

Sonic The Hedgehog 2 FAQ/Walkthrough

by Frightwolf

Updated to v5.5 on Apr 5, 2007

Sonic the Hedgehog 2 FAQ

System: Sega Genesis
Nintendo Gamecube (in Sonic Mega Collection)
PS2/XBox (Sonic Mega Collection Plus)
Version 5.5, 4/5/07

Email Address: Frightwolf_2005@yahoo.com

Copyright 2005

This document can be reproduced and redistributed without consent for personal and private use only. This cannot be used for commercial purposes, and if this document is to be used for non-personal and non-private use but the use isn't for commercial purposes, you must get consent from me, and I must also be given credit for the FAQ

-----Table of Contents-----

Use CTRL + F to go to a find menu and type in the three-letter code you see after the sections to quickly find the section. Saves time if you don't want to scroll down.

SECTION 1: Introduction (ABC)

SECTION 2: Version History (DEF)

SECTION 3: Various Personal Opinions About Sonic 2's Levels/Bosses (GHI)

SECTION 4: Items (JKL)

SECTION 5: What's New In Sonic 2 in Comparison to Sonic 1? (MNO)

SECTION 6: Sonic 2 Walkthrough (PQR)

SECTION 7: My View of the Sonic 2 Beta (STU)

SECTION 8: 2P Mode (VWX)

SECTION 9: Knuckles in Sonic 2 Hints (YZ)

SECTION 10: Cheats (CHE)

SECTION 11: Added Sections Made By People Who E-Mail Me (RTY)

SECTION 12: Special Thanks, if any (QWE)

SECTION 1: Introduction (ABC)

I've always been a fan of 2D Sonics (3D Sonics, like Sonic 3D Blast and the well-received Sonic Adventures, just didn't cut it for me). Sonic the Hedgehog 2 was always my favorite 2D Sonic, as it was a blast from the moment I played it. This FAQ should help you beat the game if you have just received it or are having difficulty at a certain place. I hope this FAQ helps, and please submit things if I missed anything or if you have an easier way of getting around an area of the game.

SECTION 2: Version History (DEF)

January 5th, 2003: Started the FAQ with all ten sections. Ver. 1.0

January 6th, 2003: Fixed a few grammar and spelling mistakes. Also changed some sentences around where I felt some things may not have made sense. Added another tip for Aquatic Ruins. Added a few sentences to tips on various levels. Ver.1.10.

January 6th, 2003: Ack! Changed the last tip on Metropolis. The spikes on the brown boxes move clockwise, not counter-clockwise. Ver.1.11.

January 11th, 2003: Well, I added a "Knuckles in Sonic 2" section. Dunno why I didn't do that before. I fixed up a few very minor details as well, and obviously, since I added a new section, changed the Table of Contents section. Ver. 2.0.

January 28th, 2003: A reader named Firestarter E-Mailed me and made a few comments. He replied about my comment on Sonic 2's ending (see SECTION 3), he gave me another strategy for the Metropolis boss, and he told me the difficulty ratings he'd give each stage if you are Super Sonic. I added in another section due to his E-Mail (SECTION 11 if you're curious), and added in his comments for the Metropolis boss and SECTION 3. Ver. 3.0

March 24th, 2003: Wow, haven't updated in a while. Well, that's because I don't have much else to add. But luckily, you folks have been contributing and making my life a lot easier. We have another contributor: wouter aka z.d. He gave his own strategy for defeating the final boss. Ver. 4.0

June 12th, 2003: Fixed a few spelling errors I made. Fixed the "Become Super Sonic without Emeralds" cheat. It's 4-1-2-6, not 2-1-4-6, as pointed out by another contributor, Ralp V. Sorry about that. Ver. 4.1.

June 16th, 2003: In a post I made on the board, I asked for criticism for the FAQ. Board member GavLuvsGA added a few tips on the Chemical Plant level. Also, Ralp V mentions a faster way to defeat the Metropolis boss. Ver. 5.0

February 22nd, 2005: Been almost two years! I updated my E-Mail address. It is Frightwolf_2005@yahoo.com now. Ver. 5.2

August 3rd, 2005: Submitted this to the Sonic Mega Collection games for GC, PS2, and XBox. Ver. 5.3

August 10th, 2005: Submitted a new tip for Knuckles in Sonic 2, Casino Night, Boss Fight. Ver. 5.4

April 5th, 2007: Once again, it's been almost two years! I added a user submission from xineki valentine for the final boss. Ver. 5.5

SECTION 3: Various Personal Opinions About Sonic 2's Levels/Bosses (GHI)

I've always thought that Sonic 2's levels were the best of the Genesis Sonic games. They each had personality screaming through each of them, and the music in this game is very catchy, unlike Sonic 3 and Sonic & Knuckles, which didn't have nearly as many memorable songs as Sonic 1 and Sonic 2. Also, there are so many levels in Sonic 2, offering new experiences through each stage.

The bosses upset me, though. Sure, there are a few tricky ones, but most of the bosses in this game are very easy. You can jump on top of Robotnik's contraptions continuously from the start of the fight in some cases. It's a shame, but it shouldn't detract from the overall experience of this game.

SECTION 4: Items (JKL)

Rings:

I shouldn't have to explain. These are gold rings that are scattered throughout the levels. They're relatively easy to find, but if Sonic is hit by an enemy and doesn't have any rings, he'll lose a life.

Ring Box:

Jumping on this box will get you 10 rings.

Running Shoes Box:

These are boxes with a red shoe on them. Jump on them, and Sonic will be able to run faster. The music will also speed up.

Invincibility Box:

These are boxes with silver stars on them. Jump on them, and Sonic will be surrounded by stars and will be invincible for a certain amount of time.

Shield Box:

These are boxes with a blue shield on them. Jump on them, and Sonic will be surrounded by a blue shield. If he gets hit by an enemy while he has a shield, he will lose his shield but will NOT lose any rings.

Life Box:

Boxes with Sonic on them. Jump on them for an extra life.

Star Post:

These are checkpoints that are scattered throughout the level. If you die, you'll go back to the most recent one you passed. If you didn't pass through any, you'll go back to the beginning of the level if you die. If you have more than 50 rings when you go past a star post, a glowing circle of rings will spin on top of it, and if you jump through it, you'll be transported to a special stage where you can get one of seven Chaos Emeralds in order to become Super Sonic.

