

Sonic The Hedgehog FAQ/Walkthrough

by Tainted CHAOS

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-SONIC THE HEDGEHOG-

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(1) - INTRODUCTION

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Sonic the Hedgehog is a game released for the Sega Genesis/Megadrive in 1991, back when the 16-bit consoles were at war. Sonic Team (SEGA, Service Games) did an excellent job of designing this game. Many years ago, I had played this game and I enjoyed it quite a bit. Now, I have decided to write a FAQ/Walkthrough for it.

Keep in mind that this is my very first guide for GameFAQs, so don't freak out if I make a mistake or two (which I most likely will). If you DO spot a mistake in this guide, then feel free to report it via e-mail. My e-mail address is listed at the bottom of this FAQ.

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(2) - GAME BASICS

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CONTROLS

[CONTROL PAD] - Move

[A], [B], [C] - Jump

[START] - Pause

GAMEPLAY INFO

In Sonic the Hedgehog, there are a total of six zones. Each zone consists of three acts, and your goal is to make it to the end of each act. At the end of the third act, you'll fight Dr. Robotnik in one of his crazed contraptions.

The gameplay is pretty basic. Sonic moves pretty fast, so expect some high-speed action in this game. Besides getting to the end, though, there are a lot more things you should worry about.

First of all, are the enemies and hazards. Like in all other videogames, you can get hurt, and, of course, lose a life. Lose all your lives and the game is over.

To destroy an enemy, just jump on the enemy. Sonic curls into a ball when he jumps, by the way. You can also use this technique when fighting Robotnik in his machines.

There are a lot of hazards in this game. Spikes, lava, drowning, and other things will prevent you from making it to the end. These shouldn't be too hard to avoid. Depending on what stage you're on, you'll find these hazards in every act, so watch out.

Enemies and hazards can also hurt you. However, don't expect a health bar or anything of that sort. In Sonic the Hedgehog, you'll encounter these golden rings scattered in each stage. Collecting rings will keep you alive, even if you have just ONE ring.

If you get hit by an enemy or hazard when you have at LEAST one ring, then you're safe. You won't die, but you'll lose all your rings, and they'll scatter (you can still pick them up again).

If you get hit by an enemy or hazard when you have NO rings whatsoever, then you're done for, and you lose a life.

There's a bug in this game, by the way. When you land twice on spikes consecutively, then you'll die without a chance to recoil. Usually, after getting hit, you'll gain temporary invincibility, and other enemies and hazards cannot hurt you during this short period of time. Unfortunately, this does not apply to spikes, so be careful.

In each act, there are also these "lamposts". When activated, these lamposts act as checkpoints. If you lose a life, then you'll start from the last checkpoint you activated. To activate these checkpoints, just touch one of them, and they'll glow, indicating that they're activated.

ITEMS

In Sonic the Hedgehog, there are also item boxes scattered across each act. They look like computer monitors, and they contain different power-ups to aid

you in your quest. To get the power-up, just jump on the item box.

The power-up that the item box contains depends on the picture on the front:

Ring - Gives you ten rings in succession. [Super Ring]

Blue Bubble - A barrier will surround you. It will save you from 1 hit, and then it'll disappear. No rings are lost. [Barrier]

Shoes - Gives you "super speed" for a temporary amount of time. [Speed Shoes]

Stars - Gives you invincibility for a temporary amount of time. [Invincibility]

Sonic's Face - Gives you an extra life. [Extra Life]

TIME BONUS

In every act, you have 10 minutes to get to the GOAL POST, or else your time is up, and you lose a life. Also, the faster you complete the act, the more points you receive at the end.

Finish the level within a certain time, and you'll receive a certain number of points.

0:00-0:30 - 50,000 points
0:31-0:45 - 10,000 points
0:46-1:00 - 5,000 points
1:01-1:30 - 4,000 points
1:31-2:00 - 3,000 points
2:01-3:00 - 2,000 points
3:01-4:00 - 1,000 points
4:01-5:00 - 500 points
5:01-9:59 - 100 points

That's pretty much it, so try to finish fast, and you'll obtain more points at the end. If you used the Debug Mode cheat, then you shouldn't have to worry about anything, because the timer is screwed up, and you'll receive 50,000 points every time.

SPECIAL STAGES

Special Stages serve a fairly important role in this game. You don't necessarily HAVE to complete these Special Stages in order to beat the game, but they're essential if you want to see the REAL ending of the game (which, in my opinion, isn't all that worth it, considering that it doesn't differ much from the normal ending).

You can only enter a Special Stage from the first two acts of each stage. You cannot enter Special Stages from the third act, or through any act of the sixth and final stage.

To enter a Special Stage, you must have 50 or more rings by the end of any act. If you do, then a giant ring will appear near the goal post. Jump through the ring and you'll go to the Special Stage after completing the act.

In a Special Stage, you control Sonic in a top-down perspective. You CAN still

move him, although the stage keeps spinning and it's hard to really control him (you can also jump if you try) The objective of the Special Stage is to find the Chaos Emerald, hidden somewhere in the level. The Chaos Emerald is usually blocked by a circle of colored diamonds. To get past these diamonds, keep touching them until they disappear (they'll change colors in the process).

There are also these "goal posts" in a Special Stage. They're red in color, and keep a lookout for these, because if you touch one of them, the Special Stage ends. There's no penalty for ending the stage, but you'll miss out on your chance of getting a Chaos Emerald this way.

There are six Chaos Emeralds in the game. Collect all six to see the REAL ending of the game. In a Special Stage, there are also plenty of opportunities to get "continues" by collecting lots of rings.

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(3) - ENEMIES

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In this game, there are all sorts of enemies. Most enemies can be destroyed with only one hit. To help you, I've created a list of enemies here. I've also included their names, as well as a brief description about their behavior. Some of these names might be wrong, so please forgive me.

Moto Bug - Moves back and forth and does nothing.

Crabmeat - Moves back and forth slowly. Occasionally, it will open up its claws and hurl energy balls towards you. Watch out.

Chopper - In Green Hill Zone, you'll find these fish near the bridge areas. They hop up and down, trying to bite you.

Buzz Bomber - These annoying foes fly in the air above you. They'll shoot a small energy ball at you, and then leave. Buzz Bombers are fast, so beware.

Newtron - They appear in walls. Some fly towards you, and some fire energy balls at you.

Bat Bot - They usually hang on ceilings. They will swoop down at you as you approach them.

Caterkiller - Their body is protected by spikes. Jump on its head to avoid taking damage.

Pincer - These annoying foes have spikes on their heads, and cannot be jumped on. To take it out, roll into it and you'll defeat it.

Roller - These enemies are quite fast. When they stop, jump on it when its head pops out of its shell.

Orbinaut - Wait for the Orbinaut to fire its spike balls, and when its unprotected, jump on its head.

Jaws - They appear in water. They do nothing but swim back and forth.

Ballhog - These foes throw bouncing balls at you.

Bomb Bot - When you get near them, the Bomb Bots will explode and send red spheres flying across the screen. Avoid these deadly self-destructing foes.

Burrobot - These enemies hide in the ground, and then pop up when you approach them.

NOTE: Some info on enemies' names was borrowed from GavLuvsGA's FAQ.

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(4) - STORY

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Dr. Ivo Robotnik, an evil scientist, is capturing the innocent animals of South Island, and is turning them into evil robots! He has also established a large base at the center of the island. Things seem hopeless, and only one hero can stop him...

Sonic, the super-cool hedgehog, uses his super-speed to take down Robotnik's mechanical army, and prevent Robotnik's plan from succeeding. Armed with golden rings, super sneakers, and a wild haircut, the blue blur will stop at nothing to rescue his animal friends, and put an end to the demented scientist, once and for all.

Sonic journeys at a blazing speed across South Island, towards Robotnik's base. During his quest, he will encounter lava, spikes, pits, and of course... Robotnik's army of robots. The fate of the island rests on his shoulders. Will he succeed? Or will Robotnik have the last laugh?

The adventure begins...

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(5) - WALKTHROUGH

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This is it...the meat of the FAQ. We're done with the vegetables, but don't expect anything spectacular or wonderful. I won't be listing every single secret in the game, so if you're looking for a more detailed guide, look somewhere else on GameFAQs. They have tons.

In this walkthrough, I will be mentioning enemies' names instead of describing them. If you're unsure of what specific enemy I'm talking about, check above and find your solution in the ENEMIES section.

NOTE: Again, I might make a few errors. If you DO spot one, then feel free to contact me via e-mail. My e-mail address is listed at the bottom of this guide.

GREEN HILL ZONE

ENEMIES: Crabmeats, Choppers, Buzz Bombers, Newtrons, Moto Bugs

The Green Hill Zone is a nice, and easy stage that has very little enemies and hazards. If you're a beginner, then this is the perfect time to get used to the controls and have fun. Watch out for the spikes and pits, though.

ACT 1

Beautiful place, isn't it? Anyway, start by heading right and getting the three rings above you. Jump onto the platform, and get the Super Ring. Avoid the Buzz Bomber, as well as the Moto Bug, and continue right. Go across the bridge, get the 5 rings (watch out for the Chopper), and keep going. Later on, you'll encounter some Crabmeats. These annoying foes move slowly back and forth, and will occasionally fire energy balls at you. Don't let that get to you, though, because either way, they're still pretty easy to destroy. Cross the bridge, kill the Buzz Bombers that appear, and keep going until you find a yellow spring on a ledge. Jump on the yellow spring and land on the ledge to your right. IMMEDIATELY HEAD RIGHT, because the ledge will collapse the moment you get on it. Continue right, and you'll find more of those collapsing ledges. Soon, you'll come across the checkpoint. Touch it to activate it.

Keep going, and avoid the Newtron that appears out of the wall. Continue to hold right on the control pad, and you'll go through a large loop. Head right, and go straight into the narrow tunnel. You'll automatically roll into a ball. From there, you'll head down the tunnel at high-speed, and will activate the checkpoint along the way. Keep holding right on the control pad, and you'll soon be launched out of a tunnel, and into a place with lots of rings and two Buzz Bombers. Avoid the Buzz Bombers (or destroy them), and try to collect as many rings as possible before you fall. When you land, continue right, up the ledges, and cross the bridge (again, watch out for the Choppers). Keep going, and you'll find a Super Ring on top of a platform. Jump on the platform and get the item box for 10 rings. Avoid the Buzz Bomber that appears, and ride the moving platform to the bottom. Once there, run right and you'll eventually come across the GOAL POST.

NOTE: If you have 50 or more rings at the end of Act 1 or Act 2, then you can jump through the giant ring and go to the Special Stage. This is your chance to get a Chaos Emerald.

