

= Sonic Adventure 2 =

Sonic Adventure 2 (???????????2 (??) , Sonikku Adobench? Ts?) is a 2001 video game developed by Sonic Team USA and published by Sega for the Dreamcast as part of the Sonic the Hedgehog series . It was released as the last Sonic game for a Sega console after the company decided to leave the console hardware business . A port for the Nintendo GameCube , Sonic Adventure 2 Battle , was first released in Japan in December 2001 , with new content . The game was later released digitally for the PlayStation 3 , Xbox 360 , and Microsoft Windows in 2012 .

The sequel to Sonic Adventure , Adventure 2 features two good @-@ vs.-evil stories : a hero story of Sonic the Hedgehog , Miles " Tails " Prower and Knuckles the Echidna as they attempt to save the world , and a dark story following Shadow the Hedgehog , Doctor Eggman and Rouge the Bat in their attempt to conquer it . The stories are divided into three gameplay styles : traditional , fast @-@ paced platforming for Sonic and Shadow ; multi @-@ directional shooting for Tails and Eggman ; and action @-@ exploration for Knuckles and Rouge . The game also includes an extensive Chao @-@ raising system .

Sonic Adventure 2 was announced in October 1999 and exhibited at E3 2000 . The game 's development took 18 months , and it was designed to be faster @-@ paced and more action @-@ oriented than the original Adventure . Its scenery was influenced by U.S. locations such as San Francisco and Yosemite National Park . Adventure 2 received critical acclaim , with critics praising its gameplay variety , visuals and music but criticizing its camera , voice acting and plot . Although critical enthusiasm had waned by the release of Battle , this version sold over 1 @.@ 44 million copies and the game as a whole received a number of accolades .

= = Gameplay = =

Sonic Adventure 2 is a 3D game with six playable characters , divided into two campaigns : Hero (with Sonic , Tails and Knuckles , where the player battles to save the world) and Dark (with Shadow , Eggman and Rouge , where they battle to conquer it) . Each character on each side has a playing style similar to the other characters on the side . The player moves through the Hero and Dark campaigns , switching between them at will . Each campaign cycles through levels of its three characters , telling different sides of the story . Levels have a variety of themes (such as cities , jungles , desert pyramids and outer space) , with some followed by boss fights . Completing both the Hero and Dark campaigns unlocks a Last Story with all six characters , culminating in a final boss fight .

Sonic and Shadow play fast @-@ paced levels , emphasizing platforming and gameplay . Their homing attack can lock onto robots created by Eggman and G.U.N. , and they can grind on rails . Tails ' and Eggman 's levels are slower and oriented towards multi @-@ directional shooting ; they are confined to mechs in which they can jump short heights , hover and shoot enemies . Knuckles ' and Rouge 's levels are open and feature action @-@ adventure gameplay with treasure hunting ; in each level , they must find three shards of the Master Emerald . Their search is guided by radar and puzzle @-@ based clues from harmless robots . Knuckles and Rouge can glide , defeat enemies with punches and kicks and scale walls , digging into them to find power @-@ ups .

Adventure 2 has the health system found in many other Sonic games . The player collects rings scattered throughout the levels ; being hit by an enemy while holding rings causes the player to drop them all , while being hit without rings causes them to lose a life . Tails and Eggman have the customary health bar , which is slowly refilled by collecting rings . Dying with no lives results in a game over screen . The characters are aided by occasional upgrades ; in one , Sonic and Shadow can bounce up and down to reach higher areas and in another , Knuckles and Rouge can kick powerfully enough to break certain containers . Chaos Drives can be used with the player 's Chao (small , anthropomorphic animals) .

Separate from the main campaigns , the player can raise Chao as virtual pets . They have five attributes (Swim , Fly , Run , Power and Stamina) and a moral continuum from Hero to Dark . From the moment they hatch their stats can be increased with Chaos Drives , empowering them to

compete in karate and racing minigames . Their alignment gradually changes , based on their affection for a characters ; for example , a Chao which likes Tails will gradually become more heroic . Playing with Chao increases affection , and when a Chao becomes fully Hero or Dark it assumes that form permanently . Although Chao eventually die , if they received enough affection during their lives they reincarnate .

