

# Sonic The Hedgehog 2 FAQ/Walkthrough

by BostonFuse51

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Sonic 2 FAQ/Walkthrough on Sonic Mega Collection Plus  
For the playstation2 system  
Written by BostonFuse51 or bbeltchris92@netscape.net  
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Version 1.2

Welcome! This is a FAQ for sonic 2 on Sonic Mega Collection Plus for the Playstation2 console. This will cover every level in the game, playing as both Sonic, and tails. Also it will cover all of the special stages, controls, Multiplayer and enemies. If you need some help, or want to ask a question Email me at bbeltchris92@netscape.net and I will be happy to answer it. Since some good questions have already been asked, I added in a Frequently Asked Questions section.

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1. Version History  
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Version .45: Finished the first version of the guide, and submitted it.

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Version .50: Cjaysc accepted this FAQ! This is the first update for it. I am halfway done with it!





seems to be. No matter how many times you hit him he'll come right back up. Tails is a small, brown fox. The bonus for tails in this game is that he will do whatever sonic does. It's like sonic is his role model or something. Anyways, I love tails he's cute, fast, and can fly! (Only when he dies and comes back to you. Oh well) this fox is still da bomb! The major flaw with tails is that you have to get more rings in special stages, and he can get annoying (by hitting into bombs see special stage) and blow it if no one is controlling him. (This is a really bad flaw, and if your looking for emeralds, if you don't want to play with him, go to the Options on the title screen and use left and right.

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DR. Robotnik: He's the evil scientist behind all of this mess. At the end of Act 2 of every stage you will fight one of Robotnik's inventions he made. Strangely, they say his IQ is a whopping 300! Oh well, no matter what his IQ is, our hero sonic will leave him in the dust!

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5. Items

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Here are all of the items in Sonic 2:

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Ring Box - Spin dash, or jump on this, and you will (no matter what your current ring count is) get 10 rings!

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Blue Shield - Spin dash, or jump on this, and now Sonic/Tails has one layer of protection. If you get hit, you won't lose all of your rings.

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Invincibility - It is the box that has the sparkles in it. Spin dash, or jump on this, and you will become invincible Note: you aren't invincible to everything, you can still be crushed, and drown. (Meaning nothing can kill you, and you can't lose any rings. Note: When you get this, it's a good idea to start running through the level, because nothing can kill you! Be careful though, because it runs out all of a sudden, it doesn't just wear down.)

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Power Sneakers - Spin dash, or jump on this, and these will make sonic go really fast, and speed up the music in the level you're playing.

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1-up - Spin dash, or jump on this, and you will get another life accredited to your life count.

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Teleporters (Multiplayer only) - In multiplayer spin dash, or jump on this, and you will immediately switch places with your opponent. (Note: Its fun to just stay at start and pray your opponent gets a teleporter. That way you'll move

halfway through the level in no time, and your opponent will have to start from the start point again. (Also, it switches off your shield and invincibility for the characters)

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Robotnik Box - If you spin dash, or jump on this, you will lose the item your holding. If you don't have an item, and have rings, you lose rings. If neither, you die.

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6. Multiplayer  
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Multiplayer: In Multiplayer, there are four levels you can race through: Emerald Hill, Mystic Cave, Casino Night, and Special Stage. Now, the point of the game is to get more stuff than the other player and win the level (like higher score, collecting more item boxes, beating the level first, more rings, and so on.)

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Multiplayer: In multiplayer, another interesting thing is that the item boxes are random. When you break one open, it will contain a random item. Even if you play as Sonic an extra live for Tails would come out of one, benefiting the other player. There are also teleporters, which switches the locations of the players, and it transfers shields and any invincibility. You can even get a Dr. Robotnik, which hurts you if you get it. Or, you can set it to "All teleporters" in the options menu.

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Multiplayer: In multiplayer, if both players tie on a level (but having same scores, same amount of item boxes, and same amount of wins), they will play a special stage for the tiebreaker. These are the same special stages from the gameplay. Special Stage 2 is played for Emerald Hill, Special Stage 3 in Casino Night, Special Stage 4 in Mystic Cave, and Special Stage 7 for the Special Stages. Whoever gets the most amount of coins 2 of out 3 times is the winner. Also, when you play the Special Stages for multiplayer (not the tiebreaker ones), Special Stages 5 and 6 are played.

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7. Enemies  
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These are all of the enemies in each level in sonic 2.

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Emerald Hill Enemies  
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Buzzer: These Bees Fly around in Emerald Hill, and It likes to shoot bullets at you from its stinger. It can be easily dodged, and hit it anywhere to get rid of it.

Coconuts: A really annoying enemy in Emerald Hill. It likes to hang on the

trees and throw coconuts at you. He will often do it if you jump at him, so watch out. Hit him anywhere to get rid of him.

Masher: These fish jump out of the water and over the bridge in Emerald Hill. They're easy to avoid and they don't directly attack you. Jump on it anywhere to get rid of it.

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#### Chemical Plant Enemies

Grabber: This enemy is a spider-like robot that likes to crawl on the ceilings at Chemical Plant. If you're close to it, it will come down and try to grab you, and when he lets you go you'll die/lose rings/lose shield. Hit it anywhere to get rid of it.

Spiny: Hey, they took this name from Super Mario Bros. 3! Anyway, he will appear on the floor or wall of Chemical Plant, and shoot bullets at you from its head. It's not too much of a good idea to jump on its spiked head, but spin dash into its side to get rid of it.

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#### Aquatic Ruin Enemies

Whisp: These are flies that like to fly around and charge at you in Aquatic Ruin. They often come in groups of three, and they are quite annoying most of the time. Hit one of these anywhere to get rid of them.

Chop Chop: These are blue fish in the water that like to bite you in Aquatic Ruin. They don't directly charge at you, they just swim in a straight line. Hit them anywhere to get rid of them.

Grounder: These enemies are quite annoying in Aquatic Ruin. If you hit a spring, it may pop out of the wall and stop you. Otherwise, jump and hit it anywhere to get rid of it if it annoys you.

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#### Casino Night Enemies

Crawl: The only enemy you will find in Casino Night, and you don't see them that often. They don't attack you that much and they have a spring on one of their sides. To get rid of these, spin dash against them on their "springless" side.

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#### Hill Top Enemies

Rexon: These enemies come out of the lava in Hill Top. They have a long neck and a shell in the lava. It's safe to hop on their shell and it shoots out

bullets at you. To get rid of it, jump on its head.

Spiker: This is a small enemy with a spike on its head in Hill Top. Get close to it and it will release its spike. Then hit it on the head to get rid of it.

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Mystic Cave Enemies  
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Flasher: One of the most annoying enemies in the game and it appears in Mystic Cave. When you get close to it, it will flash yellow and glow. When it stops glowing, hit it anywhere to get rid of it. Really annoying if you spin dash or jump onto one when it's glowing.

Crawlton: These enemies aren't too annoying in the Mystic Cave. It'll pop out of the wall as a blue, long worm. Hit it on its head to get rid of it.

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Oil Ocean Enemies  
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Octus: This pink octopus likes to jump up at you and spit a bullet at you in Oil Ocean. They aren't too annoying and you can jump on them anywhere to get rid of them.

Aquis: This is a flying seahorse in Oil Ocean that shoots bullets at you, and almost like the Octus. Just jump and hit it anywhere to get rid of it.

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Metropolis Enemies  
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Asteron: A really annoying enemy in Metropolis. These are like starfish and they appear around the screws with nuts on them when you are going up or down. They like to explode and send their spikes all over the place, so try to stop running on the nut when it explodes to dodge the spikes.

