Sonic The Hedgehog Boss FAQ

```
                        Sonic the Hedgehog
                         For the Genesis
                            Boss FAQ


                         By Ryan Harrison
                      rharrisonfaqs(at)gmail.com


                    Last Revised: 01 January 2006
                            Version 1.3


            This document is Copyright (c)2003-2006 Ryan Harrison


===============================================================================


Table of Contents


      1. Version History
      2. Boss FAQ
      3. Credits
      4. Legal Disclaimer
      5. Contacting Me



===============================================================================
                           1. Version History
===============================================================================


Version 1.3  -  01 January 2006  -  The new layout and updated copyright notice
                                    for this FAQ.

Version 1.2  -  26 October 2004  -  Here's a newly reformatted version of this
                                    FAQ.

Version 1.1  -  01 August 2003   -  Allowed IGN to host this FAQ on their site.

Version 1.0  -  20 June 2003     -  The first version of this FAQ.



===============================================================================
                             2. Boss FAQ
===============================================================================


Of course, there are a few ways you could take out Robotnik rather than those
just listed here. I am giving the simplest way to take Robotnik out, however if
you'd like to submit your own strategy, just E-Mail it to me and I'll post it
up in the next update, and you'll be given credit. Enjoy!



Green Hill Zone
---------------
Scenery: On each side of the screen are two floating platforms, a medium jump
         height above the ground.

Robotnik's Attack: Robotnik will fly down in his Egg-O-Matic in the center of
```
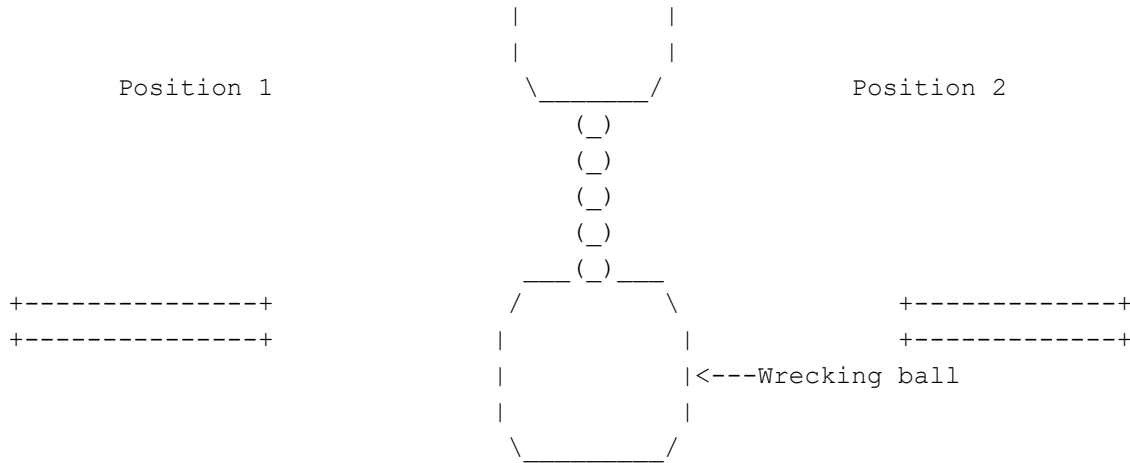
the stage. He'll release a giant wrecking ball on a chain
                        from the bottom of the Egg-O-Matic. He then flies slowly
                        from left to right as he swings the ball. To scale, it looks
                        like this:

                                   | |
                                   | |
        Position 1   _____/   Position 2
                                     (_)
                                     (_)
                                     (_)
                                     (_)
                                  ___ (_) ___
+---------------+   /   \   +------------+
+---------------+ | | +------------+
                                 | |<---Wrecking ball
                                 | |
                                  _____/

Position 1 marks the highest height the ball can reach on the left side.
Position 2 marks the highest height the ball can reach on the right side.

