Thank you for purchasing Sonic Adventure 2. Please note that this software is designed only for use with the Dreamcast console. Be sure to read this instruction manual thoroughly before you start playing.

C O N T E N T S

Sonic Adventure 2 is a memory card (sold separately) compatible game. The following number of blocks are required:

| MAIN FILE	CHAO DATA	MINI-GAME
18	52	128
BLOCKS USED		

Note: The mini-game can only be played using the Visual Memory Unit (VMU).
Never turn OFF the Dreamcast power, remove the memory card or disconnect the controller while the game data is being saved or loaded.

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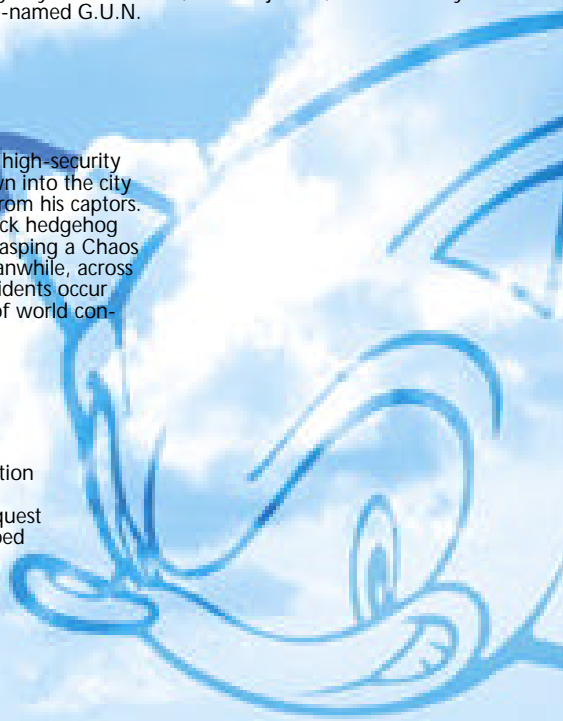
While searching for a top secret weapon known only as "Shadow," the evil genius, Dr. Eggman, penetrates the security of a high-level military base. Deep inside the compound, Dr. Eggman discovers that the weapon is actually a black hedgehog claiming himself as the "ultimate life form," a creature known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

ANALOG THUMB PAD

D-PAD

START BUTTON

Ⓨ BUTTON
Ⓧ BUTTON
Ⓑ BUTTON
Ⓐ BUTTON
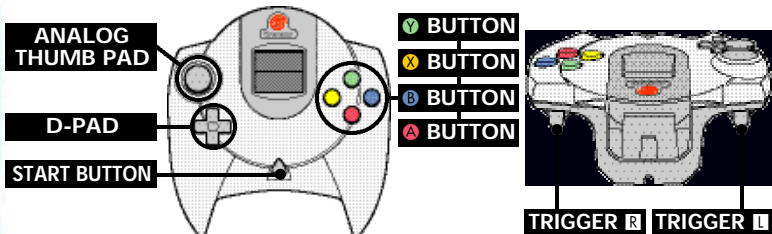
TRIGGER Ⓡ TRIGGER Ⓛ

Never touch the Analog Thumb Pad or the Triggers Ⓛ/Ⓡ 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)	—
Ⓐ BUTTON	Jump	Enter selection
Ⓑ/Ⓧ BUTTONS	Action	Cancel (return to previous screen)
Ⓨ BUTTON	Switch Action Window	—
TRIGGERS Ⓛ/Ⓡ	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 Ⓐ, Ⓑ, Ⓧ, Ⓨ and Start Buttons.

ACTION BUTTON

The Ⓑ Button (also Ⓧ 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 Ⓨ to cycle through the choices.

JUMP PACK™

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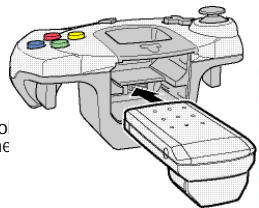
CHARACTERS

SONIC THE HEDGEHOG

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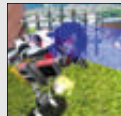to thwart Dr. Eggman's latest plan to
conquer the world.

SONIC

ACTIONS COMMON TO SONIC AN[D SHADOW]

Somersault (Ⓑ)
You can break wooden
containers or squeeze
through very low or nar-
row gaps.

**Homing Attack (Ⓐ while
airborne)**
You can attack the enemy
nearby. You can even
attack series of enemies
continuously.