Slicer: This is probably the most annoying enemy in the whole game, and it appears in Metropolis. These are like grasshoppers. When you finally get to a higher platform by a spring or something, they will shoot their claws at you and they will most likely hit you, sending you into a gap or backwards. Once the claws are gone, hit them anywhere to get rid of them.

Shellcraker: This enemy is almost annoying as the slicer. It is a red grab with only one huge claw, and it will shoot it at you, and it's hard to dodge, especially if you get onto a higher platform using a spring or something else. Hit it on the head to get rid of it.

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Sky Chase Enemies  
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Turtloids: This is a smaller turtle on a bigger turtle in Sky Chase. These are pretty easy to get rid of, just jump on the little turtle. He attacks by pulling a handle and a bullet comes out of the bigger turtle's mouth. Should be easy to avoid.

Nebula: These kind of look like Lego toys in Sky Chase. They have a yellow propeller on their head, and they like to drop mines from the bottom of them. Hit them anywhere to get rid of them.

Balkiry: These are like red bird jets in Sky Chase. They don't attack you directly, they just charge at you quickly from the other side of the screen. Hit them anywhere to get rid of them.

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Wing Fortress  
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Clucker: These are chickens in the Wing Fortress. They shoot bullets at you and they are easy to dodge. Jump on their head to get rid of them, and they are pretty easy to get rid of.

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8. The Walkthrough

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Emerald Hill Act 1  
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Start immediately by moving east. Here, grab the six rings, and kill/avoid the coconut. Go more east, and jump on the moving platform. Jump on the ledge, and get the blue shield. Keep moving east avoiding or killing the coconut. Kill all the mashers on the bridge and get the rings slightly above you. Moving on, kill/avoid the coconut. Drop down into the caved in area and get the eight rings in there. Come back out, and get blasted by the red spring. Keep moving; collecting rings, and a hill will launch you up. On this new hill, get the rings, and climb up. Blast up (by the yellow spring) onto a new hill. This new hill contains rings, and it also contains a save pole.

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On the new hill drop down, and go through the loop-de-loop. On every loop-de-Loop in this level there are 5 rings. Keep going through the long line of rings, and soon it will end with you on a ledge. Right next to you there is a ring box. Jump on it, and get 10 rings. Watch out for the mashers in the pond bobbing up and down. Avoid/kill the coconut, and take the south path. Cross the bridge, avoiding or killing another coconut, and soon you will reach a save pole.

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Keep going east, and get blasted by the yellow spring. Go round the loop-de-loop, and then you will be faced with another one. When you get out of the loop-de-loop cycle, you will be blasted way high in the air (by the hill) Where you will be shot down by a red spring, thrown across by a yellow spring, and thrown across the other way by another yellow spring. On this new hill, be



blasted up by a yellow spring, and get 4 rings. Stay south, and go across two bridges avoiding/killing the buzzers (I hate them). Go round the loop-de-loop and across the ring bridge being blasted in the northwest by the yellow spring. Doing this will get you some rings, and then you will be on a masher bridge. Go across avoiding/killing the mashers and the coconuts, and be blasted up the hill by a yellow spring. On this spring keep running towards the right until the you hit the signpost.

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Emerald Hill Act 2  
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Start off going east, and jumping up grabbing the three rings. Jump onto the platform, and get three rings there. Get blasted in the northeast direction by the yellow spring. Up here, there are tons of rings to collect, but watch out below, there is a coconut that will likely hit you. Landing, continue on east, through the masher bridge, and up the hill. Fall down, and jump on the ring box. Continue going down, but watch out for the spikes. Cross over the masher bridge, getting some rings. From here, drop down, and then go back up, and around the loop-de-loop. Going down, there is another loop-de-loop that you must go around. From here, keep going east until you get blasted up by a red spring. On this new hill, cross the bridge, and up the hill, which contains a save pole.

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From here drop down killing/avoiding the coconut. Continuing east, drop down and get a ring box. Keep on moving, but watch out for spikes. Go through the waterfalls getting 6 coins, and at the end of the run, you will be blasted up by a red spring. On this new hill, keep going up and down until you go through a ring cycle. After the ring cycle ends, drop down to another ledge. This ledge contains a save pole.

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From here go down and fight DR. R

FIRST BOSS FIGHT  
DIFFICULTY: 1/5

This guy is the easiest boss in the game, (and possibly the whole sonic mega collection.) He comes in with his little car, and all you have to do is jump on the roof of his car 8 times and he is dead. But watch out because after you hit him 7 times, DR. R will launch his screw at you. When he does, just jump over it, and pounce on him for the final blow. He truly is the easiest boss, so I feel as though he does not deserve a real breakdown.

After you beat him keep running right to the holding cell. Here, jump on it, releasing all of the bunnies and birds inside.

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Chemical Plant Act 1  
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Start by going east, jumping on the platform, and getting 3 rings. From here, jump on the ledge, and get three more coins. From here, drop down going up and

down around three times. Keep moving east, and get 3 more rings. Now, drop down, and soon you will go around a loop-de-loop. Be careful when you go down though, because there is a red spring that will blast you back. On this new ledge, grab a ring box. Now, be blasted east by that black thing. Keep going east, getting rings as you go, and soon you will be shot up by a hill. Going up, grab all of the rings then drop down onto the ledge. On this new ledge is a spiny. Kill/avoid him, and drop down. Here land on one of the blocks moving in a square direction. Wait until it brings you all the way northeast, and jump off. Now, blast east by two black things, and in no time you will have to go around 3 loop-de-loops. Keep going east, and you will hit with another one. After this long cycle you will be on a ledge with a spiny. Kill/avoid him, and jump on the chute. The covering will blast down, and so will you. It will end up sending you in a northeast direction. On this new platform, use the red spring on the chute to get the rings above you. From here go a few steps east, and get the ring box. From here jump over the chute and drop down. Just keep going west until you come to 4 blocks. Wait until they all block down giving you a sort of stairway. When you drop down go west, but watch out for the blue chemical thing. If you get hit with one of those, you will lose all of your rings. Keep going west, until you run into the signpost, beating the act.

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Chemical Plant Act 2  
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Star by going east and getting three rings. Keep going east, and you will be lifted up by a mini hill. On this new platform, there is a shiny. kill/avoid him. From here drop ALL the way down, and you will be shot up for a chance to get 16 rings. Come back down, and keep going east. Here, there are two new staircase blocks. One forms when you jump on it, and the other one rotates around. Keep climbing up until you reach a new platform. Here there is one staircase. As soon as you touch it, it will go up. When you climb up, jump to the left not the right. On this new platform, there is a red low spring. Jump on that, and it will send you across the gap. On the other side there is one to. On the new platform, spin dash up the hill, and onto the rotating tube. When it gets to the new platform in the northwest direction, jump off. On this new platform, jump on the tube covering, and it will fall down along with you. On the new ledge, get the coins above you (using the red spring) and get the ring box slightly to the right of you. From here, drop all the way down, going around 2 loop-de-loops, then go up (by the mini hill) On this narrow ledge, go west, onto the tube platform. When it goes all the way south, cross over to another tube platform. When this one goes all the way south, jump off to the eastern direction. But watch out there are two pieces of floor that go in, and out. If you go on it when it goes out you will fall to your doom. Keep going east, and kill/avoid the shiny on the wall. Here there is a tube with a cover on it. Jump on the cover, and it will fall, and so will you! The tube goes underwater at one point, but it sends you in an eastern direction. When you get out, use the red spring to blast upwards. On this ledge, there is a ring box. Drop down, and blast east using the black thing. You will continue on south, going around a loop-de-loop and then upwards. On this new ledge there is a save pole.

