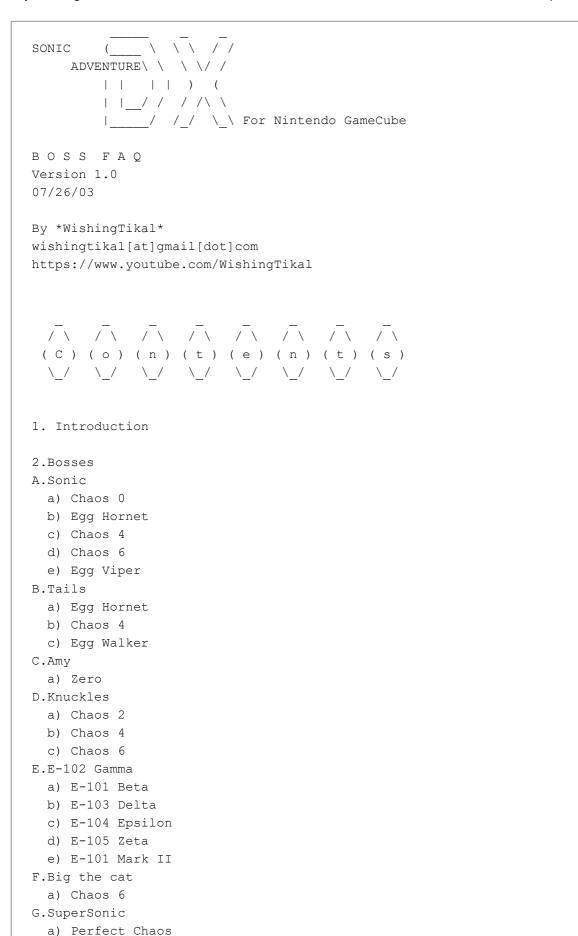
# Sonic Adventure DX Director's Cut Boss FAQ

by WishingTikal

Updated to v1.0 on Sep 29, 2007



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### 1. Introduction

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So... hello. I'm a huge Sonic fan and I particularly like Tikal (duh :] ). SADX and SA2Battle are two of my favorite games for the Cube. Anyway, on to the FAQ.

I hope it'll help you even if I know that for most of the bosses you won't need any strategy since the bosses are pretty easy (except for some).

Note that you can re fight the bosses after you beat the game by going into "Trial" -> "Sub-games", select your character and select "boss".

- 2003

I apologize for neglecting this FAQ for so long, I never realized until now that it was this bad. I corrected a few things, hope it's better.

- 2007

WishingTikal

https://www.youtube.com/WishingTikal

2 P o g g o g

2. B o s s e s

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\*\*\* = Hard

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A. Sonic the Hedgehog

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a) CHAOS 0

Difficulty: \*

While Chaos 0 is in his liquid form, you can't hit him, so you'll need to wait until he regains shape again. Watch out for his arm attack when he goes up in the air. Home-attack (A+A) his head to hit him. Repeat the process three times and you're done.

b) EGG HORNET

Avoid Eggman's shots by running around the field and wait until he flies up in the air. He'll try to crush you, so avoid it and use the opportunity, while he's still on the ground, to home-attack him. After this, he'll shoot more missiles at you just as before. Repeat the process three times to defeat him.

Pick up some rings on the water-lilies to start off, then while Chaos 4 is hidding underwater, he'll try to launch cheap shots at you. Avoid the waves and wait until he shows up at the surface of the lake. Be quick and attack him at this very moment. Just make sure you don't stand still or he'll use the opportunity to attack you. As soon as you get a hit at him, get out of his way. You'll have to hit Chaos 4 him five times to end the battle. The fifth time, Chaos 4 will get more aggressive so you'll need to be faster. Also, don't stand too long on the water or you'll sink. Jump around to avoid this and make sure not to stay on the lily-pads too long either.

Now to defeat Chaos 6, wait until Robotnik drops the small enemies and punch one of them so it stops moving. Grab it and, while Chaos 6 opens his mouth to swallow you, throw the enemy inside his mouth. He'll swallow it and freeze. Use the opportunity to attack him. You could also simply throw the enemy at him, and if done correctly, he'll still swallow it and freeze, but it's more accurate to wait until he opens his mouth. Make sure to never let him swallow you. He has several attacks, but if you're fast, he won't use them. Four hits is what it takes to defeat Chaos 6 with normal attacks, or two hits with the Light-Speed attack if you have this upgrade.

(Charge up by pressing B and release)

Eggman will start by shooting at you rapidly, so run as fast as you can to avoid it. Then, he will deploy the tail of his machine so you can jump on the three green lights/buttons (homing attack!), and finally, hit his cockpit. You'll fall back down on the opposite platform right after. At this point, Eggman will shoot some lasers followed by an explosive bomb. Avoid it, and here again, jump from green button to green button to reach Eggman's cockpit to damage him a second time. Repeat the process again a third time. Now, after shooting lasers, Eggman will start chasing you around on the platform, still shooting. Simply run past him (as in under him) and he'll stop. Then,

hit his cockpit a fourth time after jumping on the three green lights again.

He'll destroy the platform on the other side of the room. After shooting some more lasers, Eggman will throw two spiked spinning platforms at you. Jump on one of them to reach Eggman's cockpit. Hit him now! After that, he'll destroy one of the platforms you are standing on and throw his red spinning discs again. Get to Eggman and hit him again. Watch out though, as every time you miss him, he'll throw his discs again and destroy another platform. If you miss him too many times, there'll be no more platforms and you'll fall! After the final hit, Eggman will explode try to crash on the platform you are standing on. Quickly move out of the way to another platform! You don't want to have to start over that long fight, uh?

So this makes a total of seven hits for this boss.

