

Sonic Adventure 2 Hunting FAQ

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SONIC ADVENTURE 2
for Sega Dreamcast Console
HUNTING FAQ

Version: 2.0

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Status: Incomplete

Emerald Count: 83 and counting!

Version Note: I would personally like to thank all those who submitted their walkthroughs for Hard Mode locations. I would also like to apologize. This version was completed long ago on July 27, 2001 but was not submitted because of a personal error. I hope you enjoy this version which has most hard mode locations complete. Within the next few days, I'll find my FAQ notes and finish typing them up.

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1. INTRODUCTION

This is my second mini FAQ for Sonic Adventure 2. Overall, it's my fourth ever. If you cant tell, I am utterly and completely copying the format for my Upgrade FAQ. You can find the Upgrade FAQ at www.gamefaqs.com so go check it out now! I'm making this FAQ for the SA2 board once again in hopes of less of the everything topics. I think my upgrade FAQ hit a lot of people considering I got 30 emails about it in the first day. Let me remind you all that an FAQ of this proportion will take a long time to complete. I hope to add a little bit day by day and maybe I can complete it within the month. Hopefully this FAQ will have the same impact. If your looking for a review or something, I can give you my 2 cents. Sonic Adventure 2 is a wonderful game which is plagued by some camera issues. I'd give it an 8.5/10 but it's worth the cash to buy. Yes. I do realize hunting sucks. That's why I'm making this FAQ so I can do the hunting for you! Alright, we'll go for the hunting now!

2. VERSION

Here is a list of versions. Enjoy!

- 7/27/01 V2.0 - Hard Mode almost complete!
V2.0 WAS ACTUALLY RELEASED TO PUBLIC ON 9/24/01
- 7/17/01 V1.9 - Knuckles Hard Mode now complete.
- 7/16/01 V1.8 - Lost Chao locations galore! Lots of hard mode locations too!
V1.8 WAS NOT RELEASED TO PUBLIC
- 7/07/01 V1.7 - 2 more Wild Canyon locations. It seems to be winding down.
Security Hall on hard completed as well as a few more hints in hard mode. Finally, more hints.
- 7/06/01 V1.6 - More locations as well as quite a few hard mode locations.
- 7/02/01 V1.5 - More locations..I think Wild Canyon may be close to complete.
Also added a little info on attacking. Updated Intro
- 7/02/01 V1.4 - More locations, Dry Lagoon hard mode added.
- 7/01/01 V1.3 - More locations, emerald math section started, Knuckles Hard Mode info.
- 6/29/01 V1.2 - More locations, hard mode locations started.
- 6/29/01 V1.1 - Quick add of controls for Rouge and Knuckles. More coming soon
V1.1 WAS NOT RELEASED TO PUBLIC
- 6/29/01 V1.0 - FAQ is released. More format, less info. It is fairly primitive but will give you all an idea and help some with Wild Canyon.

3. CONTROLS

A. Knuckles

- Jumping: A basic skill done by pressing the A button. It seems that the longer you hold the A button, the higher Knuckles actually jumps.
- Digging: There are 2 different ways to go at digging. First, you can climb on walls and press B to dig into the wall. If you are looking at digging into the ground, you'll need to jump above the spot you

would like to dig and press B mid-air to dig into the ground. Digging requires Knuckles Shovel Claw which can be found in Pumpkin Hill.

Attacking: Attacking doesn't come easy when controlling Knuckles, but it is simple enough to defeat even the toughest of enemies. X or B will do a single attack. Tapping these twice will do a double punch type attack, and hitting it a third time will add an uppercut to the mix. Of course, running attacks also work with the third hit turning into a dive at your enemy. One of the most useful attacks would be gliding into enemies. This usually makes taking out the enemies much more effective as long as you dont get caught in any line of fire.

Flying: Flying is the most basic skill in the game. While in air, hit and hold A while controlling your character to fly around. Flying is the most efficient way of traveling for Knuckles.

Climbing: Simply jump or fly into a wall and Knuckles will automatically begin climbing up the wall. Knuckles can climb in any direction which allows him to reach higher leveled items.

B. Rouge

Jumping: A basic skill done by pressing the A button. It seems that the longer you hold the A button, the higher Rouge actually jumps.

Digging: There are 2 different ways to go at digging. First, you can climb on walls and press B to dig into the wall. If you are looking at digging into the ground, you'll need to jump above the spot you would like to dig and press B mid-air to dig into the ground. Digging requires Rouges Pick Nails which can be found in Egg Quarters.

Attacking: Attacking doesn't come easy when controlling Rouge, but it is simple enough to defeat even the toughest of enemies. X or B will do a single attack. Tapping these twice will do a double punch type attack, and hitting it a third time will add a high kick to the mix. Of course, running attacks also work with the third hit turning into a dive at your enemy. One of the most useful attacks would be gliding into enemies. This usually makes taking out the enemies much more effective as long as you dont get caught in any line of fire.

Flying: Flying is the most basic skill in the game. While in air, hit and hold A while controlling your character to fly around. Flying is the most efficient way of traveling for Rouge.

Climbing: Simply jump or fly into a wall and Rouge will automatically begin climbing up the wall. Rouge can climb in any direction which allows her to reach higher leveled items.

----- 4. CHARACTER UPGRADES -----

Considering I already have written these in my Upgrades FAQ, I'll simply copy and paste.

A. 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.

B. Rouge

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. TIPS

When looking for emeralds, following some easy tips will make it much easier for you. Submit any helpful tips you have to <brak2000@hotmail.com>

- Make sure to get full usage out of your radar. The radar is one of the useful tools in finding the different pieces of emerald/keys.
- Collect upgrades as soon as you can because they allow you to find hidden items and dig for what you need.
- When in Dry Lagoon/Wild Canyon on easy remember you won't have to dig on normal mode.
- When you hunt, remember to dig for useful underground pieces and possible powerups or rings.
- Use hints at the hint monitors! They help an awful lot.
- Can't find an emerald? If you have the extra lives, die and the emerald will move to a new place for your finding.
- Going for an A rank? Look at no more than 1 hint for each emerald or your score will suffer. If in hard mode, use no hints and speed through the emeralds if you want to get the A.
- When going for A ranks, don't worry too much about rings but instead go for speed and dont use many hints.

6. LOCATIONS (NORMAL MODE)

Locations are in no apparent order. I will remind you right now that emerald locations are random so this FAQ will explain how to get to them from the beginning of each level. Use hints around you to find the location on this FAQ. Send all submissions to <brak2000@hotmail.com>

A. KNUCKLES

LEVEL: Wild Canyon
NUMBER OF EMERALD LOCATIONS: 56 **INCOMPLETE**
DIFFICULTY: Easy
REQUIREMENTS: None

Emerald Reference Number: 1
Level: Wild Canyon
Character: Knuckles
Hint 1: A golden circle on a red circle.
Hint 2: A bright place.
Hint 3: On the square building in the upper valley.
Requirements: None

Difficulty: Easy

Where it is: Head forward at the beginning of the level and jump into the thermal lift. Take it up and head on the left path that leads to the lonely statue. There should be 3 structures on the way to the lonely statue. It'll be located on the roof of the middle structure for easy grabbing.

Emerald Reference Number: 2

Level: Wild Canyon

Character: Knuckles

Hint 1: A treasure of four stone statues.

Hint 2: Dancing rocks.

Hint 3: In a treasure chest up where the wind blows.

Requirements: None

Difficulty: Easy

Where it is: Head forward at the beginning of the level and jump into the thermal lift. Take it up and head just to the right and land on the low center part of the upper level. Head to the right until you see a hole and Omochao. The chest is located just behind Omochao. Smash it open to get the emerald piece.

Emerald Reference Number: 3

Level: Wild Canyon

Character: Knuckles

Hint 1: Between the twin stars.

Hint 2: Rolling rocks.

Hint 3: Between two red springs.

Requirements: None

Difficulty: Easy

Where it is: Head forward at the beginning of the level and jump into the thermal lift. Take it up and turn around to see 2 ledges in front of you. Land on the second one with the springs and pick up the emerald between the two springs.

Emerald Reference Number: 4

Level: Wild Canyon

Character: Knuckles

Hint 1: A suspended ceiling.

Hint 2: A high place.