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On this ledge there isn't anything, but jumping up two ledges, there is a grabber, and a ring box. Get the ring box first, and then kill the grabber. If it catches you, press the X button rapidly so it (hopefully) lets go. Continue going west, being blasted southeast by a yellow spring, and then west by a yellow spring. Here, there will be a block staircase. Jump on it, and it will

drop. On the new ledge, there are three rings. Wait for the stick thing in the water to come to you. When it does, hop on, but don't fall off! When it gets halfway, it will bump against another stick. Transfer from one stick to the other, and stay on the new one until the end of the "ride." As soon as you get off, blast east (by the black thing.) Continue. Going up and down until you hit a block staircase. (Here comes the tough part.) Soon, the place will flood with water. You have to make your way up, until you get out of the water. Go fast, or else sonic will drown. When you climb up the last staircase, there are 4 moving blocks for you to climb up. When you climb up all of these, you will be back above water. On the new ledge, get the three rings, than continue going west. Drop down two ledges, and you will have to cross another stick in the water. Just like the first time, it will meet another one in the middle. Make the transfer from stick to stick, and stay with the new one until the end of the "ride" Go west, but not all the way. There are four pieces of floor that are moving in and out. Instead of going on them just jump from where you are onto the tube platform. When the tube has gone the entire way northeast, jump off onto the new ledge. Be blasted by the black thing, and running east, you will hit a save pole.

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From here go around the loop-de-loop then more east around another. From here go down all the way to the new ledge. Here there is a red spring, and water. Wait until the stick comes, and take that one stick all the way until the end of the ride. From here jump two ledges, and keep going until you come to the boss.

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SECOND BOSS FIGHT  
DIFFICULTY: 2.5/5

On this boss the only thing you have to remember is to stay in the middle. That way, you cant fall to your doom. When he comes out get him like 3 times Then stay in the middle avoiding the chemicals he throws out. Do this 2 more times after the first time, and you will have beaten your second boss. After you beat him, run east, to the holding cell, and free all of the bunnies and rabbits.

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Aquatic Ruin Zone Act 1

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Start immediately by going east, jumping up and grabbing three rings. Continuing on, break down the statue, and grab the three rings. Going east, go up the hill and threw the log. Drop down, and spring across the wide-open area. Keep going until you get blasted by the yellow spring. The yellow spring will send you in the air onto a new ledge. On this new platform, you can keep dropping up and down until you land on a new ledge. On this new ledge is a ring box, and a save pole.

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Keep going down, until you are submerged underwater. Keep jumping, until you reach a ledge (above water) with speed shoes on it. Jump up going as fast as you can going above and below water, collecting ring boxes, and rings. Soon you will come to a red spring. Get blasted by it, going around a loop-de-loop, and jump over the gap. From here keep going up and down until you finish the level.

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Aquatic Ruin Zone Act 2  
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Start immediately by going east, and grabbing the three rings. Drop down two ledges, and get another three rings. From here, go down to where there is a ledge that swings. About halfway, switch to the ledge next to it, and jump off onto a brand new platform. From here drop down, getting three rings, and jump over the gap. On this new ledge, get blasted by the mini spring, and jump onto the breaking stone. Do this again, and when you do for the second time drop down not going around the loop-de-loop. Going down, there is a ledge with a save pole on it.

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From here, jump on the moving pendulum. When it finishes its route, jump off onto a new platform. From here, keep going up and down until you come to another platform. Get blasted by the red spring, and go around the loop-de-loop. Here you will be submerged underwater for about 2 seconds, and if you jump the gap, you will be out. Jump up, and continue east. Keep jumping on statues, and when you hit the last one, jump to the next ledge. Jump up a few more, and get blasted on the moving hill. It will bring you across to another platform. From here be blasted up onto a new platform by the yellow spring. From here, jump onto the pendulum and when it finishes, jump onto the rotting statue. Hurry across, because it will break when you step on it. Keep going jumping on statues to break them down, and get your ring box. Drop down, continuing east where you will hit a save pole.

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Keep running east where you will meet your third boss.

THIRD BOSS FIGHT  
DIFFICULTY: 1.5/5

This guy I an easy boss, but he is hard to beat. What you do is, wait until DR. R shoots an arrow from his machine. When he does, jump to the ledge the arrow is at, and you will be able to jump up and hit him before he shoots another one. Do this eight times and you will have beaten him! (be careful when he shoots from the first level, you have to jump in order to miss it from hitting you. Continue east to the holding cell, freeing all the rabbits and bunnies.

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Casino Night Zone 1  
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Start immediately by going east and getting three rings. Drop down, and get another set of three rings. Go down the hill getting some rings then get blasted up by the pinger and get four rings. Come back down on the other side, and do the same thing. Land on a new ledge, and on here get your power sneakers. Jump over the balls that have stars on them, and drop way down. Here go through the ledge available. (If you want to have some fun, you can do the slots. Don't do it with to many coins, because if you get three DR. R's, you lose lots of your coins. On the new ledge, get the three rings, and continue on. Take the blue platforms up and get two rings on each one. On the new ledge take the blue platforms moving horizontally when it finishes its route, jump up

onto a new blue platform. Continue across until you reach a new ledge. On here, take the blue platform going vertically. Jump to the left onto a new ledge Do the same thing on this one. (Watch out if you fall you'll hit spikes losing all of your rings. On this new ledge, get your power sneakers, and take the elevator down. Down here, get your ring box, and then go left. You will drop down to a red spring. Hold the X button down until the spring won't go down anymore. When this happens, release the A button. You will go up getting three coins, and go around a loop-de-loop, and then you will land on another red spring. Do the same steps, and you will be shot upward. On this new...thing, there are balls and bouncy things everywhere. Keep going left until you reach a pinger. Here, try and get onto the blue platform. You may have to try this a few times. On this new ledge get your three rings, and drop down to another slot area. Going down there is nowhere for you to go. Keep going from one side to the other about twice, and go through the middle of the wall. Keep going east, and you will get a life. Get blasted by the pinger to the side, and go through the only opening available to you. From here drop down to another slots area, and go through the same opening. (Not the same just in the same place.) Drop down onto yet another red spring. Repeat the same steps, and get shot in a northeast direction, going around a loop-de-loop. In this new...thing there are more bouncy tramps and balls. Make your way right, and go up in the elevator. On the new ledge, take another elevator going up. Here, do not drop down into the slot area. Instead shoot up to a new ledge. On this new ledge jump over the crawl, and continue on. On here, really do drop all the way down not pressing any buttons. On the newest ledge, Get shot up getting lots of rings, and run through the signpost.

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Casino Night Zone 2  
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Start by going east, and get your three rings. From here, drop down, and get blasted upwards by the red spring. In the air go as far east as you can, so that when you land, you are out of the way of the crawl. From here, drop down through the slot and get three rings. You will land on a red spring. Hold the X button down, until the spring won't go down anymore. When this happens, release the X button and get shot up going around a loop-de-loop, and landing at the bottom of a hill. Here go west, and get blasted up by the red spring on the wall. Here, when you jump you have the chance to get lots of rings. Only take a few though, because you need to move east. Doing this will get you to land on the other side of an enemy with a shield. Here, just jump over all the hamburgers, landing on the next side. From here go up and get three rings. Continuing on, do not go in a northwest direction to an area of slots, just go under it moving on. On this new ledge, jump over both blue platforms to the other side avoiding the hamburgers. Continue going up, getting three rings. Keep jumping and soon you will reach a new ledge. On this new ledge, jump over the elevator and get your power sneakers. Jump up and get three rings. Coming east, there is a green thing moving in the air. I like to call them floats. Avoid it, and drop down. Down here there are 3 ring boxes for you! When you are done getting all of your ring boxes, get blasted upward by a red spring. You will land on a new ledge. On this ledge, there is a pinger waiting for you to jump on it sending you to the slot area. Do it. Drop all the way down, and there will be a yellow spring facing the hill. Get blasted by it onto a new ledge. This new ledge has three hamburgers. Ignore them, and jump onto the purple treadmill. Keep walking across until you get to a new ledge. This ledge contains a save pole.

