

Sonic Adventure 2 Chao Box Locations

by sonic019

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Sonic Adventure 2 Chao Box Locations FAQ
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2. Updates
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9/7/02 - Added that my FAQ can now be on www.neoseeker.com, and the Future Updates section. Also changed the e-mail me section a little bit. I also added the spoiler warning section and added a chao box for a hidden stage.
1/29/04 - Almost forgot about this thing.. changed my email address.

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3. Introduction
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Hi! I'm Raghav Paliwal (a.k.a. sonic019 on the message boards) and I am making this Chao box locations FAQ for Sonic Adventure 2 because I want to help people out and there is no FAQ that explains anything about the chao boxes. I was also sort of bored, but most importantly, I really want to help people out. This FAQ will explain where each and every chao box is in every stage. Some of the chao boxes are really hard to find, so I hope this helps everybody out.

-Raghav P.

What are Chao boxes?

Well, a chao box is a blue container with a little sign on it. In every stage there are three of these. The first one has a chao key, (which transports you to chao world), the second has four small animals, and the third one has the stages special small animal.

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Spoiler Warning

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This FAQ has some slight spoilers in the game for SA2. A spoiler is something in the game that is revealed to you that you probably wouldn't know playing the first five minutes. This FAQ has some very slight spoilers, revealing some of the stages, and their description. There are not that many spoilers in this FAQ, but I just want to warn you anyways. Now, on with the FAQ!

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Chao Box Locations for every stage
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Sonic the Hedgehog
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City Escape

First Chao Box: After the first time you run down a hill, you will soon reach an alcove right after hitting some dash panels, and right before where you see the ring capsule above the elevators. The first chao box is on that alcove next to an Omochao.

Second Chao Box: Go through the stage until you reach a long, twisting rail. Grind that rail, or run and you will come to a steep hill. Perform a spin dash to get up there, and the second chao box is up there.

Third Chao Box: To reach the third chao box, after you run down the building, push forward after hitting the springs and Sonic will grab a pole. Push A when you hear the swish and the red arch comes to swing on the pole, then repeat with the next pole. You will eventually land on a platform with the third chao box.

Metal Harbor

First Chao box: After launching from the jump plate, go straight until you hit some springs. After you hit the springs, you'll land in an enclosed hallway. Climb onto the roof, then perform a homing attack to the enemy on your right, and another to reach the fuel tank where the chao box is.

Second Chao box: After light dashing through the first row of rings, go forward and before light dashing again, look in the middle garage.

Third Chao box: The third chao box is located to the right of the third point marker.

Green Forest

First Chao box: After landing from the first jump plate, go through the tunnel and eventually, you'll reach a spiked enemy near a shallow pool of water that's flowing into a small "cranny" to your right. Somersault under the "cranny" to find the first chao box

Second Chao box: After the second point marker, swing on the vine to land on a platform with a partially hollowed-out tree. From the far edge of the hollowed-out tree, drop down to a small platform below. The second Chao Box is on that platform.

Third Chao box: After the third point marker, you will go through a loop that leads to a spring and a 10 ring item box. Bounce from the spring there, and then you'll be on a platform with a spring and the third chao box.

Pyramid Cave

First Chao box: When you see some poles for the first time in the stage, instead of swinging on them drop down below and look on that platform for the first chao box.

Second Chao box: After you use the Bounce Bracelet to bounce up to the walls, go forward until you reach another hourglass. Look in the alcove to the left, and you'll see the first chao box.

Third Chao box: Note: Mystic Melody Needed! Play your Mystic Melody near the ancient shrine near the third point marker. Light Dash across the row of rings that appears, and you'll catch a pulley that lifts you to a platform with another ancient shrine. Play your Mystic Melody again, and light dash again while holding up and you will land on a rail. At the end of the rail, you will find the third chao box.

Crazy Gadget

First Chao box: After passing through the fourth point marker, look in the middle of the floor.

Second Chao box: After exiting the warp tube, you land on the ceiling of a room. Walk forward, and hit the gravity switch. Walk toward the screen this time, and you'll come to a pit of green slime and rails on each side. Grind one of the rails to reach the other end where the second chao box is.

Third Chao box: After you exit the third warp tunnel, you come to a room with a spike ball and a beetle near it. Jump over the spike balls, and home attack the beetle to open the door in front of you. Next, hit the gravity switch to land up on the ceiling, walk forward and launch the missile by stepping on the green button, then walk forward and hit the next gravity switch to land back on the floor and right next to the chao box.

