

Sonic Adventure DX Director's Cut Mission mode, Upgrades, Etc.

by Timber Wolf

Updated to v2.0 on Jul 16, 2003

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Disclaimer

I (T.S.) created this FAQ, and I have only given permission for it to be posted at these sites:

www.neoseeker.com

If you wish to post my FAQ elsewhere, you must email me at TimberwolfMI6@yahoo.com, and I will give you permission.

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|1. Updates|

Version 1.5:

Added... a lot, to say the least.

Version 1.6:

Added chao races.

Version 1.7:

Moved chao content to chao FAQ.

Version 2.0:

Fixed all of the grammar.
Reformatted the FAQ layout.
Added ASCII character pictures.
Basically a total FAQ overhaul.

|2. Basic info|

|Upgrades|

These are found as you progress through the game. Some are required, yet others are completely optional. You can spot upgrades because they are incased in a green glowing light.

|Hidden emblems|

In addition to earning emblems through completing levels, there are also hidden emblems throughout the 3 adventure fields. There are 4 per field. Just walk through an emblem to add it to your total.

|Chao gardens|

There are 3 different chao gardens, you have to find them!

|Unlockables|

In SADX, collecting emblems will unlock things such as GameGear games.

|Mission mode|

There are 60 missions, can you complete them all? Of course you can't. That痴 why I知 going to help you ^^ . I first say what mission it is, then where you find the card, and then what it says, then how to complete it.

|3. Upgrades|

-Sonic-

|Light speed shoes|:

Found in a manhole downtown by the burger shop and city hall. (There is a car above it for a while) allows sonic to do a light speed dash.

|Crystal ring|:

In the hotel lobby. Go up the stairs and hit both buttons. Use a light speed dash (you need the shoes) across the rings and get into the room before the door closes. Allows sonic to charge up the light speed dash faster.

|Ancient light|:

Found outside the entrance of red mountain on a ledge jutting out from the mountain. Allows sonic to light speed attack.

-Tails-

|Jet shoes|:

Behind the entrance to twinkle park, you can go into the sewers. You'll reach a gate, but there's a hole in the ceiling. Fly up there to get the upgrade. Allows tails to fly much faster.

|Rhythm badge|:

When tails has the flashback to the ancient echidna era, fly to the left and search around the upper areas to find it. Allows tails to do constant tails attacks.

-Knuckles-

|Shovel claw|:

Found in the cave behind tails' workshop. Allows knuckles to dig.

|Fighting gloves|:

Found on a ledge high above big's house. Allows knuckles to perform the maximum heat attack.

-Amy-

|Warrior feather|:

Obtained after successfully completing a whack-a-sonic game. Allows Amy to do a whirling hammer attack. (do it too long and Amy will get dizzy)

|Long hammer|:

Come back to the whack a sonic game after you beat Amy痴 story and get over 3000 points. Extends the length of Amy痴 hammer.

-Big-

|Power rod|:

Found under big's bed in the mystic ruins jungle. Allows big to cast further.

|TP lure|:

Found in sewer behind Twinkle Park. Catch bigger fish.

|Life ring|:

Found in the ice cave, in the pool of water. Allows big to float.

|Ice lure|:

Found in ice Cap level, underwater near a large skull. Catch bigger fish.

|MR lure|:

Found in the jungle, in the small cave near big's house (use the map). Catch bigger fish.

|EC lure|:

Found in the first cell in the Egg Carrier jail. Catch bigger fish.