Hint 3: Can you get it if you defeat the GUN's military weapons?

Requirements: None

Difficulty: Easy-Medium

Where it is: Head forward at the beginning of the level and jump into the thermal lift. Take it up and head to the path on the left that leads to the lonely statue. Head towards the lonely statue until you see an X type elevated platform far above the ground. In the center is an enemy. Attack it to get the emerald from the GUN enemy and find this simple enough emerald.

Emerald Reference Number: 5
Level: Wild Canyon
Character: Knuckles
Hint 1: In front of the double containers.
Hint 2: A high place.
Hint 3: On the cliff sticking out of the middle.
Requirements: None
Difficulty: Easy

Where it is: Head forward at the beginning of the level and jump into the thermal lift. Take it up and turn around while in mid-air. You should see 2 platforms. Head for the top one with the double wooden containers. Sitting in front of them should be the easy to get emerald.

Emerald Reference Number: 6
Level: Wild Canyon
Character: Knuckles
Hint 1: A parakeet on the left shoulder.
Hint 2: In the valley.
Hint 3: On the left shoulder of a lonely stone statue.
Requirements: None
Difficulty: Easy

Where it is: Head forward at the beginning of the level and jump into the thermal lift. Take it up and head towards the path on the left side with the lonely statue. Head to the end where the lonely statue is and the emerald will be sitting on his left, your right, shoulder. Fly into it to grab it.

Emerald Reference Number: 7
Level: Wild Canyon
Character: Knuckles
Hint 1: At the bottom of a pillar.
Hint 2: In the valley.
Hint 3: At the bottom of a tilted pillar near the weight that's moving up and down.
Requirements: None
Difficulty: Easy

Where it is: Head forward at the beginning of the level and jump into the thermal lift. Take it up and head towards the path on the right that leads to the giant head statue. In the middle of the path should be a crushing weight moving up and down. In front of it is a crooked pillar. Look in the shadow of the crooked pillar to find the emerald sitting there.

Emerald Reference Number: 8
Level: Wild Canyon
Character: Knuckles
Hint 1: On the top of ten fingers.
Hint 2: Down below.
Hint 3: On the lap of a sitting statue.

Requirements: None

Difficulty: Extremely Easy

Where it is: At the beginning of the level, hop of the ledge you are on and turn right. Look at the statue in the corner to see the emerald sitting on its feet in an easy-to-grab place.

Emerald Reference Number: 9

Level: Wild Canyon

Character: Knuckles

Hint 1: The head of the 4th stone statue.

Hint 2: Dancing rocks.

Hint 3: On a statue that holds four swirl tiles.

Requirements: None

Difficulty: Easy

Where it is: Head forward at the beginning of the level and jump into the thermal lift. Take it up and stay in the center room with the four statues. Each one has a numerical value written on top of it in tiles (EX. 1 tile, 2 tiles 3 tiles, 4 tiles). Find the one with 4 tiles and that one has the emerald sitting on its head.

Emerald Reference Number: 10

Level: Wild Canyon

Character: Knuckles

Hint 1: On a sandy path to a stone statue head.

Hint 2: A high place.

Hint 3: Can you get it if you defeat the GUN's weapons?

Requirements: None

Difficulty: Easy-Medium

Where it is: Head forward at the beginning of the level and jump into the thermal lift. Take it up and float to the path on the right side. Keep gliding until you get to the very end of the path beyond the Sphinx Head. Just behind it should be a platform. Land on the platform and a GUN enemy should float down and start attacking you. Hit the enemy to get the emerald.

Emerald Reference Number: 11

Level: Wild Canyon

Character: Knuckles

Hint 1: At the bottom of a huge wall painting

Hint 2: Near a windy place.

Hint 3: On the green and red striped stand.

Requirements: None

Difficulty: Easy

Where it is: At the beginning of the level, you should see a platform ledge on the left side of the room. Climb up the wall onto the ledge to find the emerald in the center of the ledge. The ledge has a nice wall mural on it so you should know which ledge it is. The edge of the ledge is also striped in Christmas colors, green and red.

Emerald Reference Number: 12

Level: Wild Canyon

Character: Knuckles

Hint 1: Between four birds.

Hint 2: A dark place.

Hint 3: At the bottom of a huge swirl arrow.

Requirements: None

Difficulty: Easy

Where it is: At the beginning of the level, exit the small enclosure you start in and climb up the wall on the left side of it. Continue up onto the ledge right above the starting point to find the emerald between two boxes and under an "up" arrow.

Emerald Reference Number: 13

Level: Wild Canyon

Character: Knuckles

Hint 1: Four whirling eyes.

Hint 2: A head of a huge statue.

Hint 3: Inside of a wooden container under the eye windmill.

Requirements: None

Difficulty: Easy

Where it is: At the beginning of the level, walk forward and jump in to the thermal lift. Float to the top and take the path on the right side that leads to the Sphinx Head. Head over to the Sphinx Head and look for the windmill on the right side. On a platform underneath that should be 2 wooden boxes between 2 unbreakable metal boxes. Break the left wooden box to get the emerald.

Emerald Reference Number: 14

Level: Wild Canyon

Character: Knuckles

Hint 1: A terrace with two legs.

Hint 2: Rolling rocks.

Hint 3: Between the two pillars near an area where wind blows.

Requirements: None

Difficulty: Medium

Where it is: At the beginning of the level, walk forward and jump in to the thermal lift. Float to the top and fall forward on to the ground. There should be two pillars holding up the platform. Between these two pillars will be an emerald floating. Hop from one to the other at the right height to snag the floating emerald.

Emerald Reference Number: 15

Level: Wild Canyon

Character: Knuckles

Hint 1: On the pillar.

Hint 2: A high place.

Hint 3: On the red pillar by the weight that's moving up and down.

Requirements: None

Difficulty: Easy

Where it is: At the beginning of the level, walk forward and jump in to the thermal lift. Float to the top and head over to the path on the right side. Between the Sphinx Head and the thermal lift should be a weight moving up and down that almost looks like a crusher of some sort. Right before that should be a pillar. Sitting on top of the pillar is the emerald.

Emerald Reference Number: 16

Level: Wild Canyon

Character: Knuckles

Hint 1: He's holding a box.

Hint 2: A high place.

Hint 3: On the lap of the lonely stone statue.

Requirements: None

Difficulty: Easy

Where it is: At the beginning of the level, walk forward and jump in to the thermal lift. Float to the top and head over to the path on the left side. Continue going down the path until you get to the lonely statue at the end. Located on the box the statue has on its lap is the emerald you are looking for.

Emerald Reference Number: 17

Level: Wild Canyon

Character: Knuckles

Hint 1: Double containers.

Hint 2: A high place.

Hint 3: Two wooden containers next to each other.

Requirements: None

Difficulty: Easy

Where it is: At the beginning of the level, walk forward and jump in to the thermal lift. Float to the top and turn around. Head forward and float on to the top platform or ledge with 2 boxes on it. Crack open the wooden boxes to find this emerald.

Emerald Reference Number: 18

Level: Wild Canyon

Character: Knuckles

Hint 1: On the side of a bird chest under four feathers.

Hint 2: A high place.

Hint 3: A cliff with two item boxes.

Requirements: None

Difficulty: Easy

Where it is: At the beginning of the level, walk forward and jump in to the thermal lift. Float to the top and float over to the top platform. On the left side of the box and in front of the ring container should be this emerald.

Emerald Reference Number: 19

Level: Wild Canyon

Character: Knuckles

Hint 1: Inside a statue storage area.

Hint 2: A high place.

Hint 3: Inside of a statue sealed with a container.

Requirements: None

Difficulty: Easy

Where it is: At the beginning of the level, walk forward and jump in to the thermal lift. Float to the top and float over to the left path. There should be three structures with boxes blocking the enterances. Break the boxes to the farthest of the three structures to find the emerald hidden inside.

Emerald Reference Number: 20

Level: Wild Canyon

Character: Knuckles

Hint 1: Stone statue quartet.

Hint 2: A stone landing.

Hint 3: Try breaking the floating rocks with a Glide attack.

Requirements: None

Difficulty: Medium

Where it is: At the beginning of the level, walk forward and jump in to the thermal lift. Float to the top and look for two rock pieces floating around with you in the lift. Glide into the rock piece located on the left side to break it and find this emerald.

