

- d) Mad Space
- 11. ++ Cannon's Core Walkthrough
 - a) Tail's Part
 - b) Robotnik's Part
 - c) Rouge's Part
 - d) Knuckles' Part
 - e) Sonic's Part
- 12. FAQ (Frequently Asked Questions)
- 13. Secrets ^^
- 14. Credits ^^
- 15. Contact Info

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Legend

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- + = Not done.
- ++ = Not even started.
- ^^ = Recently Updated

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1. INTRODUCTION

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The reason I am making this guide, for that awesome game called Sonic Adventure 2, is because no one else has.....ok, so no one believes that. Actually, the true reason, is because at some point in time, people are gonna want to know. I mean, Sonic Team has said the 180 emblems is only the beginning of the game's secrets. Also, there is an Omochao in each level to tell you the number of animals in the level, and it shows a number when you collect each one....there must be some reason to this. So I am making a FAQ now, and when Sonic Team reveals why you must get animals in ever level, you can thank me then (well, you can thank me now, too.)

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2. Legal Stuff

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3. UPDATES/REVISION HISTORY

.....

Version 0.2 (08/17/01)

- Hey all....sorry for not updating or checking my e-mail lately, but I picked up Pokemon Crystal on the 10th, and then on the 14th, a friend of mine who had graduated died in a car wreck....so, updating this wasn't a high priority. But I'm back, and there are now some animals for new levels, thanks to eevalien. But I hope to start getting back in the groove of things..

Version 0.17 (08/09/01)

- Well, since I've now learned that all you get for all the animals is an extra life....I'm not gonna be working as hard on this thing. At least not until Sonic Team says that you get something else.....ok? I know that was short, but its 11, and I'm not thinking straight.

Also, thanks to eevalien for pointing out there are 20 animals in City Escape, not 15.....

Version 0.15 (08/07/01)

- Added most animals for Death Chamber, and a couple for Meteor Herd....that level is just huge. I also just realized something that could be depressing, or just a minor problem that can easily be corrected, I'm not sure. What I'm

talking about is City Escape.....after collecting all 15 animals, I don't get the number of animals collected to turn red, or get any music, like I do in the Knuckles levels.....which makes me wonder, is 15 all, or are there more? Another possibility is that I never actually found an Omochao saying there were 15 in that level, so maybe if I found him, then the numbers would turn red.....I don't really know. Anyways, if you have any comments on that subject, or some animal locations, let me know at madhattersd@hotmail.com.

My Sonic Adventure 2 stats:
102 Emblems
52 A rankings

Version 0.11a (08/06/01)

- There isn't enough for me to consider a new number for this update...but I now have the locations of all the animals for 3 levels! Those would be City Escape, Wild Canyon, and Aquatic Mine. Thanks to Ol_G and others for showing me where the last City Escape one was....and here's a little thing I'll put in every update, so you all know how I am doing:

My Sonic Adventure 2 stats:
102 Emblems
52 A rankings

Version 0.11 (08/04/01)

- After completing a cross country camp that took up all free time, added most locations for 2 new Knuckles stages. I am planning on doing the Knuckles and Rouge stages first, then Sonic/Shadow, and lastly, Tails/Robotnik. Also changed my Walkthrough Basics a bit.

Version 0.1 (07/29/01)

- First construction of this FAQ. Not released to public.

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4. Walkthrough Basics

.....

Well, my walkthroughs are gonna be pretty basic. At the top of each level walk through will be the following:

a) Level Name

Number of Animals: ??

As you can see, it'll say the level, and number of animals in it. Not that complicated. After that, there will be a list of numbers, and by each number, the location of an animal. Follow me? Good.

For directions used in the walkthrough:

I will probably only use the compass directions for Knuckles/Rouge missions. They are the only "wide open" levels, so they are the only ones requiring north/south/east/west directions. In the other 4, I will generally use left/right/front/back to locate the animals, unless the compass directions are required.

For numerical placing of the animals:

In Sonic/Shadow/Tails/Robotnik levels, I will place the animals in the order that they are found, starting with the ones closest to your starting position, and the last being the one closest to your goal ring. Everyone understand?