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Continue right, dropping down all the way. Go to the pingers right side and get blasted onto the middle ledge. On here, use the red spring to go all the way down, and then shoot you up through an elevator. You might have to try it a few times, for there is a blue platform guarding your way. As soon as you get up there go east before the blue platform goes back and crushes you into the wall. Going east, get blasted by the pinger in a northeast direction. Here, hit the ball and bounce on trampolines until you fall. Take the red spring, and hit the hamburger three times clearing your way. Drop down, and there will be three hamburgers, and two pingers. Hop on one of the hamburgers three times, clearing a path for you to drop down. Here is the tricky part. You have to go east, get hit by the ball, and jump over the tramps. This may take you from 1-6 tries. Keep sticking with it, and soon you'll be over it. On the new ledge, take the elevator up. On this new ledge, drop down, and you will be in the chute with the red spring. Get shot up, going around a loop-de-loop. In the slot area, drop all the way down not hitting anything. Soon you will land on a hill going down. When you go all the way down there will be a save pole.

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Keep going east into a slot area where you will fight your fourth boss.

FOURTH BOSS FIGHT  
DIFFICULTY: 3/5

All right this boss is pretty tough, and you might have to face this character more than once. DR. R will come out of the wall with his latest invention. When you go under him, he will drop a red ball on you. Do not let this hit you, because if it does, you lose all of your precious rings. So the strategy for this dude is to go all the way up in the slot area. Take your best guess at where he is and drop down there. Usually you hit him. Do this 8 times, and you will have beaten him. Try never to go under him though, because those red balls can be dangerous.

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Hill Top Zone Act 1

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Start this level by going east, jumping up and getting three rings. Keep going right and go down the lift. On the new ledge, go right and get six more rings. Going right there will be a cone head. Jump over him onto the moving ledges. Jump across both on to a new ledge. On this new ledge, get three rings, and keep moving right. This part is a little tricky. Go to the right of the seesaw and jump on it. The ball will go in the air. While the ball is in the air, go to the other side. The ball will land on the side you jumped on sending you upwards onto a new ledge. On this new ledge, smash the rock and go east. Jump over the spikes onto the moving platform on the fire. Get the three rings there than jump to the right onto a new ledge. Go right, and go through the chute. It will send you rolling down, and you will get shot up by the hill. In the air, there are some rings to collect. When you land go right to another seesaw. Repeat the steps I said earlier, and you will land on a new ledge. Jump to the right onto a platform in the fire. When it goes all the way up jump to the right onto a new ledge. On this new ledge, break the rock and keep going. Here, there is another seesaw. Repeat the steps I listed earlier, and land onto a new ledge. On this new ledge there is another see saw. Repeat the steps I listed earlier, and you will land on a new ledge. On this new ledge, get blasted up by the yellow spring onto a new ledge. On this ledge there is a ring box. Hit it, and then go onto the lift. On here, jump over the two spikes and you will come to a new area. Go onto the loop-de-loop but not around it. Spin dash for a

while going around the loop-de-loop. Doing this will break the barrier of ground dropping you down. On this new ledge, go left, and jump onto the seesaw. Do the steps I said earlier, but instead of going up, go left. Do this one more time and you will land on a new ledge. On this ledge, drop down and take the lift. When the lift ends its route, jump left. From here drop down killing the snake, but leaving its stomach. From here, jump right onto a new ledge. Jump over the spikes, and break the rock. On this new ledge, take the lift going down. When the lift ends its route, jump off to the right. Get blasted right by the red spring, avoiding the spikes. Go right, towards the wall. Here, there is a hidden red spring. Going up hold the analog stick to the right, where there is an indent in the wall. In here there is only a few rings. Go back out, and get blasted up by the red spring. Continue right, jumping over tons of ledges. Soon the place will start to cave in. Just get out of there as fast as you can. When you get out, you will be shot in a northeast direction. On this ledge, there is a loop-de-loop. Go on it but not around it. Spin dash for a while, and then go around it. Doing this will break the barrier of ground allowing you to drop down. Spin dash, going up, and getting three rings. Keep running right until you hit the signpost.

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Hill Top Zone Act 2  
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Start off this act by jumping up, and grabbing three rings. From here, spin dash up the hill onto a new ledge. Continue going up and down, until you reach the end of the ledge. Here, break the rock, and jump onto the moving platform in the fire. Jump right, onto a new ledge. On here, grab your three rings. Continue right, going down the chute. When you get out of the shoot you will be blasted up a hill. (Either by a yellow spring, or momentum from the chute.) On this new ledge, break the rock, and jump on the snake's head. Doing this will get rid of his head and body, leaving his stomach. From here, jump onto the small platform on the water. As soon as you jump on, the ledge will fall into the water so watch out! Jump right onto a new ledge. On here, break the rock and go right. Here, there is a loop-de-loop. Go on it, but not around it. Spin dash for a while, and then release the X button. Doing this will break the barrier of ground, sending you down. When you go down, you will head right, and then go upwards. Keep going right, and then go up the hill. On this ledge, break the rock, and then jump upwards. On this ledge, there is a blue shield. Get it, and then jump onto the lift. When the lift ends its route, jump off onto a very small ledge. This ledge contains a save pole.

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From here jump up to the right. Continue going right, and you will land. As soon as you do, fire will start to come up. You must go up trying to avoid the fire. The exit is in the northeast direction. When you get out, go all the way down onto a new ledge. Here there are two blasters facing each other just jump over them. (You don't want to get caught in that.) Continuing on, break the rock, and jump over the spikes. On the other side there is a ring box. Keep going right and get blasted up by the invisible red spring. On this new ledge, jump up and take the lift going down. When it finishes its route, jump over to the left. Here jump even more left onto another lift going down. Repeat this step one more time, as you take your last lift going down. Here, jump up and two the right where there is a ring box. Jump onto the platform in the fire, and then jump to the right once again. Do the same step once again, and you will land on a new ledge. From here continue moving east. Jump up, and you are back outside again. From here get blasted up by the yellow spring onto a new ledge. Repeat this step once more, and you will land on another ledge. This

ledge contains a save pole.

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From here drop down, and then jump to the right onto two platforms in the fire.

#### FIFTH BOSS FIGHT

DIFFICULTY: 3/5

This guy is another tough one. I am not sure how to explain it, but I will do my best.

In this boss fight, there are two platforms together in the fire. There are also two more on both ends. DR. R will come out from the fire, and fire some ammo (which, strangely enough is fire.) When he does this attack him while you have the chance. However, when he is about to submerge back into the fire, he throws out two big balls of fire which burn on the ledge that DR. R is not close to. So my strategy is to have at least one ring. As soon as he comes up, just jump on him eight times. Then you will land on the fire losing whatever rings you have. Just jump to the right and your done. Well actually you have to run to the right, and free the birds and rabbits from the holding cell.

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#### Mystic Cave Zone Act 1

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Start this act out by going right, and grabbing the six rings there. Continue, jumping on the breaking levels to a new ledge. On here, collect your three rings. From here, slide under the crusher, and drop down. Soon, you will go up thanks to a hill. On this new ledge, spin dash for a while, so that you have enough momentum to go up the next hill. On this new ledge, look for the spike on a stick coming out of the wall. Jump on it, and then jump onto a new ledge. From here go right, and get three coins. Get blasted up in the air by the yellow spring on the ledge. In the air go right, and you will land on a ledge with a ring box on it. Get your ring box, and drop down. Here, you will fall on a circle of moving boxes. Drop down both of them, and then drop down both ledges. Drop down here, and you will be on a new ledge that contains a save pole.

