

# Sonic The Hedgehog 2 FAQ/Walkthrough

by Beautiful Affair

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Sonic the Hedgehog 2  
For the Genesis  
FAQ/Walkthrough

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## 1. Guide Opening

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The opening to our Sonic 2 FAQ.

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### 1.01 - Version History

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- Version 1.2 - 01 January 2006 - Ryan here. A new layout and updated copyright notice for this guide, that's all. Enjoy!
- Version 1.1 - 26 October 2004 - Ryan here. I present you with a new reformatted version of our FAQ.
- Version 1.0 - 28 June 2004 - The first version of this FAQ.

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### 1.02 - Introduction

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#### Ryan Intro

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Sonic 2 is obviously the sequel to Sonic 1, only it features a new 2-Player Vs. Mode, more and new levels, a new character Tails to join Sonic by his side, and the gameplay is still just about the same as it was. This is a true SEGA classic, that any person with a Genesis should have the experience of playing.

#### Derin Intro

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Hello everyone and welcome to my and Ryan's second co-project for Sonic the Hedgehog 2. For those of you who aren't familiar with the Sonic the Hedgehog series, it revolves around a blue spikey-haired... Hedgehog, with whom you traverse through a plethora of beautifully animated environments, collecting rings and destroying baddies. This time around however, Sonic's joined by an orange two-tailed fox named Tails, which makes the game all the more fun. Anyways, enjoy, and if you have any questions at all pertaining to this guide or Sonic 2 in general, please don't hesitate to E-Mail either one of us.

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## 2. Game Overview

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The basics (stuff you should read) of Sonic 2.

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2.01 - Story  
=====

(Taken from the instruction manual)

Find the Chaos Emeralds!

Miles "Tails" Prower, the Fox, can't sit still when Sonic's around. Ever since Miles was a baby fox, he's dreamed of being like Sonic. He loves to run after Sonic, waving his 2 tails behind him, trying to keep up with his hero!

Mostly, Sonic lets him trail along. But sometimes, just to show off, Sonic explodes in a burst of super speed and leaves him behind. But Miles doesn't give up. He whirls his tails like a helicopter rotor and takes off flying until he catches up!

All the animals call Miles by his nickname, "Tails", because of his 2 special tails. And one day they saw an astonishing feat...

They were all together in the forest, watching Sonic perform. Sonic would run, spin and jump in his Super Spin Attack. Then "Tails" would whirl like a turbo engine and blast off in his Super Dash Attack. What a showoff!

Suddenly, "Tails" just couldn't help himself. He took a running start, curled up his tails, and - whoosh - he was spinning like Sonic!

But now something frightening is happening. Sonic's friends are disappearing. In their place, nasty metal robots are popping up all over the island. The mad scientist Dr. Robotnik is at it again!

This time, Robotnik's planning a global disaster. He needs workers to create a doomsday machine that can take over the world. So he's trapping all the animals, turning them into robots, and forcing them to build his ultimate weapon, the Death Egg!

Robotnik now rules the factories, refineries and cities! He's grabbed control of everything - except the 7 Chaos Emeralds. These magnificent gems are believed to hold exceptional powers. With them, Robotnik could have the entire world in his grasp. And he'd never let go!

The Chaos Emeralds are buried somewhere on the island. Only one tough dude with spiky hair has the speed to find them first!

Help Sonic stop the devious scheme of the demented scientist! Spin like a speedball through space. Grab Power Sneakers and loop 'til you're dizzy. Twirl over twisting speedways and rocket through tunnels. Balance and blast across a bubbling ocean of oil!

Find the Emeralds, free the animals, and squash Robotnik forever!

=====  
2.02 - Controls  
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D-Pad - Move cursor over different options on title and options screens; move character (Left/Right, hold to speed up); look

up (Up, hold to shift screen up); crouch (Down)

- Start Button - Confirm options on title/options screens; pause/resume game
- A - Jump; charge Super Sonic Spin Dash when crouching (release to dash away at high speed); bounce off flippers/springs in Casino Night Zone
- B - Same as A
- C - Same as A

=====  
2.03 - Characters  
=====

Sonic  
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Your true, blue hero returns in a new adventure to crush the demented Dr. Robotnik! With the same blue spikes, red shoes and super speed, Sonic is back and better than he ever was before. You can control Sonic alone or with Tails in the 1-Player mode. Should 2 players be playing the 1-Player mode, Player 1 will be controlling Sonic. In the 2-Player Vs. mode, Player 1 also controls Sonic.