ACT 2

At the start, go across the bridge, get the rings, and avoid the two Choppers. Continue and you'll find a yellow spring. Jump on the spring and launch yourself in the air for some rings. Keep going, destroy the Crabmeat, and cross another bridge. Watch out for the Buzz Bomber, and continue until you encounter a large pit with a platform swinging back and forth in the center. Get on the platform, and jump off at the other side. Move on, jump over the spikes, and cross the bridge. Keep running, go through the loop, and go up the incline. In the tree, there's an Invincibility hidden there. Get the Invincibility, because you'll need it. From here, hop across the platforms, avoiding the Buzz Bombers and such. Don't fall, because if you do, you'll hit the spikes and most likely won't have a chance to recover. Soon, you'll reach the checkpoint.

At the end, head right and destroy the Moto Bug. Go up the steps, avoid the Newtron that appears, and kill the Crabmeat. Keep going, and soon, you'll run into another narrow tunnel like the one in Act 1. Go through this tunnel, and

you'll come out and hit the GOAL POST.

ACT 3

Head right at the beginning, and jump on the yellow spring. In this act, it's best to ALWAYS take the high path, because it's better. When you land, immediately move to the right because the ledge will collapse. Destroy all the enemies, and jump on another spring, which will take you upwards. You'll find a Barrier sitting on the ledge. Get it, because you never know when you'll actually need it. Come back down, cross the bridge (avoid the Buzz Bombers), and you'll come across a third yellow spring. Jump on the spring and land on the next ledge. Destroy more enemies, and drop down. Quickly jump on the moving platform in front of you, because if you don't, the ledge will collapse, and you'll fall. Don't worry, though, because there's a yellow spring in the area below you that will launch you back up. Head right, cross the bridge, and activate the checkpoint.

Keep going, avoid the Newtrons, and head into the narrow tunnel. When you come out, you'll want to avoid hitting the red spring up ahead that will bounce you back to where you came from. After going through the loop, jump OVER the red spring to avoid hitting it. Activate the checkpoint.

In front of you is a new obstacle. A spike bridge!! You'll have to go across, so get ready. Move carefully between the spikes so that you don't get hurt. On the other side, run down the slope, get the rings, and you'll soon find yourself in a messed up area with lots of rain. Get all the rings, and avoid the Buzz Bombers. Continue right, and destroy the Crabmeat on the ledge. Move on, and you'll see a moving platform going up and down beside a wall. At this point, you'll have to go up. Your first idea might be to ride the moving platform, but there's actually a hidden spring in one of the trees for you impatient gamers. Once you're up there, head right, and you'll see more moving platforms in the air up ahead. Just drop down, and keep going right. Soon, you'll see another one of those swinging platforms. Ride the platform across, and don't fall, because if you do, you'll hit the spikes and die. On the other side, kill the two Buzz Bombers, and keep heading right. Get the Super Ring in the tree, and continue. Activate the checkpoint, and prepare for the first battle with Robotnik.

NOTE: There's an Invincibility in one of the trees just before the boss. To reach it, run down one of the slopes before it, and jump. It make take a few tries, so don't worry. The battle with Robotnik is ridiculously easy, either way.

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BOSS: Robotnik's Ball & Chain Machine
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DIFFICULTY: Easy
HITS TO DEFEAT: 8

Your first encounter with Robotnik isn't all that tough. A large, checkered ball will hang from a chain under his Egg O' Matic. To take him out, you need to avoid the checkered ball, and hit him 8 times.

This isn't hard. In fact, his attack pattern is quite predictable. He'll swing the checkered ball back and forth, trying to hurt you with it. When he swings the ball towards you, the safest place to be is under one of the two platforms, where he cannot harm you.

This is the strategy: First off, get on one of the platforms. When Robotnik swings the checkered ball in the opposite direction, jump and hit him once. When he swings the ball in your direction, quickly get under the platform, and back onto it once it's safe. The process repeats from here. You'll need to hit him 8 times before he's destroyed.

NOTE: After Robotnik is destroyed, head right and you'll spot a strange-looking machine. Step on the switch on the top of the machine, and you'll free a bunch of animals, thus, ending the act.

MARBLE ZONE

ENEMIES: Bat Bots, Buzz Bombers, Caterkillers

Welcome to the Marble Zone. This second stage features new enemies, obstacles, as well as a deadly sea of lava threatening to scorch you if you touch it. Other than that, you'll also journey into an enormous fortress with tons of spikes and lethal traps. Proceed with caution.

ACT 1

Head right, and collect all the rings. Soon, you'll encounter some lava. Touching the lava won't kill you, but it WILL hurt you and make you lose your rings. Proceed forward, avoiding the lava, as well as the Buzz Bombers and Caterkillers (deal with these by jumping on its head). Keep going, getting more rings, and you'll find more lava. Fireballs will occasionally pop out of the lava, so beware. Run down a long slope. To your left is a small cavern consisting of three Super Rings. Get them if you want. Otherwise, continue and you'll encounter a HUGE lake of lava. There are platforms to help you get across, but move quickly, because if you don't, flames will engulf these unstable platforms, and you'll be scorched. On the other side, run down the slope, and get the Barrier at the end. Head left, and into the fortress. There are several green pillars up ahead. They will crush you if you stand under them, so watch out. Make your way towards the very left, and you'll soon encounter some Bat Bots and spikes appear out of the floor. Avoid these hazards, and keep going. A large spike trap is blocking your way downwards. To remove this spike trap, stand on the left side of the small block, and hold right to push it. Keep pushing it until it goes into the small hole. It'll activate the switch and lift the spike trap. Go down the steps, and into the next area when the spikes retract. Here, you'll find a Barrier, as well as the checkpoint.

Head right. Watch out for the green pillar. Wait for it to descend before moving on. Up ahead is a large lava pit. Use the falling blocks as stepping stones to the other side, but be careful and try not to get crushed. When you DO reach the other side, continue right, where you'll find a spike trap above you. Wait for the spike trap to ascend, and then jump on the small ledge to your right. When the spike trap descends, hop onto it, and ride it upwards. To your right are some green blocks coming out of the wall. Jump on these green blocks and use them to get to the top. There's another spike trap above you, so watch out. Hop onto the ledge to your right. Jump onto the smaller trap (watch out for the Bat Bots), and use it to get on the bigger, spike trap. Once there, ride the spike trap upwards and head right. Jump on the ledge and continue. From there, you'll find more lava pits and fireballs up ahead. Just avoid everything and move cautiously and you should be okay. Eventually, you'll come

across the GOAL POST. Touch it to end the act.

ACT 2

At the start, move right, and destroy the Buzz Bombers and Caterkillers. Up ahead is a lava pit. Wait for the fireballs to go back down, and then use the single platform to get across (flames will engulf it, so move fast). Continue into the fortress. Get the rings, and soon, you'll find a large, green pillar blocking your way. Step on the switch to lower the pillar, so that you can proceed. Head left, destroy the Bat Bots, and you'll encounter a gigantic sea of lava. Push the green block into the lava, and ride it across. Near the end of the ride, you'll find a large pillar of lava coming down from above. Jump on the blocks, and when the pillar of lava is gone, continue and head left when it's safe. Further into the fortress are some guns that shoot fireballs out of them. Watch out for these. At the bottom, push the green block to the right, and drop down to the area below you. After that, IMMEDIATELY RUN TO THE RIGHT!! There's lava chasing you from behind. Speed down the tunnel, jumping over blocks, and avoiding spikes. At the end, continue right, and you'll encounter another sea of lava.

Remember those swinging platforms from the Green Hill Zone? Well, they're back, and you can ride them to get across. Just be careful not to fall. In the next tunnel, there are a bunch of Caterkillers. Jump on their heads to avoid getting hurt. Don't touch the red spring, because it'll bounce you back. Step on the switch to remove the green pillar, and head up. Get the Barrier to your left, and once again, push the green block into the lava. Ride it across. Occasionally, pillars of lava will emerge from under you. Don't worry about these. As long as you stay on the green block, they will not hurt you. Jump onto the platforms to avoid getting pushed off, and then jump back down onto the green block when it's safe. When the third lava geyser emerges, and when you're at the highest point, QUICKLY JUMP ONTO THE LEDGE TO YOUR LEFT!! Once there, continue left, and destroy the Caterkiller. You'll then encounter some green blocks coming out of the walls. Use these to reach the top. At the top, head left to find a Super Ring, as well as the checkpoint.

Move to the right. Avoid the lava, and the fireballs. Navigate across platforms, and move carefully, and you should be fine. There are a ton of Buzz Bombers and Caterkillers up ahead, but you shouldn't have too much trouble with them. Later on, in a small cavern to your left, you'll find some Bat Bots as well as two Super Rings. Get them if you want. Otherwise, continue right, and you'll see some strange, green blocks. Jump on these blocks to destroy them. There are more of these. At the very bottom, head left. Kill all the enemies, and get the Barrier. Next to the ledge, there are lava pillars coming down from the top. Once it's safe, drop down, and ride the green block across the lava. Continue left, destroy the enemies, and you'll find another spike trap above you. Like in Act 1, wait for the spike trap to ascend, and then jump onto the small ledge to your right. When it descends, hop on it and ride the spike trap upwards. Kill the Caterkiller, and keep going right. Watch out for more spike traps that fall from above. Near the end, jump on the ledge, and wait for the spike trap to ascend. Once it does, jump on it and head right. Hop onto the final ledge and touch the GOAL POST to end the act.

ACT 3

Head right, get the rings, and kill the Buzz Bombers and Caterkillers. Run down a long slope, and continue right. Go into the fortress, and avoid the

fireball guns. Keep going. You'll eventually come across a large sea of lava. Use the blocks that fall from the ceiling, as well as the various traps, to get across. On the other side, quickly move left because the green block will collapse. Keep heading left, and destroy the Bat Bots. Up ahead is are some green blocks that will fall when you step on them. Before you drop down, though, there's a Barrier on the other side of the green blocks. To reach it, you first have to avoid getting crushed by those nasty green pillars. Get it, and once you have it, come back to the green blocks, and drop down. Watch out for the Caterkiller to your right. Head left, and step on the switch to lower the green pillar and make way for you. Go down, and from here, just keep going right until you reach a gigantic lava pool.

