

Sonic Adventure 2: Battle Ability/Boss Guide

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This walkthrough was originally written for Sonic Adventure 2: Battle on the GC, but the walkthrough is still applicable to the DC version of the game.

SONIC ADVENTURE 2: BATTLE
ABILITY GUIDE & BOSS GUIDE
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Introduction

Well, let me start off by saying that this game was the best game I have ever played in my entire life! I can't thank Sega and all the people who made this game enough! I like this game because it's easy to finish the stories, but hard to get all 180 Emblems (I got them all eventually), which adds the 'almost impossible' effect in the game. Anyway, I made this guide to abilities to give other people the chance to play their game at the maximum. When I give you the level's name I also add the abilities required to get the upgrade (don't want a life long trip go to waste).

I made this guide to help people, those people may copy this guide into their computer, but I would appreciate it if no-one copied this guide and put it on the internet claiming that it is their own.

I am sorry if I have made a mistake or misled you in anyway, if you have any problems please email at 01balton@cheadle-high.staffs.sch.uk

Sonic

Sonic is the well-knowned hero, beating eggman's robots and crushing his plans! Sonic has six levels, meaning six upgrades, making him a more advanced character at the end of the game.

CITY ESCAPE

UPGRADE: Magic Gloves (allows you to use Suction)

ABILITIES REQUIRED: Bounce Bracelet & Flame Ring

Half-way through the level, straight after the building you run down, you should hit a spring, then go straight until you see four metal boxes at the ground's level, use Bounce attack on them and find your ability!

METAL HARBOR

UPGRADE: Light Speed Shoes (allows you to run along a trail of rings)

ABILITIES REQUIRED: None!

A third to a quarter of the way through the level, you should have to home attack a row of enemies to get to another platform, once on this platform you should be before a trail of rings, and there should be a pulley system near the top-left corner. Use this pulley to go up and find your upgrade. You must get this upgrade in order to complete the stage.

GREEN JUNGLE

UPGRADE: Ancient Light (allows you to charge up for light attack)

ABILITIES REQUIRED: None!

Eventually along the stage you should be launched and fall into a tree, you should fall past a huge dragonfly and fall into something that looks like a sink. Once on the ground, destroy the enemies there and go up the half loop using the boosters. Go to the ring box to the right of this platform and continue to edge, the camera should change, and you should see a bomber enemy. Jump and home attack him and use home attack again to hit a another ring capsule, on this platform you should find your upgrade.

PYRAMID CAVE

UPGRADE: Bounce Bracelet (for Bounce attack)

ABILITIES REQUIRED: None!

Well, if you can't find this one you must be blind! About quarter of the way through, you should run around a weird corkscrew thing then hit a booster, you should of landed of a platform, follow this platform (defeating the robots) to your upgrade.

CRAZY GADGET

UPGRADE: Flame ring (destroy metal boxes with fire somersault)

ABILITIES REQUIRED: None!

Another ability you can't proceed without! Half-way through you should come out of a warp tube with the gravity reversed, you should see some black boxes and metal boxes on the ceiling, go past these and run until you reach a gravity switch, use it and go to a side and hit a spring to be back to the boxes! Jump over the boxes and get your upgrade!

FINAL RUSH

UPGRADE: Mystic Melody

ABILITIES REQUIRED: None!

Right after the fifth checkpoint, grind up the large vertical rail and hit the spring at the top. Then take the orange rail on the right and hold the grind button all the way to go as fast as possible. Hopefully you'll land on a small platform to the left of another rail. Take the rocket on the platform to a free guy, then jump forward a little onto a platform with an animal and a spring. Use the spring (then the rest is quite easy!), you should be able to see the mystic melody!

Tails

Sonic's Sidekick, Tails, is back again to try to be as heroic as Sonic, but this time he confined to the Cyclone, a transforming targeting walker/plane. This dramatically changes his game play from Sonic Adventure DX. He has five levels, but one of his levels is chasing the president in a car, so he only has four upgrades.

PRISON LANE

UPGRADE: Blast (causes blast radius to homing missiles to hit enemies nearby)

ABILITIES REQUIRED: Bazooka

At end of the level, literally before the Goal Ring, shoot every enemy in the room (don't forget the one in the top corner where you entered) and a jail door will raise left from the Ring, defeat the enemies in this room and the upgrade's room should open up.

