanna fly high
So I can reach the highest of all the heavens
Somebody will be waiting for me so,
I have got to fly higher

When all alone in my chair, I just go about wishing
I wanna be strong, I really wanna be trusted
When all alone in my bed, I just go about yearning
I wanna be cool, I also wanna be like him

Got to keep goin'
Everything is a brand new challenge for me

I will believe in myself
This is the only start for me

But that's not something I can do so easily
This is not simply my way, my style
Got to get a hold of my life

* REPEAT

When all alone in my sleep, I just go about dreaming
I see myself there, having the same adventure

If I just follow you, I will never see the light
Now is the time to find my way through this life
I'm trying so hard to be strong

* Repeat

(Guitar solo)

Many friends help me out, in return I help them
Certain things I can do and there are things that only I can do
No one's alone!

* Repeat

C. Amy's theme (My Sweet Passion)

* Sweet sweet you're so sweet - There's no where to hide
Sweet sweet you're so sweet - Come on settle our lives
Sweet sweet you're so sweet - I'll always be there for you
Sweet sweet you're so sweet - In the best and worst times
You can be my sweetest honey for eternity

** Sweet sweet you're so sweet - So many things I want
Sweet sweet you're so sweet - I wanna be a wonderful girl
Sweet sweet you're so sweet - I'm not simple-minded
Sweet sweet you're so sweet - And I won't be a pearl
You probably need me just as much as I need you

* REPEAT

** REPEAT

NOTE: THE SONG SEEMS TO LOOP!

* = Repeat

D. Knuckles Theme (Unknown From M.E.)

Lyrics untelligible, but some lyric is in there.

Born on an island in the heavens

The blood of my ancestors flows inside me
My duty is to save the flower from evil deterioration

E. Shadow's Theme (All Of The Darkness)

Everybody tries to be straight,
But things are still unchanged.
It's useless, to resist,
But effort must be wasted.
Head straight for your all out needs,
There is a door you'll ever get open,
There is a window with a view you'll never see,
Get there, no matter how long it takes.
All of the darkness that doses in the dusk,
Throw it all away, No one can pair you, nobody can tell you,
You'll live an endless life forever.
All of the darkness that doses in the dusk,
Throw it all away, You see a light wherever you go,
You have to face it again and again.

[You'll live endless life forever, Forever...]

All of the darkness that dozes in the dusk
Throw it all away,
No one can pair you, nobody can tell you,
You'll live an endless life forever.
All of the darkness that dozes in the dusk,
Throw it all away,
You see a light wherever you go,
You have to face it again and again.

F. Main Theme (Live And Learn)

Can you feel life, movin' through your mind
Ooooah looks like he came back for more, Yeaah!

Can you feel time, slippin' down your spine
Ooooah You're tryin' tryin' to ignore, Yeaah!

Oh, but you can hardly swallow, your fears and pain
When you can't help or follow, it puts you right back where you came!

Live and Learn!
Hanging on the Edge of Tomarrow
Live and Learn!
Around the works of Yesterday
Live and Learn!
If you beg, or if you borrow
Live and Learn!

You may never find your way.

Can you feel your life, tangle you up inside
Yeeaaaaah, Now you're face down on the floor!
Oooooaaoh!

But you can save your sorrow, you've been betrayed
When you can't help or follow, it puts you right back where you came!

Live and Learn!
Hanging on the Edge of Tomarrow
Live and Learn!
Around the works of Yesterday
Live and Learn!
If you beg, or if you borrow
Live and Learn!
You may never find your way.

Hey, Whoa Whoa, Oh yeah!

* Solo: Guitar

There's a face, searching so far and wide
There's a place, you dream you'd never find

Hold on to What if
Hold on to What if

Live and Learn!
Hanging on the Edge of Tomarrow
Live and Learn!
Around the works of Yesterday
Live and Learn!
If you beg, or if you borrow
Live and Learn!
You may never find your way

Live and Learn!
Hanging on the Edge of Tomarrow,
Live and Learn!
Around the works of Yesterday
Live and Learn!
If you beg, or if you borrow
Live and Learn!
You may never find your way.

G. Follow Me - City Escape 1 Vocals

Rolling around at the speed of sound,
Got places to go,
Gotta follow my rainbow.

Can't stick around, have to keep moving on.
Just what lies ahead?
Only one way to find out!

Must keep on moving ahead,
No time for guessing,
Follow my plan instead.

Trusting in what you can see,
Take my lead,
I'll set you free!

Follow me,
Set me free,
Trust me and we will escape from the city.
I'll make it through!
Follow me!

Follow me,
Set me free,
Trust me and we will escape from the city.
I'll make it through,
Through me to you!
Follow me! Oh yeah

Danger is lurking around every turn,
Trust your feelings,
Got to live and learn!

I know with some luck that I'll make it through.
Got no other options,
Only one thing to do!

I don't care what lies ahead,
No time for guessing,
Follow my plan instead.

But nothing stays no matter what that may be.
Take my lead,
I'll set you free!

Follow me,
Set me free,
Trust me and we will escape from the city.
I'll make it through!
Follow me!

Follow me,
Set me free,
Trust me and we will escape from the city.
I'll make it through,
Through me to you!
Follow me!

H. Wild Canyon Vocals (Intro)

This is knuckles
and im back
i've been away for a while

and im back to kick some butt in wild canyon
I shall find all the lost pieces of the master emerald here
im gonna get those fools
hey wanna play with my emeralds?
well your playing with the wrong guy!