Here, you have to push the green block onto the lava. Once you do, ride it across. Once again, jump on any platforms to avoid getting pushed off, then get back on the green block once it's safe. Soon, a pillar of lava will emerge from under you, and will lift you upwards. When you're at the highest point, quickly jump on the ledge to your left. There's a green block coming out of the wall above you. Jump on it, and then hop to the floating platform to your right. After that, make a final leap towards the ledge to your right. Destroy the Caterkiller, and move on. Here, watch out for the spikes. Wait for them to retract before going forward. Eventually, you'll reach two gigantic spike traps. Below the first spike trap is a passageway heading left. Wait for the spike trap to ascend before moving on. From here, avoid the fireball guns, continue down the path, and you'll soon encounter a bunch of steps. Wait for the spikes to retract before going down. Destroy the Caterkiller, jump onto the ledge (don't touch the red spring, because it'll bounce you back). There's another lava pool up ahead, as well as more of those swinging platforms. Ride the platforms across, but watch out for fireballs that pop out of the lava. On the other side, avoid the spikes, and on the ledge to your left is a Barrier, and a checkpoint. Activate it, then continue right.

This next part requires both patience and timing. Aside from avoiding those nasty spikes, you'll also need to watch out for the green pillars. Jump over the spikes, and wait for the green pillars to ascend before moving on. After jumping over the final set of spikes, you'll land on and destroy a bunch of green blocks. After that, wait for the green pillar to descend before you move past it. Eventually, you'll find another HUGE sea of lava. The green block is already in the lava, so just get on it to make it move. Next, quickly hop onto the purple platforms. Wait for the pillar of lava to fall before you move any further. You'll encounter another green block. Before you get on it, though, get the Barrier on the platform above you. Come back down, and then ride the green block across the lava. When you get out of the lava, head down the passageway, collecting the rings. At the end, there's a large spike trap above you. Wait for it to ascend, then jump on the ledge to your right. Get on the spike trap, and head left. You'll find yourself in a room with lots of Bat Bots. Destroy them all. When the spike trap to your right descends again, get on it. To your right is a second spike trap. When it falls, get on it, then head left once again at the very top.

Go up the steps (watch out for spikes), and at the very top, destroy the Caterkiller, as well as any Bat Bots that swoop down at you. Continue left, and push the green block into the lava. Ride it across. Jump on any purple platforms to avoid getting pushed off, and get back on the green block when it's safe. On the other side, kill the Bat Bots. Wait for the spike trap to descend, and then run past it. Go up the stairway, avoiding the spikes. At the very top, get the Super Ring, and head upwards. Keep going right, dodging the fireball guns, and avoid the spikes. Here, you'll find several traps hanging on chains from the ceiling. Jump on them, and use them to get across. In between, make sure you avoid any spikes or Bat Bots along the way. You have to be very careful here, and try not to fall.

At the end, avoid the spikes, and jump on the ledge. It's been a while since we were outdoors, isn't it? Anyway, take a running leap over the first pool of lava, and pray that you do not get scorched by the fireballs and such. Soon, you'll come across a checkpoint. Activate it, and then head right for your second boss battle.

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BOSS: Robotnik's Fireball Machine
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DIFFICULTY: Easy
HITS TO DEFEAT: 8

This is an easy boss. Robotnik fights by shooting fire on the platforms from above. He'll do one platform at a time, and will move back and forth while doing so. Begin this battle by standing on the left platform. When he approaches you, quickly hit him once, and then jump over the lava and onto the other platform to avoid his fire attack. When Robotnik gets near you again, hit him once, and then jump to the other side. By this time, the fire should've cleared itself on the other platform. The process repeats from here. Overall, an easy boss. It takes eight hits to put him to rest...for now.

Once again, after the battle, head right and step on the switch to free the animals.

SPRING YARD ZONE

ENEMIES: Crabmeats, Pincers, Rollers

What a strange level...the Spring Yard Zone is a crazy zone populated by robots, bouncers, spike balls, and of course, springs. Prepare yourself for a wacky adventure, because this zone will NOT be easy, and will give you a fair amount of trouble. Beware of the Crabmeats, as they are almost everywhere in this level.

ACT 1

In the beginning, get the two rings above you, and kill all three Crabmeats. Watch out for the Buzz Bombers that appear shortly afterwards, and let the spring bounce you up the slope. Land on the ledge, and jump on a second spring, which will take you to a place with LOTS of annoying bumpers and such. Make your way to the very right, where you'll encounter a bunch of "elevator blocks" moving up and down. You'll want to ride these blocks down to the bottom. Be sure to keep an eye out for Buzz Bombers, because there are loads of 'em in this area. At the bottom, get ready for some action. Run down the slope, and you'll eventually see a strange-looking enemy running behind you. This is a Roller. Avoid the Roller, jump over the yellow spring, and with any luck, the annoying critter should pass you, leaving you unharmed. Otherwise, just wait for the Roller to come out of its shell before you attack it. Continue right, and go down the slope, avoiding spike balls as you go. Destroy the Crabmeat. Up ahead, you'll see a small, lethal chain of spike balls going around in a circle. Wait for it to pass before you move on (try to collect the rings as you go). Keep going, avoiding more spike balls as well as a second moving chain, and you'll soon encounter a checkpoint.

Activate the checkpoint, bounce from the yellow spring, and run up the slope. Next, jump on another yellow spring, and you'll find another group of elevator blocks. Ride these blocks and make your way to the very top. Once there, head right, and you'll see a platform as well as a red spring. Ignore the red spring. Hop onto the platform and go the ledge to your right. WATCH OUT!! There is a Pincer on this ledge, moving back and forth. Don't jump on its head. Instead, just roll into it and you'll destroy it. Next, you'll encounter some half-pipes with spike balls moving in circles. Use the platforms in the center to get to the other side. After that, drop down, and you'll bounce from some red springs. Get all the rings at the top, and use those springs to get on the ledge to your right. Kill the two Crabmeats, jump down from the ledge. There's another set of red springs below you. In the center is a Super Ring. Get it. To your right, you'll spot a yellow spring at the end. Bounce from the yellow spring, touch the switch, and keep running down the path until you reach the GOAL POST.

ACT 2

At the start, there is a red spring behind you. Bounce from it and drop from the ledge (avoid the bumper). At the bottom, you'll roll down the half-pipe, and will be catapulted into the air. Here, you have two options. You can either take the upper path with the Crabmeats, or you can head into the tunnel, with the spike balls and everything. In this guide, we're going to take the lower path, into the tunnel, for one reason or another.

Run down the slope, avoiding the spike balls. At the end, jump over the block and destroy the Crabmeat. In front of you is another one of those deadly chains you'll saw back in Act 1. Once again, wait for it to pass before you move on. Up ahead are more spike balls. Avoid them, and head out of the tunnel, where you'll spot two red springs, one on the ground, and one in the air. Your first instinct might be to bounce up those two springs, where there are elevator blocks above you. However, there's actually a neat little shortcut hidden in the wall to your right. As you bounce from the first spring, hold right on the control pad and you'll go through a secret passage in the wall. Make your way down the tunnel, and you'll eventually come across some moving blocks. These moving blocks will move up and down, threatening to crush you if you're not careful. Carefully navigate through the narrow passageway, evading the moving blocks, and you'll soon encounter an Extra Life. Get the Extra Life, and bounce from the red spring in front of you. You'll be launched to a large area flooded with rings, bumpers, and yellow springs. Get the Barrier item box, and, avoiding the bumpers, make your way to the top. Head right. Ride a platform upwards, and jump onto the ledge.

Continue right, hop onto the platform, and on the ledge to your right. Head down the tunnel, avoiding the spike balls, and you'll reach a checkpoint. Go further down the path, and you'll encounter a red spring as well as a spike ball patrolling the area. Avoid the spike ball, and jump onto the red spring. When you come out at the top, head right. Jump off the ledge, and land on the bottom. Continue right, and soon, you'll come across another one of those annoying Rollers, just as you pass the triangular structure. Once again, you can either avoid the Roller, or jump on its head when it comes out of its shell. Here, you'll find a half-pipe with a spike ball moving in it. Jump on the platform, and on the other side, keep heading right until you encounter a yellow spring. Bounce from it, and drop down from the ledge. At the very bottom, continue right until you reach the GOAL POST. Touch it to end the level.

NOTE: There's an alternate GOAL POST near the end of the level. To access it,

you'll need to make a difficult leap at the very edge of the last ramp. If your timing is correct, then you'll land in a small area just above the original GOAL POST. Jump on the yellow spring, and get all the the rings in the small hole above you. After that, head right and you'll find the alternate GOAL POST.

ACT 3

Run down the HUGE slope at the beginning, and avoid all the Buzz Bombers that appear along the way. At the end, fall down the hole, and get the Barrier in between the red springs. After you've done that, jump on the springs and land on the ledge to your right. Grab the Super Ring, and head into the tunnel. Watch out for the spike balls. Soon, you'll come across another chain, like the ones in the previous acts. Once again, wait for it to pass before you move on. Next, destroy the Crabmeat, and continue until you reach outside. On these elevator blocks, ride them and make your way to the top, but be careful not to get crushed at the top. Head for the left, destroy the Crabmeats, and jump on the yellow spring. Ride the moving platform across and jump on the ledge. Continue and you'll find a switch. Step on it and the door will open. Jump over the block, kill the Crabmeats, and keep running until you encounter a half-pipe with some spike balls moving slowly in it. Here, you'll have to make use of jumping, and use the platforms to get to the other side. On the other side, hop onto the ledge, and destroy the Crabmeats. Go on the elevator blocks, and ride them upwards. Once again, try not to get crushed at the top. Jump on the ledge to your left, and destroy the Crabmeats. Hop on the moving platforms, and jump on the ledge to your right. Keep going right, roll into the Pincer, and activate the first checkpoint.

At this point, you'll have to fall off the ledge and roll down the half-pipe below you. This is a HUGE half-pipe. You'll spot a tunnel to the right, but before you enter it, keep going up the side of the wall, and hold right on the control pad. You'll find a small area containing Invincibility and Speed Shoes. Get them, and then head into the tunnel below you. Beware of spike balls. Step on the switch to make the block move right. Keep moving right, avoiding the spike balls and getting all the rings. Soon, you'll encounter a red spring. Ignore it, and press on until you find two Super Ring and a Barrier. Get them all, and continue right. Get past another chain, and keep going forward. Jump on the red spring, and you'll be bounced to an area with lots of bumpers. At the bottom, there are some more red springs, and an Invincibility in the center. Once you're done with everything, jump on the red springs and land on the ledge to your right. Activate the checkpoint.

This next part requires well-timed jumps and a little bit of patience. Up ahead is a group of moving staircases that lead to the other side. To get across, you need to use these staircases as stepping stones, until you finally get across the gigantic pit. To ensure that you don't get pushed into the pit, stand on the very top of these staircases. After going from staircase to staircase, you'll eventually notice some blue poles near the bottom-right corner of the screen. The signalizes that you've reached the end. Jump off the final staircase, and head right for a showdown with the main man himself.