Miles "Tails" Prower  
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Sonic's sidekick is a cute, two-tailed fox who made his debut in this game. Tails has all the equivalent moves to Sonic, and you can play through the game as Tails by himself, or a second player can control him in 1-Player mode if you are playing in "Sonic and Tails" mode. In 2-Player Vs. mode, Player 2 controls Tails.

=====  
2.04 - Basics  
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The Title Screen  
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When you begin the game, you'll see Sonic and Tails and below them are two options: 1-Player or 2-Player Vs., and if you press Down twice you'll see another choice, Options. This list is about what each of them represents:

1-Player: Play through the entire game with Sonic and Tails, Sonic Alone or Tails Alone.

2-Player Vs.: With a friend, you can play through three stages from the game in a race and a special stage with Player 1 controlling Sonic and Player 2 controlling Tails. The 2-Player Vs. Mode section will cover this in more detail.

Options: Set the stipulations for the game. On the top box you can select the characters to play through the game with (Sonic and Tails, Sonic Alone or Tails Alone), the middle box allows you to pick what kind of items you can find in the 2-Player Vs. Mode (all kinds such as Power-ups, extra lives, rings, etc., or Teleport items only).

## 2 Players in 1-Player Mode

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Should you be playing the 1-Player Mode game and have 2 controllers, the controller in Port 2 can be used to control Tails should it be set to Sonic and Tails from the options menu.

## Reach for the Rings

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There are two different ways you can protect yourself from Badnik attacks: possessing rings and/or possessing a shield. When you have a shield you can protect yourself from one Badnik attack but lose your shield. You can only have one shield on at once. If you get touched by a Badnik while you have rings but not a shield, you'll lose your rings but you can quickly grab some of them again. You'll have to hurry though, because they disappear after a temporary amount of time.

## Starposts/Special Stage

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Occasionally across the zones you'll come to a starpost. Like the lamppost in Sonic 1, touching it will record your position, but also, if you touch it while in possession of 50 or more rings, some stars will appear above it and circle around. If you jump up into the stars you can have one attempt at beating the Special Stage, a course in which you run down a track trying to collect a specified amount of rings. More information on the Special Stage and tips for beating them all can be found in the Special Stage section of this FAQ.

## Self-Propelled Gadgets

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There are two gadgets you can find in the game you have to utilise in order to progress through the stages. These are what they are:

Pinball: In Casino Night zone, you can find springs that launch Sonic like a pinball. When you land on a spring, hold down one of the jump buttons and the spring presses down. When the spring stops moving, let go of the button and Sonic will shoot up. Also, there are pinball flippers you can find that bounce Sonic if you press a jump button when you land on one.

Nuts & Bolts: In Metropolis Zone there are sets of nuts and bolts you can use to ascend or descend. When you step on the nut, run left to descend, or run right to ascend. Simple, eh?

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2.05 - FAQs  
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Q: Is it true that you can play Knuckles in this game? If so, how?

A: Yes, it's true. You need the S&K lock-on cartridge and plug Sonic 2 into it. Switch on the power and play away as Knuckles!

Q: Can you get "Super Tails"?

A: Nope. If you collect all 7 Chaos Emeralds with Tails, nothing changes,

unfortunately. You'll need Sonic 3 & Knuckles to get Super Tails. There is, however, a 'glitch' of some sort related to this; check the Cheat Codes & Secrets page for this game on GameFAQs and it'll tell you.

Q: Hi, I'm from CheatCC...

A: Go away.

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3. Walkthrough  
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A step-by-step guide to completing this game.

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3.01 - Emerald Hill Zone  
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Act 1  
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Welcome to the first zone of the game! Both acts in the Emerald Hill Zone are fairly straight-forward (as are most introductory acts in Sonic games), but my and Ryan's job is to make the game a more fun and pleasurable experience for you, so let's get started shall we?