**Spin Dash (Hold Ⓑ 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 (Ⓐ) or crouch
to accelerate (Ⓑ). Use ◀▶
to balance yourself.

ACTIONS COMMON TO SONIC AND SHADOW
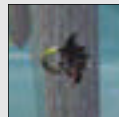
Light Dash (Ⓑ near the ring)
Stand next to rings and an action window will be
displayed. Press (Ⓑ) to run at high speed toward
the rings. You must obtain a specific power-up
item in order to be able to perform this action.

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 exis-
tence of the Eclipse Cannon, Shadow
[enc]ourages Dr. Eggman to join up and help
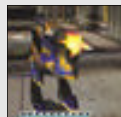conquer the world.

SHADOW THE HEDGEHOG

MILES "TAILS" PROWER

This fox boy with two tails can create mechanical inventions that rival those made by Dr. Eggman. This time, Tails pilots his latest walker, "Cyclone." He will support Sonic completely with his mechanical abilities.
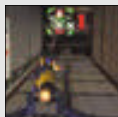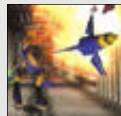
TAILS

ACTIONS COMMON TO TAILS AND DR. EGGMAN

Volkan Cannon (Ⓑ)
You can destroy wooden containers.

Lock-on (Hold Ⓑ)
Hold Ⓑ to display a sight laser. Then use the Analog Thumb Pad to lock onto the enemy. You can even lock onto multiple enemies.
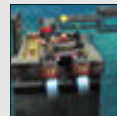
Propeller Punch (Tails) /Punch (Dr.Eggman) (Ⓑ near the enemy)
You can use this weapon only when an enemy is in front of you. Utilize this in 2P versus play to blow your opponent away!

ACTIONS COMMON TO TAILS AND DR. EGGMAN

Lock-on missile (Release Ⓑ)
While the targets are locked on, release to fire missiles. Destroy multiple enemies for even more points.

Hovering (Hold Ⓐ)
You can hover yourself to land slowly or jump to the distant ground. You must obtain a specific level up item in order to be able to perform this.

DR. EGGMAN

Also known as Dr. Robotnik, Eggman is a self-proclaimed genius. He is an evil scientist an IQ of 300. A renowned thority on robotics, Eggman ins forces with Shadow and uge in a plot to conquer the d. Once he has collected all Chaos Emeralds, he plans to e of his lifelong rival, Sonic, once and for all.
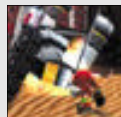
DR. EGGMAN

KNUCKLES THE ECHIDNA

The guardian of the Master Emerald, Knuckles takes his residence on the float Angel Island. He is known as a treasure hunter, but is a skilled martial artist as well. Ever since the Master Emerald was shattered, Knuckles has made it his mission to collect each and every shattered piece.
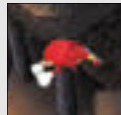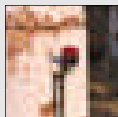
KNUCKLES

ACTIONS COMMON TO KNUCKLES AND ROUGE

Swim (Ⓑ to dive, Ⓐ to go up)
You can swim underwater. Don't forget to come up to the surface, as you cannot breathe underwater.
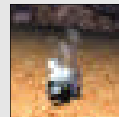
Dig (Jump, then Ⓑ)
You can dig the ground to uncover hidden items. While sticking to a wall, you can dig the wall by simply pressing (Ⓑ). You must obtain a specific power-up item in order to be able to perform this action.
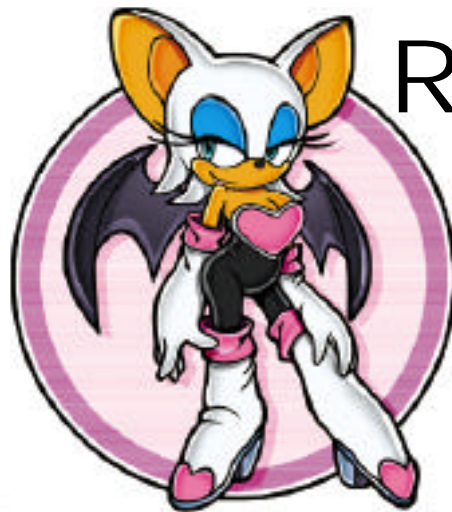
ROUGE

As a hunter who devotes her life to the pursuit of jewels, Rouge is determined to make herself rich. She is passionate about her work, and once she's set her sights on a new treasure, she stops at nothing until she gets it. In order to collect the many pieces of the Master Emerald, she offers to help Shadow and Dr. Eggman—but her true entity remains a mystery to them both.