Final Rush

First Chao box: Toward the end of the first rail in the stage, you can see another rail to your left. Jump onto it, and then onto a vertical rail ahead. From there, you see a platform above with a spring. Bounce from it onto another platform with a dash panel and another rail. Use the dash panel to grind the rail, and then land on another rail to your right. At the end of this rail is the first chao box.

Second Chao box: The second chao box is tucked in between some metal boxes on the platform after the first point marker.

Third Chao box: After the fourth point marker, you will bounce from springs quickly and you can make out a chao box on a platform. As soon as you start to grind the rail you landed on, jump back and grind your way back to the platform.

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Prison Lane

First Chao Box: Note: Bazooka required! In the room you start in, destroy the iron containers on the right hand wall. The chao box is hidden behind them.

Second Chao Box: Before proceeding down the enclosed hallway next to the searchlight, jump on top of the hallway via the metal boxes to your right. Look around for a lift to the roof of another enclosed hallway. Hop over this gate and walk toward the edge. You see a very short hallway across a narrow gap. Destroy every enemy in sight to open the short hallway's gates, and then hover across. The second chao box is inside.

Third Chao Box: In the room after the point marker, look around for a smaller gate with an enemy and chao box behind it. Destroy the enemy and the gate lowers.

Mission Street

First Chao Box: When you get to the place where you first hover with the booster (in Story Mode) hover over it and jump onto the rising weight (or trap). When it lifts you to the top, turn and hover toward the screen. You land on a platform with a chao box.

Alternate Way: When the road first crumbles (different road), hover over to it and you land on the platform with the chao box.

Second Chao Box: Jump on the same weight (look above for weight description) again, but this, time go forward when it rises to the top. Walk to the right of the elevators ahead, and you'll see the second chao box hidden there.

Third Chao Box: Go through the stage until you reach an elevated road you have to hover across. When you get across, the chao box is on the other side. This is right before the giant falling trap.

Hidden Base

First Chao Box: When you exit a hallway with lots of doors, enemies come out in front of you, and on the sides of you. Destroy them and then when you enter the next little room; destroy the door to your right to find a chao box.

Second Chao Box: Before hitting the second point marker, drop down to the road below and behind you to find the second chao box.

Third Chao Box: Currently Unknown...

Eternal Engine

First chao Box: A ways after the first point marker, you'll come to a room with a door in front of you and a door on your right. Enter the door in front of you to find the first chao box.

Second Chao Box: Note: Bazooka required! After the second point marker, you will come to a room with three enemies in the center and stacks of crates on either side. The second chao box is in the crates to your right.

Third Chao Box: In the room immediately following the third point marker, there's a locked door ahead of you and an unlocked one to your right. Go right until you're outside, and grab the first pulley you come across. Walk along the catwalk below and to the right. Hover down and hit the switch on the catwalk below to unlock the door back inside. Grab onto the pulley next to this switch, and use it to hover back to where you came out. Go back inside and through the newly unlocked door to find the third chao box.

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Knuckles the Echidna

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Wild Canyon

First Chao Box: The first chao box is far left hand pillar, near the statue.

Second Chao Box: Go to the place with the buried Sphinx Head and look against the wall to the right.

Third Chao Box: The final chao box is resting near the feet of the lonely statue, opposite the Sphinx Head. (All directions on Knuckles stages are from the starting point)

Pumpkin Hill

First Chao Box: When you start, go forward, and head towards Pumpkin Mountain and look for a rocket. Then jump onto Pumpkin Mountain from that platform and climb up slightly to the left. The first Chao box is on a ledge with two trees and a scarecrow.

Second Chao Box: Climb up the summit of Ghost Train Mountain, and you'll see some balloons. Glide across them to reach a tall column with a stone jack-o-lantern on top. Climb down around the back of the column, and you see a ledge where the chao box is.

Third Chao Box: Glide from the top of the column where you found the second chao box toward the center of the stage between all three mountains. You see a platform about halfway up, almost directly in the center, where the final chao box is.

Aquatic Mine

First Chao Box: Go to the top floor and look behind the stack of lumber in the far right-hand corner.

Second Chao Box: Go to the top floor and hit switch 3. From the starting point, enter the mineshaft in the southern wall of the bottom floor and the chao box is near there.