Adventure 2 has 180 emblems , earned for a variety of tasks . Each level has five missions ; only the first is required to continue the campaign , and other missions include completing a harder version of a level and collecting 100 rings . The player earns emblems by completing missions and other tasks , many related to Chao raising . Collecting all the emblems unlocks a 3D version of the Green Hill Zone from the original Sonic the Hedgehog .

The game has several two @-@ player modes . Players may race on foot through new (or altered) levels , have shoot- ' em @-@ up battles in mechs , hunt for Master Emerald shards or race in go @-@ karts . A few characters are playable in these modes , but not in the main game ; Tikal and Chaos from the original Sonic Adventure is playable in the treasure @-@ hunting game , as are Amy and Metal Sonic in the foot @-@ racing levels .

= = Plot = =

After learning about a secret weapon from the diary of his late grandfather , Professor Gerald Robotnik , Eggman infiltrates a high @-@ security G.U.N. facility to find it , and uses a Chaos Emerald to free it . This weapon , a black hedgehog and self @-@ proclaimed " Ultimate Life Form " named Shadow , offers to help Eggman take over the world , telling him to rendezvous at the abandoned Space Colony ARK with more Chaos Emeralds . Shadow then goes to Central City , where he steals a second Emerald and encounters some soldiers of the military group G.U.N. He flashes back to the death of a girl , Maria , who begs him to fulfill an unspecified promise he interprets as one of revenge . Shadow blasts through the military force and meets Sonic , who the military mistook for Shadow . After a brief confrontation , Shadow escapes and G.U.N. arrests Sonic .

Knuckles and Rouge are fighting over the Master Emerald , when Eggman suddenly grabs the Master Emerald with a large claw , and begins to fly off in his Eggmobile . After Knuckles leaps into the air , shattering the Emerald to prevent this , he looks for the scattered shards . Rouge intends to collect the shards for herself , but - as a government spy - she also must spy on Eggman . This mission leads her to Eggman 's base and , eventually , the ARK . On board , Shadow shows Eggman a superweapon known as the Eclipse Cannon , also created by Gerald Robotnik . Shadow discloses the plan : to charge the Eclipse Cannon with Chaos Emeralds and use it to take over the world . Rouge appears and feigns her allegiance to Shadow and Eggman , offering them a third Emerald to gain their trust .

Tails and Amy infiltrate G.U.N. ' s island base and rescue Sonic , while Eggman , Shadow and Rouge collect three more Emeralds on the island before blowing it up . Eggman broadcasts his threat around the world , demonstrating the cannon 's power by destroying half of the Moon . Sonic , Tails , Amy and Knuckles use their Chaos Emerald to track down the other six . They infiltrate Eggman 's base , boarding his shuttle as it launches into space . Knuckles ' Emerald shards are spilled along the way , and he leaves to collect them . He again meets and fights Rouge , but when he saves her from falling into a lava pit , she surrenders her shards and Knuckles restores the Master Emerald .

On the ARK , Tails reveals that he has designed a counterfeit Chaos Emerald to reverse the energy fields of the real ones . Just as Sonic is about to put the fake Emerald into the cannon , Eggman tells him that he has captured Tails and Amy , forcing him to return with the Chaos Emerald and rescue them . Sonic tries to trick Eggman with the fake Emerald , but Eggman traps and jettisons him in an escape pod rigged with explosives . Using the fake , Sonic performs Chaos Control and escapes ; Tails , thinking Sonic is dead , defeats Eggman , but Eggman sneaks away with the real Emerald when Tails is distracted . Rouge hacks into the ARK 's computers for information on the Ultimate Life Form project , suggesting Shadow is not the Ultimate Life Form , and attempts to

retake the other Emeralds , but is caught and found out by Shadow before he is sent to stop Sonic from reaching the Eclipse Cannon . Sonic defeats Shadow and uses the fake Emerald to destroy the Cannon .