MISSION STREET

UPGRADE: Jet Booster (allows hovering)

ABILITIES REQUIRED: None!

Near the beginning of the level you should come out of a tunnel to a crumpling bridge (and some enemies), if you walk on this bridge it will break. When you fall down go straight and take a left to the upgrade (instead of right to a gap!). This is another ability you need for completing the stage.

HIDDEN BASE

UPGRADE: Mystic Melody

ABILITIES REQUIRED: Bazooka

Play through the level, past the first checkpoint, until you go up a pulley, you will be surrounded by a bunch of robot monkeys jump off

and shoot all the dynamite to make the platform drop. jump up on the platform, and you will see a lower level, and a higher level. Jump down to the lower level (it's safer to hover) and you will see some steel boxes. Shoot the steel boxes and a door way will appear. The platforms in this room are small, so use extreme caution when crossing them. as soon as you enter the room you should see the mystic melody in the back.

EXTERNAL ENGINE

UPGRADE: Bazooka

ABILITIES REQUIRED: None!

Half-way through the level you should come to a platform with two invincible enemies firing homing missiles at you, there should also be two rows of metal boxes in front of you. Take a floating platform near you and let it take you to another floating platform. Wait until it gets to its highest and go through the door.

Knuckles

The hard hittin' knuckle buster is back, like on Sonic DX, the Master Emerald is broken and Knuckles has to find the pieces in his levels using a radar. Knuckles has a fair amount of abilities and if you get them all Knuckles should look quite cool!

WILD CANYON

UPGRADE: Mystic Melody

ABILITIES REQUIRED: Shovel Claw

First off, go to the updraft and let it take you up, then go to the 'lonely statue' climb on the wall behind him and go up until you get to a picture you can dig through. Dig and find your ability (there is a dragon in one of the top corners.

PUMPKIN HILL

UPGRADE: Shovel Claw (allows you to dig)

ABILITIES REQUIRED: None!

Simply jump and glide forward, that's it (if you dig exactly where you found the shovel claw you should get a life)!

AQUATIC MINE

UPGRADE: Air Necklace (allows you to breathe under water)

ABILITIES REQUIRED: None!

Set the water level to 3 then go all the way down until you see something that looks like a jail column with the word caution on it, jump down the narrow hole a land on a platform, then go into to the water, turn right, then down past the metal bars sticking out, through the trail of rings, and up. You wait have the drowning music pop up here, but trust you should make. When you get to the top, jump and the upgrade is yours! You might need this ability on Cannon's core!

DEATH CHAMBER

UPGRADE: Gloves (allow you to punch through metal boxes)

ABILITIES REQUIRED: None!

Another easy upgrade to find and you can't go anywhere on this level without it! Punch the hourglass and go through the first door, and you should arrive in a corridor, half-way through this corridor there should be some wooden boxes, punch through them to get your upgrade!

METEOR HERD

UPGRADE: Sunglasses (allows you to see hidden items)

ABILITIES REQUIRED: None!

Jump and glide to the massive structure in the middle of the ground, and go to

the opposite side to find a rock on a platform, jump to this platform and punch the rock at the door, breaking it open, press the switch. Now go inside the area you just open and go to the bottom platform, use your new ability there to get a life.

Shadow

Most players describe him as the coolest character, it's a shame he's only got four levels. Eggman's new weapon to help him build 'Eggman Empire'! Shadow has the same basic moves as Sonic and some of his upgrades.

RADICAL HIGHWAY

UPGRADE: Flame Ring

ABILITIES REQUIRED: Ring Dash

Near the beginning, when you land on a platform with wooden boxes in a stair like fashion, some enemies and a pulley. Use this pulley to go up, beat the enemy at the end of a trail of rings, and use the spring to go up. Now, instead of going right, somersault to your left underneath the spinning thing, ring dash the trail of rings, use the spring and get your ability.

WHITE JUNGLE

UPGRADE: Light Speed Shoes

ABILITIES REQUIRED: None!

Half-way through you should arrive on a platform with a few wooden boxes, a spike enemy and a GUN robot. Somersault through the wooden boxes and fall down to your ability!