Emerald Reference Number: 21

Level: Wild Canyon

Character: Knuckles

Hint 1: A bird box.

Hint 2: Dancing rocks.

Hint 3: The left treasure chest of three next to each other.

Requirements: None

Difficulty: Extremely easy

Where it is: At the beginning of the level, turn around inside the enclosure you start in and you should see 3 treasure boxes behind the 2 pillars. Break the far left one to get this easy emerald.

Emerald Reference Number: 22

Level: Wild Canyon

Character: Knuckles

Hint 1: Near the six pillars.

Hint 2: A dark place.

Hint 3: Try breaking the floating rocks with a Glide attack.

Requirements: None

Difficulty: Medium

Where it is: At the beginning of the level, walk forward and jump in to the thermal lift. Take it up high enough, but don't leave the room

you start in. You should see 4 pieces of rock floating in the inside room. Break them open to find this emerald which should be in one of the ones on the left side.

Emerald Reference Number: 23

Level: Wild Canyon

Character: Knuckles

Hint 1: "Wild Canyon Track"

Hint 2: A dark place.

Hint 3: In front of a twin's head.

Requirements: None

Difficulty: Easy

Where it is: At the beginning of the level, jump out of the small enclosure you start in. Turn around when you are out and climb the wall on the left side between the statue and the enclosure. Climb up to the top floor and you should see 2 heads you can push. The emerald should be sitting in front of the closest head.

Emerald Reference Number: 24

Level: Wild Canyon

Character: Knuckles

Hint 1: The altar with six pillars.

Hint 2: A dark place.

Hint 3: The shorter one among the six pillars.

Requirements: None

Difficulty: Easy

Where it is: At the beginning of the level, you should see 6 pillars located directly in front of you. There should be 3 on the right and 3 on the left as they form a circle. Look for the center pillar on the left which should be shorter than the others. Fly towards it, quickly climb up it, and grab your emerald.

Emerald Reference Number: 25

Level: Wild Canyon

Character: Knuckles

Hint 1: The place pointed out by two priests.

Hint 2: Dancing rocks.

Hint 3: In front of a wall painting near an opening that you can go down.

Requirements: None

Difficulty: Easy-Medium

Where it is: At the beginning of the level, walk forward and jump in to the thermal lift. When you get to the top, fall down on to the ground in the center part of the outside. On the ground, you should see 2 holes that lead back to the first room. The one on the right side should have the emerald just beyond it between the 2 statues. Go up there and watch out for the hole to get this emerald.

Emerald Reference Number: 26

Level: Wild Canyon

Character: Knuckles

Hint 1: "Wild Canyon Track"

Hint 2: A small place.

Hint 3: In a square statue on a passageway by a wall downstairs.

Requirements: None

Difficulty: Easy

Where it is: At the beginning of the level, exit the enclosure you start in and climb up the wall on the left side of the enclosure you just came out of. In the corner near that when you get to the top of the wall, you should see a small enclosure blocked by 4 wooden boxes. Crack open the wooden boxes to find the emerald behind.

Emerald Reference Number: 27

Level: Wild Canyon

Character: Knuckles

Hint 1: The beginning room.

Hint 2: The windy hall.

Hint 3: Between the two pillars where there are three treasure chests.

Requirements: None

Difficulty: Medium

Where it is: At the beginning of the level, turn around and you should see 2 pillars behind you. Climb one of the two pillars and jump to the other at the highest point to grab this emerald.

Emerald Reference Number: 28

Level: Wild Canyon

Character: Knuckles

Hint 1: On a sandy path to a stone statue head.

Hint 2: A high place.

Hint 3: Do the GUN weapons have...?

Requirements: None

Difficulty: Easy-Medium

Where it is: At the beginning of the level, walk forward and jump in to the thermal lift. Float up and head toward the right path and there should be an enemy near the beginning located after a "downed" red pillar. Destroy the enemy to get the emerald piece he leaves behind.

Emerald Reference Number: 29

Level: Wild Canyon

Character: Knuckles

Hint 1: Between the red pillars.

Hint 2: A high place.

Hint 3: Under the weight that is moving up and down by the wall.

Requirements: None

Difficulty: Easy-Medium

Where it is: At the beginning of the level, walk forward and jump in to the thermal lift. Float up and head toward the right path. You should see a weight moving up and down in a crushing motion stuck

between 2 red pillars. Walk up to it and immediately after it slams down and begins to raise, run in and grab the emerald then run out before you are crushed.

Emerald Reference Number: 30

Level: Wild Canyon

Character: Knuckles

Hint 1: The arrow pointing to the right.

Hint 2: A dark place.

Hint 3: The arrow pointing to the right made of swirling panels.

Requirements: None

Difficulty: Easy

Where it is: At the beginning, hop out of the beginning enclosure and climb up the wall on the left wall. Climb up near the top and you should see some arrows made of swirling panels. Look for the one pointing to the right and grab the emerald located directly on it.

Emerald Reference Number: 31

Level: Wild Canyon

Character: Knuckles

Hint 1: On a rail way.

Hint 2: A windy hall.

Hint 3: Move a rock with a square face.

Requirements: None

Difficulty: Easy-Medium

Where it is: At the beginning of the level, exit the enclosure you begin in and climb up the wall on the right side. Fall on the first ledge and you should see two square faces. Pull the one nearest you by holding A and moving backwards to pull the face away and reveal this easy emerald.

Emerald Reference Number: 32

Level: Wild Canyon

Character: Knuckles

Hint 1: A bird box.

Hint 2: Down below.

Hint 3: The middle one among three treasure chests next to each other.

Requirements: None

Difficulty: Extremely Easy

Where it is: At the beginning of the level, simply turn around and you should see three boxes behind you. Break open the middle one to find this emerald.

Emerald Reference Number: 33

Level: Wild Canyon

Character: Knuckles

Hint 1: Four whirling eyes.

Hint 2: A high place.

Hint 3: Under the eye windmill.

Requirements: None
Difficulty: Easy-Medium

Where it is: At the beginning of the level, walk forward and hop into the thermal lift. In the above center room there should be 4 statues with tiles over each of them in numerical order. Find the statue with 3 tiles over its head and climb above it until you get to a windmill. Under the blades of the windmill should be this emerald.

Emerald Reference Number: 34
Level: Wild Canyon
Character: Knuckles
Hint 1: On the spiral tile.
Hint 2: A high place.
Hint 3: Under three swirl tiles near the huge statue head.
Requirements: None
Difficulty: Easy

Where it is: At the beginning of the level, walk forward and hop into the thermal lift. Float up to the top and take the path to the right. Keep heading down the path until you get near the sphinx head. Right before that should be a vertical path of 3 spiral tiles and one horizontal as well. On the bottom tile should be the emerald sitting there.

Emerald Reference Number: 35
Level: Wild Canyon
Character: Knuckles
Hint 1: Over the head.
Hint 2: In the valley.
Hint 3: On the top of the statue's head.
Requirements: None
Difficulty: Easy

Where it is: At the beginning of the level, walk forward and hop into the thermal lift. Float up to the top and take the path to the right. Keep heading down the path until you get to the Sphinx head. On top of the Sphinx head should be the emerald you are looking for.

Emerald Reference Number: 36
Level: Wild Canyon
Character: Knuckles
Hint 1: At the foot of a pillar.
Hint 2: A high place.
Hint 3: A hiding place in front of a lonely statue.
Requirements: None
Difficulty: Easy

Where it is: At the beginning of the level, walk forward and hop into the thermal lift. Float to the top and take the path to the left. Follow the path until you get to the lonely statue. Go by his feet and turn around to see this emerald hiding under the ledge.

Emerald Reference Number: 37

Level: Wild Canyon

Character: Knuckles

Hint 1: The altar with six pillars.

Hint 2: Near a windy place.

Hint 3: Go in between six pillars.

Requirements: None

Difficulty: Medium-Hard

Where it is: This emerald piece isnt really that hard, but it takes quite a while to get. At the beginning of the level, look forward and you should see six pillars forming a circle in front of you, three on the right and three on the left. Head to either the center left and the center right which should be the shortest of pillars. The emerald will eventually come around through the center of each.