SECTION 5: What's New in Sonic 2 in Comparison to Sonic 1? (MNO)

There are a few additions.

1) Tails has been added to the game. Tails is a fox that looks up to Sonic and follows him around wherever he goes. He helps more in Sonic 3, unfortunately. In Sonic 2, he can't pick Sonic up or swim him to safety. All he does is mimic every move Sonic does. On occasion, he'll flip a switch for you, open a box, and sometimes even save you! But I'm still debating as to if he actually DOES all those things or if he just jumps around so much and accidentally does these good deeds.

2) There are seven Chaos Emeralds in Sonic 2, but in Sonic 1 there were six.

3) The special stages have been changed. You are pretty much in a 3D world in the special stages, and you get as many rings as possible while avoiding the bombs.

4) Sonic can become Super Sonic. In Sonic 1, after getting the Chaos Emeralds, you couldn't become Super Sonic. In Sonic 2, you can. After getting all the Emeralds, simply jump in the air after collecting 50 rings in a stage and you will transform.

5) Sonic can now spindash. Hold down and press A, B, or C (A, X, or Y on the Gamecube controller), then let go of the down button. Watch Sonic spindash! =)

SECTION 6: Sonic 2 Walkthrough (PQR)

Okay, enough of all that talk above; now it's time for the good stuff. A small bit of info before I start (please read it):

This walkthrough isn't a step-by-step walkthrough. That ruins the flow of the game, in my opinion. This walkthrough will tell you of all the hazards that are in each level and various obstacles (like the corkscrew in Emerald Hill). Even though this walkthrough isn't specific to every single part of the level (save for a few scenes like chemicals rising in Chemical Plant Zone), it should help you get passed most of the obstacles in the game.

If you're not convinced and want something step-by-step, I suggest WWalker's FAQ, as it is as detailed as they come in the Sonic 2 FAQ section.

Also, one more thing, the basic layout of the walkthrough is that I will give you the name of the zone, a difficulty of the zone (from 1-10), the hazards you will have to overcome, the boss at the end of each zone, and a difficulty rating for the boss (from 1-10)

With that being said, let us begin.

Zone 1: Emerald Hill Zone

Zone Difficulty (1-10): 2

Sonic starts his big adventure here! The scenery looks similar to Sonic 1's Green Hill Zone (Emerald Hill was originally called Green Hill in the beta). Emerald Hill has very upbeat music and is not too difficult. It gets a 2 because there are a few hazards that might throw you off.

- 1) The loop-de-loops are back. Spin-dash through them to get a lot of coins.
- 2) Be careful of the monkeys on top of the palm trees. They throw coconuts at you and are scattered through the level. The other badniks are fish that jump out of the water (just jump at them to deal with them) and flying badniks called Buzzers that shoot at you.
- 3) The corkscrew is pretty neat. Spindash through them to get all the rings. Go through them too slowly and you'll fall.
- 4) Be aware that spikes pop out from the ground at various places. They might stop you in your tracks if you're racing through this pretty easy stage.
- 5) This zone is very accessible. You can go anywhere, turn around whenever you feel like it to go to higher or lower places, and get to any hard-to-reach place pretty easily without having to search for anything. Don't be afraid to explore since there aren't many huge dangers.
- 6) There are tons of starposts here. If you want to become Super Sonic, you can knock off many emeralds on this first stage alone.

BOSS - Dr. Robotnik's Vehicle Contraption

Number of Hits to Defeat: 8

Boss Difficulty Rating (1-10): 1

This is the easiest boss in the whole game, and probably the easiest boss in every 2D Sonic ever made. The intro is cool; the jeep vehicle (with a spike on the front) drives through unmanned, and Dr. Robotnik flies in and starts controlling it. However, after that, all Dr. Robotnik does is drive back and forth. Jump on his head whenever possible. Hit him seven times and the spike at the front of his vehicle will launch out at you (if he moves off screen before you can get the 8th hit in, that is). Hit him one more time to finish him off.

Zone 2: Chemical Plant Zone

Zone Difficulty (1-10): Iffy. 3 or 7. I'll explain why later.

Some people can breeze through with only a few minor problems. Some have a whorish time trying to defeat this level. You might have an easy time (3 rating), or you might have a hard time (7 rating). I don't know, but hopefully this walkthrough will make it easier for you either way.

1) Still some loop-de-loops. You'll come across so many of those in this zone.

2) There's a black contraption in this game (sets of tires? Dunno) that will send you zooming through parts of the levels. More of often than not, you won't need to worry about badniks hitting Sonic when these things throw you. There's only one instance where you'll have to slow down (I'll get to that later).

3) There are blue, bubbly chemicals that spring out through the ground in the 1st act. They're easy to avoid unless you're trying to race through.

4) The badniks aren't that hard. There are ground and wall badniks, Spinies, that shoot at you occasionally, and spiders called Grabbers that hang from the ceiling, grab you, and squeeze you out of your rings. Jump on both of those to take care of them. If a spider grabs you for some reason, then hope that Tails is there, because he'll jump, kill the spider, and rescue you if so.

5) Act 2 introduces you to the pink chemical called "Mega Mack". Stay in there too long and you'll see a countdown timer, signaling you to get outta there (there are no air bubbles). It won't kill you, but like I said, you can drown.

6) In Act 2, there's one black contraption that sends you flying in the middle of the act. You'll know it's the one if you come across a red spring during your flight (the weird red spring, not the regular one that springs you up vertically). If you come across that, slow down. Slowly after that red spring, you'll come across an opening where you'll see moving blocks. Go in the opening, and the Mega Mack will rise. You'll need to use the moving blocks to make your way back to the top (Don't worry; if you're patient and not rushing through, you'll escape untouched). After you escape, you'll come across two moving platforms moving horizontally above the Mega Mack. Don't fall in or else you'll have to hurry back up again. Then after THAT, you'll come across four platforms that flip up and down. Fall in there and you're definitely screwed. After that, you're home free.

GavLuvsGA writes in:

"Also, Chemical Plant Zone has a neat shortcut where just before climbing up through the Mega Mack, if you take the upper route and spin dash and jump to the left on the platform with a black spring, you can skip the hard part. I can't find that mentioned."