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Here, jump onto the vine and it will bring you down by first opening the bridge. When you can't go down anymore, press the X button to release you. From here go left, and get your ring box. Get blasted to the right from the red spring right next to the ring box. Going right, you will go up a hill and land on a new ledge. Here, jump on the moving platform. When the one above you is directly above you, jump up. When that one goes a little to the right, jump up onto the breaking bridge. On this new ledge, jump to the right onto a new ledge. Be careful! 3 spikes on a stick will come out. When all of them finish coming out, jump on each one onto a new ledge. Go down the hill, and soon you will be on a new ledge. Here slide under the crusher, onto the bridge. Jump on the vine and when it goes down all the way, jump over to the right onto a new ledge. Here, get three rings, and then go up the tiny hill avoiding the spikes. On this new ledge, get three rings and drop down onto a new ledge. Here, get the invincibility and go right through the revolving boxes. On here, get blasted right by the red spring. Before you hit the opposite wall, jump onto the new ledge. Here, go up the big hill and then press X. This will send you to the left, and onto a new ledge. This ledge contains a save pole.



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From here, drop down again, and go up the hill. This time however, go jump over the crusher instead of jumping off to the left. Drop down getting some rings, then jump onto a new ledge avoiding the spikes. From here drop down, and get your invincibility. Keep going right, drop down and get your ring box. Keep going right, and get blasted in the air by a red spring. Jump from the breaking bridge onto the vine. When you do this, and bridge will drop down to your left. Jump on it, and then jump up onto a new ledge. Here, jump on the vine. A new bridge will form. Jump on it, and then jump on the vine above you. This one will bring you up. Here, jump over the two crushers in your way. On this new ledge keep running right onto a breaking bridge. Jump down onto another breaking bridge. From here, jump up onto a new ledge. Here, drop down and run all the way to the signpost.

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Mystic Cave Zone Act 2  
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Start this level off by jumping up and grabbing three rings, and then go up the hill, and grab 5 more. On this new ledge, Jump on the vine and the bridge will fall down giving you safe passage. Instead of going on the platform, drop down. You will go down a hill, getting rings and then be stopped by spikes. Jump over them, and get the six rings. Then, jump on the vine, and the bridge will knock down allowing you to pass through safely. Keep going right, and jump over the spikes. Here, drop down under the crusher. Here jump onto the breaking bridge, and let it drop you down. Down in this pit, get your invincibility, and then get blasted up by the red spring down there. Do not go all the way up; instead go through the opening in the middle. Keep going right from here, and then spin dash up the hill. Do the same thing again, and from here, spin dash up not up any hill. Keep going all the way right, and then when you can't go right any longer, jump o the vine. This one will take you down. Here, there are some revolving boxes. On the top ledge, there is an invincibility box. On the bottom, there is a ring box. From here, drop down. On this new ledge, jump on the vine. Doing this will knock over the bridge allowing you safe passage. Keep going left, and then drop down. Here, keep going up and down. Slide under the crusher onto a new ledge. Here jump to the right and get blasted up by the yellow spring. Instead of jumping on the vine, go through the opening in the middle. Here, slide under the crusher and keep going right onto a new ledge. Here, jump on the vine, and a new bridge will drop down. Jump off onto the bridge, and continue going right. Here, jump on the breaking bride. Jump up onto a new ledge. Here, jump across two more times, and you will once again land on a new ledge. Here, go up and you will be on a new ledge. Here, take the vine up. When it stops, jump off to the right, landing on a new ledge. Here jump up two more times onto another new ledge. When you get here, jump up onto the vine. The vine will bring you upwards. When it stops, jump over to the right getting three rings. Here drop down and get another three rings. Here, jump onto the breaking bridge. On the breaking bridge, jump up onto a new ledge. Go up the hill here onto a new ledge. From here continue going down until you reach two red springs. Drop down in the middle of them onto a new ledge. On here to your right is a blue shield. Here, slide under the crusher and drop onto a new ledge. This new ledge just happens to contain a save pole.

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From here, just keep running right all the way until you fight your sixth boss.

SIXTH BOSS FIGHT  
DIFFICULTY: 1.5/5

A lot of people think this boss is hard, but it truly is not. Here is what to do:

Before this boss appears from the top of the screen, the ceiling will rumble, and rocks, and spikes will begin to fall. Avoid touching all of the spikes until DR. R comes out. When he does come down, he will move the drills to a horizontal position, and then move. When he is doing this, now is your chance to attack from the top. Then, DR. R will go back to the ceiling and the process will repeat all over again. Hit him 8 times, and then run right, and free all the bunnies and birds from the holding cell.

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Oil Ocean Zone Act 1  
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Start this level off by going right, dropping down and landing on a broken bridge. Here, get three rings before the bridge breaks off. Here, go onto another breaking bridge. Here, just walk across and get four more rings. From this new ledge, go up, and kill the Octus there. From here, go right, drop down, continue right, and then go up the mini hill onto a new ledge. Jump over the spikes into the gap. Instead of falling, you will be brought to the other side by the fan. On this new ledge, jump up and kill the Octus. Here, jump onto the puffing green platform. Wait until it puffs you up, and then jump to the right onto the breaking bridge. Jump over to the right before it falls in. On here, walk to the right onto the breaking bridge and jump to the right before it falls in. Jump up, and do the same thing. On this new ledge, jump up and kill the Octus up there. Here, jump onto the puffing green platform. When it gets high enough, jump over to the right onto the breaking bridge. Jump to the right before it falls. Here, drop down getting lots of rings, and go up the mini hill onto the new ledge. Here, just walk over the gap and you won't fall because of the fan. Jump onto the breaking bridge, get the three rings and move onto a new ledge. On here, jump over the spikes onto the puffing green platform. When it gets high enough, jump over to the right onto a new ledge. Here, drop down and kill the Aquis. Keep moving right, and kill another Aquis. Here, go more right and go on the elevator. When it goes all the way up, jump to the left onto the breaking bridge. Jump way left, onto a new ledge. Here, drop down and keep running left onto another elevator. Walk onto the new ledge, jump over the spikes and keep running right. Keep running, and jump up killing the Aquis. Here walk above the gap, and get all of those rings. Soon, you will land on a new ledge. From here, go up and take the elevator going up. When it finishes, go to the right over the gap, and onto a new ledge. Here, drop way down the oil slicks, until you get launched onto a new ledge, which just happens to contain a save pole.

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Here, jump over the gap, and head up. Here, there are three puffing green platforms. When each one gets high enough, jump a little to the right. Do this two more times. The last time, go up onto the broken bridge. Walk across it before it falls onto a new ledge. Go right, and jump over the spikes. Keep going right, and jump to a new ledge, just at the foot of the hill. Go up just a tad, and then jump onto the breaking bridge to your left. Here, jump up all three platforms onto a new ledge. Here, take the elevator going up. When it gets done, jump to the right and kill the Aquis. From here, Drop down and kill

another one. Here, jump over the spikes into the blaster. This baby sends you into these balloons, which sends you into more, until you finally get out. I am not in the mood to give details about where each balloon will take you. When you land, go to your left and get the blue shield. From here, go right and kill the two Octus. From here, keep going right, and get your three coins. Here, drop down all the oil slicks. When you land jump to the left, onto the breaking bridge. On this new ledge, kill the Aquis, and take the elevator going down. From here, keep going right and jump into the blaster. When you land, drop down and jump across the gap to a new ledge. Here, continue right, and take the elevator going down. When it goes all the way down, continue going left. Keep going up and down, jumping over the two spikes. When the run ends, drop down and kill three Aquis. When you are done, jump into the blaster. When it gets done, drop down and kill the Aquis. Continue right onto the elevator going down. Instead of jumping left, ignore the fan, and go right. Go up onto the puffing green platform. When it gets high enough, jump to the right onto a new ledge. Here, drop down and run right all the way to the end of the level, or the signpost.