SKY RAIL

UPGRADE: Ancient Light

ABILITIES REQUIRED: None!

Near the beginning you should be on a platform with a rocket, next to another platform with an enemy in the gap of the platforms, a chao box and a wooden box. DO NOT use the rocket, instead attack the enemy to get to the other platform and take risk by jumping around the left side, an enemy should pop up, home attack the trail of enemies to the floating spring, When you get sent up you should arrive at your upgrade and a long trail of enemies.

FINAL CHASE

UPGRADE: Mystic Melody

ABILITIES REQUIRED: None!

After the third checkpoint, go down the blue square hole. Run up all the gravity tubes until you reach the 6th one, this one is really long. Run all the way to the top, off in the distance (the camera should change) you will see a gravity tube with a spring at the bottom and an electricity ring around its centre, jump and do a

homing attack to reach the top of the tube. To the left, you will find the mystic melody.

Eggman

The evil, sinister, up-to-no-good bad guy is back to try and build 'Eggman Empire'! This time, with the help of Shadow, he uses a weapon of mass destruction, codenamed 'The Eclipse Cannon' on the space colony ARK!

IRON GATE

UPGRADE: Blast

ABILITIES REQUIRED: Vulcan Cannon

Actually quite easy, go through the level normally until you get to a barricade of metal boxes, shoot them and get your upgrade.

SAND OCEAN

UPGRADE: Mystic Melody

ABILITIES REQUIRED: Hover

Straight away, just jump on the spinning platform, and wait until you have gone 270degrees and the camera should change, take out the bomber enemy you see and jump and Hover towards where the enemy was, and get your upgrade and use the mystic melody box there to get half way through the level!

LOST COLONY

UPGRADE: Jet Booster

ABILITIES REQUIRED: None!

In the room that Omochao states that you're going around in circles, shoot the wooden boxes near the entrance, jump up to a flat platform and jump to the next platform (not the one with the missile), it have a balloon on it, follow this way round and eventually find your upgrade.

WEAPONS BED

UPGRADE: Vulcan Cannon

ABILITIES REQUIRED: None!

Shoot some enemies, get perfect a few times, and you should come to some huts, with dynamite packs stuck to them, blow these TNT packs and in one of the huts there should be an upgrade!

COSMIC WALL

UPGRADE: Armour

ABILITIES REQUIRED: None!

About a fifth of the way through a level, you should be climbing up some platforms, get to the top and should have to fall down, jump on the platform to the top-right and you should find your upgrade on a platform underneath it. The upgrade is surrounded by cages that can only be blown up by a missile, jump to the platform to the top-left, and fire the missile, then go get your upgrade!

Rouge the Bat

Rouge is basically a greedy jewel thief, trying to steal the master emerald from Knux! Her levels are like Knuckles, but she gets to find Chaos Emeralds, Keys and parts of the master emerald! She has five levels, but like tails she has a car chase level.

DRY LAGOON

UPGRADE: Mystic Melody

ABILITIES REQUIRED: Pick Nails

As you start the level, go straight to the middle and turn right and go towards the indent in the wall, like the one you started in, and find a picture and dig through it and get the upgrade. If there isn't a picture here check the other indents/caves near the ground floor.

EGG QUARTERS

UPGRADE: Pick Nails (allows digging)

ABILITIES REQUIRED: None!

SECURITY HALL

UPGRADE: Treasure Scope (see extra items)

ABILITIES REQUIRED: Iron Boots and Mystic Melody!

Use the rocket behind you when you start, and go towards the mystic melody box along the safes towards the dead end. Once you have found it use it and hop along the platforms that appear and kick through the metal boxes and find and use your upgrade while you're there to get an extra life!

MAD SPACE

UPGRADE: Iron Boots

ABILITIES REQUIRED: None!

Go to the Meteor with no gravity and go inside the structure in the middle of it and get your ability! If it isn't in that structure, try the same structure on the meteor with all the gravity!

Bosses Introduction

Bosses on this game aren't a real challenge and you don't get emblems for beating them up, I made this bosses guide to make bosses easy as pie!

HERO STORY BOSSES

There are the same amount of bosses in the hero story and the dark story, unlike Sonic Heroes, you don't get an emblem for blowing up the big bad bosses.