When Eggman loads the last Emerald into the cannon and tries to fire it at full power , the ARK begins falling toward Earth and a recorded message from Gerald Robotnik , Eggman 's grandfather , is broadcast worldwide : he programmed the ARK to inevitably collide with Earth , destroying it in revenge against humanity . His diary reveals that this hatred began when the government condemned his research and killed a number of his colleagues , along with his granddaughter Maria , in an attempt to shut the ARK down , and he programmed his Ultimate Life Form , Shadow , to carry out his plan of revenge . Eggman determines that the Emeralds ' energy is making the ARK fall , and everyone works to access the cannon 's core and neutralize it .

Shadow declines to help the others , but Amy urges him to help , making him remember Maria 's real request : for him to help mankind . With this knowledge , he races for the core , where Sonic and Knuckles encounter the Biolizard , the prototype of the Ultimate Life Form . Shadow arrives and holds it at bay , allowing Knuckles to deactivate the Chaos Emeralds using the Master Emerald . The Biolizard then uses Chaos Control to fuse with the cannon , becoming the Finalhazard and continuing the ARK 's collision course .

Sonic and Shadow use the Chaos Emeralds to transform into their super forms , Super Sonic and Super Shadow , defeating the Finalhazard and using Chaos Control to teleport the ARK into a stable orbit around Earth . This depletes Shadow 's energy and he plummets to Earth , content that he has fulfilled his promise to Maria , and is presumed dead . As the people of Earth celebrate , the teams reflect on what has happened ; as they leave the station , Sonic bids Shadow a final farewell by saying " Sayonara , Shadow the Hedgehog . " .

= = Development = =

Sonic Adventure 2 was developed by Sonic Team USA , the now @-@ defunct U.S. division of Sonic Team , and published by Sega . The game , directed by longtime series contributor Takashi Iizuka , was developed over an 18 @-@ month period beginning shortly after the release of the American version of Sonic Adventure in 1999 . It was designed to be more action @-@ oriented than the slower @-@ paced , more story @-@ driven Adventure . The development team ran the game at 60 frames per second with " tempo " , giving Sonic a variety of actions rather than focusing on speed alone . Its levels facilitated this flow , making Sonic seem faster than he was .

For the game 's levels and environments the developers were inspired by San Francisco (their headquarters) and other American locations , such as Yosemite National Park (where they vacationed during its development) and the San Francisco Bay Area . Compared to Adventure , the sequel was intended to have " more of an American flavor " . Although the game 's level design prioritized the frame rate , it was more streamlined than Adventure because of the team 's experience with Dreamcast hardware .

Iizuka described the Chao as a " relative neutral entity " in Sonic Adventure . In the sequel the developers expanded the creatures ' presence , adding the ability to raise " Hero " and " Dark " Chao to reflect the conflict between good and evil . For the same reason , all six playable characters have roughly equal gameplay time (unlike Adventure , where Big the Cat 's and E @-@ 102 Gamma 's stories were short) . In Adventure 2 Chao have the ability to socialize , so they resemble a " real artificial life form . "

Sega announced a follow @-@ up to Sonic Adventure and a spinoff (which would become Sonic Shuffle) on October 4 , 1999 . The newly named Sonic Adventure 2 appeared at E3 2000 , with Sonic Team adding video shown there to its website on June 30 . Sonic Team posted a trailer and a number of screenshots on May 30 , 2001 , with Sega promoting Sonic Adventure 2 as the last Sonic game for the Dreamcast and as marking the series ' 10th anniversary . Sega held a 10th @-@ anniversary party for Sonic in June 2001 , at which attendees could compete in a battle tournament ; the winner played against Iizuka .