Yes, I do remember that shortcut but neglected to mention it. So for all you people wanting to find the quick way out of this level, here you go. =)

BOSS: Dr. Robotnik's Mega Mack Machine

Number of Hits to Defeat: 8

Boss Difficulty Rating (1-10): 2

Now Dr. Robotnik has a machine that he uses to fill up a container with Mega Mack and drops it on Sonic. You can jump on Dr. Robotnik 8 times from the get-go and put an end to him, just watch out for the platforms that flip up and down which will send you falling to your death in the Mega Mack. If you don't wanna risk that, just hit him from below 3-5 times and avoid the Mega Mack that he drops on you. 8 hits and he's gone.

Zone 3: Aquatic Ruins Zone

Zone Difficulty (1-10): 3 if you're above water, 6 if you're below.

Aquatic Ruins Zone has a set underwater path. Don't worry; if you've played Hydrocity and Labyrinth, this is nothing like it. Why, you ask? I'll explain in a little bit.

- 1) There are gray arrow shooters on a lot of poles around Aquatic Ruins. When the eyes glow red, it's about to shoot. Go in front of the pole and it shoots an arrow out. Just dodge and avoid the arrow if that happens.
 - 2) Large, gray pillars rise from the ground occasionally. Jump on them to break them.
 - 3) The ground badniks, called Grounders, sometimes pop up from the wall, usually in loop-de-loops. You'll know if they will since the wall they burst out of is of different color. To avoid getting hit, spin-dash on loop-de-loops and you'll immediately destroy them when they come out of the wall.
 - 4) In Act 2, you'll come across swinging platforms at the very beginning. If you stay on the second one for too long, it'll fall into the water. Don't do that unless you want to go underwater.
 - 5) Sometimes, if you're coming out of the water by means of those non-circular red springs (like the ones you saw in Chemical Plants), air badniks, called Whisps, will hit you by surprise. Be wary of that if you accidentally fall into the water.
 - 6) The underwater portion, despite the fact that it got a 6 rating, isn't THAT hard. It's a set path where all you do is keep going right, avoiding obstacles if they come in your way. It's just so freaking hard to maneuver, and Tails always drowns and can't help you (not like he does that much in the first place). Just remember to get air bubbles, as they are plentiful underwater.
 - 7) Like I said, Aquatic Ruins isn't anything like Labyrinth Zone or Hydrocity, because as you can conclude from above, the underwater portion is completely avoidable.
-

BOSS: Dr. Robotnik's Pillar Smasher Machine

Number of Hits to Defeat: 8

Boss Difficulty Rating (1-10): 1

This boss isn't that tough unless you have NO CLUE what you're doing. At the start, jump on one of the two pillars that rise from the ground. Jump on Dr. Robotnik from the pillar and then land back ON the pillar after doing so. Repeat the process. Remember to jump when he's about to smash the pillar you are standing on, and if you fall, just stand on any arrow that is attached to the pillars to get back on (please, PLEASE don't jump on arrows as they're being shot out. That's just ridiculous :(. Okay?

Zone 4: Casino Night Zone

Zone Difficulty (1-10): 1

The easiest zone in the game and one of the funnest. If you die in this zone, then you better watch yourself for every other zone. This zone is filled with opportunities to get more lives and continues for the rest of the game, so take advantage of Casino Night.

- 1) There's only one badnik, and it's a slow, ground one called Crawl (suitable name, yes?). Spin dash it from behind to get rid of it.
- 2) Other than that badnik, the only possible other things you have to worry about are immobile spikes, the blue boxes (some can crush you), and the time limit (if you're having too much fun on the slot machine, as I will explain in a minute).
- 3) You'll notice that the loop-de-loops in this zone can't be run through. You have to go on a spring, hold down A (or whichever button is the A button on the Gamecube controller if you're playing Sonic Mega Collection), wait until the spring flashes yellow, then let go.
- 4) There are many things that bounce you around in this, and most give you points.
- 5) There are slot machines in this level (they'll be easy to spot). Use flippers (press A to launch yourself on them) or some other means to launch yourself into them, and then watch. Hopefully you'll get rings, but watch out if you get 3 Robotniks, 2 Robotniks and a Jackpot, or 1 Robotnik and 2 Jackpots. You'll lose 100 rings. If you have less than 100 rings if this happens, don't worry. You won't die. It just will take nothing from you. And about Tip #2, the reason time limit is a problem is that some people get a bit too caught up in the slot machines and lose track of the time limit, thus losing a life. Try not to do that.
- 6) You see the things that you have to launch yourself into to use the slot machines? If there aren't three slots above those things, then launching yourself into them will simply give you points. If Tails is in there with you, you'll get double the points. At least he's useful for something.

7) There are a bunch of secret walls in this level. If a wall says "Sonic" and "Tails" and there's a two vertical neon lights there, you can go through the wall. You can access secret areas and even a secret 1-up!

8) This may remind you of Spring Yard Zone from Sonic 1 and Carnival Night from Sonic 3. In my opinion, though, even though Casino Night is easier, it's the better stage because of the flashy look and the fact that the song is actually catchy, unlike Carnival Night's abysmal tune.

BOSS: Dr. Robotnik's Electric Spiked Ball Dropper

Number of hits to Defeat: 8

Boss Difficulty Rating (1-10): 6

Wow, after three easy bosses, we finally get a challenge. And after one of the easiest levels in the game!

Well, you should have gotten many lives in this zone, so don't fret if you die. Anyway, you can't hit Dr. Robotnik directly from below because of the electric field. You have to either run up the walls and then jump at the top of Dr. Robotnik's vehicle, or you have to use the flippers to hit the side or top. There are a bunch of bumpers at the very top of the screen if you go too high, and they might throw you off. If you're under Dr. R's machine at any point, he'll drop a spiked ball at you, which, when it hits the ground, will blow up into a few pieces, and those pieces will hurt you if you touch them. Also, if you're on a flipper and are right underneath Dr. R, he'll lower himself and hit you.

This, despite being tough, is one of the most FUN bosses in the game. I like launching myself up top, hitting the bumpers, and coming crashing down and running up and down the walls as I do it. So that's a plus :).