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### Oil Ocean Zone Act 2

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Start off this act by going right, and dropping down, getting your three coins. Keep on running, and soon you will cross the breaking bridge. Keep going right, and jump up. On this new ledge, kill the Octus, and the Aquis. Drop down, and take the elevator going up. When it goes all the way up, jump off to the right, and get three rings. From here, drop down and get three more. Jump over the yellow spring onto a new ledge. Here, jump on each puffing green platform. On the second one stay on, and the bottle will act like a blaster. When you get out, go left, and jump over the spikes on a rod. Here, you have to push in the spring, and then it will launch you onto a new ledge. On here, jump over both spikes on a rod, onto a new ledge. Here, take the elevator going up. When it finishes jump over to the right, and keep running that direction. Soon, you will fall down an oil slick. Here, drop down and kill the Aquis. Continue going down, and kill another one. When you are all the way down, jump up and kill the Octus. From here, jump over the spikes, and then into the blaster. When you land, kill the Octus that is beside you. From here, drop down, and jump over the two spikes on the rod. On this new ledge, jump over the spikes, and take the elevator going down. When you get here, ignore the fan, and go past it to the next elevator going down. Jump to the right onto a new ledge, which just happens to contain a save pole.

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From here jump into the blaster. When the blaster is done, jump to the left onto the breaking bridge. Take the elevator going up here. When it gets done, jump over the spikes, and then drop down. Jump across the ledge, kill the Octus, and jump into the blaster. When this one gets done, jump right onto the pole. Jump over the three spikes on a pole, and then you will be on a new ledge. Here, take the oil slicks down onto a new ledge. Here, continue right until you hit the boss.

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SEVENTH BOSS FIGHT  
DIFFICULTY: 3/5

This boss has ledges for you to jump on, and underneath you is oil. (Oil ocean

zone.) DR. R comes out of the oil for a bit. When he does, this is your chance to attack. Soon enough he will go back under the oil again. When he does, go onto one of the platforms and duck down in the middle of it, so the stuff he throws out doesn't hit you. After this a gun will appear. Stay ducked down on the platform for the first two shots, and then for the third shot, jump so that it does not hit you. After this DR. R appears once again, and the process will start all over again.

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Metropolis Zone Act 1  
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Start of this act by jumping to the right and grabbing three rings. Here, go up the hill and onto the puffer. Here, jump to the right ledge, and get the ring box. Here, jump to the left, and land to the right of the second puffer. From here, continue right, and grab three rings. Keep going right, and go through the spinner onto a new ledge. Here, go up the hill and get a blue shield. Jump on the space, and a ledge will come out just to the left of you. Jump onto it and go left. Here, jump onto the puffer onto a new ledge. Here, kill or avoid the Shellcraker, and drop down the hill getting three coins. Here, spin dash, and go across the ledge while the black crusher is down. On the other side, jump on the ledge, pushing the bridge back in, and drop down. Down here, get the ring box and repeat the step I just told you. From here, drop down onto a ledge. Instead of taking the platforms across, drop down, and go up the hill. On this new ledge, jump across, slide under the bar and jump on the silver button. The bridge will go away, and when it does, drop down the hill onto a new ledge. Here, spin dash and go over the black crusher. Here, take a blast by the red spring going down one hill and then up another. Here, you will keep banging off of yellow ledges on the walls. When you land (on the right) drop down the hill and through the spinner. Go up the hill, and then go left onto a new ledge. Here, jump on to one of the yellow ledges, and start banging up them. When you land (on the left) drop down and get three rings. Jump onto the screw and hold the right arrow button. When you go up a while, jump off onto a new ledge. Here, take another going up, and jump off (to the right) onto a new ledge. Here, ignore the silver button, and drop down. On this new ledge, kill the Slicer and jump onto the screw. Take it up, and before you jump on the next jump over to the left. Here, jump on the other screw, and take it up JUST a bit. When you're done, jump over to the right, and keep going in that direction. Instead of jumping onto the next screw, just drop down and jump in the gap of the two boxes. Here, go down and go left. Here, take the teleporter onto a new ledge. Here, drop down onto one of those boxes. Keep jumping in the northeast direction from box to box onto a new ledge. Here jump on the silver button demolishing the bridge and jumping onto a new one. Jump off onto a new ledge which contains a save pole.

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Here, spin dash up the hill onto a new ledge. Here, drop ALL the way down. When it seems like forever has gone by, jump over to the right. On here, keep running until you hit the signpost.

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Metropolis Zone Act 2  
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Start off this act by going down the hill and getting three rings. On this new

ledge, jump up and grab three more rings. Here, jump on the silver button and a bridge will form. Jump onto the lift. When it goes around, jump onto the platform in the fire, As soon as you hit it, jump to the right onto another lift. When it goes around, just jump across onto a new ledge. On here, kill or avoid the Shellcraker. On this new ledge, go right into the teleporter. You will be lashed out, going up on the yellow ledges. Hopefully when you are done you will be sent to the right. Here, kill the Slasher and continue on. Here, jump on the wheel and let it bring you down. Here, go down the hill, and let another one bring you down. Down here, jump on the blue shield and continue right. Here, just jump across all of the boxes onto a new ledge. Jump up, get the three rings, and continue east. Here, jump up onto a new ledge. Go up the hill here, and jump on the screw. Take the screw up and when it goes up just enough, jump off to the right. Jump on the silver button creating a bridge, and jump onto the trammel. Keep going right and then jump on the screw. Take it up and when it is done, jump off to the right. Here, take the screw going up, and then jump off onto another one. On this new screw, jump off onto a new ledge. Here, jump onto the puffer onto a new ledge. On here, go right and jump onto the puffer onto a new ledge, Here, jump up and get your ring box. Here, jump up again onto a new ledge. Here, continue right, get three rings, and jump kill or avoid the Shellcraker. Here, jump on the wheel, and when it turns all the way jump on the platform going off. When it does, jump off onto the box. From here jump onto the puffer onto a new ledge. Here, drop down killing or avoiding the Shellcraker. On this new ledge, jump onto the big wheel, When it goes up, jump onto the platform going up. Here, jump onto one of the yellow ledges in the wall and blast up. When your done you will be on the left onto a new ledge. This new ledge contains a save pole.

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Here, jump onto the silver button creating a bridge. Cross it, and drop down the hill collecting some rings. Here, go around the spinner, and on the other side go up the hill. You will wrap around the top part, and land on a new ledge. Here, take the screw going upwards. When it does go up jump off to the right onto a new ledge. On this new ledge, kill the Slasher, and run to the right. On here, get the ring box and jump onto the screw heading upwards. When it gets high enough, jump off the screw to the right. On here, kill the Slasher and watch out for the Asterons. Continuing on, drop down, get the three rings and kill the Slasher. From here, drop down and get an extra life. From here, blast back to where you were courtesy the red blaster. Back where you were, jump up onto the lift. When the seat you are on gets high enough, jump onto a box to your left. From here, keep jumping from box to box until you land on a new ledge. On here, run left into the teleporter. From here, go up both hills onto a platform. When the platform gets high enough jump off to the left. On here, watch out for the Asteron. From here, jump onto the silver button creating a bridge to your right. Jump up onto the bridge, and jump up onto a new ledge. Here, grab three rings and watch out for the Asteron. From here, keep going up onto another new ledge. Jump up blasting up the wall (yellow ledges.) When you land, you should be on the left. Here, get your blue shield and watch out for the Asteron. Here, do the same thing only this time land on the right. Here, go up the hill, and kill the Slasher. From here, jump onto the lift. When it gets high enough jump to the left onto another lift. When this new lift gets high enough, jump off to the left. On the other side go partial way up the hill, and then press the X button to go towards the right onto a new platform. When it goes up, jump off onto a new ledge. Here, jump onto the wall and get blasted up it (thanks to the yellow ledges.) When you land on the right, keep running right until you run past the signpost.