B. Miles "Tails" Prower

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a) EGG HORNET

Difficulty: \*

Avoid Eggman's shots by running around the field or flying and wait until he goes up in the air. He'll try to crush you, so avoid the hit, and while he's still on the ground, attack him (same as the battle using Sonic). Then, he'll shoot more missiles at you, just as previously. Repeat the process three times to defeat him.

b) CHAOS 4

Difficulty : \*

Pick up some rings on the water-lilies to start off, then while Chaos 4 is hidding underwater, he'll try to launch cheap shots at you. Avoid the waves and wait until he shows up at the surface of the lake. Be quick and attack him at this very moment. Just make sure you don't stand still or he'll use the opportunity to attack you. As soon as you get a hit at him, get out of his way. You'll have to hit Chaos 4 him five times to end the battle. The fifth time, Chaos 4 will get more aggressive so you'll need to be faster. Also, don't stand too long on the water or you'll sink. Jump (or fly) around to avoid this and make sure not to stand on the lily-pads too long either. This fight is a lot easier with Tails since you can simply fly over the pond to avoid the attacks.

c) EGG WALKER

Difficulty: \*\*

Eggman will throw bombs and sometimes fire at you, which can all be easily avoided. Get under him, and whehn you see him raising one of his legs, jump to avoid the shockwave after he stomps the ground. Hit the leg right after this! (The foot you have to hit has a blue glow) Eggman's cockpit will fall between the legs so you can attack him. Then, he'll jump up, so avoid him and you'll have to repeat the same process again. The only difference is that now there will be more than one foot to hit in order to make the cockpit fall. Five hits total will do.

It's finally time to destroy that annoying robot!

You'll have to hit Zero with your hammer to make him fall on the electric barrier surrounding the area. It will stun him long enough so you can jump and hit its head. As soon as he gets back up, hit him again into the fence and hammer his head one more time. If you're not fast enough, he'll try to attack you with his usual attacks or will go stand in the center of the area and try to hit you with his arms. If this happens, run around him and jump to avoid the arms. Three hits on the head you'll never see that robot again.

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D. Knuckles the Echidna

Difficulty: \*\*

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Chaos 2 will bounce around the room, trying to hit you. Glide right into him to make him stop bouncing. When you try to attack him, Chaos 2 tends to doge all attacks, but if you keep hitting him, eventually you'll start doing some damage. Four hits and he's a goner.

Pick up some rings on the water-lilies to start off, then while Chaos 4 is hidding underwater, he'll try to launch cheap shots at you. Avoid the waves and wait until he shows up at the surface of the lake. Be quick and attack

him at this very moment. Just make sure you don't stand still or he'll use the opportunity to attack you. As soon as you get a hit at him, get out of his way. You'll have to hit Chaos 4 him five times to end the battle. The fifth time, Chaos 4 will get more aggressive so you'll need to be faster. Also, don't stand too long on the water or you'll sink. Jump around to avoid this and make sure not to stay on the lily-pads too long either.

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(Charge up by pressing B and release)

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E. E-102 "Y" Gamma

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a) E-101 BETA

Difficulty: \*

Target him and launch your missiles at him. Watch out so he doesn't hit you. Three hit to finish him off.

b) E-103 DELTA

Difficulty: \*

You'll have to hit him five times. E-103 is pretty fast so don't let him get behind or over you!

c) E-104 EPSILON

Difficulty: \*

E-104 shoots fast enough so get close to him and launch a missile at him. Four missiles in total and he's no more.

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d) E-105 ZETA
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Difficulty: *

E-105 will throw some enemies at you so shoot them to get rid of them and then target E-105's missile turrets on each side of its core. Launch missiles at him and run around the platform to avoid his hits. After you hit the seven missiles turrets, E-105 is KO.

This guy will send you back the missiles you launch at him, so don't target him yet. He moves pretty fast and deals pretty heavy damage. Destroy the missiles he sends at you or they'll chase you around. When you see that E-101 is targeting you and preparing his attack (light will surround him), get behind him and shoot him before he attacks you. That's the only time during which you can hit him. After two hits like that, he'll head up to the top of the area and shoot one missile. Avoid it. Then, E-101 will re appear on the field, so do as before to hit him. During the final hit, he'll fly up and shoot like crazy. Avoid all the missiles and finish him off with a last hit. (Four hits total)

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# F. Big the Cat

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What a boss. What else to expect from Big ?

Froggy is now stuck, somehow, inside Chaos 6, so you'll need to fish for him inside the boss. It's easy, but at the same time, very annoying, just like the fishing levels. Throw the rod in direction of Froggy, try to set the rod's circle just under Big's little pal. If you throw it right on the frog, you should get him. It might take a few tries. Just don't get too close to Chaos 6 if you don't want to get hit. Stay at a good distance.

G. SuperSonic

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A fun boss but quite hard. SuperSonic starts with 50 rings and you'll lose one for every second that passes. It's more than enough rings since it's possible to beat this boss under 50 seconds. If you're fast enough, you shouldn't have to pick up more rings. The thing to defeat Perfect Chaos is that you need to build up enough speed so that when you reach him, you'll be launched into his head, damaging him. To get to him, you'll need to avoid blows and tornadoes, without losing any speed. Try not to focus on picking up rings since it will slow you down a great deal and you don't even need to pick up any rings! If you never take a hit from Perfect Chaos' blasts or anything, you should have enough time and rings to hit him six times, and even enough for one missed hit. After the three first hits, you'll have to hit him another three times using the same strategy.

Yay ! You've beaten the game !

# 3. End/Credits

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Contact Info

## Notice:

- Include name of game in subject line -- this is not my only FAQ
- Do not call me dude, man, bloke, or whatever -- I am not.

wishingtikal(at)gmail(dot)com

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