For Knuckles/Rouge, I'm just gonna put them in groups, if some are close to a certain object (The Sphinx head in Wild Canyon, for instance.) Otherwise, there is no real order to the listing. Just groups.

.....

5. Sonic Walkthrough

.....

This part of the FAQ is for the Sonic missions. If you want something else, then go there.

a) City Escape

Number of Animals: 28

#1) As soon as you are off your board, turn around, and behind a bush, there is a raccoon.....

#2) As soon as you are able to run without your board, there will be some boxes in front of you, near Omochoao, and against a wall. Break them, and there will be a pipe.

#3) Later on, after grinding down your first rail, there will be a accelerator that pushes you up a ramp. On the left side of this ramp, on the bottom, is a pipe. Whistle there.

#4) When you come to the first checkpoint, there will be a bench to your right. A raccoon is circling behind it.

#5) Continue on until you come to the two sets of stairs going up to bouncers with grass dividing them. At the bottom of these stairs is a bunny circling a tree on your right, near Omochoao.

#6) Under a black car near #4 is a skunk.

#7) At the top of the stairs and bouncer, there is a recycling bin behind you. A skunk circles it.

#8) After running down the street and entering a large area with 2 rows of coins in the middle, go to your right. A raccoon is walking there.

#9) Go to the big purple ball/statue thing in this area, and whistle. An animal

pops out.

#10) Go down the large grind right after the raccoon. At the bottom, if you didn't already make it up the ramp in front of you, use the light dash to get up to where the Chao box is. Then turn around, and hop off to the left, so you land in a fenced off part. Go to the recycling box, and whistle.

#11) In the same area, there are boxes to the right of the grind you entered in. Break them to reveal a pipe.

#12) After going down the small stairs after the "Golden robot area" (the area containing #s 8 and 9), go past the hand lift. In the area behind it is a bunny.

#13) In the area before the wall run, on the left side of the grassy path, there is a skunk up on a light pole. Just jump off the hill right next to the lamp to reach it.

#14) After coming off the wall, don't go up the rails. Just go to the tree at the bottom of those stairs, and whistle, and another animal appears.

#15) Continue until you run down the wall. Continue up. There are TWO recycling bins in this area. Go to the one FARTHEST from the wall you just ran down. Whistle.

#16) There is a park bench here with a bunny.

#17) Go on until you are on the grind which requires you to make several jumps. Complete this grind, and on the right side immediately after leaving the grind (its up on a ramp), is a pipe.

#18) Behind a grass/hedge is a sheep, right before the checkpoint before the Truck Run, as I call it.

#19) Whistle at the stand by the goal ring (not sure of this one, since I haven't tried it out....but I'll put this in, just in case its right.)

#20) I'll find it.....or not.

b) Metal Harbor

Number of Animals: 22

#1) Raccoon to the right

#2) Penguin to the other side.

#3) Thing in the pipe

#4) Peacock on top

#5) That racoon before the enemys on the platforms.

#6) under one of the caps.

#7) on the very right edge of place the planes are shooting at you

#8) under one of the secret caps by the extra life

#9) under one of the secret caps by the extra life

- #10) a penguin is sitting there
- #11) under another cap
- #12) near the rings there is a penguin
- #13) by the part where you get on a ramp.
- #14) under a cap is a peacock
- #15) under a cap
- #16) there is a peacock circleing on a ledge
- #17) seal on the road.
- #18) peacock on the tower
- #19) penguin in the road.
- #20) under the cap
- #21) by the launch site is a seal

c) Green Forest

Number of Animals: 20

- #1) bunny by a log
- #2) animal under a mushroom to the right
- #3) another mushroom
- #4) by the edge is a parrot
- #5) under a mushroom
- #6) jump down underneath and there is a whistle
- #7) racoon on the ledge
- #8) jump up before the double boosters and there is a racoon on the log.
- #9) bunny behind log
- #10) monster by the 3 boxes
- #11) wistle in the grass by 1st chao box
- #12) cheetah by a log
- #13) whistle in some grass for a cheetah
- #14) wistle at a pipe
- #15) by a checkpoint is a rabbit by a log

#16) racoon by a bumper

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6. Tails Walkthrough

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This part of the FAQ is for the Tails missions. Here by mistake? That's alright.

a) Prison Lane

Number of Animals: ??