From the start, proceed right, collecting rings and disposing of enemies along the way until you reach a hovering platform that's moving back and forth horizontally. Hop on this and it'll eventually take you to a raised platform with a shield power-up, a robotic monkey, and a couple of rings. Grab the power-up, dispose of the monkey, grab the rings, and move on.

Just past the bridge where you'll be greeted by a few blood-thirsty robot fish, you'll see another floating platform. This time, it's moving vertically (up and down). Hop on this and ride it down to the bottom level. Hop off to your left and enter a somewhat secret cave area with some rings. Once you've grabbed the rings, head back out to the bottom level. Hit the red spring if you wish for some extra speed (which you should), and shortly after you sprint past a few waterfalls, you'll hit a small incline which launches you back up to the top level. You should've landed right in front of a slightly larger incline lined with rings. At the top of this incline, you'll find a yellow spring. Hop off of this spring and to the left to reach a checkpoint (and some rings).

Hop down off of the platform with the Starpost (a.k.a. checkpoint) and proceed right, through the loop and the corkscrew, until you reach yet another Starpost. Just past this Starpost is another loop. Run through this loop and the one immediately following it. Now, with speed, hit the incline (ramp) that's directly in front of you. If you hit the ramp with enough speed, you should be launched into another secret tunnel that's home to a few rings and an extra life. Anyways, run across the waterfall and into yet another tunnel. Exit this tunnel and you should land right in front of a ring box. Grab this then continue on, grabbing rings and destroying baddies until you reach the end of Act 1.

Act 2  
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Head right at the start of the act and hop up onto the raised platform in front

of you. Run to the end of the platform and a yellow spring will launch you up to a bunch of rings. Grab as much as you can, then continue on. If you let the spring carry you as far as it could take you, you should've landed right in front of a speed power-up. If not, just head right a little ways until you reach the power-up, then tackle the next part of the level at intense speeds.

Sprint across the bridge just past the above area, then hop over the gap just past the bridge. Keep sprinting along until you reach a yellow spring in the ground. Hop on it to launch yourself up to the top level, then keep running and running (don't forget to grab any rings or power-ups you run into along the way) until you reach a checkpoint. Run forward just a tad bit more and you'll find yourself preparing for your first boss battle: Robotnik's drill car. This boss is extremely easy, but if you feel more comfortable receiving tips on how to defeat him quickly and easily, please refer to the "Boss List" section of this guide. Once you've defeated the boss, you'll have beaten Act 2 as well as the first zone.

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3.02 - Chemical Plant Zone  
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Act 1  
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Before we get started, I must mention that there are a TON of ways to complete both acts in the Chemical Plant Zone. What I've written are the suggested routes you should take to get through the zone quickly and easily. With that in mind, let's get started with Act 1.

At the start, proceed right and up the small incline in front of you. Ignore the floating platforms and run along the blue path until you reach a downslope that leads to a large loop. Run through the loop, and at the bottom you should bump into a red spring. Hit the spring and run LEFT back through the loop and you should be on another path below the one you started on. Hit the large incline in front of you and you should be launched in the air and up to another incline, this time it's inverted and you're greeted by a few enemies below you. Dispose of the enemies, then break the cover on the tube to your left, hop in, and go for a ride.

Upon exiting the tube, you should notice two ring boxes to your right and some rings above you. Grab them, then hop up and to your right. Continue on and you should reach a shield power-up. Grab it then dispose of the robot in front of you. This is where it gets tricky. What you have to do here is carefully maneuver yourself through a series of robotic spiders and tubes that shoot out giant blue chemical worms. Once you've done so, head up the small incline in front of you and hit the black spring-like object. You should then be launched through two loops.

Upon exiting the loops, you should be launched very high into the air after hitting a small incline. Once you've reached the highest point, quickly hop onto one of the two floating blocks and proceed right and into another black spring-like thing. Keep going right through a bunch of loops until you reach another tube at the end of the path. Hop down into this and you should come up next to a ring box. Grab it then go left down the path until you reach a set of five blocks in the ground. Step on these to make them descend, then proceed right to the end of Act 1.

