Sonic Adventure DX Director's Cut FAQ

by mst3kman

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SONIC ADVENTURE SUCCINCT ADVENTURE FIELD WALKTHROUGH

Dedicated to Arin Hanson & Danny Sexbang. Your suffering through the Big levels was the highlight of my week one magical day in 2015.

SONIC

"This is a good game."

PART 01

After the cutscene with Tails crashing his plane, simply head to the gate at the far side of the pool to begin the Emerald Coast stage.

PART 02: After Emerald Coast

From the pool, head through the doors into the hotel, then through the doors to the right to the Station Square downtown area. In the downtown area, head into the train station and board the train to get to Mystic Ruins. Once here, head across the field to the large hill with a staircase to trigger the boss battle.

PART 03: After Egg Hornet

Once you regain control, go up the second set of stairs to Tails' workshop. There you'll find the wind stone. Pick it up and take it down the hill to the green waterfall/pond area. To the right of the waterfall is a small cave; use the wind stone in there to get to Windy Valley.

PART 04: After Windy Valley

Take the train back to Station Square. From the train station, head down the street to the City Hall area. There is an open manhole in the corner across from City Hall. (This is what Tikal means whenever she hints "there is a place in this city where you can go down into the sewer.") I nthe sewer, you'll find the shoes powerup.

Use the powerup to get to the surface, then return to the hotel area. Head through the doors opposite the doors that lead to the pool area to access the casino area. The casino will open up when you use the light speed dash to hit the big button on the casino.

NOTE: At any point after you get the light speed dash, you can access the crystal ring. In the hotel lobby, go up the stairs and use the two buttons to open the door and create a trail of rings. Time it correctly and you can dash into the little room, where the power up is hidden.

PART 05: After Casinopolis

Head back toward the hotel- note the staircase on the left, it leads to the train station. Directly opposite that is an alley where you will find the Ice Stone. Take it with you to the Mystic Ruins. A cutscene shows a new cave

forming from the cliff side. Enter the new cave and use the ice stone on the ice door.

PART 06: After Ice Cap

Head back to the waterfall/pond area in Mystic Ruins to trigger the fight with Knuckles.

Part 07: After the fight with Knuckles

Head up the stairs to Tails' workshop to begin the SkyChase Sub Game.

Part 08: After Sky Chase Part 1 (Sonic)

You begin in the Station Square pool area. Head through the hotel to the casino area to trigger the cutscene with Amy.

Part 09: After you meet Amy

Head back to the downtown area of Station Square. Go directly across from the hotel doorway to get to Twinkle Park.

Part 10: After Twinkle Park

In the small traffic island in front of the train station there is an ID card. Use it in front of the shuttered door in the building adjacent to Twinkle Park to access Speed Highway.

Part 11: After Speed Highway

Head back to the Casino area of Station Square to trigger the next cutscene. Then, take the train to Mystic Ruins. Another cutscene will play, after which you head through the cliffside cave, continuing past the Ice Cap entrance to the Angel Island area. Head all the way to the end of the green field (near the bridge, but do not cross it). On the raised rock is the Ancient Light power-up. Use your new attack to destroy the monkey in the cage and access Red Mountain.

Part 12: After Red Mountain, and Sky Chase Act 2 (Sonic)

The next Adventure Field is the Egg Carrier. Head straight ahead across the big blue cylinder. After the cut scene, continue in the direction you were heading and go up the ramp to the blue doorway. This is the entrance to Sky Deck.

Part 13: After Sky Deck

In the middle of the green room is a gold saucer shaped thing; get in it to get transported to the next boss battle.

Part 14: After the fight with Gamma. (Sonic)

Head across the wooden deck area to the left of the big grey structure, triggering another cutscene. Near where you'll be when you regain control is a doorway to the control room. Go in there, and hop in the seat of the big train-like vehicle. It will reveal the button you need to press. Once the ship is back in its original shape, go back out the door and cross the narrow grey bridge to the big blue cylinder. This is the next boss battle.

