

Sonic Adventure 2 Upgrade FAQ

by Brak2000

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SONIC ADVENTURE 2
for Sega Dreamcast Console
UPGRADE FAQ

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1. INTRODUCTION

I'm creating this FAQ for all those people who love to ask the same questions. I know a lot of people will use this FAQ and I'm glad to make this for you. This FAQ will list all the Upgrades found in Sonic Adventure 2, and detailed instructions how to get each item. Some of the older upgrades may not be listed yet, but I will get them as soon as I can. Even if it means I have to run through this game again! Maybe later I'll make a full FAQ for the game if anyone would like me to. This FAQ has been made for GameFAQs and brak2000.com See the Contact Me and Legal Stuff section if you would like this FAQ up on your site. This mini FAQ is dedicated to the Sonic Adventure 2 board at GameFAQs. May their great help and dedication to Sonic Adventure 2 always stay strong and help newbies in need! Now enough with the rambling and lets get on with the Upgrades!

2. VERSION

Here is a list of versions.

- 7/14/01 V1.8 - Quick correction about Rouge. The boots are not required to finish Mad Space.
- 6/30/01 V1.7 - Corrected mistake in Sonic's Mystic Melody location.
- 6/29/01 V1.6 - FAQ Completed! Will only update if there are any errors.
- 6/28/01 V1.5 - 4th Update..I have no life. The BIG update.. only one

location to go (and I WILL update Final Rush)!

6/28/01 V1.4 - 3rd Update today..yikes! Hero upgrade locations complete!

6/28/01 V1.3 - Tails Bazooka Location Added!

6/28/01 V1.2 - Many more upgrades for the Dark side characters. Still plenty to come and I may get another update in later today. Keep an eye out!

6/27/01 V1.1 - Many more upgrade directions completed.

6/26/01 V1.0 - First version of FAQ! Included: Charts, Some Locations

3. QUICK REFERENCE CHARTS

Here is a list of the Upgrades available for each character and a quick chart showing which level they are available in. I believe there is an upgrade in each level..but I'm not entirely sure. Email me any forgotten upgrades to <brak2000@hotmail.com>

IN ORDER OF STAGE

/ Sonic \

Upgrade	Location	What's Needed?	What does it do?
Magic Gloves	City Escape	Bounce/Flame	Pick up enemies
Light Shoes	Metal Harbor	Nothing	Light Dash
Ancient Light	Green Forest	Nothing	Light Attack
Bounce Bracelet	Pyramid Cave	Nothing	Lets you bounce
Flame Ring	Crazy Gadget	Nothing	Destroy metal boxes
Mystic Melody	Final Rush	Nothing	Rescue Chao

/ Tails \

Upgrade	Location	What's Needed?	What does it do?
Laser Blaster	Prison Lane	Bazooka	+ Firing Radius
Booster	Mission Street	Nothing	Allows Hovering
Mystic Melody	Hidden Base	Bazooka	Rescue Chao
Bazooka	Eternal Engine	Nothing	Destroy metal boxes

/ Knuckles \

Upgrade	Location	What's Needed?	What does it do?
Mystic Melody	Wild Canyon	Shovel Claw	Rescue Chao
Shovel Claw	Pumpkin Hill	Nothing	Allows digging
Air Necklace	Aquatic Mine	Nothing	Infinite air

| Hammer Gloves | Death Chamber | Nothing | Destroy metal boxes |

| Sunglasses | Meteor Herd | Hammer Gloves | See hidden items |

/ Shadow \

Upgrade	Location	What's Needed?	What does it do?
Flame Ring	Radical Highway	Air Shoes	Destroy metal boxes
Air Shoes	White Jungle	Nothing	Light Speed Dash
Ancient Light	Sky Rail	Nothing	Light Speed Attack
Mystic Melody	Final Chase	Nothing	Rescue Chao

/ Dr. Eggman \

Upgrade	Location	What's Needed?	What does it do?
Laser Blaster	Iron Gate	Large Cannon	Upgrade Attack
Mystic Melody	Sand Ocean	Jet Engine	Rescue Chao
Jet Engine	Lost Colony	Nothing	Allows Hovering
Large Cannon	Weapons Bed	Nothing	Destroy metal boxes
Protective Armor	Cosmic Wall	Jet Engine	Upgrade Armor

/ Rouge \

Upgrade	Location	What's Needed?	What does it do?
Mystic Melody	Dry Lagoon	Pick Nails	Rescue Chao
Pick Nails	Egg Quarters	Nothing	Allows digging
Treasure Scope	Security Hall	Boots/Melody	See Hidden Things
Iron Boots	Mad Space	Nothing	Destroy metal boxes

4. LOCATIONS

Here are descriptions of how to get each item in the game. I'll try to make them as descriptive as possible so I dont get as many emails asking. If a description isn't descriptive enough, email me at <brak2000@hotmail.com>. Then I'll have a chance to do my best and make the description easier to understand and so on.