ROUGE THE BAT

ACTIONS COMMON TO KNUCKLE

Punch (Knuckles)/Kick (Rouge) (Ⓑ)
You can break a wooden box or defeat the enemy in front of you.

Climb Wall
While gliding, bump into the wall to stick onto it. In this position, use the Analog Thumb Pad to move around.

Glide (Hold Ⓐ while airborne)
You can glide yourself to land slowly or to travel to the ground in the distance.

AMY

Others who are important to the story . . .

AMY ROSE

A cheerful girl full of passion who loves to chase after Sonic wherever he goes. Learning that Sonic was arrested by the military troops, she comes to Prison Island alone. She has a strong sense of intuition and a pure heart.

MARIA ROBOTNIK

A beautiful and mysterious girl that exists in the memory of Shadow, Maria is the grand-daughter of Professor Gerald and a cousin of Dr. Eggman.

Prof. GERALD ROBOTNIK

A brilliant scientist and Dr. Eggman's grand-father. Noted as one of the most brilliant minds of all time, Professor Gerald designed the world's first space colony, "ARK." He was also involved in the development of the ultimate life form: "Project Shadow." He later disappeared under mysterious circum-stances.

MAIN MENU SCREEN

Press the Start Button during the Title Screen to access the Main Menu Screen. Use the D-Pad or Analog Thumb Pad ⬆⬇ to select the menu item, and press Ⓐ to enter. To return to the title screen, press Ⓑ.

1P PLAY	P.14	Play a one-player game.
2P PLAY	P.14	Play a two-player game.
EXTRA	P.24	Something extra for your ____ment.
OPTIONS	P.25	Change various game set____
HOME PAGE	P.31	Connect to the Sonic Ad____ Official Website.

MEMORY CARD SELECTION

If this is your first time playing the game, after turning the Dreamcast power ON, a Memory Card Select Screen will be displayed, asking you to select the memory card and the game file to be used. For controls and how to change the game file, please see Options on p.25.

STARTING THE GAME

GAME MODES

In the beginning, you can only play the Story Mode for 1P PLAY, and the Action Mode for 2P PLAY. As you continue with your progress, if you meet a certain requirement, new modes will be enabled.

STORY (1P PLAY)

Play the role of either Hero or Dark, and play to advance the storyline.

STORY SELECT

When the Story Mode is selected, you will be asked which story you would like to play: the Hero Story or the Dark Story. Use ◀▶ to select the story and press Ⓐ to enter.
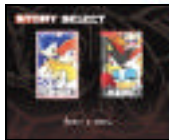
GAME FLOW

The game flows in the following manner: Stage Introduction ➡ Action Stage ➡ Next Stage. If you obtain a Chao key, you can visit Chao world after clearing the stage.

| Introduction	Action Stage		Chao world		Advance to the Next Stage
		If you find a Chao key		▶	
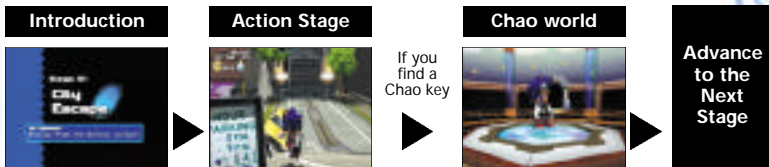
HOW TO PLAY ON EACH STAGE

There are four types of stages in the game, and a specific character is assigned for each stage. You will be given a mission to clear each stage. If you successfully clear the stage, you will advance to the next stage.

HIGH-SPEED ACTION STAGES

❶ SCORE
❷ ELAPSED TIME
❸ NUMBER OF COLLECTED RINGS
❹ REMAINING LIVES
❺ ACTION FOR Ⓑ BUTTON
❻ SMALL ANIMALS AND CHAOS DRIVES COLLECTED
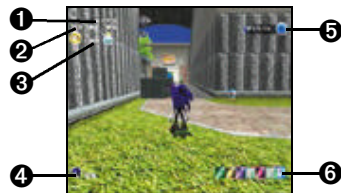
You play as Sonic and Shadow in high-speed Action Stages, where your main objective is to reach the Goal Ring before your opponent.