Emerald Reference Number: 38

Level: Wild Canyon

Character: Knuckles

Hint 1: Between two stone statues.

Hint 2: A dark place.

Hint 3: Are the stone statues facing each other playing catch?

Requirements: None

Difficulty: Medium

Where it is: Without a doubt the funniest looking emerald to get, it's not very hard to achieve at all. At the beginning of the level, simply exit the small enclosure you start in and head over to see the 2 statues on the left throwing an emerald back and forth (well...sort of). Climb up on one of their laps and eventually the emerald will come right to you. Can you say a little game of Hedgehog in the Middle? (Oy..what a bad joke)

Emerald Reference Number: 39

Level: Wild Canyon

Character: Knuckles

Hint 1: Armored carpool.

Hint 2: A high place.

Hint 3: A square sandpit, which is blocked by a red pillar.

Requirements: None

Difficulty: Easy-Medium

Where it is: At the beginning of the level, walk forward and hop in to the thermal lift and take the path to your left when you get to the top. Follow down the path until you fall down one level on to a sand filled platform with 2 enemies. Look in the far right corner to see the emerald. Run and pick it up, but beware of the enemies.

Emerald Reference Number: 40

Level: Wild Canyon

Character: Knuckles

Hint 1: By a tall pillar.

Hint 2: The windy hall.

Hint 3: By the tallest one pillar among six.

Requirements: None

Difficulty: Medium

Where it is: At the beginning of the level, you should see six pillars sitting in front of you. Three are on the left while three are on the right. Go to the furthest one on the left side which should be a tall pillar. Climb it and when you get towards the top you should see an emerald floating off to the side. Jump at it to pick it up and continue through the game.

Emerald Reference Number: 41

Level: Wild Canyon

Character: Knuckles

Hint 1: A red gate.

Hint 2: By a ring.

Hint 3: In a wooden container by a stone container.

Requirements: None

Difficulty: Easy-Medium

Where it is: At the beginning of the level, walk forward and jump in to the thermal lift. Head to the top and then take the path on the right side. Head down the path until you get to the sphinx head near the end. On the left hand side of the path you should see a ledge. Climb up on to the ledge and break the wooden box above the weight to get the emerald piece.

Emerald Reference Number: 42

Level: Wild Canyon

Character: Knuckles

Hint 1: In front of a mountain with red and green stripes.

Hint 2: Near the strong wind.

Hint 3: A cliff sticking out under a windmill in the middle of the upper area.

Requirements: None

Difficulty: Easy

Where it is: At the beginning of the level, walk forward and jump in to the thermal lift. Head to the top and head forward on to the top platform. On the slope DIRECTLY below that heads up to the platform should be the emerald. Climb up (or down) to get it.

Emerald Reference Number: 43

Level: Wild Canyon

Character: Knuckles

Hint 1: Behind a face.

Hint 2: A dark place.

Hint 3: A treasure chest behind a rock that you can push.

Requirements: None

Difficulty: Easy-Medium

Where it is: At the beginning of the level, exit the enclosure you begin in

and turn around. Climb up on either the right or left side up to the top of the wall. Once on the top, look for two heads that look like cubes. Climb over them and break the treasure chest DIRECTLY behind them to find the emerald.

Emerald Reference Number: 44

Level: Wild Canyon

Character: Knuckles

Hint 1: A storm zone.

Hint 2: A dark place.

Hint 3: The lower area where the wind is generated.

Requirements: None

Difficulty: Easy

Where it is: At the beginning of the level, you should see this emerald directly in front of you. The problem is that it is in the thermal lift. The key to getting it is running into it instead of gliding into it. Running will make it much easier than gliding.

Emerald Reference Number: 45

Level: Wild Canyon

Character: Knuckles

Hint 1: A statue with scary eyes.

Hint 2: A high place.

Hint 3: Inside of a statue sealed with a container.

Requirements: None

Difficulty: Easy

Where it is: At the beginning of the level, walk forward and hop in to the thermal lift. Take it up to the top and then follow the path on your left. You should see three enclosures blocked off by wooden boxes. Glide over to the CLOSEST one and break the wooden boxes in front of it to get this simple enough emerald.

Emerald Reference Number: 46

Level: Wild Canyon

Character: Knuckles

Hint 1: Where wind is generated.

Hint 2: Rolling rocks.

Hint 3: Near an area where the wind is generated upwards.

Requirements: None

Difficulty: Easy-Medium

Where it is: At the beginning of the level, walk forward and hop in to the thermal lift. Take it up to the top and in the center room, fall down. On the ground of the upper area, you should see 2 holes, one on each side. Go to the one on the left side and the emerald should be located in the air between the hole and the thermal lift.

Emerald Reference Number: 47

Level: Wild Canyon
Character: Knuckles
Hint 1: On the lap of a wall painting.
Hint 2: A dark place.
Hint 3: Follow the arrow between two treasure chests.
Requirements: None
Difficulty: Easy-Medium

Where it is: At the beginning of the level, exit the enclosure you start in and walk over to the left wall. Climb up it and land on the ledge between the bottom and top of the wall. Walk to the right side of the ledge and climb up the wall until you see a down arrow. The emerald should be located directly under the down arrow.

Emerald Reference Number: 48
Level: Wild Canyon
Character: Knuckles
Hint 1: A terrace with two legs.
Hint 2: Rolling rocks.
Hint 3: Under the weight that is moving up and down by a wall.
Requirements: None
Difficulty: Easy-Medium

Where it is: At the beginning of the level, walk forward and jump in to the thermal lift. Ride it up to the top and fall on the middle platform with the weight that appears to be crushing the ground. Get in front of the weight and after it falls and begins to rise again, quickly run in, get the emerald, and get out before you are crushed.

Emerald Reference Number: 49
Level: Wild Canyon
Character: Knuckles
Hint 1: Where the wind blows.
Hint 2: Down below.
Hint 3: In a treasure chest at the bottom of a pillar.
Requirements: None
Difficulty: Easy

Where it is: At the beginning of the level, look forward and you should see six pillars. Head to the center one on the right side and you should see a treasure chest at the base of it on the left side. Break the chest to find this emerald.

Emerald Reference Number: 50
Level: Wild Canyon
Character: Knuckles
Hint 1: Where the wind blows.
Hint 2: Dancing rocks.
Hint 3: Circle around a windy area.
Requirements: None
Difficulty: Easy-Medium

Where it is: At the beginning of the level, walk forward and jump in to the thermal lift. Ride it up to the top and fall in to the center portion of the upper level. You should see 4 statues, one in each corner with an emerald floating around. Stand on the feet of one of the statues and this emerald will eventually come to you. If it doesn't come to you, try a different statue.

Emerald Reference Number: 51

Level: Wild Canyon

Character: Knuckles

Hint 1: A swirling arrow.

Hint 2: A dark place.

Hint 3: In a treasure chest under an arrow in a windy hall.

Requirements: None

Difficulty: Easy

Where it is: At the beginning of the level, exit the enclosure you begin in and turn around. Climb up the left wall between the enclosure and the statue until you see a ledge. Fall on to the ledge and break the treasure box on the opposite side of the arrow to find this emerald.

Emerald Reference Number: 52

Level: Wild Canyon

Character: Knuckles

Hint 1: A pillar without a treasure.

Hint 2: Near a windy place.

Hint 3: The tallest one among the six pillars underground.

Requirements: None

Difficulty: Easy

Where it is: At the beginning of the level, look forward and you should see six pillars. Look for the one with the Chao Box sitting on it. Glide to it and the emerald will be sitting in front of the Chao Box.

Emerald Reference Number: 53

Level: Wild Canyon

Character: Knuckles

Hint 1: At the bottom of a swirl tiled pyramid.

Hint 2: In a bright valley.

Hint 3: A valley with a lot of square buildings, near the swirl tiles.

Requirements: None

Difficulty: Easy

Where it is: At the beginning of the level, walk forward and jump in to the thermal lift. Take it up to the top and follow the path on the left side. You should see 3 enclosures or statues. Glide over between the 2nd and 3rd ones to see a pyramid made of swirl tiles on the right side. Under the pyramid on another swirl tile is the emerald.

Emerald Reference Number: 54

Level: Wild Canyon

Character: Knuckles

Hint 1: On the scary eyes in the "Wild Canyon Track".