UPGRADES IN LEVEL ORDER

A. Sonic

Item: Magic Gloves

Location: City Escape

Requirements: Bounce Bracelet, Flame Ring

What It Does: Allows you to pick up enemies and throw them. Press B when the top right corner says "Magic Gloves" to pick up the enemy, then press B again to throw.

Difficulty: Fairly Easy

How To Get: First of all, make sure you have the Bounce Bracelet AND the Flame Ring before you attempt to get this upgrade. Run through the level as you would in a normal run until you come to a part with 2 enemies shooting at you. Near them should be a staircase going down with a rail and an arch over it. Right before you go down that staircase, there should be 4 metal boxes imbedded in the ground. Do a bounce attack and located down in the ground should be the Magic Gloves and a spring. Grab the Magic Gloves and of course, use the spring to get out.

Item: Light Shoes

Location: Metal Harbor

Requirements: None

What It Does: Allows you to use the EXTREMELY useful Light Dash. The Light Dash (also seen in Sonic Adventure) allows you to dash through a line of rings to get over and avoid obstacles under. This is usually used to access shortcuts and occasionally used to continue on the normal path.

Difficulty: Extremely Easy - REQUIRED to finish level

How To Get: Continue through the level as normal until you come to a LONG string of rings and no other way across the water. Stop and go into the structure to see one of those things you grab and it raises you. I don't know what they are called. Anyways, at the top is a platform with the Light Shoes upgrade. Go down to the line of ring to test out your upgrade and continue on your way!

Item: Ancient Light

Location: Green Forest

Requirements: None

What It Does: Allows you to use the Light Attack. The Light Attack allows you to attack enemies in a quick row.

Difficulty: Medium

How To Get: Right before the second checkpoint, there should be 2 boosters that lead outside the enclosure. This should be a short distance after the open loop. Right before you leave, face the camera and you should see an enemy floating. Do a homing attack on the enemy, then do another homing attack on to the ledge across. The reason this is sort of tough is the horrible camera angle. Anyways, the ledge across should have a free life and the Ancient Light powerup.

Item: Bounce Bracelet

Location: Pyramid Cave

Requirements: None

What It Does: Allows you to do the bounce attack and also allows you to bounce off the ground and gain momentum to get to high ledges. The bounce attack is another REQUIRED upgrade to complete the level.

Difficulty: Extremely Easy - REQUIRED to finish level

How To Get: In my opinion, the easiest powerup on the game. Its located DIRECTLY on the path. Just proceed through the level and you most likely will spot it easily.

Item: Flame Ring

Location: Crazy Gadget

Requirements: None

What It Does: Allows you to break metal boxes allowing you to find more hidden animals and coin boxes. This is a very useful upgrade.

Difficulty: Easy-Medium - REQUIRED to finish level

How To Get: Right after the second warp pipe type thing and what I believe is the third checkpoint, jump down the large step. You should be upside down when you are done with the warp pipe. Anyways, use the gravity switch straight in front of you to turn right side up. Go backwards a little bit and hit one of the two springs in the back of the room. The flame ring should be located behind some wooden boxes.

Item: Mystic Melody

Location: Final Rush

Requirements: None

What It Does: Allows you to play a melody in front of certain ancient shrines that unveils new paths that usually lead to the lost Chao.

These also allow shortcuts occasionally.

Difficulty: Medium-Hard - REQUIRED to get 3rd level emblems

How To Get: The hardest upgrade to get for Sonic is the Mystic Melody. This is hard to explain, but I'll do the best I can. After the fifth checkpoint you should come to a large room with many splitting paths. After you take the long vertical grind, grind down the the next platform where it splits. Grind the left rail on this and you should get enough distance at the end to make it on the platform with the rocket. If you take the left path, watch as you go down for a platform at the left. Jump on it if you can and it'll lead you to the platform with the rocket. After a few tries, you should get it down easily. Take the rocket to a free guy, then continue along the path and eventually you will come to the Mystic Melody upgrade. Play the Mystic Melody at the shrine and take the warp to continue on with the level.