Part 15: After Chaos 6 (Sonic)

Follow the light into the Aztec pyramid. After Lost World, you will be in the flashback world. Simply head toward the burning gazebo to begin the next cutscene.

Part 16: After the Lost World and the flashback

Head toward where Eggman was flying- at the extreme end of the jungle area is a cliff with yellow and black barriers. At the right side of the cliff is the blue bridge entrance.

Inside the fortress, the entrance to Final Egg is locked and needs to be opened by solving a puzzle. There are six tiles, some of which are lit and some of

which are dark. The sate of the tiles are all binary. When you step on one, it and its adjacent two tiles will switch to the opposite state. i.e.; if a trio of tiles is DARK-LIGHT-DARK, and you step on the middle one, they will switch to LIGHT-DARK-LIGHT. You need to light up all six tiles. Since the arrangement of tiles is random, there is no specific guidance I can give, but understanding how the lights switch will make solving the puzzle much easier. Remember the tiles on the ends of the two rows only change themsleves and one other tile.

This is the last adventure mode for Sonic. After Final Egg, you have his story at 100%.

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TAILS
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"There's no way to skip this, huh?"

Tails' story mirrors Sonic's almost completely, so all of the Adventure Field puzzles are identical. The only major divergence is after the first Sky Chase.

HOWEVER:

At any point before Sonic and Tails get seperated you can get to Tails' secret upgrade. In the "open sewer" area behind Twinkle Park, Tails can fly up through the hole in the ceiling to access a room. Therein you'll find the jet anklet, which increases your flying speed.

PART WHATEVER: AFTER SKYCHASE

Take the mine cart into the jungle. Head to the left, near the cave with the sand pit. When you get close enough a cut scene will begin. Then, head int othe cave and hit the button to open the door to the subgame.

PART 2: After Sand Hill

In the flashback area, head to the left of where you start to find the rhythm badge. It's on one of the circular markings. Then, head to the stairs at the front of the temple to find Tikal. After the scene with Big, head up to Tails' workshop to begin the Skychase part 2.

PART 3: After the Skychase part 2 (Tails)

You will bein on the Sky Deck. This part rejoins Sonic, so the solutions are the same. This is the last Adventure Field for Tails.

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KNUCKLES
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"Where do you go next on your very compelling adventure?"

General tips for Knuckles: Each of his stages is an open area within which three emerald shards will be randomly hidden; the arrangement of where they are

is different every time you play a stage. As such, there's no real way to do a walkthrough for emerald locations. However, there are some stage specific spots emeralds could be hidden that may be hard to find: In Casinopolis, there is a brick stucture on the upper part of the level with a small entrance on the roof. Sometimes you need to get inside to find a piece, even though the radar blip is stronger near the bottom. Emeralds are also put int the lion's mouth, or in the gaint Sonic statue in the middle of the room. Punch the weak spot on his shoe to shatter it.

Further, in later stages they introduce buried emerald pieces; if the radar is red and there seems to be nothing there, you probably need to dig around the vicinity to find it. Also, in any stage an emerald may be inside an robot, some of which move around.

Part 1

The first stage is Speed Highway, accessible through City Hall. Head down the road opposite the direction of the hotel toward the area where Sonic's first boss battle was. Punch the barrier away to access Speed Highway.

Part 2: After Speed Highway

Head back to the casino area by way of the hotel lobby. (Remember, the casino doorway is opposite the entrance to the pool.) The hotel entrance is the grey doors directly opposite the Twinkle Park entrance. (Next to where the cars drive underground.)

Part 3: After Casinopolis (First Flashback)

Head straight from where you start toward the big pyramid. The cutscene area is at the end of a long walkway on the far side of the pyramid.

Part 4: After the first flashback

You'll start directly outside of Casinopolis. Head away from the casino to the end of the street and enter the hotel. After the cutscene head into the elevator to access the next boss fight.