Hint 2: A windy hall.

Hint 3: On the square building.

Requirements: None

Difficulty: Easy-Medium

Where it is: At the beginning of the level, exit the enclosure you begin in and turn around. Climb up the wall on the left between the enclosure and the statue up to the top of the wall. In the corner you should see a building blocked by 4 wooden boxes. Climb up to the top of the building to find the emerald sitting on top.

Emerald Reference Number: 55

Level: Wild Canyon

Character: Knuckles

Hint 1: At the bottom of a pillar.

Hint 2: A dark place.

Hint 3: A hidden place in front of a lonely statue.

Requirements: None

Difficulty: Easy-Medium

Where it is: At the beginning of the level, walk forward and go in to the thermal lift. Take it up to the top and follow the path on your left side. Go down until you get to the lonely statue and fall down to his feet. Look under the ledge in front of him and the emerald should be elevated right under the ledge. Climb up and grab it.

Emerald Reference Number: 56

Level: Wild Canyon

Character: Knuckles

Hint 1: Under the wings of two birds.

Hint 2: A high place.

Hint 3: Behind the head of a stone statue.

Requirements: None

Difficulty: Easy

Where it is: At the beginning of the level, walk forward and go in to the thermal lift. Take it up to the top and follow the path on your right side. Go down until you get to the sphinx head. Glide over behind the head and you should see a treasure chest. Crack it open to find this emerald.

7. LOCATIONS (HARD MODE)

Hard mode is required for each character to get 5th level emblems. To unlock 5th level emblems you'll first need to complete the normal, rings, lost chao, and time attack emblems for each level. If these are not completed you will not be able to attempt Hard Mode. The emeralds are always the same and not

random in hard mode, so follow them in the order I have to make use of your radar.

A. KNUCKLES

LEVEL: Wild Canyon

NUMBER OF EMERALD LOCATIONS: 3

DIFFICULTY: Medium

REQUIREMENTS: Shovel Claw, Sunglasses

HOW TO GET TO HARD MODE

Complete the following to get to Hard mode for Wild Canyon.

First Mission: Find 3 pieces of the Master Emerald

- To do this, simply complete the level.

Second Mission: Collect 100 rings!

- I suggest going more for ring containers instead of rings laying around.

Third Mission: Find the lost Chao!

- To find the chao, hop into the thermal lift at the beginning of the level and go straight forward. Under the lowest platform should be a hidden picture. Climb the wall and dig into the picture. Put on your sunglasses, find the picture with rings in front of it, go in and get the chao to complete this mission.

Fourth Mission: Collect the Emerald pieces in 2 minutes 0 seconds!

- Just do this as fast as you can. It isn't as hard as it may seem if you practice.

Emerald Reference Number: H1

Level: Wild Canyon

Character: Knuckles

Hint 1: "X" marks the spot.

Hint 2: Behind something.

Hint 3: Right below the suspended ceiling in front of a lonely statue.

Requirements: None

Difficulty: Medium-Hard

Where it is: Head forward at the beginning of the level and jump into the thermal lift. Take it up and head on the left path that leads to the lonely statue. Look ahead at the high up platform that closely resembles an X. This was also found for emerald reference number 4 (normal mode) if you have trouble finding it. This time instead of the emerald being in the enemies grasp, it will be located directly UNDER the X. The reason this is hard to get is because you will frequently bump your head on the bottom of the X and fall while trying to get it. The camera doesn't help on this either. The easiest way to grab it is when you are flying at it from a distance. Fly towards it and grab it to get the first emerald in hard mode.

Emerald Reference Number: H2

Level: Wild Canyon

Character: Knuckles

Hint 1: A secret room.

Hint 2: The other side of a wall painting.

Hint 3: If you dig into a wall painting, there is a new path to...

Requirements: Sunglasses, Shovel Claw

Difficulty: Medium

Where it is: Head forward at the beginning of the level and jump into the thermal lift. Take it up and head forward under the lowest platform ahead of you. Look for a picture located DIRECTLY UNDER the lowest platform. If it isn't there, check the other side. Dig into the picture and put on your sunglasses when you get inside. Dig into the picture with the 3 rings under it or if you are lazy, it's the middle picture on the left side. Quickly dig through the picture to find the emerald and a free life. Dig back through the picture after getting the emerald to be transported back to the starting room.

Emerald Reference Number: H3

Level: Wild Canyon

Character: Knuckles

Hint 1: A very windy area.

Hint 2: You can't use your technique to get it!

Hint 3: Try wearing your sunglasses on a pillar somewhere.

Requirements: Sunglasses

Difficulty: Medium

Where it is: At the beginning of the stage you probably saw this emerald stuck at the bottom of the thermal lift but could never get it. Look around to see 4 pillars surrounding the lift. Fly on top of one of them and pop on your sunglasses. Look for a hidden spring sitting on the edge of one of these 4 pillars. Find the right one, hit the spring, and complete the level!

LEVEL: Pumpkin Hill

NUMBER OF EMERALD LOCATIONS: 3

DIFFICULTY: Medium

REQUIREMENTS: Shovel Claw, Sunglasses

HOW TO GET TO HARD MODE

Complete the following to get to Hard mode for Pumpkin Hill.

First Mission: Find 3 pieces of the Master Emerald

- To do this, simply complete the level.

Second Mission: Collect 100 rings!

- I suggest going more for ring containers instead of rings laying around.

Third Mission: Find the lost Chao!

- To find the chao, fly over to pumpkin mountain and climb up to the top. There should be a shrine there and simply play the mystic melody at the shrine to make some platforms. Jump across to find the lost chao and the fourth mission of Pumpkin Hill.

Fourth Mission: Collect the Emerald pieces in 3 minutes 0 seconds!

- Just do this as fast as you can. It isn't as hard as it may seem if you practice.

Emerald Reference Number: H1
Level: Pumpkin Hill
Character: Knuckles
Hint 1: Under the mountain?
Hint 2: A rusty steel platform above.
Hint 3: Under the mountain with round tracks.
Requirements: None
Difficulty: Medium-Hard

Where it is: At the beginning of the level, walk or glide to the platform in front of you and then take the path to the platform on the right. Take the rocket up and fall to the bottom. At the bottom you should see a spinning rod with spikes on the end moving up and down slowly. Right above it is the emerald. Either glide into it from where you are or climb on to the wall nearby to get this emerald.

Emerald Reference Number: H2
Level: Pumpkin Hill
Character: Knuckles
Hint 1: Lively cheer from the skulls.
Hint 2: In the rocky wall.
Hint 3: A place where the flame crosses.
Requirements: Shovel Claw
Difficulty: Medium

Where it is: At the beginning of the level, turn around and glide to the line of platforms in front of you. Follow them to the right and you should come to a rocket. DO NOT take the rocket but glide on to the mountain instead. Climb it and fall on the lowest ledge. There should be an enemy and 2 fire breathing skulls here. Watch the flames of the fire breathing skulls and dig directly above where they meet to find this emerald.

Emerald Reference Number: H3
Level: Pumpkin Hill
Character: Knuckles
Hint 1: There is a secret in that church!
Hint 2: Do you have your sunglasses?
Hint 3: Try wearing your sunglasses at the top of the Church...
Requirements: Sunglasses
Difficulty: Medium-Hard

Where it is: At the beginning of the level, walk or glide to the platform in front of you and follow the path leading to the left from there. Take the rocket up to the top of Church Mountain and get those annoying ghosts all around. Climb up to the very top of the Church and try your best to stand on the small point at the top. Put on your sunglasses and you'll be sprung up by the spring below. Glide forward when you are at your peak height to get this emerald.

LEVEL: Aquatic Mine
NUMBER OF EMERALD LOCATIONS: 3
DIFFICULTY: Medium
REQUIREMENTS: Mystic Melody, Air Necklace, Sunglasses

HOW TO GET TO HARD MODE

Complete the following to get to Hard mode for Aquatic Mine.

First Mission: Find 3 pieces of the Master Emerald

- To do this, simply complete the level.

Second Mission: Collect 100 rings!

- I suggest going more for ring containers instead of rings laying around.

Third Mission: Find the lost Chao!