B. Tails

Item: Laser Blaster

Location: Prison Lane

Requirements: Bazooka

What It Does: Increases the amount of space and firing radius Tails has. You can lock on to enemies with double the radius now. This is

another useful item when you are attempting for A ranks on the levels.

Difficulty: Easy-Medium

How To Get: If you've been looking for this and not finding it, it's actually a pretty obvious upgrade. In the final room, make sure you do NOT touch the goal ring and look near the back of the room. You should see a metal door with boxes behind it. Shoot all the enemies in the room and the door should open. If it doesn't, make sure you have all the enemies near the ceiling. Jumping around while locking usually works. Once the door opens, proceed down the hall and shoot the 2 guards to open the final gate between you and the Bazooka.

Item: Booster

Location: Mission Street

Requirements: None

What It Does: One of Tails' most useful upgrades, this allows you to hover over open spaces to make those long, tough jumps. This is required to finish Mission Street and is also required to finish many of the other missions with Tails in the game.

Difficulty: Easy - REQUIRED to finish level

How To Get: Proceed through Mission Street until you come to a large gap in the road you can't jump with a line of rings going across. Turn around, and you should see the powerup behind you. Be careful when getting it as the road will collapse, requiring you to fly after you pick it up. Fly over the large gap to continue on with the level.

Item: Mystic Melody

Location: Hidden Base

Requirements: Bazooka

What It Does: Allows you to play a melody in front of certain ancient shrines that unveils new paths that usually lead to the lost Chao. These also allow shortcuts occasionally.

Difficulty: Easy - REQUIRED to get 3rd level emblems

How To Get: Walkthrough the level as you would normally until you come up to a very large "lower portion" of the level. This is right after you rise up by a crane type thing and shoot all the bomb throwing monkeys. From a distance, a graphic error makes it look as if an open passage is on the bottom. As you get closer you'll notice 4 metal boxes blocking the opening. Shoot these 4 boxes and jump the easy set of gaps to pick up the Mystic Melody. Once you grab it, play it at the shrine and use the crane to raise yourself on the path and to continue the level.

Item: Bazooka

Location: Eternal Engine

Requirements: None

What It Does: Allows you to break metal boxes. This is another extremely useful upgrade for Tails. Breaking metal boxes allows you to find new paths, shortcuts, and even some animals to raise your

Chao with.

Difficulty: Easy-Medium - REQUIRED to finish level

How To Get: Continue through the level as normal until you come to a long bridge with a switch at the other end. Under the switch should be a locked door and a floating platform between you and the door. There are 2 ways to make it into the locked door that contains the Bazooka upgrade. First, you can walk across the bridge and hit the switch being careful not to blow up the path in front of you. If you accidentally blow it up, you'll need to fall down to the large platform below. Near the back of this platform should be the switch. Hop onto the platform nearby to ascend back up to the now unlocked door to see an upgrade surrounded by a ring of rings.

C. Knuckles

Item: Mystic Melody

Location: Wild Canyon

Requirements: Shovel Claw

What It Does: Allows you to play a melody in front of certain ancient shrines that unveils new paths that usually lead to the lost Chao.

These also allow shortcuts occasionally.

Difficulty: Easy - REQUIRED to get 3rd level emblems

How To Get: Make your way up the Thermal Lift type thing (thats just what I call it) and head to the left (or right, depending which way you are facing). Fly over to the lonely statue and way above his head is a picture. Dig through the Oval type shape in the center to find a secret room with Knuckles Mystic Melody. Use it on the shrine to create a warp that leads you back to the starting room.

Item: Shovel Claw

Location: Pumpkin Hill

Requirements: None

What It Does: Without a doubt the most useful upgrade for Knuckles, this allows you to dig through walls and floors to find some of the pieces of the emerald (or keys depending on which level).

Without this, you won't make it past Pumpkin Hill.

Difficulty: Extremely Easy - REQUIRED to finish level

How To Get: Look straight ahead from you and you will see the Shovel Claw. All you need to do is fly or walk across the ledge to get over to the "island" and pick up this simple upgrade.

Item: Air Necklace

Location: Aquatic Mine

Requirements: None

What It Does: Another useful upgrade for our little red echidna is the air necklace. The air necklace allows infinite air while swimming underwater. You'll have a VERY tough time beating the final level without this item, so I suggest you pick it up on your first time through this level.