Part 5: After Chaos 2

You will resume in Mystic Ruins. This part is arcane and stupid. Head to the small cave way out behind the hill with Tails' workshop on it. (The one with the Chao garden.) Do not enter the Chao garden; there is another small cave with a monkey guard. Head all the way back to find the glowing beacon. Dig under the beacon to find the 'Monkey Destruction Switch.' (Seriously.) Carry it to the monkey and put it down to activtae it. Pick it up again and carry it through the cliffside cave, past Ice Cap, to the Angel Island area. Use the switch again near the monkey to access Red Mountain.

Part 6: After Red Mountain

Head to the waterfall/pond area of Mystic Ruins to trigger the battle with Sonic and Chaos 4.

Part 7: After Chaos 4 (Knuckles)

Get in the mine cart to the left of the pond to get to the jungle area. Right where you start in the jungle area, there is a Tikal orb and a gold statue. Pick up the statue and bring it to the back of the Aztec pyramid. (The 'back' is the side opposite the side with the snake head and the two morphing statues.) The silver statue is hidden in a small alcove.

If you have the DX edition, the map shows you the small path terminating in a circle to the left of the temple area- that's where the silver statue is. If you don't have the map, head to the cliff with the yellow barriers at the far end of the stage. Proceed along the path keeping the cliff to your right. Down this path, there will be the entrance to the statue alcove on your left,

although it is hard to see; it is green like the surrounding trees. If you get to the cave with the sand pit, you've gone too far- just go back the way you came.

If you approach it from the sand pit, the hidden alcove path will be to your right- remember, it is a dense green pathway, it does not look like the other paths in the jungle.

Bring both staues to the rear of the temple to begin Lost World.

Part 8: After Lost World

The second flashback sequence will begin. Simply walk toward the shrine to begin the cutscene. When it ends you'll be back in the Angel Island area. Head all the way back to the jungle area. (Take the mine cart at the left of the waterfall/pond.) Glide across the jungle to the cliffside. The entrance is on the right-hand end of the cliffside.

Part 9: Egg Carrier

Run across the wooden deck, away from the door to the pool. The ship will transform. Now, go back to the pool area. The pool is now drained. At the bottom is a door that leads to the Sky Deck.

Part 10: After Sky Deck

Another flashback. Again, head toward the gazebo. You'll reappear at the bottom of the pool. Head back up to the deck. After the cutscene, head acorss the narrow bridge to the big blue cylinder for the boss battle. Chaos 6 is the last battle of Knuckles' story.

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AMY
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"Like whatcha see, boys?"

Part 1

After the opening cutscene head to the casino area to trigger the cutscene. Then, head to Twinkle Park.

Part 2: After Twinkle Park

Several interminable cutscenes later, you will be in the Egg Carrier. First thing is the wack-a-mole mini game. You need to get over 2000 (I think) to get a useless upgrade and proceed. You can come back to this room later, and if you beat the score of 3,000 you get a long hammer upgrade, which is actually mildly useful so one wonders why it was the hidden thing of the two ANYWAY.

The room directly to the left (camera perspective) of the door to the wack-a-mole room is the entrance to the Hot Shelter.

Part 3: After Hot Shelter

Another flashback. Infuriatingly, it spawns you in the pyramid area, but the cutscene is through the tunnel in the shrine area. Again I find myself having to question the design choices of this thing NEVER MIND.

Part 4: After the Flashback

Get to the door on the far side of the pool to trigger the next cutscene. Bleep

boop bleep you end up in Station Square. Ride the train to Mystic Ruins, take the minecar to the jungle, and head across the map to the blue bridge to Final Egg. See Sonic part 16 on how to solve the puzzle.

Part 5: After Final Egg

Head to the bottom of the structure leading to the train platform. There is now a wood raft. Get on to get to the last boss arena. Alternatively there is also a black boat at the dock in the station square area between the hotel and Twinkle Park.

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BIG
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"000000000HHHH MYYYYYYYYY GOD!"

I highly recommend you watch Game Grumps' Sonic Adventure DX playthrough, particularly Part 46, titled Nibble and Run. Honestly, it's one of the funniest things I've ever seen. I do not work for or otherwise profit from the Game Grumps' videos, but Arin's spectacular meltdowns throughout the playthrough are what prompted me to write up this walkthrough. It's too late to help Arin- but it might be possible to save yourselves, and hopefully this walkthrough will be conducive to that end. A lot of this game just isn't very intuitive. Anyway, here's Big's story.