Strategy: Shortly before the Boss Attack there is a high tree with an
          Invincible monitor in it, which can just be reached if you run down
          the little slope at top speed and jump while you go down. If you're
          quick, you can defeat Robotnik before the invincibility even wears
          off.

          If you cannot get it, what is best to do is to hide under a platform
          and duck while Robotnik swings the ball your way. When it moves the
          other way again, quickly climb the platform and jump into him. Now
          QUICKLY get back under the platform and repeat. You could even switch
          sides if you want.

          You need to hit Robotnik eight times to knock him out.

Marble Zone

Scenery: Two islands on each side of the screen separated by a pool of lava.
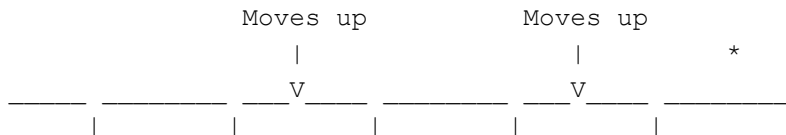
Robotnik's Attack: Robotnik will appear on the right side of the screen. His
                   Egg-O-Matic has a pipe on the bottom which releases
                   fireballs. He'll drop one onto the platform and it will be
                   set on fire temporarily. He flies in an arc to the other
                   platform and does the same thing, then goes back to the
                   previous platform, and repeats the process.

Strategy: Start by staying on the left platform and let Robotnik flame the
          platform on the right. When he arcs toward you, jump over and hit
          him, and use the rebound to move left back onto the platform, don't
          fall in the lava! The other platform should have finished frying now,
          so leap over. Repeat as before and it's a piece of cake. Hit him
          eight times to finish him off.

Spring Yard Zone

Scenery: 10 stepping blocks made like a bridge.

Robotnik's Attack: Robotnik will hover above the block Sonic is standing on. A
                   spike then comes out of the bottom of the Egg-O-Matic and he
                   flies directly down to haul up the block, so you had better
                   move! He'll then destroy the block then fly around a little
                   more before doing it again.

Strategy: Always stay near to the left and try to mak Robotnik take out each
          block one directly after the other. When he dives down, try to hit
          him twice, it's possible. You can hit him while he flies, but do not
          move around too much or he can go for the next block and make gaps,
          which is strenuous when you need to attack safely. Don't let him take
          out too many blocks on the right, or when you beat him, you couldn't
          make the jump to the animal tanker!

Labyrinth Zone

Scenery: Moving upward through a narrow gap between walls with spears and fire
         breathing gargoyles.

Robotnik's Attack: He doesn't attack. He just flies directly upwards.

Strategy: It is possible to take Robotnik out by hitting him eight times. Or
          you could just climb to the top and he'll fly away and you instantly
          have the victory, but you don't get 1000 points for beating him.
          Remember to climb quickly as you have water on your tail. And watch
          out for the spears and gargoyles.

Star Light Zone

Scenery: Three seesaws.

Robotnik's Attack: Robotnik picks a random seesaw and drops a mine on it. The
                   mine flashes red and blows up after a short amount of time.
                   If Sonic is standing on the opposite side of the seesaw when
                   it is dropped, he'll be propelled into the air.

Strategy: There are two best ways to attack Robotnik. When he drops the mine on
          a seesaw you are NOT standing on, wait for him to fly above it. Then
          jump on the other end and the mine should fly up and hit him! Or you
          could stand on one end of a seesaw and when he drops the mine on the
          other end you'll be rocketed into the air and you can hit his Egg-O
          Matic. Ingenius.

