

Sonic Adventure 2 The Trial FAQ

by Adam3k3

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For contact details, please see Contacts section.

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--++-- About this Guide --++--

The Latest version of this FAQ and all of my work is always available on GameFaqs.

<http://www.gamefaqs.com/users/Adam3k3/contributions/faqs>

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--++-- Version History

Version 1.00 July 18th, 2015

- . FAQ complete.

--++-- Contacts and Credits

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Credits

- . <http://sonic.wikia.com> for some small info.
- . All websites that are hosting my FAQs.
- . You for reading this FAQ.

--++-- About this game -++

Differences

Sonic Adventure 2 the trial is a prototype stage demo that was bundled with Phantasy Star Online and Sonic Adventure on SEGA Dreamcast. This release includes a number of changes including:

- . Different Logo
- . Different billboards
- . Different Sonic shoes
- . Slightly different physics
- . Slightly different sounds
- . No dialog in City Escape
- . No vocals in the music of City Escape

Walkthrough

The walkthrough consist of the first stage, City Escape.

Stage 1: City Escape

Mission: Find the Goal Ring

Character: Sonic

Ride down collecting the rings on the right and jumping off the ramp on the left right after the rings. Take a sharp right turn at the end of the road and continue sliding down.

Slide to the left and into another ramp, if done correctly you will hit the rings monitor. Slide left, then right and into the final ramp in the middle hitting the Tram-train and the speed boosters into the next area.

Slide on the rail and continue running forward. Wall run on the left wall and grab the 20 rings monitor. Slide breaking the two boxes and jump on the rail as you grind your way down from rail to rail. Use the speed booster to reach the upper level of the ramp.

Grab the rings and use the moving platform to reach the checkpoint. Use the speed booster to run forward and into a mini ramp. You will land on another speed booster with a mini ramp right ahead, jump off it into another speed booster with a mini ramp.

Make your way to the upper level using the jump pads and continue going up watching out for the enemy robots. There will be one right before the exit.

Continue running jumping off the mini ramp on the right and grabbing the speed shoes. Keep running till you come across a narrow path with a jump pad onto, use it to push yourself onto the rail and grind all the way down. Use the Crouch button to slide faster.

The rail will end with a big ramp ahead, use it to reach higher ground. Break and grab the useless Chao Garden key and use the jump pad on the right to push yourself forward grabbing the 20 rings and a checkpoint.

Continue running forward breaking the monitors ahead and use the speed boosters to wall run in roller coaster style all the way down.

You will run into a jump pad sending you into a rail. jump forward when the red line appears and repeat. Grab the invisibility monitor and continue on your way. Use the enemies to reach the next ground (keep hitting them in order).

Jump on the rail and slide down jumping on the other one and finally the third one all the way down. Jump at the end to grab the rail or simply advance on foot. Go through the final checkpoint and slide down.

Keep running down and jump dash if the truck gets too close. Continue running until the truck crashed. Grab the Goal Ring to finish the stage.

Depending on how well you did, you will be ranked from S to D.

Game Dialog

Sigma-Alpha-2
heading due south over the city.

We're en route,
everything's a go.

This is tower control.
We have you on radar.

Report cargo status of captured
hedgehog aboard, over!

That's a 10-.
Cargo secured on board...

What the hell...!

Didn't copy that, over!

The hedgehog is gone, he's taken
out everyone aboard and...

What's wrong! Come in, over!

Freeze! What do you think you're doning! Get that hedgehog!

Sonic: Talk about low-budget flights, no food or movies... I'm outta here!

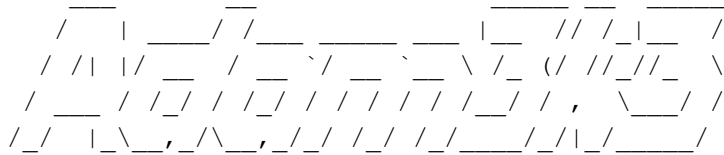
Sonic: I'd feel better running !!

Misc Info

This version should not be confused with Sonic Adventure 2 Preview, as the that version is the full game with minor differences and some glitches while this is an early prototype with a single stage.

This prototype is obviously a Dreamcast only since the game was later ported to Nintendo GameCube and PC Steam.

FAQ Created by



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