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Start off this level by jumping up, grabbing three rings and going up the hill to your right. Here, kill or avoid the Slasher. Here, step onto the two platforms, but jump to your right before they fall down below you. Here, jump onto the pendulum thing, and on it continue going right. When you are on the edge, and the pendulum goes as far northeast as it can, jump off to the right onto a new ledge. On here, kill or avoid the Shellcracker. From here, enter the teleporter to your right. When you get out, drop down the hill to your right, and collect three rings. From here, jump onto both wheels, jumping right. On the second one, jump once more onto a new ledge. On here, get the three rings, and go a bit more right. When the black crusher is up, spin dash, so that you can go under it. On the other side, go onto the hill, and then jump to the left onto another platform. Wait until this one takes you up, and then jump onto the left onto a new ledge. Here, jump onto the screw and take it up. When it gets high enough, jump off the screw to the left onto a new ledge. WATCH OUT FOR THE ATTACK OF THE ASTERONS! Anyway, from here, jump onto the big moving pendulum, going up in a counter-clockwise motion. When you are at the very top point, jump up onto the platform. This platform will take you up. When it does, jump off to the right onto a new ledge. Here, get blasted up and around the loop-de-loop. Watch out for the Asterons. From this new ledge, go around the half loop-de-loop onto a ledge. This ledge contains a save pole.

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From here, jump onto the yellow blaster, onto a new ledge to the right. On here, go into the spinner, on the other side, though, instead of going onto the platform, drop down onto another one. This one will bring you down, and when it does, step off to the right. When you go right from here, a swarm of Asterons will attack you. Just dodge them as best you can, but you will probably lose most of your rings anyway. On the next ledge, take the screw up. When you go up just a bit, jump off to your right onto a new ledge. Here, just drop down instead of taking the screw down. Jump over all of the spikes, and when you go all the way to the right, go around a half loop-de-loop onto a new platform. On this new ledge, kill or avoid the Shellcracker and jump onto the puffer. When it puffs you up, watch out for the spikes right above your head. On this new ledge, jump onto the lift to your right. When you are about to get to the top where you go over, immediately jump onto another cart to your left. Here, jump onto the new ledge hitting a save pole.

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From this ledge, jump up onto the yellow spring onto a newly formed ledge. From here, go right, and kill or avoid the Slasher. On this new ledge, jump onto the ring box. From here, jump up onto the yellow ledges on the wall going up. This is the tricky part. You have to jump up ONLY a little tiny bit. This way, you will land on the left. Here, get your blue shield and hop over the gap onto the ledge to the right. On here, kill or avoid the Slasher. Here, jump onto one wheel going down. From this wheel jump onto the platform. From the platform jump onto the next wheel. Here, jump on the ledge to your right. Here, watch out for all of the Asterons, and also watch out for all of the Slashers. From here, instead of taking the screw all the way down, just drop down yourself. From here, race down the hill watching out for all of the Asterons. On the bottom, just jump on the silver button demolishing the bridge. When you land you will land on a bridge bringing you across. Before it gets there however, jump down. On this new ledge, go right onto all the wheels, drop down and get blasted up by the red spring. From here, just go over, and land on a new ledge which contains a save pole.

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From here do the same thing except land on the platform this time. From here, jump way across to the pole going in a clockwise motion. On this new level, walk right into the teleportor. When you get out, drop down the hill, and watch out for the Asterons and the Slashers. On here, jump on the screw, and take it up. When you get high enough, jump off to the right onto a screw. Take this screw going up. When it gets high enough, get off to the left, and run into the teleporter. When you get out, run all the way right until you reach a save pole.

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Take the moving bridge all the way across. When it gets all the way across, keep running right until the boss.

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EIGHT BOSS FIGHT  
DIFFICULTY: 4.5/5

Robotnik will be surrounded by spheres. Trying to hit him is very tough now, and you most probably would get hurt. Some times there is a space where the spheres don't cover that is open to attack, but you have to be very quick in hitting him there. I recommend that you don't do it that way, but in another way that takes a bit longer. Jump over him twice as he wonders about, then he extends the spheres (hide in the corner) then he will rise, leaving the bottom of his machine vulnerable to attack. Attack him now.

When you hit him, a sphere will drop off and a mini clone will appear; simply hit it to destroy it, then the pattern repeats. It gets easier the further you get as there are less spheres surrounding him, making him more easier to attack. Once all the spheres are gone, he then drifts down the side of the area and fires lasers, then goes to the other side and does the same. Hitting him once means he is history now, so go to the left before he fires the lasers and hit him from beneath.

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Sky Chase Zone Act 1  
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Start this level in your plane by just going right and grabbing three rings. Right above, and below you there should be another six rings. Go under all the mini bombers, and you should get another 9 rings. Here, go over all of the turtles, and then drop under the last one and get three rings. Watch out for the Pterodactyls. Here, go north again and watch out for the turtle and the flying birds. Here, go above the three mini bombers, and then go under the three mini bombers. If you get all of the rings possible, you will end up with 18 more to your collection. Here, go under another three, and on the other side watch out for the turtle. Here, go above all the stuff, and ride high for a while. Up here, get three coins and continue on. Here, watch out for all the enemies, and grab three coins. A huge plane will fly by (the wing fortress.)

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After the wing fortress passes, continue flying right. Watch out though because 6 flying birds will come out at you. After you pass the swarm, you will hit another swarm. This time however, it is a swarm of mini bombers. After this you

will hit ANOTHER swarm! This time, it is turtles. Just weave in between them, until you hit the end of the level.

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Wing Fortress Zone Act 1  
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As soon as you start this level, the plane will get cooked by beams. Just stay where you are on the plane, and you shouldn't fall off. When the plane starts to fall, jump off to the right onto a new ledge...

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This is the last normal level of the game. It's pretty tough - it's a very long act - but I know a couple of shortcuts that'll make it much faster. There are a couple of very aggravating sections though, so don't expect a cakewalk. It begins with you flying on your plane and lasers are firing at you. Just as a red ledge comes into view, a laser hits you and you begin losing altitude. As soon as this happens, jump onto the red walkway. If you don't, you will die. Tails will be OK. Now you are on Robotnik's giant flying battleship. Head right but jump over the little metal slider you see on the floor - that will limit the number of rings you get. Drop down a level and run left. Drop down again and go right, collecting rings. Run over two platforms that make you float above them. You soon come to the only enemy in this zone: a chicken robot who pops out of holes in the floor and shoots bullets sideways. Defeat him.