-E-102 Gamma-

|Jet booster|:

Found in the inside of the egg carrier, in one of the rooms on the side on the second floor. Allows Gamma to hover while slowly descending.

|Laser blaster|:

Found in the opposite room of the Jet Booster in the egg carrier.
Shots from gamma's blaster explode, killing enemies in the radius.

|4. Hidden emblems in adventure fields|

|Station Square|

1. In the burger shop, just off screen to the right when you walk in.
2. In a nook in the train station. You need tails or knuckles to get it. When facing the train, turn around and you should be able to see the emblem on a little ledge near the ceiling.
3. In the alley by the casino. It 痴 way above the spot you found the key, you need tails or Knuckles to get it.
4. Cut up some of the grass with tails (do a tail attack) outside of city hall, the place you fought chaos 0 with sonic.

|Mystic ruins|

1. Go behind tails' workshop and look at the mountain, you'll see the emblem.
 2. Under a fallen tree on the way to big's house in the forest.
 3. Inside the giant dead tree next to big's house. You need tails or knuckles.
 4. On the bridge leading to the master emerald shrine, jump off with knuckles and glide around below the bridge to find the emblem. Glide over to the wall after you get it so you don't 稚 fall!
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|Egg carrier|

1. In the pool room, there will be a platform near the ceiling. Use tails or knuckles to get it.
2. Inside eggman's bedroom, hit the switch to make eggman's bed fold down, and reveal the emblem.
3. On top of the giant spinning disc on the outside deck. You^値 need tails to get up this high. (The egg carrier has to be in transformed mode)
4. Get into the ship bridge and press the button to cause the ship to transform. Then take the spinning platform into the belly of the ship. Take the monorail to get to the other side of the ship. Get up to the large circle platform and use the cannons to break the boxes. The emblem is in one of the boxes. (Only sonic can use the cannons)

|5. Unlockables|

(most are unconfirmed, PM me with unlockables!)

20 emblems: sonic 1

40 emblems: sonic drift

60 emblems: sonic chaos

80 emblems: sonic spinball

100 emblems: Dr. Robotnik's mean bean machine

120 emblems: tails sky patrol

130 emblems: play as metal sonic in all of Sonic's levels

All 60 missions: sonic triple trouble

|6. Mission Mode|

How: Pick up the statue in front of the burger shop to the target circle on the ground.

Mission 2.

Where: Mystic Ruins Station Area, at the top of the steps of the station.

What: "Get the balloon in the skies of the Mystic Ruins!"

How: Homing dash up the line of spinning enemies and get to the balloon.

Mission 3.

Where: Station Square, on the steps of the pool.

What: "Collect 100 rings, and go to Sonic's billboard by the pool!"

How: A little billboard will popup next to the pool. Go to the casino area and keep collecting the rings that appear when you hit the button with the light speed dash until you reach 100 rings, then go back to the sign.

Mission 9.

Where: Station Square, behind the twinkle park entrance.

What: "Get the balloon floating behind the waterfall at the emerald sea"

How: When you enter the second area of emerald coast (the music changes), when you run up the wall behind the waterfall, there will be a balloon.

Mission 11.

Where: Mystic Ruins Station Area, near the area the water from the waterfall drains out.

What: "Destroy the windmill and proceed. Find the balloon in orbit!"

How: Near the start of windy valley, homing attack along the windmills to find the balloon.

Mission 13.

Where: Station Square, below the casino ken sign.

What: "I can't take a shower like this! Do something!"

How: Go into the shower room of casinopolis and destroy the spinning enemies. (Why does a casino have a shower room?)

Mission 15.

Where: Mystic ruins station area, below the tracks behind the fence by the station.

What: "My medallions got swept away by the tornado! Somebody help me get them back!"

How: Collect the 5 medallions in the tornado part of windy valley.

Mission 17.

Where: Station square, in the store with the golden egg.

What: "Aim and shoot all the medallions with a Sonic Ball."

How: In casinopolis, play the slot pinball game and collect all of the medallions.

Mission 20.

Where: Mystic ruins Angel Island, in the water of the ice cave.

What: "Get all the medallions within the time limit! It's real slippery, so be careful!"

How: In the bottom of the large vertical cave of the ice cap level, hit a switch near the bottom and collect all of the medallions hanging from the icicles in the time limit.

Mission 23.

Where: Station square, just outside the door that leads to Sonic 痴 twinkle park entrance.

What: "Go around the wooden horse and collect 10 balloons."

How: In the merry go round part of Twinkle Park, hit all 10 balloons. Don't 稚 get hit by the spikes!

Mission 27.

