Sonic Adventure 2 Kart Racing Guide

by Strangevision

strangevision@hotmail.com. Thanks!

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Sonic Adventure 2
Kart Racing Guide
v2.5
written by "Strangevision"
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Table of Contents
0<<<<<<<
I. Introduction
II. How do I get it?
III. Characters
    A. Sonic
    B. Tails
    C. Knuckles
    D. Shadow
    E. Eggman
    F. Rouge
IV. Courses
V. Techniques
VI. Post your Best Time!!
VII. Closing
VIII. Credits
>>>>>>>
Revision History
0<<<<<<<
v1.1 major areas completed.
v1.2 time sent in. New technique.
v1.3, v1.4, v1.5, v1.6, v1.7, v1.8, v1.9 more best times added.
v2.0 Updated info on Rouge. More times added.
v2.1,2.2,2.3,2.4 more best times added.
v2.5 Tips added.
>>>>>>
Introduction
0<<<<<<<
Welcome to my kart racing FAQ for the awesome platform game, Sonic
Adventure 2. I hope you enjoy reading this FAQ as well as playing the
game . If you have any questions, etc. you can e-mail me at
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To get the Kart Racing mini-game is simple. Simply beat Tails' action stage in which he races against as fast as he can to catch the president. After completion you will be rewarded with the mini-game complete with all characters and stages. Also in the Dark adventure stages, you will play a similar level with Rogue that will open 2P mode. Have fun!

Note: This can also be done vice-versa. Most people would play the Hero adventure first anyway. But if not beat Rouge's mini-game to win the first three tracks and then Tails' to get 2P mode.

>>>>>>>>
Characters

<Sonic>

As you would expect Sonic is a speed demon on the race track. He has avereage control and acceleration as well. A must if you are a beginner. The only downside to Sonic is that he doesn't handle very tight turns to well.

Best suited for: Beginner/Standard Tracks

<Tails>

Miles Prower (aka Tails) is a bit slower than his friend Sonic. He has great acceleration however and will speed past the other vehicles at the start of a race. He also handles turns well. Sadly Tails doesn't have enough speed to benefit from straightaways.

Best suited for: Standard/Expert tracks.

<Knuckles>

Probably my favorite character. He doesn't excel in any particular area but all his stats are well above average. His main strengths are speed and control.

Best suited for: All tracks

<Shadow>

Think Sonic. He is exactly the same so only choose him if you are in an evil mood. Plus Shadow just looks cool. Chaos Control!

Best suited for: Beginner/Standard tracks.

<Eggman>

Playing as the bad guy can be a lot of fun! Dr. Robotnick is similar to Knuckles but has better control. He is probably the best character overall.

Best suited for: All tracks

<Rouge>

What a disapointment! I really liked Rouge in SA2 but racing with her is a disgrace. She has great acceleration like Tails but not even half the speed! If you use Rouge gather lots of rings because you will have to rely on boosts. On a higher note, she handles turns well making the expert tracks fairly easier. *Note* Even though Rouge seems to have the same stats as Tails she still is worse. Trust me. IT *must* be some sort of glitch.

Best suited for: Expert Tracks (the only track where speed is not as important as control)

>>>>>>> Courses

Beginner Course:

Don't worry too much about braking here. The turns are nice and long making them easy to handle. Plus there are lots of speed pads. Sonic and Shadow work well here. This course should be mastered before proceeding to the next.

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Standard Course:

The difficulty has taken a large increase from the last track. Featured in this level are pits and water hazards. Plus there are various ramps that leap over large chasms. Someone like Tails or Knuckles would be ideal for this stage.

Expert Course:

Take all the traps from the standard course and mix them with tight turns, speed boosts, and insanely fast opponents. I find sticking to left side wall of the stage helps tremendously on curbs and collecting rings for speed boosts. As far as choosing a character, I feel comfortable using Tails or Knuckles. Eggman is also a good choice.

>>>>>>>>
Techniques

Speed Boosts: Collect 20 rings to gain a quick burst of speed (activated by pressing the Y button)

Braking Turns: Hold down the B button while going around a sharp turn. This will shave off a few seconds, however.