.....

7. Knuckles Walkthrough

.....

This part of the FAQ is for the Knuckles missions. Isn't it beautiful?

a) Wild Canyon

Number of Animals: 10

#1) Right away at the start, turn around, and behind the box on the left side is a sheep.

#2) In the northwest corner of the room, on the ground, by the statue, is a cheetah for you.

#3) Right above the "hole" that you started in, there is a platform jutting from the side. Climb up to it, and there is a pipe.

#4) On the east side of the entry room, on a platform jutting from the side, there is another sheep.

#5) On the "Lonely Statue" route, on the first pillar sticking out of the left /south side of the wall, is a condor.

#6) On the "Lonely Statue" path, the ground, on the right/north side by the last pillar, is a pipe.

#7) On the lower left/southeast pillar of the "X" above the lonely statues head is a condor.

#8) On the "Sphinx Path", behind/to the east of the sphinx, is a peacock.

#9) On the ground of the wind alley (not the bottom where you started, but at the feet of 4 statues), near statue #3, is a pipe.

#10) Again in the "Lonely Statue" area, dig through the "diggable" wall that is above the statue, and in the upper right corner of the wall you just came through, is a dragon. Collect it to get all the animals for this level.

b) Pumpkin Hill

Number of Animals: 10

#1) On Pumpkin Mountain, on the 2nd level of the Pumpkin field, is a cheetah.

#2) On Pumpkin Field, in a small pumpkin that you can pick up, is a bat. Keep looking for it, you'll find it eventually.

#3) On Pumpkin Mountain, on a platform that has train tracks on it, on the right side, is a bat.

#4) On Church Hill, there is a platform that is only train tracks. A pipe is on it.

#5) Church Hill, the very top. A Skeldog is there.

#6) There is a platform with a cage that needs to be broken by a rocket on Church Hill. Inside is a bat.

#7) Ghost Train Mountain, on a platform, are two boxes stacked. Destroy them.

#8) On the bottom of a Ghost Mountain Train hill is a small, circle train track. A boar is running around in it.

#9) In a hut by Ghost Train Mountain, is a hut. When busted, a skull pops out. Pick up the skull to get a bat.

#10) Don't know. If you know, e-mail me at madhattersd@hotmail.com to receive credit for the location.

c) Aquatic Mine

Number of Animals: 10

#1) After starting the level, go to the small area above the lift, where Water Level 3 switch is located. A condor should be flying above a lamp.

#2) A pipe is also in this area.

#3) In the same small area as #1, play the mystic melody on the appropriate stand. In the passage that opens, there is a pail. Pick it up to get a bat.

#4) On the regular "road" that runs around the side of the room, on the top level, there is a skunk to the west of where you start.

#5) Release all the water by pressing Water Switch #3. Now, on the bottom level, there is a path you may enter. A pipe is located there by the spiked enemy.

#6) Continue this path up, to another pipe.

#7) Exit this tunnel, and to your right, there will be an animal in the corner. This animal is one level below where the skunk was located.

#8) Jump down the 2nd "Ghost" chute, and follow the watery path. You will come to an area where you will/already have receive/d an upgrade. In the top of this room is a dragon.

#9) Set the water to Level 2. Now, on the bottom floor (Level 3), a seel should be swimming around somewhere.

#10) In the 2nd/3rd level rail walkway (where #5 and #6 are), there is a entrance that is inbetween those levels, which leads to the bottomless pit. Right by the boxes/skull is a penguin. Catch it, and you have them all.

d) Death Chamber

Number of Animals: 10

#1) Right away when you start, go through the center door, and there will be two bear heads. Pick up the right one to get a skunk.

#2) In the same room, there is a platform above the door you entered. A pipe should be located on it.