=== Music ===

Jun Senoue returned as lead composer and sound director for Adventure 2 , with assistance from Fumie Kumatani , Tomoya Ohtani , and Kenichi Tokoi . The soundtrack is primarily melodic rock , with some hip @-@ hop and orchestral tracks . As in Adventure , each character has a musical theme . The game features performances by returning vocalists Tony Harnell , Ted Poley , Marlon Saunders , Nikki Gregoroff and Johnny Gioeli , and new vocalists Tabitha Fair , Todd Cooper , Paul Shortino , Everett Bradley , Kaz Silver and Hunnid @-@ P. Crush 40 (consisting of Senoue and Gioeli) debuted on the game 's main theme , " Live & Learn " .

Several soundtrack albums for the game were released . Sonic Adventure 2 Multi @-@ Dimensional Original Soundtrack was released in Japan by Marvelous Entertainment on September 5 , 2001 . Sonic Adventure 2 Vocals Collection : Cuts Unleashed (?????????????2 ??? ? ??????? ????? ? ??????) , with character theme tracks by Senoue and Tokoi , was released by MMV in Japan on August 21 , 2001 . For the twentieth anniversary of the Sonic series , Sonic Adventure 2 Original Soundtrack 20th Anniversary Edition was released on iTunes on June 22 , 2011 . On October 29 , 2014 , a two volume original soundtrack was also released on iTunes .

== Alternate versions and releases ==

=== GameCube port ===

A Nintendo GameCube port , Sonic Adventure 2 Battle (?????????????2 ???) ? the first game in the series for a Nintendo console ? was released on December 20 , 2001 in Japan , February 11 , 2002 in North America , and May 3 , 2002 in PAL regions . This port upgraded much of the Chao @-@ raising system , with a Chao 's stats viewable within the game . A player can transfer one Chao from Sonic Adventure 2 : Battle to the Tiny Chao Garden section in Sonic Advance , Sonic Advance 2 , and Sonic Pinball Party with the GameCube @-@ Game Boy Advance link cable . If a Game Boy Advance is connected without a GBA game inserted , a version of the Tiny Chao Garden can be copied temporarily into the Game Boy Advance 's memory . This version also introduced the Chao Karate feature . The Battle multiplayer options were expanded in the GameCube version , including new abilities and upgrades to multiplayer @-@ exclusive characters and removing online play . One character , Big the Cat , was replaced by a Dark Chao in multiplayer mode . Battle also has more detailed textures and additional scenery .

=== Downloadable re @-@ releases ===

Sonic Adventure 2 was re @-@ released in high @-@ definition video , with additional content from the Battle edition available as downloadable content . This version was released on the PlayStation Network in North America on October 2 , 2012 , in Europe on October 3 , 2012 and in Japan on October 4 , 2012 . It was released worldwide on the Xbox Live Arcade on October 5 , 2012 and on Microsoft Windows via Steam on November 19 , 2012 .

== Reception ==

Sonic Adventure 2 received critical acclaim , with scores of 89 percent and 83 @.@ 3 percent from review aggregators Metacritic and GameRankings . Critics appreciated the game 's multiple playing styles . According to Edge and reviewer Four @-@ Eyed Dragon of GamePro , the core game 's three styles and bonus features such as Chao gardens made the game engaging to play . Johnny Liu of Game Revolution praised its replay value of multiple playing styles and 180 different goals . Anthony Chau of IGN called it " one of the best Sonic games ever " : " If this is the last Sonic game in these declining Dreamcast years , it 's satisfying to know that the DC didn 't go out with a bang , but with a sonic boom . "

Shahed Ahmed of GameSpot criticized Adventure 2 's camera for the " cardinal sin " of 3D platformers : forcing a player to jump to an out @-@ of @-@ frame platform . Ahmed wrote that although a player can re @-@ orient the camera with the trigger buttons , it reverts when the character moves . According to Chau and Liu , camera issues were absent in Tails ' and Eggman 's levels and insignificant in Sonic 's and Shadow 's , but searching for Emerald shards and items in cramped sections of Knuckles ' and Rouge 's levels was frustrating . Edge found camera problems permeating the game , with no significant improvement from Adventure .