BIG FOOT

Easy for a first boss, if you have already completed the game you could use bounce attack instead of waiting for him to land. Use the wooden boxes to your advantage! If he flies over you, you can attack him, but if you're out boxes wait until he lands to missile attack you! After he's shot his missiles, attack him with homing attack! He might use an attack that he has to charge up for, meanwhile he'll try to lock-on to you, run away from his marker or use spin-dash for a fast getaway.

EGGMAN

An easy boss for your first time with Tails. Lock-on to him whenever you can and shoot him with you cannon, or push him away by pressing 'B' when you're close to him. Simple as 1-2-3!

SHADOW

If you have the bounce bracelet, you just bounce continuously! If not wait until his back is turned and attack him (using homing attack)! Not too easy, but he is simple!

KING BOOM BOO

Scary, but not hard. When he's chasing you run at his speed, no faster unless you're too close to him or he'll turn around. Keep running until he tries to breath fire on you, then run around and hit his little friend! Now dig him out and punch the living daylights out of him (sometimes you might be able to hit him twice)! When the light goes out he'll use his chump attack, run away from him as fast as possible and wait until he breathes fire to run around and beat his sidekick and turn the lights back on. This time he should go into the wall, climb up, dig him out and swoop down for 'the kill'! Continue like so and you should be fine, but remember he'll try to trick you try to punch for the last time by moving along the floor.

EGG GOLEM

Wow! A big giant rock! He's not too hard or too easy, it depends on how long you've played for. He should try to punch you twice, run around to the back of him and jump on the ledges coming out of him. They'll retract as soon as you land on them (Sonic probably won't jump properly, if so walk/run when you jump), then home attack each yellow symbol and attack his little dorky hat. If you land in the quick sand don't worry just keep tapping 'A' as fast as you can to home attack the pulley. After you've hit two to three times he'll try to head-butt you while electrified. Just use this as an advantage to jump on his back (wait until he's upright). He's not as tough as he looks!

ROUGE

At long last you get to beat up Rouge for stealing the master emerald. She's fast and tough, and she'll occasionally attack you with her 'flip wave'. Only attack her when she's running away or else she'll deflect your punches. You can also attack her using drill attack, when gliding wait until your shadow is above her and press 'B'. If the doors open you'll be shot into the air, this doesn't make beating her up any easier at all! She'll run away and use her special attack, if you find use drill claw while gliding over her. Keep moving when she uses 'flip wave' to avoid it.

EGGMAN

He's the toughest boss in the hero story line-up! In fact he's not so tough unless you've gone and got his upgrades! So this is why I recommend doing the hero story first. Attack him using the bazooka instead of the locking-on to him. When he's only got half of his maximum health, he'll use his special attack! Watch out for this attack! Remember his attack pattern! Because if he hits you with this attack you'll die! If you can, get around the back of him and shoot him while he's defenceless!

SHADOW

He's easy once you get used to running along a never ending path! Keep running until you have enough rings and home attack. Now use spin-dash to run him over, spin-dash him again. By now, after you've hit him three times, he should be immune to being hit by spin-dash and homing attack. So you're going to have to wait until he uses Chaos Spear on you, when he does so spin-dash while he's defenceless! Do this again to finish him off!

DARK STORY BOSSES

The Dark Story begins a while before the Hero Story, in fact the Hero Story begins a third of the way through the Dark Story! Yet some of the bosses are in both stories!

HOT SHOT

Just like Big Foot for Sonic, use the wooden boxes to home attack him while he's flying. Wait until he's used all of his missiles before attacking him. Keep away from his marker when he's charging up.

TAILS

Just like fighting Eggman with Tails. Lock-on to him whenever you can, send him flying if you get too close and try to shoot him your Vulcan Cannon. He's as easy as pie!

FLYING DOG

Like Big-foot except for one big difference, see if you can spot it! Use the wooden boxes as a way to attack him, and if you run out of boxes use the fencing, climb up and jump and glide! Keep away from his marker!

SONIC

Unlike when you're facing Shadow with Sonic, you can't use Bounce attack. Wait until his back is turned and strike! If not he'll Counter-attack! He's really easy as long as you know his attack pattern!