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BOSS: Robotnik's Spike Machine
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DIFFICULTY: Medium/Hard
HITS TO DEFEAT: 8

This boss can get pretty tough. Robotnik, as usual, flies in his Egg O' Matic,

and a spike will appear from under his ship. Now, here's the thing. You stand on a bridge made COMPLETELY out of blocks. When you get under Robotnik and his ship, he'll descend, and will use his spike to destroy one of the blocks that you're standing on. Of course, at that moment, you're in danger too, because if you don't get out of the way, you'll be hurt by the spike. On the other hand, when Robotnik descends, that will be your time to strike. Just move out of the way, and jump on him when he lowers. You can usually get from one or two hits every time.

However, because Robotnik keeps descending and destroying blocks, not only do you have to worry about the spike, but as the number of blocks decrease, one of your biggest concerns will be to prevent yourself from falling into the pit. Therefore, in this battle, you'll have to take out Robotnik fast, or else your standing ground will soon disappear completely.

Most people just run randomly around the field, hitting Robotnik when he comes down. However, the way I win this, is using patience. At the start of the battle, stand on the leftmost block, and wait for Robotnik to approach you. When he comes and descends on you, MOVE OUT OF THE WAY!! Then, hit him once (or possibly even twice) and wait for him to ascend. Stand on the block RIGHT NEXT to the one that Robotnik just destroyed, and wait for him to descend again. Once he does, get out of the way, and hit him again. The process repeats from here. The key is to move to the next block after EVERY TIME Robotnik destroys a block that you were formerly standing on. This way, it is almost guaranteed that you will be safe throughout the entire battle. As long as you're cautious and don't fall into the pit, Robotnik should be destroyed with two or three blocks remaining on the right side of the field. After he's done, head right and free the animals.

LABYRINTH ZONE

ENEMIES: Burrobots, Jaws, Orbinauts

Is it just me, or does every single video-game has to have at LEAST one water level in it? Anyway, the Labyrinth Zone is no laughing matter. This is probably the toughest zone in the game, regardless of how good of a gamer you are. In the Labyrinth Zone, you'll find spikes, enemies, traps, and of course, the dreaded H2O. You might be thinking: "What's so frightening about water?"

THE ANSWER: In this game, Sonic cannot breathe in water. Once you enter any pool of water, you have to thirty seconds to get out before a 5-second countdown appears. If the countdown reaches zero, then you drown and lose a life. It's as simple as that. However, to make your life easier, there are also these "air bubbles" in the water to prevent you from drowning. To inhale an air bubble, just touch it, and you'll hear a strange noise indicating that you've inhaled the bubble, and delayed the countdown for another thirty seconds.

ACT 1

Head down the steps, get the three rings, and continue right until you see an enemy hiding inside the floor. These are Burrobots, and they will pop out when you approach them. Destroy all the Burrobots in the area, and you'll soon come across the first pool of water. Remember that you have thirty seconds to get out of the water or you're done for (keep an eye out for air bubbles). There is a rotating, chained spike ball in the water to your right. Jump over it, and at the far end you'll find a Barrier. Get it, and drop further into the lake.

Watch out for the two Burroboats at the bottom. Get the Super Ring to your left, and step on the switch to open the door. Continue and you'll spot some air bubbles on the floor. Wait for a large bubble to appear, and then inhale it. After that, keep going until you find another switch. Step on it and the gate will open above you. Jump out of the water, and get the Super Ring on the ledge to your left. Head right, and kill the three Burroboats. Jump into the lake, and kill the Jaws swimming in the water. Keep going, and you'll encounter a bunch of air bubbles on the central platform. Inhale the bubble, and drop down to the very right. You'll land on a ledge with a switch on it. Step on the switch to make the door open. After that, go through the tunnel, and you'll find yourself in a large cavern.

When you land, don't step on the platforms, because they'll ascend and you'll smash into the spikes. Inhale an air bubble, and drop down. Inhale another air bubble if you wish, and continue right, avoiding the rotating spike ball. There are more Jaws and air bubbles in this room. Keep going and you'll encounter a large mountain of steps. Climb the steps, but watch out for the rotating spike ball on the side. At the top, continue right and you'll find another mountain of steps as well as a rotating spike ball. Once again, avoid the rotating spike ball and climb this second steps to reach the top, and get out of the lake. Up ahead is a bunch of conveyor belts. In the center is a large platform. Go across the platform, and hop on one of the smaller platforms being carried by the conveyor belt. Keep jumping on the spot, going from platform to platform. Near the top, you'll spot a small ledge to your right with a switch on it. Carefully jump on that ledge (avoid the spikes above you), and step on the switch. After that's done, dive into the lake below you, and you'll find that the gate has been opened by the switch. Before you continue, though, inhale an air bubble next to the red spring, and drop down past the opening.

There are more air pockets here. Head left, and drop down to activate the checkpoint. From this point on, you have to avoid the white spears, because they WILL hurt you. Continue right, down the path, and dodging these white spears. Inhale the air bubble at the end, and step on the switch to open the door. Get all the rings in this room, and continue. Head directly into the passageway, avoiding more white spears (wait for them to retract before moving on). At the end, jump on the spring and you'll be bounced out of the water. Quickly climb the steps, because the water will be following you. Near the top, get on the "cheese-like" object. The water will bring the cheese-like object to the top. Head left, collecting the rings and destroying the Burroboat. Dive into the water once again, and kill the Jaws. Continue left and you'll encounter another set of conveyor belts. At the end, you'll come across an Orbinaut. The Orbinaut will launch its spike balls at you. Once it's done and is defenseless, destroy it. Hop onto one of the small platforms being carried by the conveyor belt, and ride it to the very top. You'll soon encounter two rock-like enemies spitting fire at you. Avoid their attacks, and jump onto the ledge to your right. Continue down the passageway, getting rings and destroying Burroboats. You'll find more of those cheese-like objects along the way. Don't stand on them when the water rises, or else you'll be crushed. Keep going, and eventually you'll find a switch. Step on it to open the door.

Up ahead is a bunch of air bubbles. Inhale a large air bubble, and then head up the steps. Avoid the white spear, and get the Super Ring to your right. After that, keep ascending, dodging the white spears and such. At the top, step on the switch to open the gate, and then jump out of the water. Keep going right and you'll find the GOAL POST. Touch it to end this long level.

ACT 2

At the start of Act 2, head right, and get the rings. Destroy the Burrobots and avoid the spikes. Slide down the waterfall and you'll eventually fall into a lake. Inhale some air bubbles, and get the Invincibility to your right. After that, keep heading left, destroy the Jaws, and you'll eventually come across an Orbinaut. Since you have Invincibility, you can just kill it without having to wait for it to launch its spike balls. Drop further down into the lake, and get the Super Rings to your left. Inhale some more air bubbles, and head right, avoiding the rotating spike balls. Soon, you'll encounter more air bubbles. Inhale them before moving on. At the end, you'll be sucked into a tunnel. On the other side, avoid the Jaws and jump onto the red spring. You'll be bounced out of the water and into an area with loads of platforms.

In this area, you have to find the switch in order to open the door. In the very center of the room is a platform with spikes under it. Get the Super Ring there, and you'll discover a hidden switch in its place. Step on the switch to open the door. After that's done, head right and jump onto the ledge. Keep going until you reach the checkpoint.

Don't drop down into the hole just yet. Keep going right, and you'll find an Invincibility at the very end. Avoid the rotating spike ball, and get the Invincibility. After that, go back and fall into the vertical shaft. Step on the switch to open the gate, and keep going down until you reach a lake. Ignore the first bunch of air bubbles you see, and descend even lower down the shaft. Step on another switch to open a second gate. At the very bottom, inhale some air bubbles, and head left, past the rotating spike ball. Wait for the Orbinaut to launch its spike balls before attacking it. Stand on the blocks and they'll fall. In the area below, inhale more air bubbles, and continue right, avoiding the rock enemy and the white spears. You'll soon encounter another Orbinaut. Jump over its spike balls and attack it when it's defenseless. Inhale an air bubble, and climb the steps while avoiding the rotating spike ball. A third Orbinaut awaits you at the top. Kill it, and then keep heading right, getting the rings and such. You'll eventually find yourself in a large room with a bunch of conveyor belts. Hop on one of the platforms, and you'll be carried upwards. A second conveyor belt crosses the first one. Jump on a platform carried by the SECOND conveyor belt to avoid getting hit by spikes, and ride it until you reach the very top...the surface. Once there, keep heading right until you find the GOAL POST.

ACT 3

Act 3 of Labyrinth Zone is a nightmare...a level that will drive you crazy. Prepare yourself for what may be the most challenging level in the game. It includes all the hazards from the previous two acts, as well as some new ones that will cause you intense frustration. Good luck to you.

Run forward, get the rings, and kill all the Burrobots. Next, slide down the waterfall in front of you. This waterfall is ENDLESS. The only way to proceed is to hit the switch. The waterfall will either be facing left or right. When it is facing left, jump at the mid-way point and you'll land on a ledge. If not, then you can always try again. Once you're on the ledge, head left, step on the switch, and get the Super Ring. You'll hear a strange noise, indicating that the passage has opened for you. Now, go back, and you'll notice that a part of the waterfall has disappeared, revealing a path. Jump through that opening, and it will seal itself. Step on the switch to open the gate.

Dive into the water, and avoid the rotating spike ball as well as the Jaws right under you. To your right is a switch. Step on it, and the gate will open. Drop down, and head right. Inhale a bubble or two, and go across the bridge,

avoiding the white spears (there's a shortcut here, but I'll cover that later). On the other side, inhale another bubble, and climb the steps while avoiding the rotating spike ball. At the top, continue right and kill the Burrobot. Inhale another bubble, and head up the steps. WATCH OUT!! A white spear is right above you. Avoid it, and make your way to the left. There are spikes in this path, so proceed with caution. At the end, get the Super Ring, and jump out of the water.

Up ahead are some spikes and rotating spike balls. Stand in between the spikes to avoid getting hit by the rotating spike balls. Continue right until you reach the end. Jump over the spikes, and destroy the Burrobots. Beyond this ledge, you'll spot some conveyor belts. Instead of jumping on the platforms, just dive into the lake below you. At the bottom, you'll find some spikes, a red spring, and a switch. Step on the switch to open the gate, then drop down to the lower area. Inhale a bubble, and step on another switch to open the door. Head right, destroy the Burrobots, and near the end, inhale a bubble before continue down the tunnel above you. Keep going down the tunnel until you reach the end. Get the Invincibility, and inhale a bubble. Step on the switch to open the door, then continue right, and activate the checkpoint. Keep going, and you'll come across a large pit. Go across the platforms, avoiding the rotating spike balls above you. On the other side, you'll encounter an Orbinaut. Wait for it to fire all its spike balls, and then jump on it to finish it off. Continue right, inhale a bubble, and jump onto the red spring. From here, head left, and get the Super Ring. Now, get ready for the hard part. Jump from platform to platform while dodging the rotating spike balls. This can be difficult, and requires good timing as well as decent jumping skills. At the end, climb the steps and jump out of the water.