- At the beginning of the level, glide forwards and hook on to the center lift. Climb up, jump on to the pulley to take you up to the upper room. Look around and you should see the statue hiding behind a mine cart. Play it and go in to the door it opens. Go down the path and in to the huge water hole at the end. Go down to the bottom and you should be in the room with all the ghosts and the trap but now it will be flooded with water. Look around the ceiling for a path that goes up. Find it and swim up the path and you should reach the lost chao at the end!

Fourth Mission: Collect the Emerald pieces in 3 minutes 30 seconds!

- Just do this as fast as you can. It isn't as hard as it may seem if you practice.

Emerald Reference Number: H1
Level: Aquatic Mine
Character: Knuckles
Hint 1: Skull dead end.
Hint 2: Behind the mysterious door.
Hint 3: Open the door with that melody.
Requirements: Mystic Melody, Air Necklace
Difficulty: Medium

Where it is: So, do you remember where the lost Chao was in this level? Good because you'll basically have to go there again. At the beginning of the level, glide forward and climb up the water powered lift in to the upper room with the water level changer. Do not change the water level but go over to the shrine in the corner and play the Mystic Melody. The camera should show you the door that opens on the other side of the room. Go to the end of that hallway and jump down in to the water. Swim to the bottom and you should end up in the ghost filled room with the caution sign and the red trap. Look around near the ceiling for a line of coins leading up to a path. Go up and swim down the narrow path. The emerald is sitting behind the spiked enemy at the end of the path. Pass by the enemy carefully on the right side.

Emerald Reference Number: H2
Level: Aquatic Mine
Character: Knuckles
Hint 1: The deep end of the ghost tunnel.
Hint 2: Switch No.1.

Hint 3: The bottom of the hole to the abyss.

Requirements: Air Necklace

Difficulty: Medium

Where it is: Before you go for this emerald, make sure you set the water level to 1. To do this, hit the switch behind you at the beginning of the level marked 1. Once the water is set to 1, swim down in to the water in front of you at the beginning of the level. Either swim down to the opening on floor 2 or the one in the corner of the bottom opening. Anyways, swim to the path to the right for either and you should come to a vertical path. If you took the 2nd floor entrance, head down to the first entrance below you. If you took the bottom path, head up to the first entrance above you. Follow that path which should go uphill with a skull at the beginning. At the end of the short path should be 3 skulls on the wall in a triangle with another vertical path below them. Swim down the vertical path all the way to the bottom. Stay in one of the top corners to avoid all the spiked enemies. At the bottom should be this emerald.

Emerald Reference Number: H3

Level: Aquatic Mine

Character: Knuckles

Hint 1: Almost reaching the ceiling.

Hint 2: "Water-Powered Lift" hall.

Hint 3: Put them on the pulley.

Requirements: Sunglasses

Difficulty: Medium

Where it is: At the beginning, look on the right wall to see a windmill like structure near the top of the wall. Glide over to it and land on the side opposite of the wooden box. Put on your sunglasses and look forward to see a spring. Run in to the spring while still wearing your sunglasses to be sprung straight up in to this emerald piece.

LEVEL: Death Chamber

NUMBER OF EMERALD LOCATIONS: 3

DIFFICULTY: Medium-Hard

REQUIREMENTS: Shovel Claw, Air Necklace, Mystic Melody

HOW TO GET TO HARD MODE

Complete the following to get to Hard mode for Death Chamber.

First Mission: Find 3 pieces of the Master Emerald

- To do this, simply complete the level.

Second Mission: Collect 100 rings!

- I suggest going more for ring containers instead of rings laying around.

Third Mission: Find the lost Chao!

- All I can say for this lost Chao is ugh. I hate this one. I suggest you get the air necklace before attempting this simply because it is hard enough to get without the necklace. Alright, now when you are in the level get to the big room with all the pressure things and big core, go down in the lower section of this room. Look for that all

famous shrine and play the Mystic Melody. Go down in the big water room and look for an hourglass guarded by a ghost. Go over to it and hit it. Book it across to the other side of the room going in as straight of a line as you can to get under the wall right before it closes. Keep going forward through the next room and you should see an opening near the ceiling. Swim up and in to the room of the Chao. Climb up on to the overhang above your head. Hit the switch and quickly climb up to the overhang above that. You should have JUST enough time to grab the Chao.

Fourth Mission: Collect the keys in 5 minutes 0 seconds!

- Just do this as fast as you can. It isn't as hard as it may seem if you practice.

Emerald Reference Number: H1

Level: Death Chamber

Character: Knuckles

Hint 1: Invisible ground.

Hint 2: The room with no entrance.

Hint 3: Dig in the center of the room using the hourglass.

Requirements: Shovel Claw

Difficulty: Medium

Where it is: At the beginning of the level, hit the hourglass and head down the path to your left. Keep going down this path until you get to a metal type room with 2 hint screens and a spiky enemy that will hurt you if you dont watch out. In this room is also a painting on the wall you can dig through. Dig through the oval part on to the other side. Once in the other side, destroy the 2 enemies shooting at you and look around. You should see 3 enclosures blocked over by metal crates. One should look like a sliding platform should come out of the base because, well, a sliding platform DOES come out of the base. Anyways, hit the hourglass and this platform should pop out allowing you enough time to destroy the metal boxes and get in to the enclosure. Inside you should see yet another hourglass. Bump this hourglass and real quick run to the center of the room and dig through the floor before the door closes to get this key.

Emerald Reference Number: H2

Level: Death Chamber

Character: Knuckles

Hint 1: There is a black cockroach on the table.

Hint 2: Underwater.

Hint 3: In a secret underwater room in a hole in the Pyramid Core floor.

Requirements: Air Necklace, Mystic Melody

Difficulty: Hard

Where it is: I sure do hate this key! Remember where the lost chao was? You'll be going back there for the rest of your stay in this level. At the beginning of the level, hit the hourglass and run forwards through the door in front of you. Go through the long hallway until you get to the room with 2 robots. Either carefully ignore them and run through or you can attack them for some points. Hit the hourglass at the top part of this room and quickly break the metal crates in front of you and climb up the wall before the door closes at the top. Once through there you should be in a big room with lots of metal things and what looks like the core of the

Pyramid Base. Fall down to the bottom section of this level and run around until you spot the shrine to play your mystic melody at. Play it and fall down in to the newly opened area to be in a big underwater room. Swim around until you find an hourglass guarded by a small ghost. Ignore the ghost and hit the hourglass. Now as fast as you can and in as straight of a line as you can, swim to the door on the opposite side of the room. You should just barely make it through before it closes. Now, being quick yet again, hit the hourglass below you in the new room and swim through avoiding the lasers the robot is shooting at you. Once through, head through the room of ghosts. There shouldnt be any real threat in this room. Swim in to the final room where the key is and once again avoid fire and keep swimming forward. The key is behind the chest type structure in the back of the room. Watch out when you are getting it though because it is guarded by a spiked enemy!

Emerald Reference Number: H3

Level: Death Chamber

Character: Knuckles

Hint 1: Double sliding floor.

Hint 2: Inverted underwater room.

Hint 3: The hourglass to open the sliding floor is in the upper room.

Requirements: Air Necklace, Mystic Melody

Difficulty: Hard

Where it is: ****IF YOU JUST GOT THE 2ND KEY AND ARE STILL IN THE UNDERWATER ROOM STAY THERE AND IGNORE THIS FIRST PART OF THE LOCATION!****

Remember where the lost chao was? You'll be going back there for the rest of your stay in this level. At the beginning of the level, hit the hourglass and run forwards through the door in front of you. Go through the long hallway until you get to the room with 2 robots. Either carefully ignore them and run through or you can attack them for some points. Hit the hourglass at the top part of this room and quickly break the metal crates in front of you and climb up the wall before the door closes at the top. Once through there you should be in a big room with lots of metal things and what looks like the core of the Pyramid Base. Fall down to the bottom section of this level and run around until you spot the shrine to play your mystic melody at. Play it and fall down in to the newly opened area to be in a big underwater room. Swim around until you find an hourglass guarded by a small ghost. Ignore the ghost and hit the hourglass. Now as fast as you can and in as straight of a line as you can, swim to the door on the opposite side of the room. You should just barely make it through before it closes. Now, being quick yet again, hit the hourglass below you in the new room and swim through avoiding the lasers the robot is shooting at you. Once through, head through the room of ghosts. There shouldnt be any real threat in this room. Swim in to the final room.

