

Dreamcast™

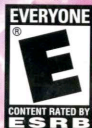


SEGA®



SONIC™ ADVENTURE 2

SONIC TEAM™



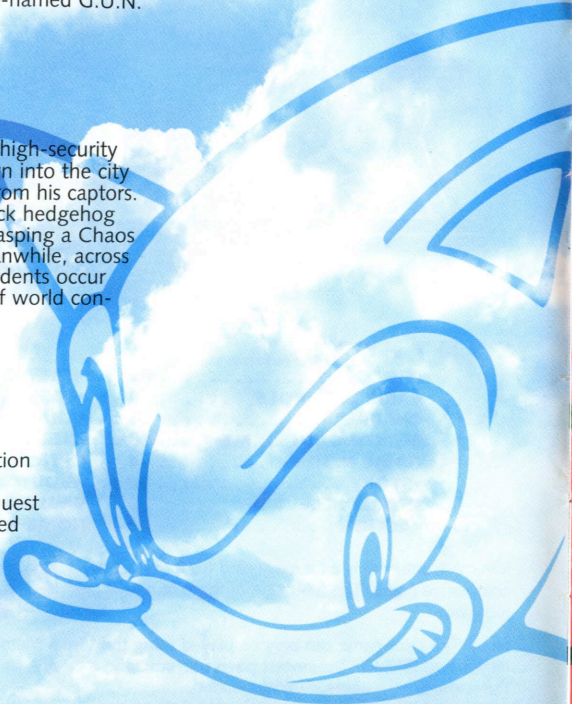
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PROLOGUE

It was just another ordinary day . . . until Sonic, hero of justice, is accosted by a secret military force code-named G.U.N.

Escaping the confines of a high-security helicopter, Sonic leaps down into the city streets in an effort to flee from his captors. Suddenly, a mysterious black hedgehog appears in front of him, grasping a Chaos Emerald in his hands. Meanwhile, across the globe, unexplained incidents occur following the declaration of world conquest by Eggman himself.

Once aware of the connection between Shadow and Dr. Eggman, Sonic begins his quest to stop their evil plan, helped along the way by his old friends: Tails and Knuckles.



While searching for a top secret weapon known only as "Shadow," the evil genius, Dr. Eggman, penetrates the security of a high-level military base. Deep inside the compound, Dr. Eggman discovers that the weapon is actually a black hedgehog claiming himself as the "ultimate life form," a creature known as "Shadow."

Shadow invites Dr. Eggman to Space Colony ARK and reveals the Eclipse Cannon—an enormous weapon capable of destroying the world, more than enough to entice the evil genius to help out Shadow in his quest to conquer the world.

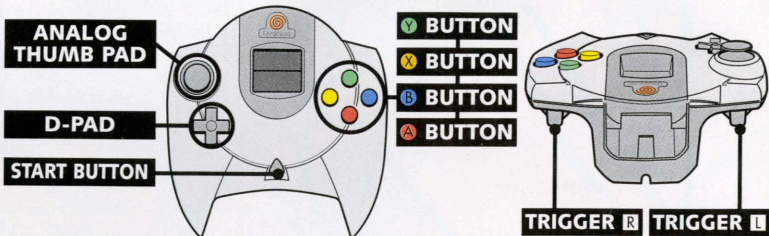
Just as they begin to revel in their plan for destruction, the villains are startled by a menacing bat named Rouge who offers her help as well.

Thus, the plot to conquer the world begins . . .



BASIC CONTROLS

Sonic Adventure 2 is a one or two player game. Connect the Dreamcast Controller to be used to Control Port A (one player) or Control Ports A and B (two players). You may, however, save or load game data from Control Port C or D.



Never touch the Analog Thumb Pad or the Triggers **L/R** while turning the Dreamcast Power ON. Doing so may disrupt the controller initialization procedure and result in malfunction.

| | DURING THE GAME | MENU CONTROLS |
|-------------------------|--|------------------------------------|
| ANALOG THUMB PAD | Move a character | Move cursor (Select Menu Item) |
| D-PAD | — | Move cursor (Select Menu Item) |
| START BUTTON | Pause the game (bring up a Pause Menu) | — |
| A BUTTON | Jump | Enter selection |
| B/X BUTTONS | Action | Cancel (return to previous screen) |
| Y BUTTON | Switch Action Window | — |
| TRIGGERS L/R | Rotate Camera | — |

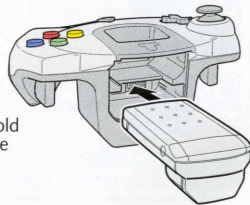
* For character-specific controls, please see Character Introductions on p.6.

* To soft reset the Dreamcast and return to the title screen during game play, simultaneously press and hold the **A**, **B**, **X**, **Y** and Start Buttons.