Non-Braking Turn: As I have been informed, you can take even the sharpest turns without ever using your brakes! How? Simply go into the

turn and for a brief moment let go of the accelerator button and then press it again when your kart is straightened up. This will prevent you from running into a wall while only taking a few points off your speed. A must if you want to finish ahead of the crowd!

- +*New*+ Skidding Tips: The following tips given to me will help you understand how to make turns successfully (Thanks cythknight!).
- a. When skidding if you hit the wall with the rear area of your caryou do not slow down too much or lose direction.
- b. When skidding if your car goes 90 degrees away from your point of view you will start losing control and start skidding.
- c. If you hit a wall with the side of your car you will crash.
- d. Skidding responds to turning more but slows you down a bit.
- e. To stop skidding let the kart drive straight for a few seconds.

Restart: Press start and hit restart. Simple but very useful.

>>>>>>>>> Post Your best Time!! <<<<<<<<<< What is the point of racing when you can't brag about how fast you are? E-mail me at strangevision@hotmail.com with this information. Course: (Beginner, etc.) Character: (Sonic, etc.) Time: (19minutes 59seconds, etc.) Your Name or Alias: (Strangevision, etc.) They will be listed below. I will only keep the top 10 scores. >>>>>>> Beginner Course 0<<<<<<< 1. 1:53:53 contributed by: Dragon XTC (No more beginner times will be excepted!) 2. 1:53:96 Shadow (arrrrgh!) contributed by: Doomsday 3. 1:54:48 Sonic contributed by: Dean Tallon 4. 1:54:73 Shadow contributed by: Firehawk 5. 1:54:86 Sonic contributed by: Kiyo 21 (What happened to Tails and Rouge?) (Anybody....?) 6. 1:55:53

Sonic

contributed by: Kiyo21

```
7. 1:55:91
   Shadow
   contributed by: Shadow the Hedgehog
8. 1:56:33
  Shadow
   contributed by: Firehawk
9. 1:56:43
   Shadow
   contributed by: Sonic 2517
10. 1:56:96
  Sonic
  contributed by: geZus
                                             (some of you are dropping
                                                   off the list!)
>>>>>>>
Standard Course
0<<<<<<<
1. 2:22:22
   Sonic
   contributed by: Oopster
2. 2:23:96
   contributed by: SpanishSyko
3. 2:25:10
  contributed by: Shadow the Hedgehog
4. 2:26:53
  Shadow
   contributed by: Pete
5. 2:27:73
  (unknown)
   contributed by: mrb319
6. 2:29:26
  Shadow
   contributed by: Sonic 2517
7. 2:30:60
   Shadow
   contributed by: Sonic 2517
8. 2:36:23
   Knuckles
   contributed by: LK404
9. 2:36:63
```

Eggman

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contributed by: Poodgie
10. 2:36:71
  Knuckles
   contributed by: LK404
   (some people are dropping off the list!)
>>>>>>>
Expert Courses
0<<<<<<<
1. 3:01:95
  Eggman
   contributed by: Magcannon
2. 3:10:41
  Shadow
  contributed by: Pete
3. 3:13:93
   Shadow
   contributed by: Shadow the Hedgehog (Is Expert that Hard?!)
                                    (Send me some times!)
4. 3:15:25
   Shadow
   contributed by: Sonic 2517
5. 3:19:38
   (unknown)
   contributed by: mrb319
6. 3:19:60
  Shadow
   contributed by: Sonic 2517
7. 3:38:38
  Sonic
   contributed by: LK404
8. 3:39:13
   Knuckles
   contributed by: Poodgie (Poodgie (?) says Sonic is a smurf)
9. 3:40:68
  Shadow
  contributed by: Hibiki
10. 3:41:18
  Sonic
   contributed by: LK404
>>>>>>
Closing
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Questions?Comments?Tips? Send them to me at strangevision@hotmail.com
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and I will answer them as best as I can. You will have a written reply in 2 days or less. Thanks for reading!
>>>>>>> Credits <><<<<<
1. Thanks to Sega for making an awesome game, SA2.
2. No thanks to the death of the Dreamcast. Bleh!
3. www.gamefaqs.com for hosting this FAQ.
4. The Academy (^_^) You really, really like me!
5. A round of applause for Sonic 2517 for contributing his best times and sending information. (see Techniques section)
6. All of you willing enough to send me your best racing times. Good Job!
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