Third Chao Box: Hit switch 3, and fall out but still stay on the top floor since the water is sucked up. Go through a caution sign with ghosts on it, and keep on going straight to find the chao box up on a ledge.

Death Chamber

First Chao Box: From the starting point, hit the hourglass and go through both doors. Then, destroy the robots and break the containers in the wall. Next, hit the hourglass and climb up where the containers were blocking. Now, look on the floor near the red door and you should find it.

Second Chao Box: After getting Chao Box #1, make your way to the main room (the big room) in the green section. Turn right and go through the door to find a dead end where a ghost, two gorillas, and the chao box is. If right doesn't work, try going left.

Third Chao Box: Go back to the place where you found the first chao box, except go find the containers blocking the blue section. Break them, dig in the oval of the picture, and you'll end up in a hallway. Continue straight until you get to the main room of the blue section (the big room), and then head through the door on the left. Dig through the painting behind that door, and you land in a room containing the final chao box.

Meteor Herd

First Chao Box: Drop down to the left of the starting platform to find the first chao box.

Second Chao Box: Use a stationary meteor to open the door on the south side of the huge structure. Doing so will reveal the second chao box.

Third Chao Box: From the start, go forward and jump up and find a spring. Bounce from it and go forward and drop to find the rocket. As soon as that rocket explodes, start gliding northwest to find a platform with another rocket. Walk to the edge of the platform near the star symbol, and find the nearest garage thing. The third chao box will be inside.

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Shadow the Hedgehog
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Radical Highway

First Chao Box: Go through the stage until you reach a huge stack of crates and a pulley to their right. Go left in that little spot to find the chao box.

Second Chao Box: Right before you home attack these beetles (after the bouncing springs down the tunnel) the second chao box will be right there to the right. It's pretty easy to see.

Third Chao Box: Note: You must take the high path in order to get this box. After you grind one of the rails of the bridge support tower (where the gold beetle is) look for a road closed sign and after that the chao box is hidden with some crates.

White Jungle

First Chao Box: When you see a moss-covered log near one of those fences, somersault under it and you'll see the chao box ahead.

Second Chao Box: After the third point marker, you'll swing on a vine, see two enemies and a gold beetle. After that, keep going forward and you'll see

a weight near another fence. Somersault under it and the second chao box is just ahead.

Third Chao Box: Near the end, when you swing on two vines, hold down to stop from swinging on another one. Instead, walk forward, somersault under the fence to your left and look behind the grassy platform.

Sky Rail

First Chao Box: Instead of taking the first rocket, homing attack the beetle on your left, to land on a platform with the first chao box.

Second Chao Box: After grinding long rails after the first point marker, you land on a platform with two short rails. Don't grind those rails. Jump over them and onto the platform in front of you. Jump towards the spring, but don't touch it. Jump towards it and keep on going forward and you might land on a platform. If you didn't make it, next time you might have to do a homing attack at the end of your jump to reach it. If you did make it, you will have landed on a platform with a chao box.

Third Chao Box: After landing from the rails that follow the second point marker, work your way up the ledges ahead and to the left. When you get to the first propeller spring, bounce up to its highest and homing attack into the small alcove on the right, where the final chao box is.

Final Chase

First Chao Box: After passing through the first point marker and climbing your first vertical drum, you eventually come to a tunnel. Before going through the tunnel, drop down onto the catwalk to you left, and walk toward the screen until you see the first chao box.

Second Chao Box: After passing through the third point marker, look in front of the vertical drum to your right to find the second chao box.

Third Chao Box: After the fifth point marker, navigate all those horizontal drums until you reach a sloping catwalk. Go to the platform in front of it to find the chao box.

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Dr. Robotnik (Dr. Eggman)
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Iron Gate

First Chao Box: In the room following the first point marker, take the lift on your right to reach the ledge where the first chao box is.

Second Chao Box: When you see the third point marker to the left of you, go right instead and take the lift and jump onto the platform to find the chao box.

Third Chao Box: At the end, after destroying the doors with the missile, don't build up too much speed on the dash panels, or you might be launched into the goal ring before you can get this chao box on the back wall (from where you entered)

Sand Ocean

First Chao Box: Before crossing the third pillar you knock down, walk past it to see a pair of swinging spiked balls and the first chao box behind them.

Second Chao Box: After the first point marker, a rotating platform, and a series of moving platforms, you'll come to a platform with some dynamite, a canister, and the second chao box.