Scrap Brain Zone

There is no boss of the Scrap Brain Zone, but Robotnik makes a cameo in Act 2
=P

Final Zone

Scenery: Two crushers in the ground and ceiling (two that move down, two that
         move up)

_____|_____|_____|_____|_____
       ^   ^

```
          |                        |                         ___
      Moves down          Moves down                    (___

                  Moves up          Moves up
                     |                 |          *
_____ _____ ____V_____ _____ ____V_____ _____
     |         |       |         |          |

* = STAY HERE, ONLY MOVE WHEN THE SPARKS COME OUT!

Robotnik's Attack: First of all, two random crushers will come out of the
                   ceiling or floor. Robotnik will be in one of them. Then,
                   four sparks will be sent out of the sparker. They start
                   moving to the floor. Two more crushers will appear again,
                   and the process repeats.

Strategy: What I tend to do is to stay under the sparker. When the crushers
          move out, if Robotnik is in one of the crushers nearest to you,
          quickly hit him as the crushers move at a quick pace. If you cannot
          reach him, just wait and have patience. He'll be bound to appear in
          one of the closer crushers.

          When the sparks come out, run onto the crusher ground and find the
          biggest gap between the sparks. When you jump through, maneuvre right
          so you can safely go under the sparker again and you are not at risk
          of being hit by the crushers. Repeat the process and hit Robotnik
          eight times.

          When you bugger his crushers, he'll appear out of a tube and run for
          his Egg-O-Matic. Follow him. When he gets in it, quickly hit him to
          watch him go down in fashion!

Congratulations on foiling Eggman's plans and completing Sonic the Hedgehog!


===============================================================================
                              3. Credits
===============================================================================


Steve "Psycho Penguin" McFadden
     My best GameFAQs buddy. Thanks for all the help and support.

Jeff "CJayC" Veasey, the IGN staff, and other sites whom have posted this FAQ
     For hosting all my work and allowing me to become a much more recognised
     author.


===============================================================================
                          4. Legal Disclaimer
===============================================================================


This FAQ is copyright (c)2003-2006 and exclusive property of Ryan Harrison.
Everything contained in this file is my own info, unless it has been notified
and credited as info from another source. This FAQ may ONLY appear on the
following sites:

1up.com (http://1up.com/)
GameFAQs (http://www.gamefaqs.com/)
```

```
GameNotOver (http://www.gamenotover.com/)
GamerHelp (http://www.gamerhelp.com/)
HonestGamers (http://www.honestgamers.com/)
IGN FAQs (http://faqs.ign.com/)
Neoseeker (https://www.neoseeker.com/)
Omega Gateway (http://omegagateway.com/)
SuperCheats (http://www.supercheats.com/)
```

If you would like to post this guide on your site, feel free to do so, but only as long as you contact me first and I grant you permission. If any of my FAQs is marked as Version FINAL, I'm not going to let you post them up, as I don't have time to be registering with all the sites just to have my guides posted up. If you're going to be stupid and decide to post ANY of my FAQs, let alone this one, on your site without my permission, that is plagiarism, and it's illegal. So just don't do it. This FAQ may also NOT be sold for profit, published for profit or reproduced for profit. This document is protected by copyright law, and I will find out if you rip me off. However, if you would like to use some of my info for your own FAQ, then I have no problem with that, JUST SO LONG AS YOU ASK ME AND CREDIT ME. That is all.

```
===============================================================================
                            5. Contacting Me
===============================================================================
```

If you wish to get in touch with me regarding my work, whether you have any questions, comments or suggestions for this or any other of my FAQs, my E-Mail address is rharrisonfaqs(at)gmail.com. Please make sure that your questions have been answered within the file before you send them, because I do not have time to look and reply to E-Mails that already have the solutions posted up, and you will likely not get a reply. If the file is complete and has a version number FINAL then you should definitely re-check before you send an E-Mail to me, otherwise then I'd be glad to help you out.

If you do send something helpful to me, then I will include in a future update of the file and I will give credit to you for whatever you have submitted. Please have a sensible E-Mail topic like "FAQ Question" so that I do not mistake it for something else and delete it. Thanks for reading and take care.

http://www.gamefaqs.com/features/recognition/22792.html

This file is dedicated to the memory of the late Chris MacDonald, who died on May 17, 2004. Rest in Peace.

http://www.gamefaqs.com/features/recognition/85.html

-END OF FILE-