Zone 5: Hill Top Zone

Zone Difficulty (1-10): 6

Looks like things are gonna pick up from this point. This is a fairly difficult stage with catchy music that fits the zone perfectly.

1) You'll come across ground badniks called Spikers. You can't kill them at first, but if you jump over them, they'll launch the spike on their head at you, at which point they're defenseless.

2) There's lava in this zone, and plenty of it. Watch out.

3) What are the badniks in the lava? They're called Rexons. The cool thing about these guys are when you beat them (by jumping on their head), you can still use their back to stand on, and it won't sink.

4) In Act 1, you'll come across a time where the ground and lava will rise. Don't get trapped in narrow places, and be patient with the lava; it WILL fall back down after a while. I say this because I don't want you guys thinking

that the lava will endlessly rise.

5) In Act 2, there are two routes you can take at the beginning. You can jump up that one platform in the beginning next to the lava or you can jump over the lava and continue going straight. They both lead to different dangers. In the top path, you'll come across an earthquake that makes the ground rise. This is easy to get past since it rises slowly. Just wait for the ground to rise and take the appropriate platforms to get out. If you take the bottom path, you'll go inside a volcano and the lava will start rising. You have to make it out of there quick when that happens (luckily, the lava doesn't rise quickly, so pace yourself and don't accidentally miss a jump to another platform and fall to the lava below). Also, in that path with the lava, there's a secret Invincibility Box to the very far right, hidden inside a wall. Get it and you won't have to worry at all about the lava hurting you.

6) There are see-saws in this level with badniks on one end. You can't kill the badniks, and you don't want to in the first place. Jump on one end of the see-saw and the badnik will be launched up. Get on the other end after that and the badnik will fall on the opposite side, launching you up. You may remember this from Sonic 1's Starlight Zone.

BOSS: Dr. Robotnik's Lava Spewing Machine

Number of Hits to Defeat: 8

Boss Difficulty Rating (1-10): 1 if you have a shield, 4 if you don't.

Dr. R will rise above the lava, shoot a lavaball at you, and go back down. After that, two fireballs we'll set fire to the two platforms beside it. He'll rise from the other lava patch and repeat the process.

If you have a shield, jump on him 8 times from the get-go and get rid of him instantly. You'll fall in the lava, but the shield will prevent you from losing any rings.

If you don't, hold the jump button as you jump on him and land on the platform away from the two that surround Robotnik. Continue the process. He's really not that hard at all.

Zone 6: Mystic Cave Zone

Zone Difficulty (1-10): 6

This zone is about as hard as the last one, but luckily has no lava. The music is really catchy in this underground mountain where Robotnik is digging for Chaos Emeralds.

1) One of the most annoying badniks in the game is Flasher, the flying one. He'll fly around, then start glowing, then he'll stop and continue to fly around, and then will repeat the process. When he glows, he's indestructible. The problem is that he can come by surprise when you're spindashing through the level or launched yourself from a spring. Be wary as you run through the level as these bugs are pests.

- 2) To open a bridge to get through, jump on a blue vine near it.
- 3) There are green vines in the shapes of hooks in this level. Jump on them and they will take you higher or lower.
- 4) If you come across a platform that's completely vertical and not a slope, there's a chance that it might be booby-trapped. Some vertical walls have several rectangular blocks come out of the wall with spikes on the end. Be careful for those.
- 5) Some parts of this zone have spinning, spiked, black balls on various platforms. They move slowly, so they're easy to dodge.
- 6) There's a badnik called a Crawlton that springs out from the wall. They're not hard to spot, but be wary of them.
- 7) There are many spikes scattered throughout the level, some which pop up from the ground. Be cautious, and hold up or down to see what's above and below.
- 8) The brown platforms in this level are breakable once you step on them.
- 9) As you can tell, there are many objects that are preventing you from smoothly passing through the level. Just take your time a bit and you'll be fine. There's another obstacle in this level, but it appears once in Act 1 and is very easy to dodge (it's a spiked object that swoops downward at a 90 degree angle to get you).

BOSS: Dr. Robotnik's Ground Driller Machine

Number of Hits to Defeat: 8

Boss Difficulty Rating (1-10): 3

This guy isn't that hard, which is a surprise considering we're about halfway through the game now.

Okay, at the start, a bunch of rocks and spines fall down from the ceiling. Rocks DON'T HURT YOU, but spines DO HURT YOU. Dodge the spines. He'll come down from the middle, at which point you can hit him a few times (the flames at the bottom of his machine don't hurt you). The two drills he has will turn left, he'll move, then they'll turn upward and drill again, which will cause rocks and spines to fall. This pattern repeats. Hit him from behind when his drills are turned left (or right), and hit him from below when his drills are pointed upward.

Zone 7: Oil Ocean Zone

Zone Difficulty (1-10): 8

This zone is much harder than the previous ones. Remember those lives and continues you saved up from Casino Night (hopefully you did)? You may be

but they'll miss you since they don't hit below the platform. After that, Dr. R comes out from the oil again. Hit him like there's no tomorrow to finish him off. What a disappointment of a boss!

Zone 8: Metropolis Zone

Zone Difficulty (1-10): 10

This is easily the hardest zone in the game. I'll go even further to say that it is one of the most well-built and impressive stages in 2D Sonic history. Remember that long 3-stage act from Sonic 1 called Scrap Brain? Meet Sonic 2's Scrap Brain, only with MUCH cooler music!