LOCK-ON SHOOTING STAGES

❶ SCORE
❷ ELAPSED TIME
❸ NUMBER OF COLLECTED RINGS
❹ REMAINING LIVES
❺ ACTION FOR Ⓑ BUTTON
❻ SMALL ANIMALS AND CHAOS DRIVES COLLECTED
❼ HEALTH GAUGE

You play as Tails and Dr. Eggman in Lock-on Shooting Stages, where your main objective is to reach the Goal Ring. But unlike other characters, Tails and Dr. Eggman must stay aware of the HP of the vehicles in which they are riding because they will lose a life if their HP gauge is completely depleted or if the vehicle falls off the stage.

HUNTING STAGES

❶ **SCORE**
❷ **ELAPSED TIME**
❸ **NUMBER OF COLLECTED RINGS**
❹ **REMAINING LIVES**
❺ **OBJECTIVES COLLECTED**
❻ **ACTION FOR ❻ BUTTON**
❼ **SMALL ANIMALS AND CHAOS DRIVES COLLECTED**
❽ **TREASURE RADAR**

Unlike the other four characters, Knuckles and Rouge engage in treasure hunting. In order to complete the stage, they must collect both specified objects. Once they move into the vicinity of a desired object, the radar at the bottom of the screen will begin to flash from green to yellow to red as the character moves closer to the object. You can obtain hints for the location of each object by viewing the monitor screens. Since these stages are not a race to reach the Goal Ring, no point markers will appear.

KART STAGES

❶ **ELAPSED TIME**
❷ **TIME LIMIT**
❸ **NUMBER OF COLLECTED RINGS**
❹ **REMAINING LIVES**
❺ **TIME ELAPSED TO REACH THE CHECK POINT**

On both sides of the Story Mode, there is one Kart Stage where you will drive a vehicle. Press and hold the Ⓐ Button to accelerate, Ⓑ/Ⓧ to brake, and ◄► to steer. If you collect 20 or more rings, you can boost your kart for a short period of time.
There are two check points, dividing the course into three sections.
There is also a time limit to reach the check point, and you will lose one life if you fail to reach the check point before time expires.

RINGS

Within the game field, there are several rings. Excluding Tails and Dr. Eggman, all other characters can survive damage inflicted by enemies only so long as they are carrying at least one ring. When attacked, these characters will lose all the rings they were carrying. If a character is attacked while carrying no rings, they will lose a life. If the character is skilled enough to collect 100 rings, they will receive an extra life. For Tails and Dr. Eggman, collecting rings will recover lost HP little by little.

POINT MARKERS

On High-Speed Action and Lock-on Shooting Stages, there are several point markers placed throughout the level that you can use to save your character's time and position within the course. If your character loses a life, the next life will start from the location of the last point marker touched with the time that was logged when the marker was originally touched. If you have a certain amount of rings when touching the point marker, you will receive a bonus item.

More than 90	Shield	**More than 40**	10 rings
More than 80	Speed up	**More than 20**	5 rings
More than 60	20 rings		

BATTLING THE BOSSES

After clearing some stages, a "Boss" will appear. The life gauge of the boss will appear at the top right. Find its weaknesses and attack the boss to deplete its life gauge. If you deplete its life gauge completely, you will win the battle.

PAUSE SCREEN

Press the Start Button while the game is being played to pause the game and bring up a Pause Menu.
On Hunting stages (Knuckles and Rouge), the hints you have obtained will be displayed as well. Use Ⓛ/Ⓡ to cycle through hints, or press and hold both to stop cycling the hints.

CONTINUE	Resume gameplay
RESTART	Start over from the beginning of the stage
EXIT	Quit game

CHAO CONTAINERS

Among the containers that appear on each stage, there are three light blue containers called Chao containers. The first Chao container contains a Chao key, which is a key to the Chao garden. The second contains small animals. What is inside the third one? You'll just have to find out for yourself.

TECHNIQUE POINTS

Technique points are awarded in different ways for each type of stage. For Sonic and Shadow, you can earn them by performing tricks from the jump-boards or continuous Homing Attacks. For Tails and Dr. Eggman, defeating more enemies on one Lock-on will earn technique points. For Knuckles and Rouge, the amount depends on the number of hints you received (less hints, more points).

OMOCHAO

Omochao will act as your guide throughout the game, and can be found at various locations throughout most levels. You can even grab him and throw him at enemies.