Now you are at the first shortcut. To your right is a metal slider device that will zip you right, but above you is a metal walkway that seems out of jumping range. From the chicken's hole (which is actually slightly elevated from the floor) jump up to it. It may take many attempts to reach the walkway. Just keep jumping and holding right and be persistent. When you do make it go right and get a Shield. Then jump up and right. Above you is a fan that, if you jump up and hold right, will usually suck you up to a higher level. You will crash into one of two enemies immediately and lose your Shield, but it's well worth it (defeat the enemies immediately). If for some reason the fan does not suck you up, it's probably because you didn't jump far enough right and you'll have to jump up to the walkway again. On the higher level the way you should go is left, but instead go right. Run quickly over the fan that gives you a lift, and the swiveling gun above it will miss you if you're going full speed. To the right defeat another chicken facing the wrong way. Then jump down onto the four metal platforms rotating in a circle.

Now comes the second big shortcut. Jump to the ledge to the right of the platforms. You see a large propeller to your right. Run into it and you'll get hit. While you are flashing, run through it. Right behind it is the end of the ledge - jump AS FAR AS POSSIBLE to the right. You'll see two belts of moving platforms that continuously move down, disappearing into the wall at the bottom of the belt. You don't want to land on the first (higher) belt because the platform will disappear as soon as you land on it. You must land on the next belt to the right, even though it's farther away. Hopefully you will make it. Falling at any point along here will kill you.

Now for the most aggravating part (in my opinion) of the game. To the right you'll see a small ledge that blends in very well with the background that appears and disappears. To avoid falling when the platform you're on disappears into the wall, jump continuously to keep jumping to the next higher platform. Observe the ledge to the right and when it comes out of the wall, jump to it. Now you need to jump across a series of about eight ledges like this one to the



right. You must go very quickly because they will disappear and you'll fall if you're not fast enough. They are supposed to be timed to make it possible to get across, but sometimes the next ledge you must jump to isn't there like it's supposed to be. Hopefully, this won't happen. To avoid losing time in your jumps make short jumps by just tapping the jump button (that are still sufficient to get you to the next platform). When (and if) you do finally make it across, you'll come to a solid ledge with a Starpost. Breathe a sigh of relief - the worst is over, and you've skipped past over half the zone.

To the right of the Starpost is a metal slider. Touch it and it will zip you right sending you over a bottomless pit. However, right on the other side is another metal slider that will send you back, so as soon as you land, JUMP! If you hit the other slider by accident you'll be sent back - don't panic, the first slider is waiting for you and will send you over again. You can keep going back and forth until you finally jump over the slider on the right ledge. Then go right and run up the conveyor belt. Jump to the rotating platforms and then to the hook above. It carries you up. Jump left and ride another hook up. Go left and grab a concealed Super Ring, then go right and touch the metal slider. It zips you right and you land just right of another slider. Touch it as well and when you stop moving, go back left, and climb up to the next left. Then go right onto brown floor instead of metal floor. Go right to the final Starpost. Touch it, then jump on the gray bump in the floor to open the path inside of the battleship. Go right to the boss.

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EIGHT BOSS FIGHT  
DIFFICULTY: 5/5

This can be quite tough. You have to hit the pod laser when it is orange, but there are hovering platforms in your way. Get onto the platform nearest to the pod and attack before the laser goes off; sometimes you can hit loads of times, others you can only hit once, but be patient. When the laser is going off, make your way to the opposite side the laser is and stay there, then repeat.

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Death Egg Zone Act...

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This zone is the last - has no rings, and two tough bosses! Walk to the right and you are introduced to a Metal Sonic. When he flies down, go underneath him, and to the left a little and start spin dashing. When he arrives, you will start hurting him. After four hits (listen out for it) or when he starts moving down into the spin dash position, spin away, and then jump over him. Don't touch the spikes on top of his head, so jump and bounce off his face when attacking. He will then move back and forth, then stop, spin dash and jump over you, stop, and spin dash over the ground. If you hit him enough up to this point, he is destroyed; otherwise it repeats.

Now run to the right, and follow Robotnik. At the end of this area, he climbs into... a giant Robotnik robot! :O:O:O He will rise, then walk toward you. Don't attack yet. He will then fly upward, and a target will appear on Sonic. Run to the far right and when it locks on, move to the left then jump at the robot's head as it lands. Now RUN all the way left to avoid his arms (you can avoid them there and attack him, but its very tough) then run back after the second arm and hit his head before he takes off. Run to the left when the target appears, and then right when you are locked on. Hit him as he

lands, then he walks and the process repeats. After about 12 or so hits, you win! Congratulations!

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9. Special Stages  
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This is probably my favorite part of Sonic the Hedgehog 2. It is definitely one of the major aspects that make this game stand out not only to all of the other Sonic games, but also all of the video games worldwide. It isn't the most difficult thing in the game, but it certainly isn't the easiest! "Anyway - Special Stage is the Sonic the Hedgehog term for a bonus stage in which your objective is to obtain a Chaos Emerald. These awesome gems are the source of incredible power and in the story, you must get them before Robotnik does at any cost. But in reality, the Chaos Emeralds are an extra, not necessary to complete the game. But unlike Sonic 1, when getting all the Chaos Emeralds just gave you a slightly better ending, in Sonic 2 it actually makes the game easier.

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In the game there are seven different special stages - one for each of the Chaos Emeralds. On this game (different than the special stages in Sonic 1, Sonic 3, and others) you do not rotate through special stages. Instead, you play them in a series. Let's say you're in Emerald Hill Zone. You get the requirements to play the special stage (having 50 rings, and then going through the pink hoop formed above the save pole.) You go into the first special stage. If you don't beat it, you are sent back to the level you were just in, but this time you have no rings. Let's say you don't play another special stage until level 2. If you beat it here, the next time you get into a special stage you will get into the second special stage level.

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The special stage layout isn't really that complicated. You are in sort of a narrow tube. In the first stage only rings come out. You have to move about the tube, in the middle, and also on the left and right side. After each interval, a sign will come out saying how many rings you need to get. During the period you have, you must collect the amount of rings that the sign says. If you do, you will move onto the next period, if not you are sent back into the level, as I said before with no rings. As the levels in the special stage pass, bombs are introduced. Bombs are the exact opposite of rings. If bombs hit you, you lose some of the coins that you have gotten.

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Also, there is one last thing regarding the special stages. Let's say your requirement is 50 rings. If you get...let's say 70. The next period will be much easier for you. As you can see, the ring counts that you gain in one period are carried over to the rest of them.

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That is basically the main things you need to know about the special stages. Next to come are some strategies that you can use to win in all of the different special stages.

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STRATEGIES  
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Ok. The most important strategy is to play by yourself. What do I mean by that? Don't use tails! Unlike the game, in special stages tails does what he wants, and not what you do. When you play the special stages it is like they insert a brain into tails. Instead of following you like a robot, he now has a brain of his own, which means danger. What I mean by this, if bombs are coming, and you successfully jump over them does not necessarily mean that tails will jump over them as well. Using tails could be the difference between winning the special stage and losing the special stages.

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Before this section ends, I would like to list the different Chaos Emeralds, and what level in the special stages they come in.  
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The First Special Stage:  
Light Blue

The Second Special Stage:  
Purple

The Third Special Stage:  
Red

The Fourth Special Stage:  
Pink

The Fifth Special Stage:  
Yellow

The Sixth Special Stage:  
Green

The Seventh Special Stage:  
Gray

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That ends my special stage section.

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10. Legal/illegal information  
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11. Credits  
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Me - I wrote this guide

You - You read this guide

Jeff - for creating gamefaqs, and for posting this FAQ

Sega - For making the game sonic 2

Playstation 2 - For making the game Sonic Mega Collection Plus.

Peach freak - he said to get this game, and then I could possibly FAQ one of the games for it. I took his advice.

Gbness - For creating the ascii at the beginning of the FAQ.

Crazyreyn - I used some of your excellent boss descriptions, and used your description of the last level as well.

WWalker - I used your description for the wing fortress because I Couldn't beat it myself.

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