- 1) This zone consists of THREE acts. Ouch. Just when you were getting used to the 2-act deal going on.
- 2) You'll come across many bolts that are around screws. Jump on them, and run right to go up on them, and left to go down. If Tails is with you, you'll go at double the speed.
- 3) You'll see brown mechanical things spring up from the ground with a little steam venting from them. The steam will hurt you, however, if you jump on top of them as it springs up, and it'll send you flying upwards.
- 4) Some areas of Metropolis have yellow springs on each side of the wall. Jump on them to bounce around. Use them to proceed through the level.
- 5) Okay, the badniks in this one are the most challenging so far. Let's start. The star badnik, called Asteron, is annoying. Get close to them, and they'll glow, move, and shortly after will shoot spikes at you from five different directions. They explode after that, so dodge the spikes.
- 6) The crab badnik, Shellcracker, is a tough one. When he shoots his claw at you, jump over him, not ON TOP. For some reason, sometimes I'll do that and I'll lose rings and he'll still be alive. When he retracts his claw, jump on the back of him.
- 7) The last one is a green badnik called Slicer, which shoots his arms at you. After he does that, he'll have no more weapon and will be completely vulnerable to your attacks.
- 8) Speaking of Slicers, remember those yellow springs I told you about in number 4? Well, sometimes Slicers will be positioned at the top when you spring up, which will cause you to lose all your rings when they attack. When you spring up using the yellow springs, come to a halt and watch out, because there's a chance there might be a Slicer there.
- 9) Even MORE slicer facts? Yes. Just want to warn you that they're in the most annoying positions. It's hard to run right through the level because of them. Same with the Shellcracker badniks.
- 10) There are teleporters in this level which you can use.
- 11) Act 2 introduces lava. There's also a little bit of lava in Act 3. Don't fall in it, obviously.

12) In Act 3, the beginning is kinda weird. The two platforms ahead of you move in an awkward position, and there's some weird, huge rotating platform right by them. Ride those things to get to other places. Also, sometimes spikes will be on the ceiling above these rotating platforms. Be careful not to get crushed.

13) There are brownish squares in the level with arrows that pop out of it. They move clockwise, so use that when determining when to jump on top of them.

BOSS: Dr. Robotnik's Clone Machine

Number of Hits to Defeat: 8

Boss Difficulty Rating (1-10): 9

After the extremely easy Oil Ocean boss, I was worried that Metropolis would suffer the same fate. Fortunately, this is not the case, as the boss is tough.

He comes down with multiple orbs surrounding him. What to do?

There are two strategies:

1) When Dr. R comes down, jump over him. And he starts going towards you again, jump over him again and run to the side. He'll then go to the middle of the screen and the orbs will spin around the whole screen, but you'll be safe in the corner. Then the orbs retract and spin horizontally for a moment. That's your chance to hit him from below. When you do, he'll fly up, and an orb will launch itself out, enlarge, and you'll see it's a miniature clone of him. Attack it, and repeat this pattern. Then, when all the orbs are gone, he'll go to the side of the screen, shoot three laser beams at you, go to the other side, and repeat. Just hit him from below once more and get rid of him.

2) If you want to take a risk, or if you don't have much time left on the clock to do the above strategy, then try this. Notice how the orbs move around him. See how one side of him is vulnerable everytime the orbs spin? Hit that side. It requires MAJOR precision to do. Even I still get hit sometimes by doing this. When you do that, an orb will release itself and enlarge, showing itself as a clone, and you destroy it just like the above strategy. Repeat this until his orbs are gone, and then he'll shoot laser beams at you. One more hit does him in.

Firestarter has another suggestion:

"Here's an addendum to your Metropolis Boss strategy: If there are still a few clones left out in the open when you hit him enough times to release, DON'T DESTROY THEM. While they're still around, he'll move around, but he won't fire his laser."

I was a bit confused with his advice. However, he further clarified it for me, so here's more info on his strategy:

"As for the Metropolis tip, you know how each time you hit it, a balloon (or Robotnik/eggman clone) is released? Well, if you don't pop all of them by the time Robotnik/Eggman releases all of them, it seems that he won't fire his laser until the area is cleared, so it gives you ample time to hit him. Plus,

from what I remember fighting him in regular mode (w/ Tails), it seems that Tails can go a little higher, so he can actually hit Robotnik/Eggman whilst he is releasing a balloon."

Ralp V has a second suggestion:

"I played him several times, and developed a strategy, but it seems pretty unsafe- After he releases a pod, and you kill it, then he comes down, it seems you have a good chance of getting him if you hit him as soon as he comes into range. However, this seems to depend on the number of pods he has left. If he's lost only 1 or 2, it seems you can't get him, but if he has 4 left, the pods seem to move in a different pattern that mean you can hit him, and thereby finish him off very quickly."

I replied to Ralp V with this:

"Oh yea, but if you don't care about losing rings, then you probably don't need the FAQ probably =P

I know what strategy you're talking about. I can jump, hit him and lose rings, and then get a few and repeat the process. I could mention that in the FAQ, but the update will have to wait a little while."

I totally misinterpreted what he was saying, so he clarified everything to me with this E-Mail:

"No... well yes.... I mean that if he has already lost about half his rings, it's very easy to hit at this point without getting hurt. Good for finishing him off quickly."

Zone 9: Sky Chase Zone

Zone Difficulty (1-10): 2

Sonic takes it to the sky as he chases Dr. Robotnik! This is an easy zone and a big sigh of relief after that hard Metropolis Zone. The music is very gentle.

1) There are multiple enemies, but all are easy to defeat. The only thing you may have problems with are the egg-shaped badniks that fly around and drop bombs. Just dodge the bombs.

2) No matter how much you press right, the level moves at its own pace, so no need to rush. This level is a little more than two minutes long.

3) If you spindash TOO fast, Tails may not be able to keep up with you and you will die by falling off the plane. This is an easy zone, so there shouldn't even be a need so spindash, so just normal jumping around will do fine.

4) This zone has ONE act.

5) This zone has NO boss.

6) You get no ring or time bonus at the end of the act.

Zone 10: Sky Fortress Zone

Zone Difficulty (1-10): 9

Ah, in this zone, it starts off where Tails's plane gets hit by a laser. Jump to the platform after that, and it's a one-man raid on Dr. R's flying fortress. And listen at the powerful music that plays!

1) Tails isn't gonna be with you. Whether that means he won't be there to help you or he won't be there to mess you up varies.

2) This zone is ONE act long.

3) There's a shortcut at the beginning. When you come across the first ground badnik, Clucker, jump on it, then jump up to the next platform and get the shield. Then jump again and the fans will pick you up. You will have just skipped part of the level. If you don't want to do that, then don't take the shortcut, and go through the jumping from bar to bar to the next platform deal below, where one false move means you fall and die (and hey, I like a challenge, so I don't even take the shortcut anymore).

4) There are things on the ground that cause you to go flying out of control (you'll meet one at the beginning of the zone). Try to control yourself if you go on one.

5) There are guns on the sides of the ship. They're not badniks, so you can't destroy them. You can merely only dodge their bullets.