Difficulty: Medium-Hard - HIGHLY RECOMMENDED for final stage

How To Get: The first thing you need to do for this upgrade is getting the water level lowered. Walk straight forward at the beginning of the level, crawl up that central structure (water powered lift), and grab the crane lift to get up to the highest floor. Find the level 3 water switch and hit it to make life a little easier. Go down into the level again and look for a long pipe type structure with 2 caution signs plastered near the top of it. Go down the pipe and if you see a spring at the bottom, continue on. If theres only an opening and no spring, go to the other side of the level (should be kitty cornered) and drop down that one. Hop into a water and now is when the fun begins. As fast as you can, swim through the path. Soon you'll come to a small room with some wooden planks at the bottom. Quickly and carefully swim through them and swim through another pipe. Now quickly swim straight up and hope you dont run out of air. At the top is a small room with the air necklace.

Item: Hammer Gloves

Location: Death Chamber

Requirements: None

What It Does: Allows you to destroy metal boxes. Destroying the boxes can help you find extra rings, animals, shortcuts, and even upgrades for some characters. These are required to complete the level.

Difficulty: Easy - REQUIRED to finish level

How To Get: At the beginning of the level, use the hourglass to go through the door. Turn to your right in the hallway to see some crates. Break through them and located behind are the Hammer Gloves. You can now get through the 2 paths with metal crates in the main room and continue on with your hunting quest.

Item: Sunglasses

Location: Meteor Herd

Requirements: Hammer Gloves

What It Does: Allows you to see hidden pictures and hidden items. Required to get most Hard Mode emblems (5th emblem for each Knuckles level) I recommened you pick up this upgrade right away considering it is fairly easy to get and comes very useful. Out of all of Knuckles upgrades, this one is the coolest.

Difficulty: Medium - REQUIRED for most Hard Mode emblems

How To Get: There are actually 2 ways to get this upgrade. I would suggest using the way that seems easier for you. Straight in front of you is a circular type platform (located directly under where you fight Rouge in the next level) with 6 doors with red slashes on them. Use the nearby meteors by smashing them into the doors to find a metal box with a switch. The door you need has the meteor a fairly large distance away. You can either:

- A) Get a good start and smash that meteor as hard as you can into the door

OR you can

- B) Softly tap one of the other meteors around and place it as well as you can in front of the door. Then you can smash it into the door.

Either way, once you open the door, break the box and hit the switch. This will remove the floor from the force-fielded walls in front of you. Fly up and over the force field walls and fall down into the newly opened area. On the bottom platform should be located the upgrade. Pop on the sunglasses by using the Y button to shuffle through your B list. Then hit B to put them on to see some hidden surprises nearby.

D. Shadow

Item: Flame Ring

Location: Radical Highway

Requirements: Air Shoes

What It Does: Since this is the same as Sonic's Flame Ring, I'll just copy and paste that definition here. Allows you to break metal boxes allowing you to find more hidden animals and coin boxes. This is a very useful upgrade.

Difficulty: Easy-Medium - HIGHLY RECOMMENDED and may be REQUIRED

How To Get: Near the beginning of the level, you should see a "staircase pyramid" type structure leading up to the highway. Hop up this making sure not to shoot the boxes. After walking a little ways you'll come up to a highway path you need to "turn" on. Instead of going the way the camera goes, go the other way. You should see a roller that you can spin under. After this should be a line of rings going to another highway. You should know what to do here, if not simply do a Light Dash across the way. Hit the spring on the path and hop into the circle to get the Flame Ring upgrade.

Item: Air Shoes

Location: White Jungle

Requirements: None

What It Does: Allows you to use the EXTREMELY useful Light Dash. The Light Dash (also seen in Sonic Adventure) allows you to dash through a line of rings to get over and avoid obstacles under. This is usually used to access shortcuts and occasionally used to continue on the normal path.

Difficulty: Easy-Medium - REQUIRED to finish level

How To Get: Go through the level as normal until you get to a long line of rings. Look around on the island you are on to find a wooden box. Open it up and fall down into the hole to land on a lower bit of the jungle mountain. Look around to see the Air Shoes. To get out of this area, spin under the wooden wall nearby and use the shoes for a light dash across the ring line.

Item: Ancient Light

Location: Sky Rail

Requirements: None

What It Does: Allows you to use the Light Attack. The Light Attack allows you to attack enemies in a quick row.

Difficulty: Medium-Hard

How To Get: Not as hard as it seems. Proceed through the level as normal until you get to the first rocket. DO NOT take this rocket, but instead homing attack the enemy over to the ledge with the chao box. Walk over and break the chao box. Tiptoe over to the edge and get as close to the mountain as you can. A row of baddies should appear. Homing attack them and then homing attack the final one with the spring to get to the top of the mountain and the Ancient Light upgrade.