EMBLEMS

You are awarded an emblem for satisfying certain conditions, such as clearing a stage, Chao race, etc. You can verify the emblems and number of stages cleared in the Emblem Results Screen.

SMALL ANIMALS AND CHAOS DRIVES

In each stage, you can rescue small animals hidden in many places. If you defeat enemies, you can collect "Chaos drives." Animals and Chaos drives are useful in raising Chao. For Tails and Dr. Eggman, Chaos drives will also recover lost HP by a little. If you rescue all small animals in the stage, you are also awarded an extra life.

ITEMS

There are two types of "items" that can be collected in Sonic Adventure 2. A number of "Item Boxes" are located throughout the Action Stages as well as special "Level Up Items."

HIGH-SPEED SHOES	MAGNETIC SHIELD
These shoes provide your character with a boost of speed for a limited time.	Attracts and collects all nearby rings until damage is sustained.
INVINCIBILITY	EXTRA LIFE
Use this item to destroy enemies without taking damage for a limited time.	Adds an extra life to the total number of lives.
5/10/20 RINGS	HEALTH
Adds 5/10/20 rings to your ring collection.	Restores all your HP (Tails and Dr. Eggman stages only).
SHIELD	BOMB
Protects your character from damage one time only.	Destroys all onscreen enemies.

"Level Up Items" provide an enhanced ability or action that can be used for the rest of the game. Here are some examples of them:

LIGHT SHOES	AIR SHOES
Enable Sonic to perform the Light Dash.	Enable Shadow to perform the Light Dash.
BOOSTER	LASER BLASTER
Enables Tails to hover.	Powers up Dr. Eggman's Lock-on missile.
SHOVEL CLAW	PICK NAILS
Enables Knuckles to dig into the ground and walls.	Enable Rouge to dig into the ground and walls.
MYSTIC MELODY	
Allows characters to play a mysterious melody.	

STAGE SELECT (1P PLAY)

You can play the stages you have already completed in Story Mode, but you must have at least one stage cleared.

When the Stage Select is selected, a map of the world will appear covered with character icons, each representing a stage. Use ◀▶▲▼ to select the stage, and press Ⓐ to enter. To return to the Sub-Menu of 1P Play Mode, press Ⓑ.

When the stage is selected, you will then select the mission for the stage. There are five missions in each stage, but you can only select the missions in order. If you are not satisfied with your score on a mission you have already played, you can select it again. Use ◀▶ to select the mission, and press Ⓐ to start the game. To cancel the stage, press Ⓑ. Here are descriptions of each mission:

1st	Accomplish clear condition for each character.
2nd	Collect 100 rings. (Stage loops until you collect 100.)
3rd	Find lost Chao somewhere in the stage. You must possess the Mystic Melody in order to clear this mission.
4th	A time limit is added to the normal clear condition.
5th	The difficulty level increases.

ACTION (2P PLAY)

You can play against another player for versus play.

SELECT GAME TYPE

When the Action is selected, you will first select which player will play which group. Use ◀▶ to switch the groups, and press Ⓐ to enter. To return to the Sub-Menu of the 2P PLAY Mode, press Ⓑ.

Next, you will select which type of game to play. Use ▲▼ to select the type, and press Ⓐ.

RACE	Sonic/Shadow stages
SHOOTING	Tails/Dr. Eggman stages
HUNTING	Knuckles/Rouge stages
RANDOM	CPU selects the type randomly
STAGE SELECT	Select the stage to compete.

Except for STAGE SELECT, the stage to be played will be selected randomly. If you select STAGE SELECT, an additional menu with a list of stages will be displayed. Select the stage, and the game starts.

If either RACE or HUNTING is selected, the screen will be split vertically in half, with Player 1's character displayed on the left side and Player 2's character on the right side. With SHOOTING, the game is played on a full-screen.

HOW TO PLAY

Each type of game has specific missions to accomplish. The controls are the same as in Story Mode, but there are additional rules for versus play.

•Best of 3 Match

The first player to win two games is the winner. Here are the conditions for winning in each type:

RACE	First to reach the Goal Ring wins.
SHOOTING	First to reduce the opponent's life gauge to zero wins.
HUNTING	First to find two pieces of the Emerald wins.