6) At one point in the level, you are hanging on to these X-marked tiles on the side of the ship. Press A to break off, but make sure you position yourself so you'll grab the next tile. Shortly after that, there will be three conveyor belts that you must travel down on, and multiple platforms that retract and then come up again that you must jump on to get across. Be absolutely precise and careful at this time. After that, there will be one of those things on the ground that take you flying. Take it and DON'T PRESS ANYTHING OR YOU'LL FALL DOWN. After that, JUMP, because there's another platform that will send you flying back to the other one, where you'll continuously be thrown back and forth.

7) If you're careful, you can rack up over 230 rings in this level (assuming you never get hit, which is hard on your first try, obviously). That's two lives. There are also two Life Boxes in this level, and they're hidden. One's at the middle ahead of the shortcut. When you make it to the top of the ship, go left and you'll see a conveyor belt. Ride it up for a Life Box. The second is at the end. You have to jump down and hold right at a certain point of the level where an item box is hidden in part of the ship. You would then jump off and the air would float you back to a moving platform. I can't really explain to you where this place is, so if you see ONE vertically-moving platform (hold down to find them if you can't see), then you'll know you're in the right place.

BOSS: Dr. Robotnik's Laser Machine

Number of Hits to Defeat: 8

Boss Difficulty Rating (1-10): 9

Ack, another toughie. Okay, you can't hit Dr. R, obviously, but he's not the target here. The target is his laser.

At the start, a machine at the top of the ship will release three moving platforms with spikes on the bottom, so obviously you can jump on the top of these, but you must avoid hitting the bottom of any, and they spin around a lot, which may cause you to accidentally get hit by one.

The laser is concealed as it moves around the top. Then two tiles move out of the way and the laser exposes itself. It charges up for a little while (a real little while), and then shoots and move towards you for about two seconds. It then closes up, follows you again, opens up, charges up, shoots for two seconds, and then closes up again. So the pattern repeats.

You have to hit the laser while it's charging up, using the platforms for leverage. If you're Super Sonic, then you can just jump from the ground and call it a day. However, if not (because Tails, being a bumbling idiot, can screw you up a lot during the special stages), use the platforms to attack it and WATCH OUT FOR THE SPIKES ON THE BOTTOM OF THE MOVING PLATFORMS.

PLEASE NOTE: After the boss fight, DON'T DROP DOWN IMMEDIATELY! Instead, jump to the right, go all the way to the right of the platform, and jump vertically. You'll jump on a secret 1-up box. So, technically, you can get five lives in this level. After that, follow Dr. Robotnik, and you'll see a neat cinema of Dr. R flying away in his ship, Tails coming back after repairing his plane, and Tails and Sonic chasing Dr. R. Sonic jumps and grabs onto the plane, and Dr. R continues to fly and takes port in the Death Egg.

Zone 11: Death Egg Zone

Zone Difficulty (1-10): See Boss ratings for Details.

See boss ratings? Why? Because unlike the Sonic and Knuckles Death Egg Zone, this Death Egg consists of one act, and it's not even much of a zone. It's simply two bosses.

BOSS 1: Mecha Sonic

Number of Hits to Defeat: 8

Boss Difficulty Rating (1-10): 2

BAH! Just watch out for his spines on the back. Hit him 3 times when he comes down, then jump off. He'll roll up in a ball and zoom to the left. Jump over him, and when he uncurls, jump on him again 3-4 times. He'll then zoom right and left. Jump over him both times, and then jump on him one more time to finish him off.

After the fight, Mecha Sonic explodes, and you have to run right. Dr. R sees you, gets scared, and runs. Chase him down, but don't get overconfident; you can never catch up to him. How a fat man like Dr. R can outrun big, bad, fast Sonic is beyond me. He then jumps into the head of a robot...

BOSS 2: Huge Dr. Robotnik Robot

Number of Hits to Defeat: 13

Boss Difficulty Rating (1-10): 3 if you're accurate, 8 if not.

Two strategies:

1) Not the hardest boss in the world if you're accurate. He rises from the ground and is four times the size of you. The stomach is the weak spot, so hit him once quickly in the stomach when he rises. He'll then take several steps toward you. Run away and after a while he stops. His claws will then retract. Hit him more time (remember to be wary of the spikes on his hands), and he'll launch off. You'll see that you're being targeted. Run to the far right of the screen and wait until he locks on. Then run to the left. He'll drop and then rise back up. Then he'll lower down and shoot both arms at you, one at a time. Run to the FAR LEFT portion of the screen and NONE of the arms will hit you. Then he'll lift off again and target you. Run to the right, and when he locks on, run to the left. He'll drop and then get up. Hit him in the stomach before he moves, and then his pattern will repeat. Continue this for a victory.

2) If you're accurate, you can get rid of this guy quickly. Notice how everytime he moves, there will be a time where none of his spiked hands are defending his stomach. Hit him there each time. You can destroy this robot easily with this strategy, but you have to be precise. It's really not that hard.

After the boss, Sonic runs to the right as the Death Egg explodes. You then see a nice ending with heroic music, but I WON'T RUIN the ending for you. Just know that this is the only 2D Sonic on Genesis with an actual ending.

Firestarter writes:

"What do you mean, "actual" ending? If you are implying that it ends in a cinematic sort of way, Sonic Advance (Game Boy Advance) did that too, especially if you cleared the game by clearing the Moon Zone (which could only be done through Sonic, and when all 7 Chaos Emeralds are received). If you are implying that it ends only one way (and that it doesn't matter whether you got the Chaos Emeralds or not), the original Sonic game for the Game Gear/Master System also did that. If you're implying something else, please tell me."

-When I say ending, I meant cinematically, and I ONLY meant the Genesis Sonics. If you get the emeralds for Sonic 3, you still get a very crummy excuse for an ending. It's a bit better with S&K, but there's none of that pretty, heroic music playing (I'm sorry, Sky Sanctuary ain't gonna cut it like the ending theme in Sonic 2), so it just isn't as good. In Sonic 1, all Sonic does is run, and something a bit better happens if you get the emeralds. I hope this helps anyone else that was confused with my comment.

