

Sonic Adventure DX Director's Cut FAQ

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SONIC ADVENTURE SUCCINCT ADVENTURE FIELD WALKTHROUGH

Dedicated to Arin Hanson & Danny Sexbang. Your suffering through the Big levels was the highlight of my week one magical day in 2015.

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"This is a good game."

PART 01

After the cutscene with Tails crashing his plane, simply head to the gate at the far side of the pool to begin the Emerald Coast stage.

PART 02: After Emerald Coast

From the pool, head through the doors into the hotel, then through the doors to the right to the Station Square downtown area. In the downtown area, head into the train station and board the train to get to Mystic Ruins. Once here, head across the field to the large hill with a staircase to trigger the boss battle.

PART 03: After Egg Hornet

Once you regain control, go up the second set of stairs to Tails' workshop. There you'll find the wind stone. Pick it up and take it down the hill to the green waterfall/pond area. To the right of the waterfall is a small cave; use the wind stone in there to get to Windy Valley.

PART 04: After Windy Valley

Take the train back to Station Square. From the train station, head down the street to the City Hall area. There is an open manhole in the corner across from City Hall. (This is what Tikal means whenever she hints "there is a place in this city where you can go down into the sewer.") In the sewer, you'll find the shoes powerup.

Use the powerup to get to the surface, then return to the hotel area. Head through the doors opposite the doors that lead to the pool area to access the casino area. The casino will open up when you use the light speed dash to hit the big button on the casino.

NOTE: At any point after you get the light speed dash, you can access the crystal ring. In the hotel lobby, go up the stairs and use the two buttons to open the door and create a trail of rings. Time it correctly and you can dash into the little room, where the power up is hidden.

PART 05: After Casinopolis

Head back toward the hotel- note the staircase on the left, it leads to the train station. Directly opposite that is an alley where you will find the Ice Stone. Take it with you to the Mystic Ruins. A cutscene shows a new cave

forming from the cliff side. Enter the new cave and use the ice stone on the ice door.

PART 06: After Ice Cap

Head back to the waterfall/pond area in Mystic Ruins to trigger the fight with Knuckles.

Part 07: After the fight with Knuckles

Head up the stairs to Tails' workshop to begin the SkyChase Sub Game.

Part 08: After Sky Chase Part 1 (Sonic)

You begin in the Station Square pool area. Head through the hotel to the casino area to trigger the cutscene with Amy.

Part 09: After you meet Amy

Head back to the downtown area of Station Square. Go directly across from the hotel doorway to get to Twinkle Park.

Part 10: After Twinkle Park

In the small traffic island in front of the train station there is an ID card. Use it in front of the shuttered door in the building adjacent to Twinkle Park to access Speed Highway.

Part 11: After Speed Highway

Head back to the Casino area of Station Square to trigger the next cutscene. Then, take the train to Mystic Ruins. Another cutscene will play, after which you head through the cliffside cave, continuing past the Ice Cap entrance to the Angel Island area. Head all the way to the end of the green field (near the bridge, but do not cross it). On the raised rock is the Ancient Light power-up. Use your new attack to destroy the monkey in the cage and access Red Mountain.

Part 12: After Red Mountain, and Sky Chase Act 2 (Sonic)

The next Adventure Field is the Egg Carrier. Head straight ahead across the big blue cylinder. After the cut scene, continue in the direction you were heading and go up the ramp to the blue doorway. This is the entrance to Sky Deck.

Part 13: After Sky Deck

In the middle of the green room is a gold saucer shaped thing; get in it to get transported to the next boss battle.

Part 14: After the fight with Gamma. (Sonic)

Head across the wooden deck area to the left of the big grey structure, triggering another cutscene. Near where you'll be when you regain control is a doorway to the control room. Go in there, and hop in the seat of the big train-like vehicle. It will reveal the button you need to press. Once the ship is back in its original shape, go back out the door and cross the narrow grey bridge to the big blue cylinder. This is the next boss battle.

Part 15: After Chaos 6 (Sonic)

Follow the light into the Aztec pyramid. After Lost World, you will be in the flashback world. Simply head toward the burning gazebo to begin the next cutscene.

Part 16: After the Lost World and the flashback

Head toward where Eggman was flying- at the extreme end of the jungle area is a cliff with yellow and black barriers. At the right side of the cliff is the blue bridge entrance.

Inside the fortress, the entrance to Final Egg is locked and needs to be opened by solving a puzzle. There are six tiles, some of which are lit and some of

is different every time you play a stage. As such, there's no real way to do a walkthrough for emerald locations. However, there are some stage specific spots emeralds could be hidden that may be hard to find: In Casinopolis, there is a brick structure on the upper part of the level with a small entrance on the roof. Sometimes you need to get inside to find a piece, even though the radar blip is stronger near the bottom. Emeralds are also put into the lion's mouth, or in the giant Sonic statue in the middle of the room. Punch the weak spot on his shoe to shatter it.