* Repeat Spot

Echidona that's what I'm representing,
Never seen a mac-hog spit like a menace.
Wild Canyon fun? I gotta chase a bat huh
Yeah rouge she's sexy and smooth
A double cross spot thief that's out for my jewels
I'm feeling her in mysterious ways
That's why I stay on point like every single day,
I gotta protect this place I do it for my race huh huh.

Yeah you know how it is
Yo yo
Uh
Throw your hands up, come on, come on.

Aint nobody gonna come here and eat my plate
Yo! what happened my Emeralds gone
Somebody gonna get theirs quick, my word sworn,
Who could'a done this, that stitch named Rouge!
When I catch her, Imm'l get her with these tools,
There you are, come here you little thief.
Think you gonna fly away quick? Uh, uh!
Give up the Emeralds or die, I don't love you!

Yeah, you know how it is,
Yo, yo,
Uh (uh),
Throw your hands up, come on, come on.

I. Pumpkin Hill Vocals (Intro)

* Repeat Spot

i ain't gonna let it get to me im just gonna creep,
down in Pumpkin Hill I got to find my lost pieces
i know that its here, I can sense it in my feet
the great emeralds power allows me to feel
i can't see a thing but its around somewhere
im gonna hold my hand because I have no fear
this probably seems crazy crazy graveyard eerie
a ghost tried to approach me and got near me
asked him a question and he vanished in a second
i walked through valley and climbed pumpkin in the alley
didn't seem happy but they sure trying to get me
had to back them up with the fist metal crackle
i'm hearing someone saying you a chicken, don't be scared
it had to be the wind, because nobody wasn't there
i searched and I searched as I climbed up the wall
and then I started to fly, I went in deeper

* Repeat

<J. Eggman's Theme>

The story begins
But who's gonna win
You know where the danger lies within

Aboard the ARK
A genius at heart
Wanting to unlock the mysteries of life

I am the Eggman!
That's what I am
I am the Eggman!
I got the master plan
I am the Eggman!
That's what I am
I am the Eggman!
I got the master plan.

PART 2: Plotting My Schemes

I'm plotting my schemes Wherever I go.
They're perfect in every way.
I'd love to destroy,
The blue one you know,
He's the obstacle who always gets in my way.
I am the Eggman!
That's what I am.
I am the Eggman!
I've got the master plan.
I am the Eggman!
The master plan!

<K. BIOLIZARD BATTLE>

I am the future,
For ultimate Shadow,
It was my place left,
Now I need your care.
I'm the ultimate light,
I am prepared, So let's decimate this guy out of this time!
To the nation, That thinks you will fly!
All the wrong done, We lose, we heal.

12. 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.

13. ASCII Art

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

<B. Getting Started With ASCII Art>

ASCII Art is 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 choose 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.

14. How To Contact & Send Codes

<A. HOW TO CONTACT ME>

My name is AJ. If you would like to contact me,here's how.

AJ

Chat Contacts:

NOTE: Names subject to change at any time.

AIM: zzz999zzz999zzz OR HappyHappyistAJ
Yahoo! Messenger: Goku_Supersaiyen
KaZaA :AJ9Goku9
Ezboard Account: AJ9Goku9

My Email is zz999zz999@hotmail.com

I would like E-mail about what you think of the guide too. ^_^
k?

<B. How to send codes to me>

Ok all you have to do to send glitches,codes,ect. just send me an E-mail with the subject saying "Glitches and Codes"

15. About The Author.

My name is AJ and I live in Ohio. I am 15 years old and I have been Playing video games since I was 2. I have always loved glitches but I never decided to make a guide until I met my friend Rattleman, who is now my best bud. I hope to be writing more guides in the future.

16. Credits, Copyright and more

< A. What To Foresee in the future >

Lyrics for the levels

NEXT VERSION INCLUDES: Glitches for SA2.

<B. Copyrights>

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It took me some time to find these glitches. I would appreciate no one copy it. Law prohibits any unauthorized changes or updates made to this guide not approved by AJ. I have the rights to make changes to or update this FAQ. This FAQ

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For Right now this guide may only appear on GameFAQs - www.GameFAQs.com

<C. Credits>

I would personally like to thank the following people:

Rattleman - Rattleman got me into glitching in the first place I would like to thank him for MANY things such as Making SAGG, getting me into glitching, helping me when I needed help, and most of all for being a great friend! Thanks Rattleman!

Dark Kirby - For giving me that section he made with all the upgrade locations!

CJayC - For making an maintaining GameFAQs and hosting my Guide.

Chaos Shadow: For updating E.G.G.M.A.N., giving me the lyrics to Plotting My Schemes and Biolizard, for updating Shadow's theme.

Sonic Team - For making the character "Sonic" and bringing him to the dreamcast twice!

Sega - For making the Dreamcast

The Sonic The Hedgehog Area 51 Messageboard
(<http://pub54.ezboard.com/bstharea51messageboard>) - They support me and my guides.

Sonic Fan Game HG Site and Messageboard (Site-
<http://ssrg.emulationzone.org/fanmade/>) (MessageBoard-
<http://pub9.ezboard.com/bsfghq>) - For all their Sonic Stuff =P

The Moogle Cavern Site and MessageBaord (Site-www.MoogleCavern.com)
(MessageBoard-<http://pub6.ezboard.com/bmooglecavern>) - Read above

Goku3466@aol.com - For submitting two cool glitches.

BlueJoshi - For submitting a lot of cool glitches.

17. Goodbye

Goodbye and thank you again for downloading my Glitches Guide to Sonic Adventure 2! 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!

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