Where: Station square, inside the burger shop.

What: "Collect 100 rings and head to the heliport!"

How: In speed highway, collect 100 rings before you get to the helicopter, step in the circle with 100 rings to complete the mission.

Mission 28.

Where: Station square, above the entrance to the hotel.

What: "During the morning traffic, use the fountain to get the balloon."

How: Use the fountain at the very end of speed highway to get up to a balloon.

Mission 30.

Where: Mystic ruins jungle area, on the back of the temple.

What: "A fugitive have escaped from the jail of burning hell! Find the fugitive!"
(A typo!!!)

How: Inside red mountain near the end of the level, you'll see several spinning enemies that weren't there before, homing attack up them to find the fugitive.

Mission 33.

Where: Egg carrier, in the pool.

What: "Shoot yourself out of the cannon and get the balloon!"

How: Facing the door to the pool room while on the deck, go left and launch out of the cannon.

Mission 34.

Where: Egg carrier, on one of the bridges that leads to the deck.

What: "Can you find the balloon that is hidden on the ship's bridge?"

How: Behind where you found the mission, there is a spring, charge up a light speed dash before hitting it and jump on the spring. Release the light dash to hit the balloon.

Mission 36.

Where: Egg carrier hall, above the doors that lead to the brig and the hot shelter.

What: "Fighter aircraft are flying everywhere. Somebody get me out of here!"

How: In sky deck, when you reach the part of the ship where the wind can push you around, take the man to the circle by the next checkpoint.

Mission 40.

Where: Mystic ruins, inside of tails' workshop.

What: "What is hidden in the area that the giant snake is staring at?"

How: In the lost world level, at the part where the giant snake is swimming around, get the water level all the way up and jump on the snake. Charge up a light speed dash and use it on the line of rings that have appeared.

Mission 41.

Where: Mystic ruins jungle area, on the steps leading to lost world.

What: "Look real carefully just as you fall from the waterfall!"

How: At one part in lost world, you will be swept down a raging river. Stay to the right and when you fall down the water fall you will hit a balloon. If you miss, hit restart to get back to the beginning of the river.

Mission 45.

Where: Mystic ruins jungle area, in the cave that leads to sand hill.

What: "Go to a place where the rings are laid in the shape of Sonic's face!"

How: In final egg, before you reach the E-100 series training course with the sonic dolls, just before the check point, jump over to the right side. Use the spring to reach an upper level and grab the flag.

Mission 46.

Where: Mystic ruins jungle area, on one of the paths leading to big's house.

What: "A secret base full of mechanical traps. Pay attention, and you might see..."

How: In final egg, at the part where you fall a long way, catch the balloon.

Mission 49.

Where: Station square, in the sewer that you got the light shoes.

What: "Scorch through the track, and get all the flags!"

How: In twinkle park, get all the flags on the kart track.

Mission 53.

Where: Mystic ruins Angel Island, on the rock you found the ancient light.

What: "Pass the line of rings with 3 Super High Jumps on the ski slope"

How: This is a REALLY hard one. On ice cap, in the snowboarding part, at the end of the level, there are 3 final ramps high above the rest of the track. Hit all 3 of these ramps very fast to jump over a sky high line of rings. If you want to see the line of rings, at the end of the level when you get off your board, before you hit the capsule, use the C stick To look up back at the mountain. You'll see some balloons way up there, as well as the line of rings. This is the part where you say "HOW THE HELL!?!?!?!?!?!?"
Yeah, it's going to take a while to finish this mission.

Where: Station square, the alley where you find the ice key.

What: "I hate this dark and filthy place!" Can you find it?"

How: At the start of casinopolis, there is a cream billboard at the top left corner of the screen by a pipe.

Mission 31.

Where: Station square, on top of the clock inside the station.

What: "Get the balloon as you float in the air along with the trash!"

How: In casinopolis, at one of the parts where you float up, float all the way up to the top and hit the balloon.

Mission 37.

Where: Mystic ruins jungle area, right by the mine cart.

What: "Fly over the jungle, and get all the balloons!"