Item: Mystic Melody

Location: Final Chase

Requirements: None

What It Does: Allows you to play a melody in front of certain ancient shrines that unveils new paths that usually lead to the lost Chao.

These also allow shortcuts occasionally.

Difficulty: Easy-Medium

How To Get: Continue through the level as normal until you get to the part where you are continuously running up gravity pipes and jumping onto platforms with those annoying Chaos type guys attacking you. At the top of one of those you will be able to see in the distance another gravity pipe with an entire electric field around at one point. Jump at the pipe so you land above the electric field and then follow up the pipe for a platform and the Shadow's Mystic Melody upgrade.

E. Dr. Eggman

Item: Laser Blaster

Location: Iron Gate

Requirements: Large Cannon

What It Does: Increases the amount of space and firing radius Eggman has. You can lock on to enemies with double the radius now. This is another useful item when you are attempting for A ranks on the levels.

Difficulty: Easy

How To Get: Continue through the level as normal until you get to the 2nd checkpoint. In front of you should be a hallway blocked by metal boxes. Simply shoot the boxes out and continue through the "trashy" hallway to get this upgrade. See..that wasn't so hard now, was it?

Item: Mystic Melody

Location: Sand Ocean

Requirements: Jet Engine

What It Does: Allows you to play a melody in front of certain ancient shrines that unveils new paths that usually lead to the lost Chao.

These also allow shortcuts occasionally.

Difficulty: Easy - REQUIRED to get 3rd level emblems

How To Get: At the beginning of the level, hop onto the spinning platform

shortly in front of you. Wait on the end of it until it comes up to the platform on your left. Jump and hover over and walk down the short path to find the Mystic Melody at the end. Play it at the shrine to create a warp and continue on your way.

Item: Jet Engine

Location: Lost Colony

Requirements: None

What It Does: One of Eggman's most useful upgrades, this allows you to hover over open spaces to make those long, tough jumps. This is required to finish Lost Colony and is also required to finish many of the other missions with Eggman in the game.

Difficulty: Easy-Medium - REQUIRED to finish level

How To Get: When you get to the large room that appears to be a never ending circle and fairly dark, look around until you see a staircase made of the unbreakable metal boxes. It should be the only completed staircase that you can actually walk up in this level. This will allow you to hover to the other platforms and exit the room which is why it is required.

Item: Large Cannon

Location: Weapons Bed

Requirements: None

What It Does: This is a weapon upgrade for Dr. Eggman that allows him to break metal boxes. Breaking metal boxes in SA2 is extremely helpful and required in finishing some missions or finding hidden rings and animals.

Difficulty: Easy - HIGHLY RECOMMENDED and possibly REQUIRED

How To Get: Head past the large stock of enemies at the beginning of the level and keep an eye out on the left side for 3 doors. One should be open while the other two are closed with dynamite packs. Open the center door or the left one with dynamite in it to find the upgrade tucked away. Sometimes Sonic Team can be so sneaky!

Item: Protective Armor

Location: Cosmic Wall

Requirements: Jet Engine

What It Does: Obviously, the Armor upgrade upgrades your armor allowing you to take more hits from the baddies!

Difficulty: Medium

How To Get: This is a fairly obvious one, but I will still explain it. After the second checkpoint, there will be a free fall coming up. As you fall, look for a platform with a rocket on the left side. Land on the platform and launch the rocket to blow up some "hidden" crates. Hover over to the hidden platform located directly below the other platform. It's tough to see but you'll need to try to land right between them. If you can manage that, you'll get this upgrade.

Item: Mystic Melody

Location: Dry Lagoon

Requirements: Pick Nails

What It Does: Allows you to play a melody in front of certain ancient shrines that unveils new paths that usually lead to the lost Chao. These also allow shortcuts occasionally.

Difficulty: Easy-Medium - REQUIRED to get 3rd level emblems

How To Get: In the starting room, look around for a picture to crawl through. It should look like the ones you ran across in Egg Quarters and Knuckles' Death Chamber levels. Anyways, there should be 2 pictures in the room you start in. One is uncovered while the other is hidden behind some boxes way up on the top. Find the uncovered one which is a little bit lower than the covered one. Once you find it, crawl in and grab the Mystic Melody. Play it on the shrine to create a warp and continue on through the level.