•Special Attacks

In 2P PLAY ACTION Mode, each character can perform a special attack of his/her own, depending on the number of collected rings. The type of special attack changes every 20 rings you collect. Use them wisely to distract your opponent.
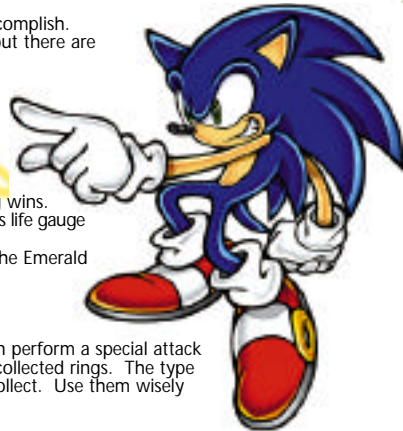
KART RACE (1P PLAY/2P PLAY)

You can play against the CPU or another player in the Kart Racing Mini-Game, but you must first clear the Kart stage in either Hero or Dark Story Mode to enable this mode in 1P PLAY; you must clear the Kart stage of both stories to enable this mode in 2P PLAY.

To begin, select the character to use. In a two-player game, the left side is Player 1, and the right is Player 2. Each character has different parameters for Top Speed (SPD), Acceleration (ACL), Braking (BRK), and Grip (GRP).

Next, select the course to play on, from: BEGINNER, STANDARD, EXPERT, and DOWNLOAD (course downloaded from the official web site).

A game will be displayed in full screen if you are playing the 1P game, and will be divided into two (top/bottom) if you are playing game.

You will race three laps in a game. If you collect 20 or more rings, you can activate boost (press Ⓨ) for a short period of time.

BOSS (1P PLAY)

You can play against the bosses of each story. You must have cleared either of the stories in order to be able to select this mode.

In this mini-game, you will play against the series of bosses that appear in each story, and compete for the best time.

Please note that you can only select the story you have completed.

CHAO RACE (2P PLAY)

You can have your Chao race against other players' Chao, but you must first participate in a Chao race in either Story or Stage Select Mode.

Chao Race uses your hand-raised Chao and allows for up to eight people to play. When racing with multiple players, the controller assignments are as shown in the diagram below. During the race, the odd-numbered players can root for their Chao with Ⓛ, and the even-numbered players with Ⓡ.

	Port A	Port B	Port C	Port D
Expansion Socket 1	Player 1	Player 3	Player 5	Player 7
Expansion Socket 2	Player 2	Player 4	Player 6	Player 8
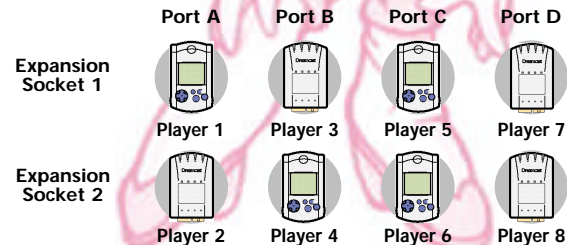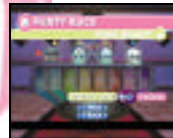
You may use the Chao data saved on either the VMU or the 4X Memory Card.

EXTRA

This mode is full of some extra goodies for your enjoyment. Use ◀▶ to select a menu item, and press Ⓐ to enter.

TUTORIAL

Here, Omochao will explain the controls and how to play. Use ▲▼ to select the category to view, and press Ⓐ. To advance Omochao's explanation, press Ⓐ; to go back to previous screen, press Ⓑ.

EMBLEM RESULTS

Here, you can view the Emblems you gained in the game. Use ◀▶▲▼ to select the category, and press Ⓐ. If you select the stage and genre, you will be asked to challenge the new mission. Try to clear all the missions and collect all 180 emblems!

DOWNLOAD EVENT

Currently in planning are downloads for an extra course for the Kart Race, and new objects to be placed on the Action Stages. For more information, please view the Sonic Adventure 2 Official Web Page.

You can change various game settings in the Options. Use ◀▶ to select the menu item icon, and press Ⓐ to enter.

Listen to the background music used in this game. When selected, the Sound Test Menu will be displayed. Use ▲▼ to select the category, and press Ⓐ. A list of music will then be displayed. Again, use ▲▼ to select the music, and press Ⓐ to listen.

You can change the game file to be used. A screen with circles (each representing the Control Port and Expansion Socket, with the memory card icon representing that there is one) will be displayed. Use ◀▶▲▼ to select the memory card, and press Ⓐ. A list of game files, if one exists, will be displayed. Select a file, and select OK to use it, DELETE to delete it, or CANCEL to cancel the selection.