Act 2  
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At the start of the act, head right and grab the rings directly in front of you. Continue on and you'll eventually come to a small incline. Run up this, defeat the enemy awaiting your arrival, then sprint down the steep drop in the path ahead. At the bottom, you should hit another small incline that will launch you up to the top level of the complex. Go forward a little ways and hit the small red spring-like object in front of you to take yourself up to the platform in front of you. Hit another spring-like object here to get the three rings if you wish, then spin dash up the rather large incline in front of you.

Once you're at the top of the incline, hop up and onto one of the hovering platforms above you. Jump off of the platform when it's at its highest point and go left (into the small passageway). Hop into the tube at the end of this small passageway, and you should eventually be launched up into a small group of rings. Grab these and the ring box on your right, then proceed left and down another steep drop in the path. At the bottom of the path, you should be propelled up a huge incline and through a set of two loops. You should then be launched off of a small incline and into another small group of rings. Grab as many as you can then continue on.

Hop onto the vertically (up and down) moving platform at the end of the path, then switch platforms when you're required to do so. At the bottom, JUMP off of the platform to the right, avoiding the "trap doors" in the path that will plunge you deep into the chemically-infused waters below. Yuck. Anyways, hop into the tube just ahead, and when you launch out of it, stay aligned with the tube and hit the spring that just appeared. At the highest point the spring takes you, move left and onto an isolated platform that's home to a ring box. Grab it, then drop down to where you just were. Hit the black spring-like object in front of you, and when you eventually reach an incline that launches you high up into the air, DON'T GO TO YOUR RIGHT! You'll miss a checkpoint if you do. With that in mind, drop down to the bottom level and grab the checkpoint.

Just past the checkpoint, there will be a black and yellow door that will open upon approaching it. Proceed past the door and hit the series of springs ahead to guide yourself down to a set of moving blocks, which will take you down to the level below. CAREFULLY hop onto the moving platforms to safely transport yourself over the water, then hit the black spring-like object in front of you to propel yourself into the hardest part of the entire zone.

Okay, now this next part requires PATIENCE and GOOD TIMING, so keep those two factors in mind. Alright, now with that in mind, hop onto the rotating set of blocks in front of you, and, depending on whether or not you started from the top or bottom path, do the same for the second set of blocks above you. Next, hop up onto the two single blocks rotating counter-clockwise just above your head. Once you've done that, hop off of the last block and to your left to complete the area. The challenge you ask? The water rises as you're climbing to the top. Anyways, simply maneuver your way left until you reach the end of the pathway. Hop onto the hovering platforms, then proceed right through a loop and across another chemical pool to the boss area. For strategies on defeating this boss, please proceed to the "Boss List" section of this guide.

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3.03 - Aquatic Ruin Zone  
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Act 1  
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What an annoying little zone this is! You'll be greeted by hidden enemies that pop out of walls, giant lakes, which you can easily drown in, and a rather



annoying/frustrating boss fight that requires skill and patience. Aside from that well... the music's pretty cool... I guess. Anyways let's get started!

Start Act 1 by heading right, as usual. You first encounter a gray panel on a pillar in the background with Robotnik's face tattooed on it. Avoid these like the plague: they are your biggest threat in Aquatic Ruin Zone. When you approach one, it begins flashing. When you pass it, it shoots out an arrow to the right. Avoid those arrows, though often they get you anyway somehow. Keep an eye out for these obstacles. Next comes a large gray pillar in the foreground; just jump on it to destroy it and continue. Run past two waterfalls with another arrow panel between them. There's a log spanning the second waterfall, and a red enemy who resembles an upright tank on top of the log. This enemy is usually not very dangerous, as he just rolls back and forth. After this you'll come to a ring box. Take it and take the high road (where the red enemy is). Hit the spring and go through the loop. Pass the Starpost, run through the log (some rings are inside) and smash the gray pillar.

Continue right past another red enemy. You come to a red spring but before hitting it and speeding right, take out two more red enemies, who pop out of burrows in the wall behind you to attack. Then hit the spring, zoom through the loop and go down into the lake. As soon as you stop moving, JUMP! The platform you stop on will immediately drop down carrying you into the depths of the lake unless you jump off quickly. Go right on dry land, getting a Shield. Climb some steps. Hit the yellow spring to run up the curved wall. Be careful of the arrow panel near it, and the red enemy at the top of the wall (who is partially concealed by the foliage). Go right and wait for the arrow from the arrow panel to fly by before hitting the spring and zooming through the loop. From then on just keep going right until you reach the end of Act 1.