Item: Pick Nails

Location: Egg Quarters

Requirements: None

What It Does: Without a doubt the most useful upgrade for Rouge, this allows you to dig through walls and floors to find some of the pieces of the emerald (or keys depending on which level). Without this, you won't make it past Egg Quarters.

Difficulty: Easy-Medium - REQUIRED to finish level

How To Get: At the start of the level, go forward through the hallway while watching out for the beetle robot. When safe, continue through the next room with 2 robot enemies and through another hallway. When you get to the room with the rocket, set the rocket off and go through the wall it opens up. Located at the far end of the room is the upgrade. Please be careful as there is a trap in the center of the room waiting to crush you if you dont go around it.

Item: Treasure Scope

Location: Security Hall

Requirements: Iron Boots, Mystic Melody

What It Does: Allows you to see hidden pictures and hidden items. Required to get most Hard Mode emblems (5th emblem for each Knuckles level) I recommened you pick up this upgrade as soon as you get the Boots and the Melody, because it comes in handy.

Difficulty: Easy-Medium

How To Get: The first thing you'll need to do is get on the Yellow floor which I believe is floor B and the center floor. Anyways, run to the end nearest the beginning and you should see a Shrine. Obviously, play the Mystic Melody and a line of platforms will appear walk or jump across these into the door and continue to find the Treasure Scope. Put it on by cycling through your B list with the Y button and you will see a free life in the corner of the room you found it.

Item: Iron Boots

Location: Mad Space

Requirements: None

What It Does: Allows you to destroy metal boxes. Destroying the boxes can help you find extra rings, animals, shortcuts, and even upgrades for some characters. These are required to complete the level.

Difficulty: Medium-Hard - HIGHLY RECOMMENDED

How To Get: This one is tough to explain, but I'll do the best I can. Here is a short walkthrough on getting it from beginning to end. At the beginning, go to one of the 3 connected platforms with the switch. The switch puts a rocket on a platform above. Climb up and use the rocket to get on a big green asteroid. Look around for a smaller asteroid (still rather large) that looks sort of like the moon. Fly down to it and look in the enclosure in the center of the asteroid to find the upgrade.

5. FREQUENTLY ASKED QUESTIONS

Q: I picked up an upgrade, but when I started my game later, I didn't have it. Why don't I have it anymore?

A: You'll need to finish the level or finish some level so the game saves before you turn off the game or your upgrades will not save.

If you have any questions, please submit them to <brak2000@hotmail.com>

6. CONTRIBUTORS/THANKS

Thanks to Sega for making a wonderful game!

No Thanks to Sega for canning Dreamcast though.

No Thanks to Dogma: Special Edition for pulling me away from this FAQ!

Thanks to everyone at the SA2 board at GameFAQs for being great people and helping everyone with their problems.

Thanks to Dullone598@aol.com for providing the info on the Flame Ring in my charts.

Thanks to JoQuo711@aol.com for pointing out a level error.

Thanks to mike@ourdomain.force9.net for Tails submission. Even though I didn't use it, I appreciate the help.

Thanks to Brent B for giving me Rogue locations. Even if I didn't use them I still highly appreciate the thought of the submissions.

Thanks to Brian B for correcting the small mistake I made in Sonic's Mystic Melody location. Indeed the platform is on the left and not on the right.

Also thanks to isv666, Icelight and TapamN for helping me with the Laser Blaster info for Tails.

Kudos to isv666 also go out for helping me find some of the obvious locations to refresh my memory. I guess this makes up for him annoying me while writing this FAQ. Thanks man.

Thanks a lot everyone!

7. CONTACT ME

I'm online a lot and theres plenty ways to contact me!

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ICQ - 52483244

When It Comes To EMAILING me I will Accept/Ignore the following

I WILL Accept:

Questions not covered in the FAQ
Suggestions
Email Saying my FAQ sucks/rocks (yes, I do also enjoy critique)
Emails with good grammar and spelling (I accept crappy ones if I can read it)
Emails asking to post my FAQ on their site

I WILL NOT Accept:

Questions covered in the FAQ
Hate Mail
Spam Mail
Emails saying to respond if I would not like my FAQ on their site. That's just rude and an insult to anyone who writes FAQs!

8. LEGAL STUFF

You know the deal. Please do not use this FAQ without my permission! If you email me with a request, I will usually say yes so PLEASE email me before posting this on your site or problems will occur! You may not sell this FAQ. It may be distributed as long as nothing is changed and it is not being sold in any shape, way, or form. I am in no way affiliated with Sonic Team or Sega. They get complete credit for making this wonderful game.