There is a conveyor belt above you. Jump one of the small platforms, and ride it to the very top. You can't stay on the platform because a giant rock is blocking your way. Jump on the ledge and step on the switch to change the direction of the conveyor belt. Next, hop back on a platform, and let yourself be carried AROUND the giant rock, and to the other side. Jump onto the ledge, and head right, killing all the Burrobots. Slide down the waterfall, and you'll land in another area.

Now, this is where you would've come in if you had taken the shortcut (I'll explain it in detail, later). Anyway, activate the checkpoint to your left, and head right to find three cheese-like objects sitting on the ground. Get on the THIRD cheese-like object (as soon as you get on the first one, the water will rise, so be careful), and let the water rise and carry you to the top. From this point on, CLIMB LIKE CRAZY!! Use the steps and quickly make your way to the top, because the water will be rising. Continue and ascend as fast as possible, and at the top, get the Barrier to your left, and head right to find Robotnik. Now, for those of you who want the shortcut...

SHORTCUT: Here, I will explain about the nifty shortcut in this act, which will ease your pains and remove much frustration. It's a pretty big shortcut, so it is HIGHLY recommended that you take this path.

Near the start, when you cross the bridge with all the white spears, there's a block in the center that will fall when you stand on it. Once you find it, drop down to the lower area, where there are lots of Jaws and some air bubbles. From here, head right, destroy the Burrobots, and keep going until you get sucked into a tunnel. In this tunnel, you'll grab onto some poles. You can move up and down while on the poles, and push either A, B, or C to let go. Position yourself so that when you let go, you won't ram straight into the spikes. Soon, you'll reach the end of the tunnel, and end up in a large area. At this point, you're probably running out of air, so fall to the very bottom and inhale some air bubbles.

To open the door, you need to step on the switch. It's at the very top of that area, and it's quite hard to get to. At the bottom, near the right, there's a red spring that you can jump onto. Use it to get to the switch. Whenever you're running out of air, don't hesitate to gulp in some air bubbles. Once you stepped on the switch, continue right, through the passageway, and you'll encounter an Orbinaut. You can ignore it if you want. Jump onto the ledge above you, and keep going up, climbing the steps, until you find a switch. Step on the switch to open the gate. Once it's opened, jump out of the water.

You'll end up in the area with the checkpoint and the three cheese-like objects. You would've also come here if you had taken the normal path. Otherwise, nothing special applies here. Follow the walkthrough above and get past this final section of the act. Either way, you'll reach the boss at the very end.

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BOSS: Robotnik's Death Trap
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DIFFICULTY: Hard
HITS: N/A

This boss is different from all the rest. You don't have to hit Robotnik in this battle. In fact, you don't even have to avoid him at all! He'll fly up a long, vertical shaft, and your mission is to chase him and reach the top. Simple, right? Not exactly. The entire shaft is filled with white spears, tricky jumps, fire-spitting statues, and, of course, the dreaded H2O. You might be thinking: "Water? I don't see any water."

THE ANSWER: Guess what? The water that was chasing you up the long stairway is back, and if you don't hurry, it'll catch up to you and it'll make you drown! That's why you have to hurry up the shaft, not stopping for anything. However, patience is also quite important in this battle, because rings are scarce here and getting hit EVEN once will lower your chances of making it out of there alive. Time your jumps carefully. Wait for the white spears to retract before moving on. Make your way from platform to platform, and navigate this shaft carefully, and you should reach the top unharmed.

After the battle, Robotnik will flee the scene. Follow him, head right, and free the animals to end the act (and this horrid zone).

STAR LIGHT ZONE

ENEMIES: Bomb Bots, Orbinauts

The Star Light Zone is a nice, and relaxing stage. There are hardly any enemies here, which makes the entire zone quite easy. However, this level takes place mostly in the sky, so be careful not to fall, or else you're done for. Other than that, though, there's not much to worry about, so have fun.

ACT 1

Head right, collecting the rings. Before long, you'll encounter what appears to be a walking bomb. Bomb Bots cannot be defeated by jumping on them. You need to wait for them to self-destruct, but beware of the red sparks that follow the

explosions. After the Bomb Bot is destroyed, jump on the spring, and you'll find another Bomb Bot. Wait for it to explode, and then get on the platform. It will then shift into a stairway. Head down the two hills, and you'll eventually come across a gap. DON'T FALL INTO IT!! Instead, keep running and you'll most likely pass it without falling into it. Run up the wall, and go left, where a red spring is. Jump onto the red spring, travel up a slope, and you'll end up in another area. The fan to your left will prevent you from going backwards, so your only option now is to move forward. Head right, and you'll find a weird-looking Orbinaut. Unlike the Orbinauts in Labyrinth Zone, these one DON'T fire their spike balls at you, and thus, you cannot defeat them unless if you're willing to trade hits. However, it is not recommended. Just jump over the Orbinaut, keep going right, and you'll eventually come across those platforms again. Stand on them, and they will shift into stairs. Head left, and you'll find more sets of stairway platforms. This time, though, you also need to watch out for the fireball guns to your left. Proceed down the stairways while avoiding the fireballs. At the bottom, continue right, and you'll encounter two more fireball guns. Just run past them.

Soon, you'll approach an area with a stairway platform above you. To make it descend, just jump and hit it from below. After that, quickly move back, and then head up the stairway. Watch out for the Orbinaut up there. Head right, go up the slopes, and you'll eventually find two springs. Ignore them, as they will do nothing but bounce you back and forth. Keep going, up the slope, and you'll find another red spring. Touch this one, and you'll be bounced to an area with an Invincibility to your left. Get the Invincibility, and move to the right, where you'll spot another stairway platform above you. Hit it from below, and then head up the stairway. If you fall, you can use the spring to get back up. When you reach the very top, head left to find two Bomb Bots and a Super Ring. Avoid the Bomb Bots and get the Super Ring, and then head right again. Go up a slope, jump over an Orbinaut, and run down the two hills. Here, you'll find another gap, like the one at the start of the stage. Run past the gap without falling into it, and head up the wall. Move left, jump onto the red spring, and you'll be bounced to an area with two Super Rings, being guarded by fans. Get the 10-ring item boxes if you can, and proceed to the right, where you'll eventually reach the GOAL POST.

ACT 2

Bounce from the red spring at the start, and you'll head up a slope. Get the rings, jump over the Orbinaut, and run down some hills. You'll eventually go through a series of loops. When you get to the point with the collapsing bridge, drop down to the lower area, and keep heading right. After going down a hill and traveling through another loop, you'll soon encounter a yellow spring. Jump on the spring, ignore the Bomb Bots above you, and run to the right, through the small tunnel, and up the slope. You'll come across an Orbinaut, but you can just run past it since you're below it. Keep going. Run down the hill, and through another loop. You'll end up in another area. At this point, there are a few floating platforms above you, but you can't reach it. Jump onto the structure to your left, and make a big leap to your right. You'll land on some platforms, but quickly move to the right, because those platforms will fall the moment you get on them. Head right, and you'll eventually come across a strange-looking object: a seesaw with a spike object on one side of it.

This seesaw will help you ascend to higher areas. Jump on one side of it, and the spike ball will be launched into the air. Then, quickly move to the other side of the seesaw, and the spike ball will come back down, and then, catapulting you into the air. It's hard to understand, but the concept is

rather simple. After being launched up, land on a ledge to your right, and hop onto the yellow spring. Move right, and you'll find a large pitfall. You'll also notice some strange, floating platforms in the distance. Jump onto these platforms, and they'll automatically ascend. Keep using these platforms to go up, and when you're at the very top, head down the slope, and continuing running to the right until you finally reach the GOAL POST.

ACT 3

Head right, get the rings, and hop over the Orbinaut. Run down the steep hill, and go up the slope. In front of you is another Orbinaut, and a collapsing bridge. Avoid the Orbinaut, and drop down the hole when the bridge collapses. When you land, your only option is to head right, since the fan to your left is blocking the way. Continue right, avoiding the Bomb Bots and their red sparks. Keep going, and you'll encounter four yellow springs. These do absolutely nothing, so just ignore them and press on. You'll find another one of those seesaws from Act 2. Once again, jump on one side of them to launch the spike ball into the air. Then, get on the other side of the seesaw. The spike ball will come back down, and propel you into the air. DON'T LAND ON THE LEDGE TO YOUR RIGHT!! Two pesky Bomb Bots are patrolling that area. Instead, just land back on the seesaw to launch the spike ball up again. When it comes back down for the second time, you'll be catapulted even higher into the air. Land on the ledge to your left, and you'll find an Invincibility, Extra Life, and a Super Ring. Get them all. Now, you're invincible, so you don't need to worry about the Bomb Bots. Drop down to the ledge with the Bomb Bots, and they won't hurt you. Move right, and hop onto one of the four moving platforms. There are more platforms to your right. Use them to get across the pit, and be careful not to fall.

Jump onto the ledge to your right, and you'll encounter a stairway platform. Stand on it, and it'll shift into a stairway. There are more stairway platforms as you descend, but watch out for the fireball guns. At the bottom, head right, across the collapsing bridge, and past the fan. WATCH OUT!! A huge group of Bomb Bots are in this area. The fan is more than likely to send you straight into those bombs. This is almost unavoidable, but you could be lucky. At this point, if you still have the Invincibility from before, you can get past this area unharmed. Otherwise, you'll have to risk getting hit and collecting your scattered rings afterwards. When the fan to your right stops moving, continue forward, across the collapsing bridge, and up a slope. You'll notice a platform in front of you. Jump onto it, and it'll ascend. At the top, jump onto the ledge to your left. There are lots of rising platforms here, and they appear in two separate groups. Jump on one of the platforms in the first group, and hop onto the ledge to your right when the platform reaches its highest point.

Head right, and you'll find two seesaws. Below them are some groups of annoying Bomb Bots. Use the seesaws to launch yourself in the air (and avoid the Bomb Bots when they explode). Keep going right, and you'll eventually come across a Super Ring and an Invincibility. Get them both, and continue right. Go up the slope, destroy the Orbinaut, hop onto the ledge, and keep going, running past all obstacles as you're invincible. Before long, you'll run up a slope and encounter a checkpoint. Activate it, then head right to find Robotnik.

++++
BOSS: Robotnik's Seesaw Playground
++++

DIFFICULTY: Easy/Medium
HITS: 8

To beat Robotnik, you need to make use of the three seesaws on the field. Robotnik will drop exploding spike balls from his ship, and they'll land on one side of the seesaw. These spike balls will turn red and explode after a short amount of time.