## Act 2

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Probably the toughest part about this act is the beginning. It's very, very tricky, and if you mess up you'll find yourself submerged in a large pool of water. Anyways, proceed right at the start past a set of two arrow panels. Alright, now here's the tough part. When you come to a ledge, you must quickly and CAREFULLY jump to the swinging platform in front of you. Next, you must carefully walk onto the next swinging platform when the two connect in mid-air. When the second platform reaches the other side, hop off and dispose of the enemy here. Keep in mind that you must make the transition from platform to platform a quick one, as the platforms will eventually break off and plunge you into the waters below if you stay on either one of them for too long.

Once you've successfully crossed the gap, go right and hop over another smaller gap. You see some red springboards leading up but ignore them and take the low path. About this time you may be attacked by a fly enemy from above. This is a surprisingly annoying enemy who can pop out of nowhere and get you. Remember these always come in batches of three: when you take out one, expect more to come. Their erratic movement makes it tough to hit them. Go right, smash the gray pillar and take out the red enemy when he emerges from his burrow (which is easy if you see the burrow but can be a nasty surprise if you don't). Hit the red spring. You zip up a wall and land on a yellow spring. Don't bounce up to the highest level, but go right from the yellow spring and hit the Starpost. It's on the edge of a ledge with a swinging platform to the right. Jump onto the swinging platform CAREFULLY when it comes into range.

Hop onto the ledge to your right and continue on until you're confronted by a small swarm of flies. Dispose of them, then proceed right until you come to two pillars. Be careful upon approaching these pillars, as their bottoms will break off and try to crush you when you come near them. Once past them, go

right and down, until you see a red enemy pop out from a burrow below you. Defeat him carefully (the low ceiling makes it awkward). Concealed behind the pillar is a red spring. Hit it and zoom through the loop. Spin so you don't get hit by a red enemy who pops out from a burrow just under the surface of the lake. After you take out the red enemy, jump so you don't slam into another red spring pointing the other way. There's a springboard on the floor you passed which has no real point.

Jump over the aforementioned red spring and go right. You see a gray pillar floating on the surface of the water. Rather than try to deal with it, drop down into the lake. Beware of blue piranha fish in the lake who charge at you if they see you. Go right on the lake floor, spin dashing to go quickly and defeat any fish in the way. You drop down to a lower level. Go right through the red area and under a gray pillar on the ceiling (beware; this one also tries to crush you). You come to an air pocket on the floor. Stand by it until a large bubble appears, then gobble it up to refill your air before continuing. Spin dash right from here. You'll roll under two more pillars that attempt to crush you, then at last you come to a springboard.

This springboard is a high-powered one that will propel you out of the lake. Bounce on it a few times but hold to the left. Beware that the springboard doesn't bounce you into some flies waiting above to get you. By bouncing up and left you not only avoid the flies, you also bounce into a completely invisible passage in the wall to the left above the surface. You can also access this passage by jumping from the right but the springboard below is easier. Inside this tunnel go left to a secret room with a 1-UP. Then go right, being careful of nasty flies. Once you defeat all three, go right. Spin dash past the arrow panel. Wait for the arrow to go off the screen before hitting the red spring. Run through a loop, pass a checkpoint, and proceed to the boss arena. For strategies on defeating this boss, please proceed to the "Boss List" section of this guide.

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3.04 - Casino Night Zone  
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Ah, yes the Casino Night Zone! Now this zone is truly just mindless bouncing all over the place, and you're confronted by very few enemies while doing so. Now even though this is all entirely true, an excruciatingly hard and frustrating boss makes up for this. That being said, I'm going to leave you on your own for this zone. Have fun with it, it's a good one. For strategies on defeating the boss, please proceed to the "Boss List" section of this guide.