Liu called the graphics " sweet , sweet eye @-@ crack " . Four @-@ Eyed Dragon wrote : " Sonic [Adventure] 2 is simply jaw @-@ dropping beautiful " , citing its detailed backgrounds and scenery and the playable characters ' and enemies ' extensive color palettes . According to Chau , the game had " some of the best textures ever seen " and was one of the most beautiful Dreamcast games . Edge was impressed by the texture detail and draw distance , and Chau , Liu and Ahmed praised its 60 @-@ frame @-@ per @-@ second rendering speed .

According to Ahmed , the game 's music was a step up from Adventure 's " campy glam @-@ rock and J @-@ pop soundtrack " , with less emphasis on lyrics , and Liu appreciated its more " understated " approach . Four @-@ Eyed Dragon called Adventure 2 's music " an eclectic mix of orchestrated masterpieces , guitar tunes , and melodic hip @-@ hop voices gracefully fill the game 's ambiance to a perfect pitch . " Reaction to the voice acting was mixed ; although Ahmed said " The voice acting , and the lip @-@ synching in particular , is executed quite well " , Liu and Chau thought the English voices were inferior to the Japanese ones .

Ahmed criticized Adventure 2 's plot : " Throughout the game the plot becomes more and more scattered and lackluster " , not focusing long enough on one element to execute it meaningfully . Although Liu agreed that despite the game 's ambitious scope and themes it failed to advance the series ' core plot beyond the Sega Genesis Sonic games , Edge appreciated the story 's presentation from both perspectives : hero and villain .

Despite high review scores for the Dreamcast version and the GameCube version six months later , Battle received poorer reviews : respective Metacritic and GameRankings scores of 73 percent and 72 @.@ 33 percent . Critics generally felt that although the game was still enjoyable , it was not significantly improved from the Dreamcast original . However , Shane Bettenhausen of GameSpy saw Battle as noticeably superior ; in addition to its upgrades , its action was better suited to the GameCube 's controller than the Dreamcast 's . The game sold almost 50 @,@ 000 copies in its first week in Japan and 1 @.@ 44 million copies in the United States by December 2007 , making it one of the best @-@ selling GameCube versions .

Sonic Adventure 2 received several accolades , including the 2001 IGN 's Editors ' Choice Award . ScrewAttack called it the fifth @-@ best Dreamcast game , and GamesRadar rated it the tenth @-@ greatest Dreamcast game out of 25 : " Despite trailing off significantly in recent years , the 3D side of the Sonic the Hedgehog franchise had a surprisingly stellar start with the Sonic Adventure entries , and the 2001 sequel really amped up the action " . In February 2014 , IGN 's Luke Karmali called Battle his tenth @-@ favorite game of all time .

= = Legacy = =

Shadow and Rouge , who debuted in Adventure 2 , have become recurring characters in the Sonic franchise . With new character E @-@ 123 Omega they were Team Dark (a playable character team) in 2003 's Sonic Heroes , the follow @-@ up to Adventure 2 . Shadow 's own game , Shadow the Hedgehog (2005) , expands many of Adventure 2 's plot points and has a similar 3D platforming gameplay style .

With a few modifications , the plots of Adventure and Adventure 2 were used in the second season of the anime Sonic X (2003 ? 06) . Although the American licensing corporation 4Kids Entertainment hired a new voice cast for the English version , the Japanese cast of the games reprised their original roles .

Sonic Generations (2011) , released for the series ' twentieth anniversary , contains gameplay elements and levels from Sonic games . Elements from Sonic Adventure 2 included remakes of the

City Escape stage in the console versions and the Radical Highway stage in the Nintendo 3DS version . Both versions include a remade boss fight with Shadow , in which he battles Sonic on the Space Colony Ark , and the Biolizard boss is recreated in the 3DS version .