****ALRIGHT, PEOPLE IN THE ROOM CAN COME BACK NOW!****

Once in the final room, look around the ceiling and swim up in to a hole. This hole will be where you found the lost chao! Anyways go up and your first task will be to turn off the trap that closes you in. To do that, swim in to the room and climb up the wall above the trap. Once at the very very top of the wall, climb around to the other side of the small, highest alcove to find the switch. Hit it and you will have disabled the trap. Now, fall

back down to where you entered the room and look forward. You should see a hourglass inside of a small alcove on the lowest ledge above. Climb up and hit the hourglass and QUICKLY swim down in to the final room of the underwater passage and near the bottom of the room near where you entered it should be two doors slowly closing right above the floor. Swim in and grab the key before they close.

LEVEL: Meteor Herd

NUMBER OF EMERALD LOCATIONS: 3

DIFFICULTY: Medium

REQUIREMENTS: Sunglasses

HOW TO GET TO HARD MODE

Complete the following to get to Hard mode for Meteor Herd.

First Mission: Find 3 pieces of the Master Emerald

- To do this, simply complete the level.

Second Mission: Collect 100 rings!

- I suggest going more for ring containers instead of rings laying around.

Third Mission: Find the lost Chao!

- This Chao isn't too bad for finding. Use the rockets and springs to get up to the top of the level. Once you are at the very top, look for the ledge with the shrine on it. Play the mystic melody to open a warp. Jump in the warp and you should fall down the inside of a building to another shrine. Play the mystic melody once again and fall down another building to find the lost Chao sitting right in front of you.

Fourth Mission: Collect the Emerald pieces in 4 minutes 30 seconds!

- Just do this as fast as you can. It isn't as hard as it may seem if you practice.

Emerald Reference Number: H1

Level: Meteor Herd

Character: Knuckles

Hint 1: Use a meteorite that flies when you hit it!

Hint 2: Pyramid-shaped base.

Hint 3: Try throwing a meteorite at the blinking door near the moon symbol.

Difficulty: Medium

Where it is: At the beginning of the level, glide forward on to the circular platform in front. Look to the right and you should see a meteorite sitting there. Gently hit it forwards and you should see 2 doors ahead of you. Slam the meteorite in to the first door and the emerald will be sitting inside.

Emerald Reference Number: H2

Level: Meteor Herd

Character: Knuckles

Hint 1: Sunglasses.

Hint 2: The top of the steel beam.

Hint 3: Try getting to the suspended spring!

Difficulty: Medium

Where it is: Look forward near the beginning of the level you should see a large structure you can climb. It's the same structure where you fought Rouge/Knuckles in earlier battles. It's the structure of beams in the very center of the stage. Glide over to it and climb up to the top. Stand on the corner and look around on the other 3 corners. Find the one with the spring and take it up. Glide at your peak on to the highest platform you can glide to. This platform should have a spring and 3 boxes and a long ledge. Head over to the long ledge and inch over on it. It has a free life on it so you know you are on the right ledge. Put on your sunglasses and run to the spring at the end to be sprung up in to the air. At the peak of your spring, glide to be at the perfect height to get this emerald piece.

Emerald Reference Number: H3

Level: Meteor Herd

Character: Knuckles

Hint 1: Wear sunglasses on the moon.

Hint 2: The inverted blue tower.

Hint 3: Beyond the rings that you see using sunglasses on the moon.

Requirements: Sunglasses

Difficulty: Medium

Where it is: Alright, if you know how to get to the very top of the level do it. If not, here is a path to get there. First, glide forward to the structure with lots of bars. Its the same structure as where you fought Rouge/Knuckles. Anyways, climb up to the top and stand on one of the corners at the top. You should see 3 other corners and one should have a spring. Hit the one with the spring to fly up to another platform. This platform should have 3 boxes, a ledge, and a free life. It's the same one as where you found the second emerald. Take the spring up and glide over to the blue type structures. Fly over to the side of the deep platform and climb up on top. There should be a rocket that will take you up to the ARK ship! Just what you need! Either cling on to the wall and climb around or land on the platform and glide. Either way, glide around the bottom platforms until you find the one with the flying type enemy. Stand on here and put on your sunglasses to find another spring. Walk over to it and glide at the peak to find this emerald piece!

B. ROUGE

LEVEL: Dry Lagoon

NUMBER OF EMERALD LOCATIONS: 3

DIFFICULTY: Medium

REQUIREMENTS: Pick Nails, Treasure Scope

HOW TO GET HARD MODE

Complete the following to get to Hard mode for Dry Lagoon.

First Mission: Find 3 pieces of the Master Emerald

- To do this, simply complete the level.

Second Mission: Collect 100 rings!

- I suggest going more for ring containers instead of rings laying around.

Third Mission: Find the lost Chao!

- At the beginning of the level, exit the enclosure you begin in and turn around. Climb up the wall on the left side of what you just exited up to the top platform. Look for some metal crates and break them open to reveal a hidden picture. Dig through to the other side, play the mystic melody, jump in to the warp, and you'll find the chao!

Fourth Mission: Collect the Emerald pieces in 3 minutes 30 seconds!

- Just do this as fast as you can. It isn't as hard as it may seem if you practice.

Emerald Reference Number: H1

Level: Dry Lagoon

Character: Rouge

Hint 1: The highest Emerald.

Hint 2: Above the small oasis.

Hint 3: Try breaking the wooden container on the ledge in front of GUN's storage.

Requirements: Pick Nails

Difficulty: Medium-Hard

Where it is: Probably the hardest emerald in hard mode for Dry Lagoon, this piece requires some luck and some skill. At the beginning of the level, crawl out of the enclosure you start in and climb up the wall to the immediate left between the statue and the enclosure you just came out of. Crawl up past the first ledge and up to the middle ledge near the top of the wall. You should see 4 unbreakable metal containers with a wooden one in the middle. Break open the container to uncover a hidden spring. Hit the spring and you should see the emerald nearby above. Glide at the VERY TOP of your spring jump to get this emerald.

Emerald Reference Number: H2

Level: Dry Lagoon

Character: Rouge

Hint 1: Dig for the Emerald to get it.

Hint 2: In the sky above the small oasis.

Hint 3: Dig a hole in front of the Emerald by the huge wall painting.

Requirements: Pick Nails

Difficulty: Easy-Medium

Where it is: At the beginning of the level, look to your right and you should see a large wall painting or wall mural that pictures an echidna. Glide over and climb up the wall to the ledge with the painting. Crawl up the painting over the echidna and look for a small hidden emerald picture near the top right corner. Once you find it, dig in and you'll hit a hidden spring that'll shoot you right over to the emerald floating in the air.

Emerald Reference Number: H3

Level: Dry Lagoon
Character: Rouge
Hint 1: Bottomless pit.
Hint 2: Big oasis.
Hint 3: Put it on underwater.
Requirements: Treasure Scope
Difficulty: Medium

Where it is: At the beginning of the level, look to the right and you should see two enemies on each side of a turtle shell. Defeat the two enemies and the turtle will slowly crawl into the water. Once it is in the water, hop on and press the A button to go to the other oasis. At this oasis, hop onto land nearby and put on your treasure scope. Fall into the water and sink to the bottom while making sure you dont jump. You should see a bottomless pit at the bottom with the emerald floating in the middle. Without jumping, float up to the ground above and there should be a hidden spring aiming downwards. Hit it and it should propell you straight into the emerald and complete hard mode with Rouge in Dry Lagoon.

LEVEL: Egg Quarters
NUMBER OF EMERALD LOCATIONS: 3
DIFFICULTY: Medium-Hard
REQUIREMENTS: Treasure Scope

HOW TO GET HARD MODE

Complete the following to get to Hard mode for Egg Quarters.

First Mission: Find 3 pieces of the Master Emerald

- To do this, simply complete the level.

Second Mission: Collect 100 rings!

- I suggest going more for ring containers instead of rings laying around.

Third Mission: Find the lost Chao!

- To find this lost chao, go to the room with the 8 snakes and the shrine in the middle of all of them. Play the mystic melody to create a warp and hop in. In this room, find the wall to dig through and once through smash the boxes on the floor to find a switch. Hit the switch, glide back to the wall, dig through, and find this chao in the room.