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3.05 - Hill Top Zone  
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Act 1  
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Begin by heading right, to a platform suspended from a vine. Jump on it and it slides down the vine to another ledge; jump off before it drops. Beware that falling down will kill you (though it never does again for the rest of this zone). Go right further to a red enemy with a large gray spike on his back. This fellow slowly moves back and forth; move next to him to cause him to launch his spike into the air, leaving him defenseless. These guys usually walk on the ceiling. You have to get uncomfortably close (or jump over them, but be careful of the spike) to cause them to release their spike, so watch out. Cross

the lava pit (lava is a major obstacle in this zone, but it doesn't kill you - it merely hurts you) via the two vertically moving pillars. Further right is a small mound of rock; there are many of these in this zone and you can destroy them by jumping on them, but this has no real point.

You come to a catapult with a flashing red ball enemy on the right side. These catapults work exactly like the ones in Sonic 1. Jump onto the side without the enemy and he'll fly into the air. He can fly up one of three different heights, depending on how much force you land on the catapult with. To fly up really high, you usually have to use the catapult several times (bounce up and then land back on it). He always lands on the opposite side from where he started from, so once you send him up, walk to the other side and wait to be catapulted up. Avoid touching the red ball enemy, who is unbeatable (this takes practice but you'll get used to it). Use the catapult to bounce over the short wall, then continue right. Jump over some spikes, than a small lava pit and go down a curving tunnel. To get over the spikes on top of the small ramp, it's best to spin dash rather than jump. Continue right to another catapult; catapult up and cross the next lava pit by means of the yellow spring pointing up/right or the moving pillar in the middle of it.

Climb the cliff to the right via two catapults (the second located on a ledge in the cliff) and a spring. Get the Super Ring at the top and ride the moving platform over the lava pit. Continue right to a loop; spin dash through it with sufficient speed and you burrow through some weak ground and enter a tunnel. Now that you're underground get the Shield to the right and go left, to a lava pit with two catapults floating in it. I recommend using the catapults as stepping stones rather than actually springing up on them, although you'll have to jump quickly (before the red ball enemies come back down). After crossing this pit cross two more lava lakes by means of moving ledges suspended from vines. Avoid enemies on the ceiling who drop spikes and purple dragons who spit fireballs in some lava pits. After this you come to a red spring with two floor spikes that appear and disappear to its right.

Being very careful of the floor spikes, go right and you'll bounce up high on an invisible spring at the foot of the wall. There's an obvious passage to the right, but above it in the wall there's a secret passage (concealed by a false wall) that leads to an Invincibility. (Below the obvious ledge is another false wall but it contains nothing but rings). Get that Invincibility and run out of there. Hook your fall around if you can to land on the ledge below that leads right without having to bounce on the spring again. Running right, some one-way doors close behind you and an earthquake occurs. The floor and ceiling begin to rise. When the path ahead opens enough, run through it. Now make a mad dash to the right. You'll run across a rising lava lake (if you're still invincible; if not avoid the lava) and should make it into the next tunnel before the lava seals it off. The lava will promptly go back down (it constantly rises and falls) and there's a moving pillar in it to help you cross without invincibility. After this part go right, down a curving tunnel.

Now that you're outside again, go right to a catapult. Bounce up really high (by bouncing several times) and fly to the right. You want to try and land on top of the loop to your right where a Starpost and a Super Ring are. If you don't make it, try again. You can just spin dash through the ground through the loop but you'll miss the Starpost. To the right of the loop is the end of Act 1.

Act 2

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Spin dash up the curved wall at the start. Go right, over a small lava pit and go down the tunnel. Ascend another, taller curved wall by means of a yellow

spring. Go right to find yourself face to face with a purple dragon in a lava pit. Make a blind jump over him, hoping to land on a small ledge sticking out of the lava pit behind him. The ledge drops when you land on it so quickly jump to the other side. Go right, spin dash through the loop and break through the ground. Spin dash up two curved walls. At the top of the second one is a rare enemy. He is yet another kind of red ball enemy, surrounded by four flames, which he launches at you. The flames protect him until he launches them, so the first time you spin dash up, don't go after him. Instead, avoid hitting a flame, go back down and wait a few seconds. Spin dash up again and while you were waiting, he will have released all his flames, so go ahead and defeat him.