EGG GOLEM

He's harder for Eggman than Sonic, because Eggman is slower and can't always avoid the Golem's attacks, Eggman can't survive for two seconds in quick sand so there are little platforms you can jump between and with Sonic you only need to keep collecting the same ring you drop, but with Eggman you need to keep your health up (you can use the ring containers at the bottom of the stage). To attack him use the Vulcan cannon and rapidly tap 'B' and one of the chips will be exposed, shoot this three times with Lock-on. Then continue with the Cannon, and Lock-on...etc...

KNUCKLES

He's easy, just like using Knux fighting Rouge. Try to kick him when he's running away and if he comes too close you can use your pick nails on him. When the Magma chamber opens, try to find him and use drill attack. When he starts his attack speech just run, jump and glide to make it miss, then find and attack him. If you're having trouble finding him, look around the four pillars, or listen to him pick up rings.

TAILS

He's actually quite hard, once you've hit him once or twice he'll use the super power charge attack. If you keep near him it's easy to avoid, but if your at the opposite end of the stage you're in trouble! When he uses his super attack, attack him with your cannon and eventually you should defeat him.

SONIC

He's not too easy, but he is easy. Like fighting Shadow, Home attack the first time, spin dash the second and third, and wait until he uses Sonic Wind to attack him the last two times and 'voila' he's dead!

LAST EPISODE BOSSES

Once you've beaten the Hero and Dark Story, 'The Last Episode' should be available for playing. There are only two bosses on the Last Story, but they are a challenge to beat up the first time you play.

THE BIOLIZARD

For most people, including me, he's the hardest boss. Run away from him at his speed, or else he'll use his tail to attack you, and eventually he'll stop for

air. While he's breathing grind up the rail thing coming out of his mouth and jump off and Home attack the red glowing thing (life support system). Run away again, but this time he'll try to hit you with energy balls, if you stand quite far away and face the invisible wall you should be Okay. You must somersault and jump to avoid this annoying attack. Then grind up his throat and attack, and repeat (run, dodge, and attack). After you've attacked him three times, he'll summon loads of mini red balls (after dodging his black energy attacks), Home attack these and eventually you'll reach his life support system, attack him and the red balls should disappear, and repeat the last step (run, dodge, and home attack up). Straight after the fifth attack you've made, he'll summon red balls and launch you in the air, wait and dodge his attacks until there are less red balls floating around and float towards the life support system and attack (if you lose rings when in the air you can't get them back). Don't worry if you didn't attack when you were in the air, just dodge his energy attack and you'll get another chance.

THE FINAL HAZARD

Super Sonic and Super Shadow vs. The Biolizard attached to the ARK. The aim of it is to hit the red swelling areas around his body, the red swelling areas come up at completely random places, but if you wait too long the bruise will switch positions. You start off with 40 to 60 rings which gradually decrease, with no way of recovering them.

First off, with Sonic just float towards him and go up and down to avoid his red balls, and attack by increasing/decreasing height (A/B) and he'll yell! Now, with Shadow, do the same, but this time you're trying to dodge a beam of energy coming for the top or bottom of him. Back to Sonic, drift towards him and attack and avoid the constant beam attack this time, if you're having trouble avoiding it try to follow it, it usually goes in circle around where you are. With Shadow, the biolizard will use two beams at you, try to follow one of them, until you get close enough to the red swelling area. With Sonic again, he'll use loads of red balls and the two beams, looks difficult, try to follow one of beams and dodge the red balls and attack. With Shadow again, he'll have the same attacks, except he'll use the beams to cut you off his red swelling area, drift towards the swelling area, try to dodge the red balls and wait until the beams let you through, or you'll end up back where you started, this can seem frustrating, while waiting for an opening just press A/B. If you get low on rings (about 4-7) or when he has lost all of his red balls he'll move his bruise, when he does he'll stop his beams and let his guard down for a second, this is a great last chance to hit him. Once you've beaten him, you'll see a cut scene with Shadow dying and Congrats. You've completed the game!

Special Thanks

Well, I'm not much for speeches!

I would like to thank all the people that made the game (like SEGA), all people that put it onto Nintendo Gamecube, everyone that recommended this game to me (Matt aka Hyper Shadow, and Paul are the main ones), and I'd also like to thank the same people for helping me find some abilities to make this guide and constantly challenging me for a battle/race.