

PRIMA'S OFFICIAL HINT BOOK

# SONIC™ ADVENTURE



SEGA™



Sega © Dreamcast™



## Introduction

*Sonic Adventure*, one of the first titles for the new Sega Dreamcast, is likely to be one of the largest video games ever. The fact that it's on a console, rather than a home computer, is even more impressive. Here's some help to get you started.



Players get an extra life for each 100 Gold Rings collected. Suffering an attack when you have no Gold Rings costs you a life.

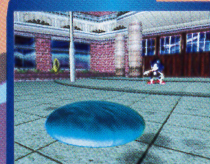


You begin the game by fighting the first incarnation of the Chaos creature.



Jump into the air; then jump again to home in and strike the monster.

You must hit the monster three times before it turns to a puddle and slinks away. Be careful—even its puddle form can hurt you.



The first level of the game is Emerald Coast, which Sonic enters by exploring the beach near the pool.

Use your Homing Attack on the enemies along the beach.



Cross the bridge and dispose of Kiki, the malicious monkey.





# SONIC ADVENTURE



**TIP**  
**Collect the small animals that float out of your defeated enemies. You'll want to give them to your baby Chao.**



Jump up. Jump again when you reach the spring pad, and Sonic will target the closest one.



The series of spring pads catapult Sonic to a wooden walkway.



Drop down from the walkway to claim the Gold Rings near the spiked ball. Then use the spring pad below to return to the walkway.



Use the dash panels for extra oomph through the level's loops.



Sail across the water to the distant beach, but be careful of Kiki.



Dispose of the enemy and pass through the point marker where your progress is recorded. If you die later, you'll restart the level from this point if you have extra lives.



Follow the path around the hill. Check the hilltop for trouble and the beach below for the 1-Up.





Back near the top of the hill, sail from the landing to the nearby loop.



Pass through the point marker and follow the path around to the right.



More dash panels wait to hurl you up a steep ramp. You can backtrack safely if you miss the Gold Rings the first time.



At the top of the steep ramp is a spiked gateway that will rid you of all your Rings if you touch it.



Past the spikes, follow the pathway and get catapulted through another loop.

After the loop, you will land on the dock near the killer whale.

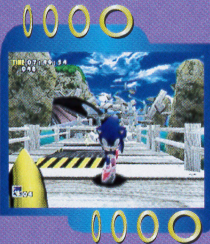


Break open the case near you and follow the wavy dock to the point marker.





When you pass through the point marker, get moving! The killer whale gives chase.



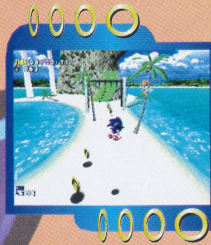
The whale destroys the dock in Sonic's wake.



Turn to Sonic's left at the bend in the dock and make sure to use the dash panel at that corner.



On the beach past the whale race, avoid the spikes and check the beach area before heading up the short slope.



Up the slope, use the spring pads to bounce toward the upper walkway. Stop to grab the 1-Up.

If you jump from the ledge with the spring pad in the direction of the glass case, you can get close enough to home in on the 1-Up.



Cross the bridge carefully; look out for the gaps. If you roll, be ready to adjust direction as the camera shifts.





Ignore the monkey above the cave that is across the bridge with the gaps. He's trouble.



Head through another point marker onto a wide path with a steep wall to the left and a waterfall to the right.



By rolling Sonic into a ball, you can skim along the steep wall to collect Gold Rings and the High Speed Shoes.



At the far end of the steep wall, deal with the monkey on the left-hand ledge; then continue into the tunnel.



Follow the tunnel to the pond. Watch your step as you jump to the floating platforms.

Collect the nearby Gold Rings and smash the two giant waterbugs.

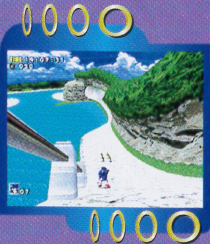


If you tilt one of the floating platforms and run up it like a ramp, you can jump to a spring pad up above.





The spring pad above the pond will shoot Sonic through a shortcut that includes the 1-Up.



Follow the path through another loop to a new section of beach.



Watching out for monkeys, continue to follow the obvious path to reach a high grassy walkway.



Climb the mountainous area. Then pass through a point marker and a large loop to a big grassy ledge.



Dispose of the nearby monkey and jump on the light panel. Press the jump button, and Sonic will catapult to the next pad in the sequence.



Release and press the jump button very quickly as you move from one pad to another. Sonic will then zoom to the next pad in line.

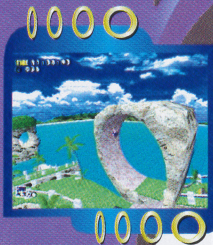


From the upper pathway, avoid the spikes and destroy Kiki before hitting the slope.





After one last loop, you reach a new section of beach. Follow the path.



At the end of the narrow beach path is Tails' crash site. Mission accomplished!


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- Tips for defeating all the bosses
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- Locations of all Sonic Emblems

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Inside you'll find:

- Walkthrough for the start of the game

Coming soon from  
Prima! *Sonic  
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