You can enable or disable the Jump Pack. A m played. Use ▲▼ to select ON or OFF, and pr enter. Press Ⓑ to cancel.

You can change the sound output between Ste Monaural. A menu will be displayed. Use ▲▼ press Ⓐ to enter. Press Ⓑ to cancel.

You can choose either English or Japanese as the language used for the voice; and select the text format from five different languages. A menu will be displayed. Use ◀▶▲▼ to select, and press Ⓐ to enter. Press Ⓑ to cancel

You can change the Menu Screen Theme. A downloaded file is required.

OPTIONS

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.
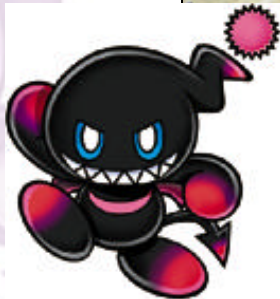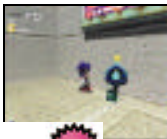
CHAO GARDEN

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 Chaos 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 Ⓑ 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 Ⓑ to grab it. Next, use the Analog Thumb Pad to shake the tree. When the nut falls from the tree
the Chao.
When there are no more nuts, find a seed. If y
to the Chao, it will plant the seed.
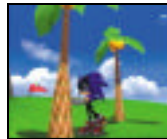
CHAO KINDERGARTEN

There is also a Chao kindergarten you can visit from the Chao world entrance. You take your Chao from Chao garden to check its health, or have it learn something. You can get tips on how to raise Chao. To enter the room or leave Chao kindergarten, stand in front of the door, and press Ⓐ.

•Principal's Office

You can obtain tips on how to raise your Chao. Use ⬆⬇ to select the menu item you wish to obtain tips on, and press Ⓐ to enter.

•Classroom

Here you can have your Chao learn something to do. You must bring your Chao from Chao garden.

•Health Center

Here you can examine your Chao's health condition. You must bring your Chao from Chao garden.

•Bulletin Board

You can access the bulletin board located at the official "Sonic Adventure 2" web page.

TAKING YOUR CHAO OUT

You can take your favorite Chao to other Chao gardens through your memory card, or play in "Chao Adventure 2."

CAUTION
•To take your Chao out, 128 blocks of free memory in the VMU are required
•You can only save one Chao and one Chao egg in a single VMU.
•If an executable file already exists on the VMU, saving will erase the previous file.
•The VMU mini-game is NOT compatible with 4X Memory Cards.

USING THE CHAO TRANSPORTER

To transport Chao to the VMU, pick up the Chao, take it to the Chao transporter, and step on the red button. Next, select the memory card you wish to transport the Chao into.
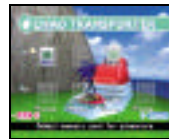
CHAO ADVENTURE 2

If you transport Chao to the VMU and remove it from the Dreamcast Controller, you can play a mini-game: "Chao Adventure 2."

•How to Play

When the title screen is displayed, press both Ⓐ and Ⓑ to start the game. To quit the game, press the SLEEP Button to turn the VMU power OFF. During the adventure, when your Chao becomes hungry or tired, it will stop its adventure. Give it a snack or a pat on its head to cheer it up. In the course of the adventure, Chao may meet several people, some of whom may make requests. Your Chao may even ask you for help. The development of the adventure changes with the actions you select. You can lead your Chao to the goal with the correct selections.

VMU MINI GAME

•Flying Fists Battle

When your Chao encounters a "Bully Chao," a
begins. To punch, press Ⓐ to stop the displaye
roulette on the white bar. The Chao whose HF
falls to zero first loses the battle. If your Chao
loses, it will lose the item it was carrying.
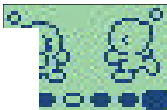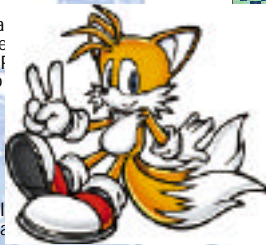
•Goal

There are two types of goals: a successful
goal and a failure goal. If you reach the goal
with correct selections, it will be the successful
goal, and as a reward, your Chao will receive a
"seed." Take it back to the Chao Garden, and
something good may happen...?

•Menu Screen

During the adventure, press Ⓐ to display a Menu Screen. Use ⬆⬇ to select the menu item,
and press Ⓐ to enter. To return to the previous screen, press Ⓑ.