#3) Now, take the red zone's right path. Continue on until you are in a giant steel room, with a "diggable" wall in it. Go through the wall, to a small room with a large ghost in it. There is a skunk on the floor.

#4) Go back to the path, and continue. Under a trap, is a pipe. You have to pause the trap using a switch to get at it.

#5) Now in the blue main room, go through the center door. A pipe is above it, like before in the red room.

#6) Now, in the center of the place, there is that big machine. A cheetah is running around on the platform around it (not the ground way below).

#7) Go to the green section of the Death Chamber. When in the main room, take the left path. Go down, through the wood boxes, and you will find two gorillas.

#8) See above.

#9 and #10) Haven't seen them yet..... madhattersd@hotmail.com if you have.

e) Meteor Herd

Number of Animals: 10

#1) Right away when you start, go through the center door, and there will be two bear heads. Pick up the right one to get a skunk.

#2) In the same room, there is a platform above the door you entered. A pipe should be located on it.

#3) Now, take the red zone's right path. Continue on until you are in a giant steel room, with a "diggable" wall in it. Go through the wall, to a small room with a large ghost in it. There is a skunk on the floor.

#4 - #10) Didn't have the time to look for them....but if you have quite a few of their spots, go ahead and e-mail me.

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8. Shadow Walkthrough

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This part of the FAQ is for the Shadow missions. Who doesn't like being Evil?

a) Radical Highway

Number of Animals: ??

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9. Dr. Robotnik Walkthrough

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This part of the FAQ is for the "Eggman" missions. Although I don't like that name....it's Robotnik....

a) Iron Gate

Number of Animals: ??

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10. Rouge Walkthrough

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This part of the FAQ is for the Rouge missions. So, you got jewels? I do.

a) Dry Lagoon

Number of Animals: ??

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11. Cannon's Core Walkthrough

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This part of the FAQ is for the Cannon's Core mission. The end of it all.

a) Robotnik Part

Number of Animals: ??

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12. FAQ (Frequently Asked Questions)
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1) Q: When did Sonic Adventure 2 come out?

A: June 19th, 2001, in America.

2) Q: Why should I collect all the animals?

A: Well, there is really no reason, as of yet. However, Sonic Team has been quoted as saying that the 180 emblems are just the beginnings of the secrets in this game. And seeing as how they count how many animals are in a level...I figure this has to be some future secret.

3) Q: I told you the location of an animal, but you didn't give me credit...?

A: I've decided that since I won't be able to update the FAQ as frequently as I get e-mails, to just give credit to the first person to e-mail me the location. But I do thank everyone who e-mails me for submitting a response, and for looking at this FAQ. This makes my dedication worthwhile.

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13. Secrets
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Extra lives.
+---+---+---+

Find the animals in a stage, and get an extra life. Pretty simple.
.....

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14. CREDITS
.....

CJayC/GameFAQs - For the hosting of my wonderful piece of work.

Myself - I love myself.

Sega - Well, gotta thank the company for making the game....

Nemesis - For allowing me to use his FAQ layout, so I could save some time.

Ol_G - Found the first animal in City Escape.

eevailen - Found some more animals for several levels.

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15. CONTACT INFO

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Shameless Self-Promotion: Other FAQs by me:

Game Boy Advance:

None, yet.

Nintendo 64:

None, yet.

Dreamcast:

None, yet.

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E-Mail Address: madhattersd@hotmail.com

E-MAIL RULES:

Types I WILL accept:

- Small questions that are NOT answered in the FAQ
- Comments
- Locations of animals that I am either missing, or locations for ALL the animals in a level I have not started, not just 3 animals in a stage that I have no animals listed for.
- The number of animals found in a stage (not necessarily the locations of the animals)
- Corrections for this FAQ
- Any mail asking if you can use this FAQ on your website. Read the Legal Stuff section for all the details.

Types I will NOT accept:

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- Chain letters
- Any mail that is in ALL CAPS
- Any mail that demands an answer
- Mail asking me to send you this FAQ
- Unconstructive criticism
- Any questions that are already answered in this FAQ

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One final word(s):

"Sonic Adventure 2 is addicting! Don't turn off your DC."

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