Further, in later stages they introduce buried emerald pieces; if the radar is red and there seems to be nothing there, you probably need to dig around the vicinity to find it. Also, in any stage an emerald may be inside an robot, some of which move around.

Part 1

The first stage is Speed Highway, accessible through City Hall. Head down the road opposite the direction of the hotel toward the area where Sonic's first boss battle was. Punch the barrier away to access Speed Highway.

Part 2: After Speed Highway

Head back to the casino area by way of the hotel lobby. (Remember, the casino doorway is opposite the entrance to the pool.) The hotel entrance is the grey doors directly opposite the Twinkle Park entrance. (Next to where the cars drive underground.)

Part 3: After Casinopolis (First Flashback)

Head straight from where you start toward the big pyramid. The cutscene area is at the end of a long walkway on the far side of the pyramid.

Part 4: After the first flashback

You'll start directly outside of Casinopolis. Head away from the casino to the end of the street and enter the hotel. After the cutscene head into the elevator to access the next boss fight.

Part 5: After Chaos 2

You will resume in Mystic Ruins. This part is arcane and stupid. Head to the small cave way out behind the hill with Tails' workshop on it. (The one with the Chao garden.) Do not enter the Chao garden; there is another small cave with a monkey guard. Head all the way back to find the glowing beacon. Dig under the beacon to find the 'Monkey Destruction Switch.' (Seriously.) Carry it to the monkey and put it down to activate it. Pick it up again and carry it through the cliffside cave, past Ice Cap, to the Angel Island area. Use the switch again near the monkey to access Red Mountain.

Part 6: After Red Mountain

Head to the waterfall/pond area of Mystic Ruins to trigger the battle with Sonic and Chaos 4.

Part 7: After Chaos 4 (Knuckles)

Get in the mine cart to the left of the pond to get to the jungle area. Right where you start in the jungle area, there is a Tikal orb and a gold statue. Pick up the statue and bring it to the back of the Aztec pyramid. (The 'back' is the side opposite the side with the snake head and the two morphing statues.) The silver statue is hidden in a small alcove.

If you have the DX edition, the map shows you the small path terminating in a circle to the left of the temple area- that's where the silver statue is.

If you don't have the map, head to the cliff with the yellow barriers at the far end of the stage. Proceed along the path keeping the cliff to your right. Down this path, there will be the entrance to the statue alcove on your left,

boop bleep you end up in Station Square. Ride the train to Mystic Ruins, take the minecar to the jungle, and head across the map to the blue bridge to Final Egg. See Sonic part 16 on how to solve the puzzle.

Part 5: After Final Egg

Head to the bottom of the structure leading to the train platform. There is now a wood raft. Get on to get to the last boss arena. Alternatively there is also a black boat at the dock in the station square area between the hotel and Twinkle Park.

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"OOOOOOOOOHHHH MYYYYYYYYYY GOD!"

I highly recommend you watch Game Grumps' Sonic Adventure DX playthrough, particularly Part 46, titled Nibble and Run. Honestly, it's one of the funniest things I've ever seen. I do not work for or otherwise profit from the Game Grumps' videos, but Arin's spectacular meltdowns throughout the playthrough are what prompted me to write up this walkthrough. It's too late to help Arin- but it might be possible to save yourselves, and hopefully this walkthrough will be conducive to that end. A lot of this game just isn't very intuitive. Anyway, here's Big's story.

THE TIP THAT WOULD HAVE SPARED EGORAPTOR A FEW BURST BLOOD VESSELS: With Big, the part that the game never makes clear is that you need to actually HOOK froggy; when he nibbles, you pull the line by pressing a direction on the thumb pad. There is a "sweep spot" for the lure to catch froggy, and occasionally you'll get it by pure chance, but it radically improves your odds if you pull in the direction opposite where the frog is heading.

That said, sorry Arin but it's good that the game did such a bad job of telling you how to play it. The infamous "froggy meltdown" will live on in our hearts forever. Never stop being you.

PART 1

You start in Station Square. Head down the street, opposite the way to the hotel. In the City Hall area, there is a car parked over the open manhole cover. Stand next to the car and press B to lift it. If memory serves it can be kind of finicky and you have to stand just right for it to work. From the sewer you can access Twinkle Park.

PART 2: After Twinkle Park

Directly behind the Twinkle Park elevator is the Ice Key. Take it to the cliffside cave in Mystic Ruins. In Ice Cap, pick up a boulder in the area right where you start and throw it through the weak spot in the ice. Froggy is in this pool.

PART 3: After Ice Cap

Take the train back to Station Square. A cutscene will show Froggy heading toward the hotel. Go through the pool area to Emerald Coast. Ignore the hint in the stage itself regarding the "secret entrance", this is in reference to the hole at the bottom of the big rock in the rear of the stage. In case you're

It's worth noting that Gamma actually has a time limit, but this last stage is the only one where it's really an issue. You regain time by chaining together more shots against enemies.

After the stage ends, head to the blue cylinder in the middle of the Carrier to start the final boss battle.

There you go. Hope your suffering was either abated or was at least as funny as Arin's. Good night and good luck.

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