STATUS	View Chao data.
SNACK	Feed Chao with a snack.
PAT	Pat Chao on its head.
SCOLD	You may at times need to scold Chao...
ITEMS	View or discard collected items.
SLOTS	Play a game. Match pictures of the snack to obtain that snack.
HELLO	Connect two VMU's with Chao. You may have a new egg...
OWNER	View personal data of the owner of Chao.
FRIEND	View data of your friend's VMU (while in Mating Mode).
OPTIONS	Change various settings.

COMPETING IN A CHAO RACE

If you visit Chao stadium, located in the Chao garden, you can have
your Chao compete in the Chao race. Up to eight can join in the race.
For more information, see Chao race on p.23.

Connect to the Internet and view the official "Sonic Adventure 2" web page.

You cannot access the Internet unless you have registered as a user with SEGA. Make sure
that you register as a user, using the Browser, included with the Dreamcast unit, to register.

Inquiries:	SEGA Customer Service Department
Internet:	www.sega.com
Telephone:	1-800-USA-SEGA

BROWSER CONTROLS

While viewing web pages, you can move the cursor with the D-Pad.
To press the onscreen button, press Ⓐ. Additional commands can be
given through 🄻 Menu and 🅁 Menu.

🄻 MENU

Press 🄻 to open/close.

HOME	Return to the default home page.
MAIL	Receive mail.
OPTION	Change browser settings.
CONNECT/DISCONNECT	Connect to or disconnect from the
GOTO GAME HP	Jump to the game's web site.
EXIT TO GAME	Quit the browser and return to the

🅁 MENU

Press 🅁 to open/close.

BACK	Go back to the previous page.
FORWARD	Go forward to the next page.
RELOAD	Refresh the data on the page you are currently reading.
CANCEL	Stop the loading of a web page.
ZOOM	Enlarge the page (press again to return to the normal size).
FILE	Opens a File Utility menu.

HOME PAGE

CREDITS

SONIC ADVENTURE 2 STAFF
Producer
Yuji Naka
Director
Takashi Iizuka
Art Director
Kazuyuki Hoshino
Main Programmer
Tetsu Katano
Sound Director
Jun Senoue
Game Designers
Takashi Iizuka
Eitaro Toyoda
Field Art Director
Hiroshi Nishiyama
Field Artists
Nobuhiko Honda
Yoshitaka Miura
Takahiro Kudo
Daizo Kinoshita
Programmers
Takeshi Sakakibara
Kouji Ogino
Tomoyuki Naito
Makiko Nishimura
Assistant Director
Keith Palmer

Scenario Writer
Shiro Maekawa
Lead Event Artist
Michikazu Tamamura
Event Scene Artists
Mika Okada
Nanako Yarimizu
Atsushi Saito
Makoto Yonezu
CG Movie Production
Super 78, CA. USA

Lead Chao Programmer
Yoshihisa Hashimoto
Chao Programmer
Takaaki Saito
Lead Chao Artist
Sachiko Kawamura
Chao Artist
Kazuko Ito

Sound Designed by
Wavemaster Inc.
Music & Lyrics
Jun Senoue
Fumie Kumatani
Kenichi Tokoi
Tomoya Ohtani
Sound Effects
Takashi Endoh
Masaru Setsumaru

Motion Capture Studio
Visual Concepts
Entertainment,Inc.

Developed by
SONIC TEAM, LTD.

Presented by
SEGA CORPORATION

Marketing
Product Manager
Rob Alvarez
Associate Product Manager
Cord Smith
Director of Marketing
John Golden

Creative Services
Robert Schonfisch
Angela Santos
Arianne Pitts

Public Relations
Gwen Marker
Teri Higgins

SOA Product Development
Localization Producer
Osamu Shibamiya
Lead Tester
Steve Peck
Assistant Leads
Brian Ivanhoe
Ron Rodriguez
Shaheed Khan
Translators
Kyoko Drumheller
Klayton Vorlick

SOJ Manual Production
Text&DTP
Makoto Nishino
Text Advisor
Hiroki Osawa
Designer
Takashi Nishimura
Supervisor
Yoshihiro Sakuta

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Peter Moore
Chris Gilbert
Joe Culley
Charles Bellfield
Scott Lambert
Kelley Electa
Peter Nguyen
Sega.com