There are two ways to hit Robotnik. When Robotnik drops those spike balls, you can jump on the other side of the seesaw, and launch those spike balls at Robotnik, before they explode. Or, you could stand on one side of a seesaw, and when Robotnik drops the spike ball on the other side, you will be catapulted into the air and hit Robotnik yourself! Either way works, although the second method gives you MUCH better aim ^_^.

After beating Robotnik, head right to free the animals.

SCRAP BRAIN ZONE

ENEMIES: Caterkiller, Ballhog, Bomb Bot, Jaws, Orbinaut, Burrobot

You have arrived at the final zone...Robotnik's ultimate base is filled with spikes, electricity, fire guns, moving platforms, and all sorts of crazy obstacles that will push you to the limits. The Scrap Brain Zone is a tough zone that will challenge even the greatest of gamers. Prepare for the final showdown!!

ACT 1

Head right, grab the five rings, and you'll encounter a strange, red and white bridge. These bridges will either be open or closed. When they're open, don't stand on them or you'll fall and die. Wait for them to close before moving on. Eventually, you'll come across some pipes that shoot fire out of them. Avoid these, kill the Caterkiller, and keep going until you find a switch. There is a large wheel in front of you, with a small gap where you can get in. Step on the switch, and the wheel will change direction. Go into the gap, and you'll come out on the other side. After that, keep heading right, into the tunnel, and you'll encounter a large machine below you. The machine will move down, left, up, right, and then down again. It will repeat this motion. You have to avoid getting crushed by the machine, and get to the bottom. To do this, follow these instructions. Get on top of the machine, and when it goes down, quickly move left, towards the wall. When the machine, moves left, up, and right again, immediately run below it, and go down. It's not that hard. In fact, the safest place to stand is right next to the wall opposite the machine. Here, the machine cannot crush you.

There are two more of those machines below you. Just use the same strategy and you should get past them without any problem at all. Beware, though. When you get to the third machine, note that there is a Caterkiller at the bottom. Stand next to the wall opposite the machine, and stay there until the Caterkiller leaves. Then, go down, destroy the Caterkiller, and head right. Above you, on the ceiling, you'll notice two objects. These objects will shoot electricity on either side of them. Fortunately, they have short range, and will only shoot electricity periodically. When they're not doing anything, quickly slip below them to avoid the electricity. Head right, through the door, and you'll find yourself in a small area. At first, it appears though there's no way to get to the top. Soon, though, some blocks will start appearing, and you can use them as stepping stones to get to the top. Once there, head left to find a Barrier,

and then go right again. You'll find more of those electric objects, as well as a checkpoint being guarded in the center.

Activate the checkpoint, and continue right. Head down the steps, and avoid the fire-shooting pipes at the bottom. To your right, you'll see some conveyor belts carrying a bunch of smaller platforms to the right. The platforms on the bottom will constantly spin, and if you try to stand on them, you'll fall. The top ones, however, are stable, and you can stand on them without any problem at all. Ride the top platforms to the right, and you'll (hopefully) spot a group of appearing blocks. Use them to get across. Otherwise, you'll have no choice but to fall, considering that if you continue to stand on the conveyor belt, the platforms will start spinning and you'll also fall. Thankfully, there isn't a pit below you, and if you fall, you just simply have to avoid the electric objects, push a switch, and use the bridge to get back on the platforms.

Once you DO make it to the other side, you'll spot a red and white bridge in front of you, just like the ones you saw at the beginning of the act. Falling down this one won't kill you, though. Drop down this shaft, and you'll find two Super Rings, and some springs that will bounce you back up...to even more rings! Once you're done that all that, then continue right. Destroy the Caterkiller, and head into the tunnel. When you come out, you'll eventually come across more red and white bridges. Here, you have two options: take the top route, or the bottom route. I suggest taking the bottom route, mainly because it's much easier.

When the red and white bridge opens, drop through it, and you'll land in the area below you. Up ahead are more fire-shooting pipes, and electric objects on the ceiling above them. This next part is quite tough. Move cautiously, stopping whenever the pipes shoot fire out of them. Do NOT jump, because if you do, you'll likely get hurt by the electricity on the ceiling. Keep going, and soon you'll encounter some conveyor belts. Below is a huge pit, and if you fall, you will die. There are two sets of conveyor belts up ahead. Hop on one of the platforms of the first conveyor belt, and ride it across. At the end of the second conveyor belt, you will see a large board composed of white blocks. Jump onto that board, and quickly run across, because it WILL collapse.

Once you're on safe ground, head right to find three Super Rings. Once you've gotten them, go back and you'll spot a Ballhog above you. These Ballhogs will fire yellow balls that bounce down the descending path. Avoid these, because they will hurt you. Kill the Ballhog, and continue up the path. Go through the door, and head up. There are more Ballhogs in this area, and they will constantly fire those balls at you. Kill all the Ballhogs, and keep going. At the very top, on the last walkway, there are two Ballhogs at the end instead of one. Destroy them both, while avoiding their balls at the same time. Head right, but watch out for the fire-shooting pipe. Go down the steps, and you'll eventually reach the GOAL POST. Touch to end this ridiculously long act.

ACT 2

Welcome to Act 2...you're now INSIDE Robotnik's base. Now, don't you feel special? Anyway, prepare yourself, because this is a pretty big act. It's not any easier or harder than the first, however, at least in my opinion. Head right, and collect all the rings. Watch out, because at the end, there is a fire-shooting pipe below you. To your right is a large area. You'll notice those large, mechanical wheels floating in the air. They don't hurt you, and in fact, they actually HELP you, so listen up.

Jump towards one of these wheels, and you will start to run on them. Don't worry, because you will automatically be "stuck" to them when you do this. While you're doing this, push down to turn into a ball. Eventually, you'll start rolling at a high-speed around the wheel. When the time is right, push either A, B, or C and you'll launch yourself in a direction. This is quite useful for ascending to great heights.

In this room, there are also electric objects at the bottom. Avoid those. Play around with the wheels for a while until you finally get the hang of them. At this point, you have two options: take the top path, or the bottom path. In this walkthrough, we're going to take the bottom path, for one reason or another.

Go to the right side of the room, where those yellow and black platforms are. Use the wheels to ascend, and eventually you'll spot a switch sitting on a platform, about halfway up the room. Push the switch, and a bridge will appear to your right. Jump on the bridge, and head right. There are two Caterkillers as well as a fire-shooting pipe near the start. Avoid them, and soon you'll come across a strange-looking machine that extends from the floor to the ceiling. There is an entrance. Go into the machine, and you'll automatically be transported to another area.

When you come out, head left. You'll spot three layers of spinning platforms. Now, this isn't too difficult. Wait for the first layer to stop spinning, and then run across them. You should be able to get to the other side with no problem at all. Otherwise, watch out for the electric objects at the bottom.

Head down the steps, avoid the fire-shooting pipe, and go through the door. WATCH OUT!! There is a Bomb Bot on the ceiling, like in Star Light Zone. When it explodes, avoid the red sparks (try standing in between them). After that's taken care of, you'll spot a large conveyor belt and a giant, metal wheel above it. The wheel will constantly ascend and descend. Don't touch it, or you'll get hurt. Wait for the wheel to ascend, and THEN run across the conveyor belt like crazy before it comes down again. On the other side, avoid the fire-shooting pipe, and you'll encounter another one of those "tube machines". Go into this machine, and you'll be transported to another area.

When you come out, head right, and avoid the fire-shooting pipe. Up ahead, there are two large conveyor belts waiting for you. This time, though, the conveyor belt is moving right, and that's the direction that you want to go. Once again, wait for the wheel to ascend, and then go across the conveyor belt. At the end of the second conveyor belt, there is a fire-shooting pipe above you. This is hard to avoid, but it shouldn't cause too much harm. Just don't lose your rings, because this stage is about to get harder.

Okay, take a deep breath, because you're about to witness a VERY hard portion of this stage. In front of you is a red and white bridge, and it will constantly open and close. Near the end of the bridge is a fire-shooting pipe on the ceiling. Below the bridge is a hole with an electric object in the center. If you fall, then you're most likely done for, considering how difficult it is to get back up.

So, here's the thing. Wait for the fire-shooting pipe to go off, and then QUICKLY run across the bridge before it turns on again. With any luck, you should cross to the other side unharmed. Otherwise, it will take a few tries before you can make it past this deadly obstacle. Good luck.

After you make it past the first one, don't rejoice just yet, because a second one lies immediately after it. However, they're both pretty much identical. When you've made it through both of them, head right to find another tube

machine. Go into it, and you'll be transported to another area.

When you come out, head right. Go into the tunnel, but watch out for the fire-shooting pipe on the ceiling. Up ahead is a large, vertical shaft, and some spinning platforms. Don't go down there, because if you do, it's very hard to get back up. Just simply jump over the pit, and head right, through the door (watch out for the large gear behind you).

Head right, kill the Caterkiller, and you'll come across more large conveyor belts, and those nasty wheels above them. You can't fall off the conveyor belts, so don't worry. Get on the first conveyor belt, and run to the right. Wait for the first wheel to move right before you drop down to the second conveyor belt. Next, when the first wheel moves left again, hop onto the third conveyor belt. You'll see another wheel up ahead. Wait for it to move right, and then drop onto the fourth conveyor belt. When the wheel moves left again, jump onto the fifth conveyor belt. You're safe now, as there are no more wheels up ahead. Just run across the final conveyor belt, and drop onto safe ground.

Head right, and you'll encounter an electric object on the ceiling. However, it's quite low and seems unavoidable. The only way to get past it, is to take a running start, and roll past it. Go down the steps, and you'll see a large block moving up and down. I hate this obstacle. It's quite annoying, and it's pretty easy to get crushed by it. Wait for it to move up before you run past it.

Keep going, and you'll come across two Bomb Bots on the ceiling, and a fire-shooting pipe on the ground. Wait for the Bomb Bots to explode, and try to dodge the red sparks. Continue right, and you'll encounter two more Bomb Bots on the ground. This time, just simply jump over them, and when they explode, their red sparks should be easier to avoid.

Next, you'll see a switch on the ledge. Step on it, and a bridge will appear in front of you. Jump onto the bridge, and use it to reach the ledge. Beware, though, because there is a fire-shooting above you. Wait for it to turn off, and then hop onto the ledge. Head right, and you'll encounter a swinging spike ball above you. Jump onto the upper path, and run right, avoiding the spike ball. There's a Ballhog at the end of that path, so avoid its projectiles, and destroy it. Behind it is...BINGO!! An Invincibility! Get the Invincibility, and then QUICKLY RUN BACK DOWN THE PATH!!