THE TIP THAT WOULD HAVE SPARED EGORAPTOR A FEW BURST BLOOD VESSELS: With Big, the part that the game never makesclear is that you need to actually HOOK froggy; when he nibbles, you pull the line by pressing a direction on the thumb pad. There is a "sweep spot" for the lure to catch froggy, and occasionally you'll get it by pure chance, but it radically improves your odds if you pull in the direction opposite where the frog is heading.

That said, sorry Arin but it's good that the game did such a bad job of telling you how to play it. The infamous "froggy meltdown" will live on in our hearts forever. Never stop being you.

PART 1

You start in Station Square. Head down the street, opposite the way to the hotel. In the City Hall area, there is a car parked over the open manhole cover. Stand next to the car and press B to lift it. If memory serves it can be kind of finicky and you have to stand just right for it to work. From the sewer you can access Twinkle Park.

PART 2: After Twinkle Park

Directly behind the Twinkle Park elevator is the Ice Key. Take it to the cliffside cave in Mystic Ruins. In Ice Cap, pick up a boulder in the area right where you start and throw it through the weak spot in the ice. Froggy is in this pool.

PART 3: After Ice Cap

Take the train back to Station Square. A cutscene will show Froggy heading toward the hotel. Go through the pool area to Emerald Coast. Ignore the hint in the stage itself regarding the "secret entrance", this is in reference to the hole at the bottom of the big rock in the rear of the stage. In case you're

wondering, there are bigger fish you can catch in there to satisfy the needs of Big's secondary and tetriary missions.

Anyway, Froggy is past the green ramp, near a huge white pillar to the right of the "suspicious circle of rings" in the cul-de-sac.

PART 4: After Emerald Coast

Egoraptor's screams still hang in the air. Head down the steps in the green-lit room of the Egg Carrier to the three doors. The rightmost door has a lure upgrade, if you care. The middle door is the entrance to Hot Shelter. You need to hit a switch to drain the aquarium and catch Froggy. There is quite a bit of extra area in this stage; again, this area serves as a place to hide bigger fish for the harder optional missions.

PART 5: After Hot Shelter

There is another flashback. Just walk toward the shrine to trigger the cutscene. After you are back on the Carrier, press one of the big blue tile switches to summon the monorail. Then, make your way to the top of the big blue cylinder for the "boss" "battle" against Chaos 6.

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E-102 GAMMA
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"Was not programmed for..."

Part 1

Rather than solve the puzzle, there is a nondescript door elsewhere on the top floor where a cutscene will begin. Afterwards, go to the bottom floor to do a boss battle.

Part 2: After Final Egg

You start in Station Square. Go to the pool area and shoot down the gate to get to Emerald Coast. After the stage is a flashback which resolves at the shrine. Hey at least they start you in the right area this time.

Part 3: After Emerald Coast and the Flashback

Go do the dang cutscene with Amy in the prison room. Afterwards go back to the main room- there are two rooms on the top floor; one of them has your hover upgrade, the other is full of water. After getting the hover thing go to the elevator in the middle of the room and do the mini boss battle.

Part 4: After Egg Carrier- the killing spree

Go up to Tails' Workshop to find the wind key, bring it to the cave next to the pond to access Windy Valley. After that, head to the Angel Island area (through the rock tunnel past Ice Cap) and simply shoot the monkey in the cage to access Red Mountain.

Part 5: After Mystic Ruins

Finally, head to the raft under the Mystic Ruins train station to get to the Egg Carrier. Go to the wooden deck up top to take the elevator to the bridge. You can head to the room up on the walkway (which, confusingly, is NOW drained of water) to get a gun upgrade. It's opposite the room that had the hover upgrade. Walk through the central door in the main room to access Hot Shelter.

Feel free to use this guide wherever you want I guess idk whatever

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