JUMP PACK™

Sonic Adventure 2 is compatible for use with the Jump Pack (sold separately). Insert the Jump Pack into Expansion Socket 2 of the Dreamcast Controller.



ACTION BUTTON

The **B** Button (also **X** Button) is called an Action Button. Its function changes automatically according to the situation around the player, and will be displayed in the Action Window at the top right. For example, you can call small animals hiding in the Action Stages by whistling, or squeeze through narrow gaps by somersaulting.

Also, when you have more than one choice of actions you can take for specific situation, press **Y** to cycle through the choices.

CHARACTERS

SONIC THE HEDGEHOG

The fastest hedgehog on earth has a little competition. Mistaken for an escapee, Sonic is being chased by a secret military organization. He'll have to catch up with the mysterious black hedgehog in order to thwart Dr. Eggman's latest plan to conquer the world.



SONIC

ACTIONS COMMON TO SONIC AND SHADOW



Somersault (B)

You can break wooden containers or squeeze through very low or narrow gaps.



Homing Attack (A while airborne)

You can attack the enemy nearby. You can even attack series of enemies continuously.



Spin Dash (Hold B then release)

You can build up your momentum and start rolling at supersonic speed.



Grinding (Jump onto the rail)

You can jump on the rail and grind. While grinding, you can jump (A) or crouch to accelerate (B). Use ←→ to balance yourself.

ACTIONS COMMON TO SONIC AND SHADOW



Light Dash (B near the ring)

Stand next to rings and an action window will be displayed. Press (B) to run at high speed toward the rings. You must obtain a specific power-up item in order to be able to perform this action.

SHADOW



The black hedgehog that resembles Sonic. Shadow is the ultimate life form created by Professor Gerald. Shadow has a special ability called "Chaos Control," which allows him to warp time and space using Chaos Emeralds. After telling Dr. Eggman about the existence of the Eclipse Cannon, Shadow encourages Dr. Eggman to join up and help conquer the world.

SHADOW THE HEDGEHOG

ABOUT "CHAO"

In this game, there exists a mysterious artificial life form [A-LIFE] called "Chao." Chao live in an environment called "Chao world." They create a very unique ecosystem, learning and breeding according to the player's actions.

MEETING CHAO

To meet Chao, you must find and collect a Chao key before clearing an Action Stage. After clearing the stage, you will be able to go to the Chao world.



CHAO GARDEN

You can visit Chao garden from Chao world entrance. The following items can be found in Chao garden: Chao eggs, a tree with nuts (food for Chao) and seeds, a Chao transporter, and an Entrance to the Chao stadium.

Once you are in the Chao garden, the character will release Chao drives and small animals you have collected in the Action Stage. These are essential to transforming your Chao. Note that time in Chao garden passes only while you are present within the garden itself.



RAISING CHAO

Chao hatch from eggs, and grow through infancy into maturity. While growing up, Chao appearances, personalities, and actions change according to the way they are treated by the player (i.e. "petting" vs. "throwing"). Be sure to provide your Chao with the items they need to thrive (Chaos drives, small animals, etc.).

•Hatching an Egg

There are two eggs found in the Chao garden, so let's hatch them. First, approach the egg and press **B** to pick it up. Now gently shake the egg using the Analog Thumb Pad. After shaking the egg, place it back on the ground. Eventually, a Chao will come out. (Note: there are other ways to hatch an egg—try experimenting, since Chao personalities change depending on how they are first brought into the world.)



•Giving Food

Chao grow up eating nuts from the tree. To obtain nuts, stand in front of a tree and press **B** to grab it. Next, use the Analog Thumb Pad to shake the tree. When the nut falls from the tree, give it to the Chao.

When there are no more nuts, find a seed. If you give it to the Chao, it will plant the seed.

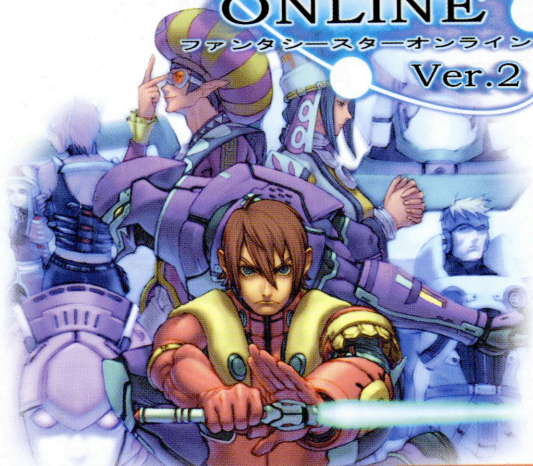


THE NEXT LEVEL

PHANTASY STAR™ ONLINE

ファンタシースターオンライン

Ver.2



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