Wouter aka z.d writes in:

"Hi. I read your FAQ on the gamefaqs.com site, and I think its pretty good. I've got another way to beat the final boss, It works best with Sonic and Knuckles, if locked on, and tails, well, you'd better think of another way to beat him. This is how it works: The way Robotnik attacks is predictable. first, he walks 4 steps forward, then he launches into the air. You then get a lock-on cursor on your character. Try to get him in a corner, on the left or to the right. Now, when he lands, his belly goes forward, he bows, to say it. Try to be there just in time BEFORE he bends forward. Do a spindash on the opposite side of robotnik (if R. is in the left, spindash to the right.) and you should hit robotnik. The only flaws to this technique is that you have very little time to be on the right place. Also, when R. gets back into position, he will fire his arms, and when you're still the, well, that one life gone."

xineki valentine writes in:

"One more thing, in your guide you say to "wait until he locks on." it might be good to replace that with "wait until the middle of the crosshair glows red and yellow", as i was waiting until the whole reticle disappeared, to make sure he didn't follow, down charging, and barely escaping his air strike with my life. Because i thought the glowing only meant to "get ready" (which it also sorta does). Of course, i might just be the only idiot who ever did that. :P"

Sorry I came off confusing there, xineki! I'm putting this up just in case it confused anybody.

SECTION 7: My View of Sonic 2 Beta (STU)

I saw the Sonic Beta in action and was able to play it. There were some differences, and some things were removed for reasons beyond me.

General Gameplay: Tails can open boxes for you (cool!) and lose rings for you (Bah!).

Green Hill:

This is Emerald Hill with a different name. It's mostly the same with two exceptions. There's a ground badnik roaming around, and it makes the level a bit harder. Why they would remove it is beyond me. Also, this is the only Beta level with a boss, and it's the same boss as the final. However, the jeep is already there, and he just flies straight down.

Wood Zone:

This is a level that was removed. You can only run through a very short portion of this level.

Metropolis:

3 acts, but a bit different. The vents don't spring you up as high, and Act 3 features a different layout entirely, along with parallelograms that move through the level that can crush you, along with other more complicated obstacles. Why were they removed? I dunno. Guess it makes too much sense to make the level harder.

Hill Top:

It stayed the same.

Hidden Palace:

BAH! Why'd they remove this mystery? You can see the Master Emerald in this, and it plays out pretty well.

Oil Ocean:

Way different layout. You can step on a switch to make this brown ball pop out (the same one Dr. R used in Sonic 1's Green Hill Zone with his boss contraption). The ball doesn't hurt you, and you can ride it.

Dust Hill:

Dust Hill? What's this? Oh, Mystic Cave, only much harder. Of course, the layout of the obstacles is strange, so that's the only reason why.

Casino Night:

WAY DIFFERENT LOOK! It's bright, but the look is different, there are many pits of death, and the beginning of the music is a bit different.

Chemical Plant:

Stayed the same.

Genocide City:

The only playable version of this is Sonic falling to his death.

Neo Green Hill:

Stayed the same, only got a name change to Aquatic Ruins. You can't go underwater, though. You'll fall and drown.

Death Egg Zone:

Same as Genocide City. However, in the level select, it shows this zone to have two acts. Wouldn't that have been nice!

SECTION 8: 2p Mode (VWX)

2p Mode consists of four stages: Emerald Hill, Casino Night, Mystic Cave, and the Special Stage.

- 1) They all have different music except for Special Stage.
- 2) Some obstacles were removed from the levels.
- 3) Who wins depends on who can get at least 3 out of the 5 following categories:

Score - Score

Time - Time it took

Ring - How many rings you end the stage with.

Total Ring - The total amount of rings a player accumulated throughout the whole level.

Item Box - Number of item boxes player opened

The Special Stage is kinda dumb since you have to get the most amount of rings, and Sonic starts off in front, but it's still fun nonetheless.

SECTION 9: Knuckles in Sonic 2 (YZ)

If you use the lock-on feature from Sonic and Knuckles to lock-on to Sonic 2, or if you unlocked this game in GC's Sonic Mega Collection, you can use Knuckles to play in Sonic 2.

Now it should be easier, right? We have gliding and wall-climbing to use in this game, so a piece of cake? Not exactly. Knuckles can't jump as high as Sonic, remember? So, let me run down some things you need to be aware of if you play Knuckles in Sonic 2.

Emerald Hill Zone

1) If you get high enough, you can glide right through this whole level. But since it's so easy, you're better off going through the whole level and getting all the rings for extra lives.

Chemical Plant Zone

1) On the part where the chemicals rise, due to Knuckles's low jumping ability, it's harder to hit the platforms to make it out of there. Do yourself a favor and wall-climb out of the area.

GavLuvsPA writes in:

"An interesting point to add would be that after the final pipe that you zoom through in Chemical Plant Act 2, when playing as Knuckles, you can climb the wall to the right to get a 1 up, then glide left and you will find two pillars, each with 1 ups at the top."

Aquatic Ruins Zone

1) You can easily glide through this level if you want. Kinda like you can in Emerald Hill.

2) On the boss, due to Knuckles's low jumping ability, the boss is a bit harder here. Make sure you jump on the totem poles that rise from the ground immediately. If you miss, any arrows that shoot from the very bottom are useless since Knuckles can't even jump high enough to hit Dr. R from them.

Casino Night Zone

1) You don't have to use the elevators. Instead, you can wall-climb them if you want. Also, say you see a tunnel where an elevator can come down, but there's no shaft that will take you up that tunnel. Simply wall-climb.

2) For the boss, you can glide onto the walls and climb them. If you position yourself to a place higher than where Dr. R's machine is, you can glide off, hit him, bounce off his machine, and cling to the wall. If you repeat this process, you'll kill him very easily :).

----- Hill Top Zone

1) Nothing much to worry about. If you take the bottom path in Act 2 and come across the lava part where it rises, your low jumping ability might hurt a bit, but you can always cling onto platforms and walls.

----- Mystic Cave Zone

1) You probably won't have any problems in this zone that are different from the problems you might have if you played it as Sonic.

----- Oil Ocean Zone

1) Once again, nothing much to worry about aside from the fact that this zone is a pain.

----- Metropolis Zone

1) Use the bolts and screws to travel vertically. If you try to wall-climb, the Asterons (the star-like badniks) that are on the wall will most likely see and shoot at you, and there's a good chance you'll be hit.