Dash back and forth, and run down the several walkways. Nothing can hurt you while you're invincible, so don't worry. Don't even bother to destroy the Ballhogs. Just ignore them, and keep running until you reach the bottom. Head right, destroy the Caterkillers, and avoid the fire-shooting pipes. Keep going, and you'll encounter three swinging spike balls. Jump over them if you can (the chains won't hurt you), and keep heading right until you finally reach the GOAL POST.

Is it over? No, of course not. After you touch the GOAL POST, the screen will shift to the right. Run forward and you'll see Robotnik. You can't hurt him, though, so don't even try to. He'll jump on the switch, and the ground below you will start to collapse. This is unavoidable. Just let yourself fall, and it will take you to the final act of Scrap Brain Zone. Get ready...

ACT 3

What in the world? This is it...Act 3 of Scrap Brain Zone is a remade version of the Labyrinth Zone. The walls are white, the background is green, and the

water is...purple? Get ready for a pain, because in this act, everything counts. Air bubbles are harder to get, as well as rings. You'll encounter a slew of familiar obstacles. Spikes, enemies, fire-spitting statues, and of course, the dreaded H2O. You might be thinking: "NOOOOOOOOOO!!!!!"

THE ANSWER: Don't panic, because there IS a shortcut in this act. It's not hard to find, either. Just make it through this act, and the final boss will be a piece of cake. Hold your breath, and let's go in...

At the start, push the switch, and the ledge in front of you will move to the right. QUICKLY run across the ledge, and try to slip below it before it connects with the other end. Once you're below that ledge, you've made it, and now, you're taking the shortcut.

Run down the slope, and at the end, push the switch to open the gate, and then dive into the water (???). As you descend, watch out for the white spears. At the bottom, inhale an air bubble, and head right, avoiding the rotating spike balls. Wait for them to both move out of the way before you pass them. Keep going, and you'll reach an area with an odd structure in the center. Don't fall down the hole, or you'll screw up your chances of making it through the shortcut. Jump onto the structure, but watch out for the two fire-spitting statues. Head right, and at the end, there are more fire-spitting statues on the wall. Wait until they're not spitting fireballs, and then quickly jump and ascend before they can hurt you.

At the top, head right, and avoid the rotating spike ball. Get the rings, and jump over the gap. Watch out for the Burrobots on the other side. Destroy them, and drop through the hole and into the water. At the bottom, there are more Burrobots. Kill them. Inhale an air bubble, and then prepare yourself, for the final section of this level.

To your right is a rotating spike ball. Head up the steps, while avoiding the rotating spike ball. When you get out of the water, there are two more rotating spike balls, which seem almost unavoidable. Try to avoid them as best as you can, and keep heading up until you reach the top. You'll spot a bunch of springs to your left. Jump on one of them, and you'll be taken to the final battle...

++++
FINAL BOSS: Robotnik
++++

DIFFICULTY: Medium/Hard
HITS: 8

This is it...the final showdown against Robotnik. This time, though, your old nemesis won't be fighting you inside his Egg O' Matic. Instead, you'll face off against him inside a large room. The final battle isn't that difficult, but still, take caution because you have no rings (and there is no way to obtain any), and if you get hit EVEN once, you will die.

At the start, head right, and eventually, you'll be inside a large room. This is where you will fight Robotnik. There are four pillars, two on the ceiling, and two on the ground. Keep an eye out for these.

Here's the thing. Every time, two pillars will move, and will attempt to crush you (the bottom ones will move towards the ceiling, and the top ones will move towards the ground). When this happens, immediately get out of the way to avoid getting smashed, but at the same time, Robotnik will be hiding in one of those two pillars. When you see him, then jump and hit him from the side to damage

him. Sometimes, you can't really reach him, usually because either you didn't spot him quickly enough, or if another pillar is blocking you.

After the pillars move, four purple sparks will appear above you. They will then descend to the ground, and then disappear. Avoid those sparks if you can. Find the largest gap in between those four sparks, and try to stand in between them so that they will miss you. This is probably the toughest part of the battle, but it's still pretty simple to avoid.

The process repeats. Pillars move, then the sparks. You have to be quick at this, especially when the pillars are moving. Keep a lookout for Robotnik, but if you can't reach him, then don't sacrifice yourself and get crushed by a pillar. It's not worth it, and you'll have plenty of opportunities to hit him. Eight hits isn't much, after all.

After you defeat Robotnik, he will run to the right, and jump into his Egg O' Matic. Then, he will fly away like a coward. You can jump and hit him once more, just for fun, but it won't make a difference. Either way, Robotnik will flee the scene, and all that's left of him is the memory of him...or is it?

CONGRATULATIONS!! You've beaten the game! However, it's not over yet. In order to see the TRUE ending, you must collect all six Chaos Emeralds from the Special Stages. It's almost identical to the first ending, however, so it's really up to you.

You have beaten Sonic the Hedgehog! I'm not going to spoil the ending for you, so just enjoy it.

SPECIAL STAGES

For those of you who want to see the REAL ending, here is the place for you! Collecting all six Chaos Emeralds isn't easy (and, to be honest, it isn't well worth it either, considering that the second ending is almost identical to the first), but it DOES add a bit of replay value to the game.

This section gives you a brief walkthrough of how to get the emeralds in each stage. For an overview of what Special Stages are about, and how you control Sonic, look above, in the BASICS section.

To enter a Special Stage, you need to have 50 rings at the end of an act. A giant ring will appear near the goal post. Jump through it, and you'll enter the Special Stage.

NOTE: You cannot enter the Special Stage from Act 3 of any zone, as well as any act of Scrap Brain Zone.

In a Special Stage, you will find many different objects. The objects are as follows:

RING - Rings are scattered all over the Special Stage. Collect enough, and you might get a continue.

WALL - Obviously. You can't go outside of the Special Stage. Touching the wall does nothing. It just merely acts as a border.

REVERSE - When you touch this, the entire stage will spin in the opposite direction.

BUMPER - You'll bounce off these.

UP - When you touch this, the entire stage spins faster.

DOWN - When you touch this, the entire stage spins slower.

BLOCK - This red and white object does nothing. Think of it as a wall, except that it can appear in other places as well.

PHANTOM BLOCK - These usually appear in groups. When you cross these, they will automatically turn into Blocks.

GOAL POSTS - Avoid these at all costs!! If you touch them, the stage will end, and you will miss out on your chance of getting the emerald.

DIAMOND - These usually guard the Chaos Emerald. Keep touching them, and they will eventually disappear. They will also change colors every time you touch them (from blue, to green, to yellow, and to pink).

CHAOS EMERALD - This ends the Special Stage. There are six of them in the game. Collect all six to see the TRUE ending.

Check for more info on GameFAQs. NickBush24's Special Stage maps are a HUGE help.

SPECIAL STAGE I (BLUE EMERALD)

The first Special Stage isn't that hard. The entire stage will constantly spin, so watch out. Head down the narrow passageway, and you'll soon find yourself in an open area, full of rings. Don't fall to the bottom, or you'll hit a GOAL POST. Head left, and you'll go through some phantom blocks (which will then turn into regular blocks).

You will now be in a very small room. There are two goal posts in this area. Stand on the blocks to prevent falling into them. Here, you'll find the Chaos Emerald in the very center. However, it's surrounded by diamonds. Keep touching the diamonds, and eventually, they will disappear. After they disappear, get the Chaos Emerald to end the stage.

SPECIAL STAGE II (YELLOW EMERALD)

Right at the beginning, there's a goal post to your left. Head right, and into another area with two bumpers in the center. Avoid going into the goal post in this area, and continue. Go through the phantom blocks, and be careful, because there's a nasty goal post at the bottom. Touch the diamonds to make them disappear, then get the Chaos Emerald at the center of the room.

SPECIAL STAGE III (PURPLE EMERALD)

This is a huge Special Stage. There really is no definite route here, because it's just a large clump of rings, blocks, and bumpers. Near the bottom of the stage is the Chaos Emerald, surrounded by diamonds. Once again, keep touching the diamonds to make them disappear, then get the Chaos Emerald to end the stage. There are five goal posts in this stage, so avoid them at all costs.

SPECIAL STAGE IV (GREEN EMERALD)

At the start, just head down the narrow passageway. There aren't any goal posts at the moment, so don't worry. When you reach the third group of blocks surrounded by rings, keep an eye out for a path that leads to a goal post. Soon, you'll encounter an arrow. Follow it, and head in that direction. Keep going straight until you come across another arrow. Go past the phantom blocks, and you'll be in a room where the Chaos Emerald lies.

Touch the diamonds to make them disappear, then get the Chaos Emerald. The two goal posts are located near the entrance, but you can just easily avoid them.

SPECIAL STAGE V (RED EMERALD)

Head down the passageway. When you reach the fourth cluster of rings, and a bumper in the center of the path, know that a goal post is nearby. Keep going, and soon, you'll encounter two blocks and a line of rings pointing in the direction of another path. DON'T TAKE THAT PATH!! A goal post is there. Instead, just continue taking that same route, and eventually you'll find some phantom blocks. Cross them, and they'll turn into regular blocks.

This is a fairly large room. In the center is a Chaos Emerald. The two bumpers on either end are somewhat annoying. Just keep touching the diamonds until they disappear, then get the emerald. There are two goal posts in this room, and they are located on the left and right of the entrance.

SPECIAL STAGE VI (WHITE EMERALD)

This is the final Special Stage, and it's almost identical to the third one. Again, there isn't any definite route, and it's just a huge space filled with rings, blocks, and such. The Chaos Emerald is easy to find, but the large group of diamonds surrounding it makes it hard to get to. There are four goal posts in this stage, located at each of the four corners. Repeatedly touch the diamonds, and try to maintain your balance. Once you get the Chaos Emerald, the stage will end.

BOSSSES

This is the BOSSSES section. In the walkthrough, I have included strategies for every boss in the game. However, to make things easier, I have also written a section devoted ENTIRELY to bosses. If you're stuck on a certain fight, then you've come to the right place.

++++
BOSS: Robotnik's Ball & Chain Machine
++++

LOCATION: Green Hill Zone (Act 3)
DIFFICULTY: Easy
HITS TO DEFEAT: 8

Your first encounter with Robotnik isn't all that tough. A large, checkered ball will hang from a chain under his Egg O' Matic. To take him out, you need to avoid the checkered ball, and hit him 8 times.

This isn't hard. In fact, his attack pattern is quite predictable. He'll swing the checkered ball back and forth, trying to hurt you with it. When he swings the ball towards you, the safest place to be is under one of the two platforms, where he cannot harm you.

This is the strategy: First off, get on one of the platforms. When Robotnik swings the checkered ball in the opposite direction, jump and hit him once. When he swings the ball in your direction, quickly get under the platform, and back onto it once it's safe. The process repeats from here. You'll need to hit him 8 times before he's destroyed.