Third Chao Box: The third chao box is atop a tall platform, that's impossible to miss as you move forward.

Weapons Bed

First Chao Box: The first chao box is in a small nook just past those garages on the first aircraft carrier.

Second Chao Box: The second chao box is hidden next to the cylinder fuel tanks on the right-hand side of the aircraft carrier.

Third Chao Box: At the end of the third aircraft carrier, the final chao box is right next to the fuel tank in the right hand corner.

Cosmic Wall

First Chao Box: After passing through the second point marker, hover up to the next catwalk, and then hover to the platform on your right. The first chao box is inside the pyramid.

Second Chao Box: The second chao box is in the left hand corner just before the fourth point marker.

Third Chao Box: After passing the sixth point marker, you must work your way up another shaft and then descend another. Upon landing, you find the third chao box behind you.

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Rouge the Bat
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Dry Lagoon

First Chao Box: The first chao box is on the north end of the first ledge along the east wall (all directions on Rouge's stages are from the starting point)

Second Chao Box: The second chao box is next to the crates in the northeast corner on the top floor.

Third Chao Box: In the Big Oasis (destroy two enemies surrounding a turtle in the starting area and go stand turtle where he is and push B to go to the big oasis) you will find the third chao box on top of the northernmost red pillar.

Egg Quarters

First Chao Box: Note: Mystic Melody required! Play your mystic melody near

the shrine atop the room with the pillars and enter the swirl. You will be transported to a room with the first chao box.

Second Chao Box: The second chao box is in the first green room west of the green room.

Third Chao Box: Go to the blue room (by using the missile) and break the wooden crate in the near right-hand corner (relative to the entrance). Doing so reveals the third chao box.

Security Hall

First Chao Box: Open the safe just above the large box in the corner between blue sections B and C. The first chao box is inside that safe.

Second Chao Box: The second Chao Box is between the second and third large boxes across from red section A.

Third Chao Box: The final chao box is next to the giant falling weight on the top floor ahead and to the right of the yellow letters.

Mad Space

First Chao Box: Jump over the fence closest to an iron container on the lower level, and land on the platform below, where the first chao box is.

Second Chao Box: Go to the green planet. The second chao box is on a platform to the right of a T shaped mechanical structure.

Third Chao Box: The final chao box is on an upper ledge of the huge space station with an enemy, a computer, and a rocket.

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Cannon's Core
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First Chao box: Dr. Eggman's Section. After going through the door that follows the first point marker, you encounter a large gap with a platform that falls when you step on it in the middle, and a door on the other side. Hop on the guardrail you're on and hover over to the door.

Second Chao box: Rouge's Section. The second chao box is in the far left-hand corner of the room where the switch to open the big red button is.

Third Chao box: Sonic's Section. When you land from the handrail in the beginning, walk back toward the screen and you'll find the third chao box.

Note: SPOILERS AHEAD!!!! IF YOU DON'T WANT A SECRET REVEALED TO YOU, SCROLL DOWN.

Green Hill Zone

First Chao Box: At the first checkpoint, drop off the right. The crate is right down there.

Second Chao Box: Currently Unknown...

Third Chao Box: Currently Unknown...

END SPOILERS!!!!!!! END SPOILERS!!!!!!! END SPOILERS!!!!!!! END SPOILERS!!!!!!!

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Future Updates?
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This is the place where you may send me something I should do to update my FAQ. Something that might help, something that might make the FAQ better, anything at all. You may also e-mail me other things. Look below for info on that. My e-mail address is sonic019_ll@yahoo.com.

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E-mailing Me
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My email address is sonic019_ll@yahoo.com. You may send me tips, comments, critique, poll for next update, or corrections. But please, don't send me hate letters, spam letters, or other things like that. If you don't like my FAQ or a part of it, don't make fun of it; instead tell me why you don't like it so I might update it with your idea. But if you do send me hate or spam letters, I will delete them and block you.

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Credits
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Sega - For making Dreamcast.

Sonic Team - For making Sonic and friends.

CjayC - For hosting my FAQ's, reviews, and codes, and other great things.

xxxFTWxxx - His guide helped me describe where one of the chao boxes was.

Fbyies - His FAQ helped me confirm something about the chao boxes

ThunderDragon - His GC SA2B FAQ also helped me confirm something about one of chao boxes. His FAQ helped me with the Green Hill zone Chao Box, since, sadly, I do not have 180 emblems.

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Legal Things
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