Fourth Mission: Collect the keys in 3 minutes 0 seconds!

- Just do this as fast as you can. It isn't as hard as it may seem if you practice.
-

Emerald Reference Number: H1

Level: Egg Quarters
Character: Rouge
Hint 1: A cage you can't open.
Hint 2: Machine's path.
Hint 3: Try breaking the cage with something...
Requirements: None
Difficulty: Medium

Where it is: There are actually 2 ways to do this, even though one is real tough. For both ways, begin by hitting the hourglass in front of you and running forward. Duck in the shadow quickly at the end

of the hallway to avoid the bug and then jump up the stairs. Once at the top, you should come to a small hallway where you will see the key trapped in a box with a monkey throwing huge bombs down. You could try to be a tough guy and let the big monkey throw bombs and EVENTUALLY one would get close enough to open the box, or you could do it the easy way. The easy way requires you to go in the next room and take the path on the left side. You should see a monkey trapped in a crate. Use the rocket to break open the crate and pick up one of the bombs the monkey throws. Run back to the cage and throw the bomb at it to find this key.

Emerald Reference Number: H2

Level: Egg Quarters

Character: Rouge

Hint 1: The tail of the scorpion.

Hint 2: 8 big snakes.

Hint 3: Rescue the scorpion from the cage!

Requirements: None

Difficulty: Medium

Where it is: At the beginning of the level, head to the path on the right side. Keep following it until you get to a large room with a shrine and 8 snake statues. You should see a scorpion type painting on the wall blocked by crates. Break any crates you can and climb up the pedestals located around the room. Being very careful, find the one with the monkey that actually throws bombs and pick up one of his bombs. Take it over to the crates and set/throw it next to it to break the crates. Dig in to the tail of the scorpion on the left side of the painting to find this key.

Emerald Reference Number: H3

Level: Egg Quarters

Character: Rouge

Hint 1: A small room with feathers.

Hint 2: Bug's path.

Hint 3: Find the secret in the Egg Snake Chamber.

Requirements: Treasure Scope

Difficulty: Medium-Hard

Where it is: I apologize for the sleek explanation. Once I go in the game and play some more, I hope to give a good walkthrough for this one. Anyways, find the Egg Snake Chamber as best you can. It's one of the rooms that looks like the one you start in. Once you are there, go in to the adjacent hallway to find a bomb-throwing monkey up near the ceiling. Put on your sunglasses and then pick up one of the bombs quickly. Take it back into the Egg Snake Chamber to see a spring on the elevated slightly on the stairs and ledge. Simply walk in to it and you will go up in to a small crevice. In this crevice, you will see a crate holding the key. Blow it up and pick up the final key!

LEVEL: Security Hall

NUMBER OF EMERALD LOCATIONS: 3

DIFFICULTY: Medium

REQUIREMENTS: Treasure Scope

HOW TO GET HARD MODE

Complete the following to get to Hard mode for Security Hall.

First Mission: Find 3 pieces of the Master Emerald

- To do this, simply complete the level.

Second Mission: Collect 100 rings!

- I suggest going more for ring containers instead of rings laying around.

Third Mission: Find the lost Chao!

- COMING SOON

Fourth Mission: Collect the Emerald pieces in 3 minutes 30 seconds!

- Just do this as fast as you can. It isn't as hard as it may seem if you practice.

Emerald Reference Number: H1

Level: Security Hall

Character: Rouge

Hint 1: Dancing wind.

Hint 2: "C" block.

Hint 3: Drive into the wind.

Requirements: None

Difficulty: Easy-Medium

Where it is: At the beginning of the level, turn to the right and fly over to the wall. Destroy all nearby enemies and go to the wind shafts that make you float. Look in the corner and you should see the emerald. Do a drill drive down in to the corner to get this rather easy emerald.

Emerald Reference Number: H2

Level: Security Hall

Character: Rouge

Hint 1: A place which is prtected by lasers.

Hint 2: Protect "Yellow".

Hint 3: Screw Kick the middle of the four tiles.

Requirements: None

Difficulty: Medium-Hard

Where it is: At the beginning of the level, climb on to the left wall straight in front of you and head up. You should see an opening guarded by lasers with a ledge right over it. Hop on to the ledge and take the crane up in to the room. You should see straight in front of you a room WELL PROTECTED by lasers with the emerald in the center. Being careful, make your way through the lasers and fly in to the emerald without dying. Use your rings wisely!

Emerald Reference Number: H3

Level: Security Hall

Character: Rouge

Hint 1: No one can open that safe!

Hint 2: "B" block.

Hint 3: There should be a way to disarm the trap...

Requirements: Treasure Scope

Difficulty: Medium-Hard

Where it is: First, you'll need to switch off the lock for the red safes.

Climb on the wall in front of you on the left side up to a ledge with a crane lift near the top. Take it up to the top and follow the path to the left. Avoid the lasers and hit the switch on the FAR left on the floor. Go back in to the main room with the safes and fly around the ceiling to find a switch high up. Stand on the platform directly under the switch and put on your Treasure Scope to find a spring. Take the spring up and hit the switch. Fall down to the bottom floor and find the safe in the red section of "B" block with a trap floating above it. Dig in the center of the safe to find this emerald.

LEVEL: Mad Space

NUMBER OF EMERALD LOCATIONS: 3

DIFFICULTY: Medium-Hard

REQUIREMENTS: Pick Nails

HOW TO GET HARD MODE

Complete the following to get to Hard mode for Mad Space.

First Mission: Find 3 pieces of the Master Emerald

- To do this, simply complete the level.

Second Mission: Collect 100 rings!

- I suggest going more for ring containers instead of rings laying around.

Third Mission: Find the lost Chao!

- COMING SOON

Fourth Mission: Collect the Emerald pieces in 4 minutes 30 seconds!

- Just do this as fast as you can. It isn't as hard as it may seem if you practice.

Emerald Reference Number: H1

Level: Mad Space

Character: Rouge

Hint 1: The bottom of the meteorite.

Hint 2: On the ground.

Hint 3: It's not right below the round meteorite.

Requirements: Pick Nails

Difficulty: Medium-Hard

Where it is: COMING SOON

Emerald Reference Number: H2

Level: Mad Space

Character: Rouge

Hint 1: The platform is the out of control area.

Hint 2: The biggest meteorite.

Hint 3: It's not the only floating platform right below the round meteorite.

Requirements: None

Difficulty: Medium-Hard

Where it is: COMING SOON

Emerald Reference Number: H3

Level: Mad Space

Character: Rouge

Hint 1: Quick Screw Kick

Hint 2: The lowest place.

Hint 3: Don't use that technique above a star on a platform with spinning traps!

Requirements: None (Some knowledge on how to do the Screw Kick move..)

Difficulty: Hard

Where it is: COMING SOON

8. EMERALD LOCATION MATH

Here I'll keep a current total of emerald locations through the game. This may never be complete, but I'll get it as good as I can.

Wild Canyon	56	Dry Lagoon	0	Knuckles Total	71
Pumpkin Hill	0	Egg Quarters	0	Rouge Total	12
Aquatic Mine	0	Security Hall	0		----
Death Chamber	0	Mad Space	0	Game Total	83
Meteor Herd	0	Hard Mode	12		
Hard Mode	15				
	----		----		
Knuckles Total:	71	Rouge Total:	12		

9. FREQUENTLY ASKED QUESTIONS

Q: In Security Hall with Rouge, why can't I get into any of the safes?

A: You need to switch off the locks first. You can only have one section unlocked at a time. If the safe is unlocked, make sure you dig where the flashing section is to get in.

Submit your questions to <brak2000@hotmail.com>

10. CONTRIBUTORS/THANKS

Once again, thanks to Sega and Sonic Team for such a great game!

Thanks to Serg D. a bunch for helping me with the Dry Lagoon hard mode emerald locations!

Also, thanks to isv666 who has already helped me before this FAQ was posted.

11. CONTACT ME

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

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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 too 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!

I ALSO ASK:

That you PLEASE include the name Hunting FAQ somewhere in it. I have more than 1 SA2 FAQ and the more specific you are, the more likely I can help you.

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