How: Various balloons have appeared over the jungle, fly into all of them.

Mission 47.

Where: Mystic ruins, on top of the workshop.

What: "Get 10 balloons on the field under the time limit!"

How: Hit the switch that has appeared next to you and fly into the balloons before time runs out.

Mission 54.

Where: Mystic ruins Angel Island, in the ice cave.

What: "Slide downhill in a blizzard and get all of the flags!"

How: This mission is MADDENING. At the end of ice cap, get the 13 flags. It sounds so easy, doesn't it? Get ready to pull your hair out!

Mission 12.

Where: Mystic ruins, on the flat that you fought egg hornet.

What: "Who is a Chao good friends with? And what is hidden underneath?"

How: A bunch of signs appear, go in front of the cream sign and dig around in front of it untill you uncover a medallion.

Mission 25.

Where: Station square, on a wall outside of city hall.

What: "What is hidden under the lion's right hand?"

How: In casinopolis, grab the flag when the giant lion lift's its right paw.

Mission 26.

Where: Station square, adjacent to location of mission 25.

What: "What is that on top of the ship's mast that the pirates are protecting?"

How: In casinopolis, get up to the pirate ship that isn't burning and you'll find a flag in the crow's nest.

Mission 32.

Where: Mystic ruins Angel Island, on the middle of the bridge.

What: "Can you get the balloon that is hidden under the bridge?"

How: There痴 a balloon right below the bridge surrounded by springs and spinners, can you get it? Don't稚 worry if you fall when you do, no big deal.

Mission 38.

Where: Mystic ruins jungle area, on the ledge where you got the fighting gloves.

What: "A message from an ancient people: In the direction where the burning arrow is pointing, you will see..."

How: In lost world, at the bottom of the level you can punch out some crates to get to another area, in there, there are now flaming arrows flying across, forming an X. What's the rule for digging up treasure? X marks the spot! Dig until you find a medallion.

Mission 48.

Mission 29.

Where: Station square, outside of city hall in the grass.

What: "I am the keeper of this canal! Catch me if you can!"

How: Go to the sewer behind the entrance of Twinkle Park and catch the fish.

Mission 35.

Where: Mystic ruins, in the back of the cave by tails' workshop.

What: "I am the keeper of this icy lake! Catch me if you can!"

How: Catch the fish in the little pond of water in the ice cave.

Mission 44.

Where: Egg carrier, on the deck by the entrance to the pool.

What: "I am the keeper of this ship! Catch me if you can"

How: Catch the fish in the pool.

Mission 52.

Where: Mystic ruins jungle area, in big's house.

What: "Get 3 flags in the jungle under the time limit"

How: Jump on the switch on big's bed and get the flags in the jungle paths.

Mission 60.

Where: Mystic ruins, on the tracks in front of the train.

What: "Something is hidden inside the dinosaur's mouth. Can you find it?"

How: In ice cap, get to the skull under water and grab the flag.

Mission 51.

Where: Mystic ruins jungle area, near the top of the shrine.

What: "Gunman of the Windy Valley! Destroy all of the Spinners under a time limit!"

How: In windy valley, when you get above the first checkpoint, there will be a switch across from you. Shoot it and then blast all the spinners.

|7. Further help and misc. stuff|

Getting through the actual game is relatively easy, so I didn't include any type of walkthrough in this guide. If you don't know where to go, Tikal is always around to give you some hints. Tikal locations are:

Outside the train station in station square.

In the mystic ruins, next to the train station structure.

If you're still stuck, it always helps to talk to some locals hanging around in the area.

If you're STILL stuck, then there's always the SADX forum =D

Credits:

Entire guide: Timber Wolf

Ending note: I've done practically everything there is to do in the original SA, but SADX is still fun and exciting. The new chao system will likely keep you occupied for hours and hours. If you need help with your chao, why not check out my Chao FAQ? =)

<https://www.neoseeker.com/resourcelink.html?rlid=65202&rid=60304>

Have fun playing a remake of the best sonic game ever made.