++++
BOSS: Robotnik's Fireball Machine
++++

LOCATION: Marble Zone (Act 3)
DIFFICULTY: Easy
HITS TO DEFEAT: 8

This is an easy boss. Robotnik fights by shooting fire on the platforms from above. He'll do one platform at a time, and will move back and forth while doing so. Begin this battle by standing on the left platform. When he approaches you, quickly hit him once, and then jump over the lava and onto the other platform to avoid his fire attack. When Robotnik gets near you again, hit him once, and then jump to the other side. By this time, the fire should've cleared itself on the other platform. The process repeats from here. Overall, an easy boss. It takes eight hits to put him to rest...for now.

++++
BOSS: Robotnik's Spike Machine
++++

LOCATION: Spring Yard Zone (Act 3)
DIFFICULTY: Medium/Hard
HITS TO DEFEAT: 8

This boss can get pretty tough. Robotnik, as usual, flies in his Egg O' Matic, and a spike will appear from under his ship. Now, here's the thing. You stand on a bridge made COMPLETELY out of blocks. When you get under Robotnik and his ship, he'll descend, and will use his spike to destroy one of the blocks that you're standing on. Of course, at that moment, you're in danger too, because if you don't get out of the way, you'll be hurt by the spike. On the other hand, when Robotnik descends, that will be your time to strike. Just move out of the way, and jump on him when he lowers. You can usually get from one or two hits every time.

However, because Robotnik keeps descending and destroying blocks, not only do you have to worry about the spike, but as the number of blocks decrease, one of your biggest concerns will be to prevent yourself from falling into the pit. Therefore, in this battle, you'll have to take out Robotnik fast, or else your standing ground will soon disappear completely.

Most people just run randomly around the field, hitting Robotnik when he comes down. However, the way I win this, is using patience. At the start of the battle, stand on the leftmost block, and wait for Robotnik to approach you. When he comes and descends on you, MOVE OUT OF THE WAY!! Then, hit him once (or

possibly even twice) and wait for him to ascend. Stand on the block RIGHT NEXT to the one that Robotnik just destroyed, and wait for him to descend again. Once he does, get out of the way, and hit him again. The process repeats from here. The key is to move to the next block after EVERY TIME Robotnik destroys a block that you were formerly standing on. This way, it is almost guaranteed that you will be safe throughout the entire battle. As long as you're cautious and don't fall into the pit, Robotnik should be destroyed with two or three blocks remaining on the right side of the field.

++++
BOSS: Robotnik's Death Trap
++++

LOCATION: Labyrinth Zone (Act 3)
DIFFICULTY: Hard
HITS TO DEFEAT: N/A

This boss is different from all the rest. You don't have to hit Robotnik in this battle. In fact, you don't even have to avoid him at all! He'll fly up a long, vertical shaft, and your mission is to chase him and reach the top. Simple, right? Not exactly. The entire shaft is filled with white spears, tricky jumps, fire-spitting statues, and, of course, the dreaded H2O. You might be thinking: "Water? I don't see any water."

THE ANSWER: Guess what? The water that was chasing you up the long stairway is back, and if you don't hurry, it'll catch up to you and it'll make you drown! That's why you have to hurry up the shaft, not stopping for anything. However, patience is also quite important in this battle, because rings are scarce here and getting hit EVEN once will lower your chances of making it out of there alive. Time your jumps carefully. Wait for the white spears to retract before moving on. Make your way from platform to platform, and navigate this shaft carefully, and you should reach the top unharmed.

++++
BOSS: Robotnik's Seesaw Playground
++++

LOCATION: Star Light Zone (Act 3)
DIFFICULTY: Easy/Medium
HITS TO DEFEAT: 8

To beat Robotnik, you need to make use of the three seesaws on the field. Robotnik will drop exploding spike balls from his ship, and they'll land on one side of the seesaw. These spike balls will turn red and explode after a short amount of time.

There are two ways to hit Robotnik. When Robotnik drops those spike balls, you can jump on the other side of the seesaw, and launch those spike balls at Robotnik, before they explode. Or, you could stand on one side of a seesaw, and when Robotnik drops the spike ball on the other side, you will be catapulted into the air and hit Robotnik yourself! Either way works, although the second method gives you MUCH better aim ^_^.

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FINAL BOSS: Robotnik
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LOCATION: Scrap Brain Zone (Act 3)
DIFFICULTY: Medium/Hard
HITS TO DEFEAT: 8

This is it...the final showdown against Robotnik. This time, though, your old nemesis won't be fighting you inside his Egg O' Matic. Instead, you'll face off against him inside a large room. The final battle isn't that difficult, but still, take caution because you have no rings (and there is no way to obtain any), and if you get hit EVEN once, you will die.

At the start, head right, and eventually, you'll be inside a large room. This is where you will fight Robotnik. There are four pillars, two on the ceiling, and two on the ground. Keep an eye out for these.

Here's the thing. Every time, two pillars will move, and will attempt to crush you (the bottom ones will move towards the ceiling, and the top ones will move towards the ground). When this happens, immediately get out of the way to avoid getting smashed, but at the same time, Robotnik will be hiding in one of those two pillars. When you see him, then jump and hit him from the side to damage him. Sometimes, you can't really reach him, usually because either you didn't spot him quickly enough, or if another pillar is blocking you.

After the pillars move, four purple sparks will appear above you. They will then descend to the ground, and then disappear. Avoid those sparks if you can. Find the largest gap in between those four sparks, and try to stand in between them so that they will miss you. This is probably the toughest part of the battle, but it's still pretty simple to avoid.

The process repeats. Pillars move, then the sparks. You have to be quick at this, especially when the pillars are moving. Keep a lookout for Robotnik, but if you can't reach him, then don't sacrifice yourself and get crushed by a pillar. It's not worth it, and you'll have plenty of opportunities to hit him. Eight hits isn't much, after all.

After you defeat Robotnik, he will run to the right, and jump into his Egg O' Matic. Then, he will fly away like a coward. You can jump and hit him once more, just for fun, but it won't make a difference. Either way, Robotnik will flee the scene, and the game will end.

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(6) - SECRETS & HINTS

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Welcome to the Secrets & Hints section. "Sonic the Hedgehog" is a fairly hard game, but for those of you who can't beat it, Sonic Team was nice enough to include a bunch of cheats for us. Only use them if necessary, or else it'll ruin the fun factor of the game.

MESSED-UP DEMO - When the demo is playing, hold [A], [B], [C] and Sonic will constantly make mistakes, bump into obstacles, and possibly even die.

LEVEL SELECT - At the title screen, when Sonic appears out of his logo, hold [A] and push [UP], [DOWN], [LEFT], and [RIGHT]. If performed correctly, a "ding" will be heard. Without releasing the A button, push START to be taken to the Level Select screen.

CONTROL MODE - At the title screen, when Sonic appears out of his logo, push [UP], [C], [DOWN], [C], [LEFT], [C], [RIGHT], and [C]. If performed correctly, a "ding" will be heard. Push START to begin the game. In Control Mode, you can

access a bunch of new options. Pause the game, push [A] to restart the game, hold [B] to access slow-motion, and push [C] to make the game advance one frame at a time.

DEBUG MODE - At the title screen, activate Control Mode by pushing [UP], [C], [DOWN], [C], [LEFT], [C], [RIGHT], and [C]. If performed correctly, a "ding" will be heard. Next, push START, and hold A as you do so. Don't release those buttons until the game starts. If done correctly, you should see some weird numbers at the top-left corner of the screen.

In Debug Mode, you can do all sorts of things. Push [B], and Sonic will turn into an object. Push [C] to place the object on the screen. Use [A] to cycle through the different sorts of objects. Push B again to turn back to normal Sonic. Also, while you're an item, nothing in the game will affect you, which means enemies can't hurt you, and you can even pass through walls and obstacles!

Take caution while using this code, because while in Debug Mode, a lot of things will be messed up. It's still playable, however, so rest assured.

GAME GENIE CODES - If you happen to have a Game Genie, then these are the codes to use for this game:

- AE3T-AAAL - You start with 1 life.
- AY3T-AAAL - You start with 5 lives.
- AE0T-CABE - Once you gain Invincibility, you stay invincible until the stage ends, or when you die.
- SCRA-BJX0 - Each ring is worth 2.
- SCRA-BNX0 - Each ring is worth 3.
- SCRA-BTX0 - Each ring is worth 4.
- SCRA-BYX0 - Each ring is worth 5.
- SCRA-B2X0 - Each ring is worth 6.
- SCRA-B6X0 - Each ring is worth 7.
- SCRA-BAX0 - Each ring is worth 8.
- GJ6A-CA7A - You have infinite lives.
- AJ3A-AA4G - You gain access to the Level Select menu.
- AY3T-BA4R - You start with 5 Chaos Emeralds in possession.
- DDLT-AAGL - You jump higher than your regular jump.
- KDLT-AAGL - You jump lower than your regular jump.
- BDLT-AAGL - You jump VERY high, and you "float" in the air.
- AEOT-CABY - Once you gain Speed Shoes, you keep them until the stage ends, or when you die.

Those are the codes. Have fun!

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(7) - CONCLUSION

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LINKS

www.sega.com - The company who created Sonic. Their site is quite spectacular, so it's worth a look.

www.planetdreamcast.com/sonic - Shadow of a Hedgehog is an excellent site containing lots of Sonic-related stuff. They have music, wallpaper, fan comics, and even a message board! Check it out!

www.sonichq.org - Sonic HQ is another great Sonic site. Its encyclopedia is probably the best resource for character information and stuff. They also have comic scans from the Sonic Archie comic series, and plus another bunch of interesting features.

www.teamartail.com - If you're looking for Sonic/Furry art, then this is the place to look. Their Art Archive is amazing, and they have more features on the rest of their site as well.

CREDITS

Sega - For creating the Genesis.

Sonic Team - For making this game.

GameFAQs - This awesome site, and it's hard-working team of geniuses.

ASCII Generator - Responsible for the ASCII Art (above).

Everybody Else - All you people who supported me.

AUTHORIZED WEBSITES

If your website isn't listed below, you can e-mail me, and I'll put your website on this list. ONLY the websites listed below are allowed to post this guide on their site.

www.gamefaqs.com
www.neoseeker.com
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CONTACT ME

E-MAIL: <lightning_chaos@hotmail.com>

If you have any questions, comments, or spotted any mistakes in this FAQ, then feel free to contact me. I check my e-mail at least once a day, so chances are that I will reply to you within a day or so.

Enjoyed this game? Try Sonic the Hedgehog 2 for the Genesis/Megadrive!

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-END OF FAQ-

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