2) Due to Knuckles's low jumping ability, you can't jump over the boss twice like you can with Sonic. So that strategy is out of the question. Use my alternative strategy (Hitting Dr. R when the orbs surrounding him aren't protecting a certain spot) for this one. It'll be a bit harder if you're not used to this strategy.

----- Sky Chase Zone

1) Still as easy as before.

----- Wing Fortress Zone

1) If you take the shortcut at the beginning of the zone every time you play as Sonic, prepare for a slap in the face. Due to Knuckles's low jumping ability,

you can't take that shortcut, and hence, can't even get the shield. So you have to go through the harder section where you cling on bars and jump onto the moving platforms where one false move means you fall to your death. Have fun!

2) The boss may be a bit harder because Knuckles can't jump high, but I haven't had any problems aside from the normal ones I have when fighting the boss with Sonic.

Death Egg Zone

1) Uh-oh! MechaSonic (or RoboSonic) is just as easy, however, the last boss is now leap years harder. You know how with Sonic, whenever the big robot was standing upright, you could jump and hit him in the stomach? Can't do that with Knuckles because HE JUMPS TOO LOW! This makes the final boss the hardest in the game for him.

So what do you do? Wait for Dr. R's robot to fly up, lock-on, then drop down to crush you. You'll notice that the robot bends forward for a second and then stands upright again. You have to hit him when he bends down and forward. Sometimes you'll accidentally go through the stomach and hit his spiked hand, resulting in death, so be very, very careful on this part.

That's about it for Knuckles and Sonic 2. These little tid-bits should help you out. If you have anything else to add, feel free to E-Mail me.

SECTION 10: Cheats (CHE)

Level Select:

At the options menu, put in the following sound tests: 19, 65, 09, and 17. You'll hear a chime if you did it right. Exit the sound test, and at the title screen, hold down A and then press Start (B if you're playing on Gamecube). You will come across the level select screen, which accesses any stage, including the Death Egg and Special Stages.

Debug Mode:

To enter Debug Mode, play these sounds from the level select screen: 1, 9, 9, 2, 1, 1, 2, 4. Hold A and press Start (B if you're playing on Gamecube)

Easy Chaos Emeralds:

A code I found out myself, but a lot of people know this code anyway. Enter the Level Select code, and then access the Level Select Screen. Go to Special Stage and get the emerald. The game should then start at Emerald Hill Zone. Press Start and then press A, and you'll get back to the title screen. Hold A and press Start again, go into the level select screen, and go into Special Stage. Get that Chaos Emerald, and notice how you have two. Just repeat the process.

More Continues:

Enter level select. Then from the Options screen, play the following songs in

this order: 1, 1, 2, 4. Highlight Player Select and press Start.

Play at Night:

To play at night, enter the Debug code, then hold C and press Start to begin a level (or whichever button is C on the Gamecube controller).

Super Sonic:

To become Super Sonic without getting all the Chaos Emeralds, first enter the level select. At the level select menu, go to sound test, and play the following songs in this order: 4, 1, 2, 6. You'll hear a sound like you would when you win a Chaos Emerald. Next, go to any level and press start. To become Super Sonic, get 50 rings and jump.

SECTION 11 Added Sections Made By People Who E-Mail Me (RTY)

1) Firestarter's addition. This is his E-Mail to me. Read it for some helpful insight.

Dear Frightwolf:

I loved your FAQ on Sonic 2, but there's a few things to note on your FAQ:
-You don't mention the difficulty level when you have Super Sonic active.
From my experiences, I can give you my own ratings:

Emerald Hill: Unless you cheat, it's impossible to get all the emeralds in this zone, and even if you did, it'd be 1-ish.

Chemical Plant: If you tag all the posts with fifty rings and are good at the Special Stages, you could get all seven Chaos Emeralds by Act II of this zone. If you cheat, it'd be a little more difficult, considering the platform jumping, so it'd be a 4 or 9 (and that's the main reason why many people hated this zone (and I hated it at first, too): The Mega Mack platform jumping in Act II).

Aquatic Ruins: 3 (Act I and above water Act II), 5 (underwater Act II). The trick is getting the rings to go Super Sonic. This wouldn't be so bad, if it weren't for the trees hiding the fly badniks and the alcoves at the start of loop-de-loops hiding the drill badniks...underwater is even tougher trying to find rings, and Super Sonic CAN drown.

Casino Night: 1. It's also the most fun when in Super Sonic. It makes you want to say "Wheee!" at least once.

Hill Top: 3. Rings can be a little tricky.

Mystic Cave: 5. Rings are few and far between, and then there are those falling pillars of bush.

Oil Ocean: 6. Same as Mystic Cave for Rings, but the Zone is lengthy....

Metropolis: 12. GOD FUCKING AWFUL! It's even harder than in regular mode. Rings come in a small batches, and there are a lot of small platform jumps which are thrice as hard in Super Sonic mode. You'll be lucky if you even have enough rings to face and beat the boss.

Sky Chase: 1. A little Tricky to get the rings, but what's the point?

Sky Fortress: 1 if you stay on the higher levels and stick to the right, 10 if you stay low.....good luck on the latter.

Death Egg: Since you can't get any rings, no rating.

Bosses drop dramatically in difficulty, and save for the Metropolis boss, they're all practically 1s on the rating scale. The Metropolis boss I would rate 4, mainly because in all likelihood, you will have only a small amount of rings, so you have to be quick in killing him.

SECTION 12 Special Thanks, if any (QWE)

You: For reading this!

Firestarter: For sending in an E-Mail about the difficulty of the stages when you are Super Sonic, a response to my comment about Sonic 2's ending, and another tip for defeating the Metropolis boss.

wouter aka z.d: For his contribution to defeating the final boss.

Ralp V: For pointing out that my "Super Sonic without Emeralds" code was incorrect. Thanks a bunch on that one =). He also mentions a way to finish off the Metropolis boss quicker.

GavLuvsGA: Added info on the Chemical Plant Zone and the Knuckles version of the Chemical Plant Zone.

xineki valentine: For a nice tidbit for the final boss.

This section will be updated if anyone E-Mails me to contribute to this FAQ

-----End-----