Proceed right, get the Shield and ride a moving ledge over a lava pit. Hit the Starpost and go right. An earthquake starts. This is a tough section, though not really that hard - you need to climb a long way up by means of moving platforms, stationary platforms (which drop when landed on) and stable ledges staying ahead of slowly rising lava below. Near the bottom right corner is a Shield but it's not worth getting. About halfway up, go right through the wall to find a secret Invincibility - that helps. Climb slowly if you can, being very careful not to fall, and hopefully you'll make it. There's a Super Ring and the exit in the top right corner. After escaping this area go right, back outside for a time, then back underground. Jump over the two yellow springs pointing at each other (which have no purpose). Avoid the floor spike that appears and disappears. Get the Super Ring but don't make a full jump; there's a spike on the ceiling just out of your view. Look up to see it if necessary.

To your right is a tall wall, but an invisible spring will help you ascend it. Jump on the ledge that slides down the vine. Cross the lava lake below by means of three such ledges. But, when you come to the end of the second ledge's vine, don't automatically jump to the third ledge. Drop down to the far left instead. This seems crazy since there's lava below, but you'll find a 1-UP in the bottom right corner and a spring below it to bounce you back up! Grab this secret prize, then ride the third ledge down. Get the Super Ring and proceed right, watching out for ceiling enemies who drop their spikes on you. Go back outside, and bounce up on two springs to a Starpost. Go right to the boss. For strategies on defeating this boss, please proceed to the "Boss List" section of this guide.

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3.06 - Mystic Cave Zone  
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Act 1  
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Begin by going right to two orange wooden ledges. These collapse as soon as you touch them. You can take the high road or the low road. Take the low road by dropping down and get that concealed power-up - it's a Shield. Then continue right. You come to two wooden ledges situated over some spikes, and a green hanging vine. These vines are common in this zone and usually cause a wooden walkway to shift positions, allowing you to proceed. Jump onto the bottom of the vine and wait a second for the walkway to move into place, then jump onto it and continue. In the ceiling ahead is a blue glow worm. This is a nasty enemy since he extends out of nowhere and tries to hit you. It is impossible to tell if one is there until it extends. He also can only be taken out with a hit to the head. Enemies in Mystic Cave Zone are rather tough, so keep that in mind.

Keep going, and drop into that gap just ahead to find a Shield if you lost your first one. The vine that looks different from the earlier one will carry you up if you grab onto it. Just beware that a wooden block with spike on the end of

it will slide out from the left wall at the bottom of the pit. There's a red spring which you can use to bounce up to a ledge with some rings and a ring box. Beware that inside the ledge is a glow worm to defend the rings. You again can take the high or low road, take the high road this time to miss that moving pillar that tries to crush you. You come to three crates moving in a circle but ignore them and drop down. Go down two ramps to a Starpost. Activate it and grab the vine above. It lowers you down through the wooden bridge (which parts to let you through). Jump off and get the Super Ring to the left, then go right. You meet the other enemy of Mystic Cave Zone here: a lightning bug who floats around from one position to another, and periodically stops and flashes yellow. He is invincible when he is flashing. Patience (and not hurrying to avoid bumping into him) is the key to safely taking him out.

Go right to find two horizontally (left and right) moving platforms. Avoiding spikes, use the platforms to climb up to the next level. To the right is a short wall. Three blocks with spikes will come out from this wall. Jump onto the top of the first block, then the second block in succession. Use these blocks to climb the wall. If you fall, leave the screen and come back after going far enough away - the blocks will reset. Once atop the wall go right to encounter a nasty obstacle: a green moving pillar that constantly moves up and down, trying to crush you. Walk or spin dash under it (being very careful of the lightning bug) and grab the vine to be lowered down (don't bother with the path up and left). Rather than tangle with the pillar to the right, drop straight down to the lowest level. There are two red springs on this level that serve no purpose. Go right and get the Invincibility.

You now have to get past three orange crates that move in a square formation. They cannot crush you if you get entangled in them unless you get between one and the floor. Watch out for that and jump over them. Again you can jump to a high ledge but keep going on the low road. Ignore two more red springs pointing at each other. To the right, spin dash up a curved wall. The moving pillar at the top cannot crush you; it just makes it a little bit harder to get over the wall. Be sure to jump to the ledge to the left - there's a Starpost there. Then go right (beware of a glow worm who waits in ambush) until you find the path right blocked by a wooden walkway. So drop down and get the partially concealed Invincibility. Go right, get the Super Ring and hit the red spring. You fly up a curved wall into the air - try to grab the vine hanging from the ceiling. This will make the wooden walkway to the left extend, opening your path left. If you don't grab the vine on the first try you can try again, either by jumping from the collapsing wooden ledge or bouncing up with the red spring again.

Once on the walkway, proceed left, and when you see another vine above, go left and get the Shield power-up first. Beware; it's guarded by a glow worm. Then grab the vine and jump onto the walkway. Grab another vine to be carried up. Then jump off, onto the ledge. Ahead are two pillars that move up instead of down, unlike the earlier one these CAN crush you, so be very careful. Carefully jump over them when they go down, and once past them, drop into the gap to grab two ring boxes. Bounce up out of the gap and head right to the goal.

## Act 2

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Begin this act by going right, grabbing the vine to open the way ahead, then dropping down instead of trying to cross the moving platforms. On the bottom, go right and grab another vine to open the path. Continue right past a crushing pillar (be careful) and a lightning bug. Get the Invincibility in the pit below (watch out for spikes) and continue right (don't use the spring to bounce up to the higher path). Beware of the glow worm dead ahead. Spin dash up a curved wall, defeat a glow worm, go up another curved wall, then tangle with a pair of

lightning bugs. Then ride the vine to the right down and go left to three moving crates. They aren't as hard to handle as they appear. You need to go in a counterclockwise direction to get by them, so do that, getting the ring box and Invincibility on the way. Getting out from the Invincibility is a little tricky - after one crate goes by, run out and hold right hard to get between the crates without being crushed by the next crate.

Drop down past the crates and go left. Grab the vine to proceed, continue left, drop down and then go right. Go under some ceiling spikes and a crushing pillar. Jump over the spikes to the yellow spring, and instead of grabbing the vine above, head right in the narrow corridor with the pillar. Carefully run under it, then get past some lightning bugs. Go slowly. When you come to a vine grab it and wait until the walkway stops moving before you jump on it. Be very careful since if you fall in the gap, you die since there's no way out. Continue right and purposefully drop into the next gap (the one with three wooden ledges on its sides). There's a 1-UP and a spring to bounce you back up in the bottom right corner! Grab them and continue. The next gap also has a spring in the bottom right corner, and has a ledge in the middle, to which a slowly rotating spiked ball on a chain is attached. Jump over carefully and slowly. Continue right to a yellow spring and a vine.

Use either one to go up, go left, grab a Shield and climb the steps. Again use the vine or yellow spring to go up to the higher level. You can now go left or right. Go right and when you come to a high road/ low road fork, take the low road. Next comes a pillar that is even harder to get under than normal ones; I recommend spin dashing underneath when no lightning bugs are in the way. Get the Super Ring and drop down. Go right and drop down to a Starpost. Be wary of this Starpost. If you hit it and then die at the boss, there's no way to go back from the Starpost to get some rings, so you'll only have rings during your first try at the boss. Unless you're confident you can defeat the boss on your first try, I recommend avoiding this Starpost if you can. Going all the way through the act again shouldn't be that bad, since there's a 1-UP on the way. Whatever you do don't use this Starpost to play a Special Stage since that leaves you with zero rings. Anyway from the Starpost go right a ways to the boss. For strategies on defeating this boss, please proceed to the "Boss List" section of this guide.

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3.07 - Oil Ocean Zone  
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Act 1  
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This zone is all a gigantic oil refinery, with a lake of oil floating on the bottom of all of it (hence the name Oil Ocean Zone). Falling in this oil will not kill you but sinking too far in it will. You need to jump continuously to stay afloat in the oil and try to find a way to jump out. Stay out of the oil if you can. The music here is a bit slick and eerie. Begin by heading right over two gold floors. Be aware that these (and all gold floors that look like them) will collapse. After these you meet a pink enemy who looks like a weird alien or octopus. He hovers above ground when he sees you and fires a small energy ball sideways. He isn't much of a threat because unless you jump, the ball flies over your head. After one of these you come to a depression slippery with oil, which prevents you from ducking and makes moving tricky. Jump out of the depression and continue over a small gap with a fan. Fans periodically turn on and off. When on they make you float above them.

Defeat another pink octopus and you come to a green cover on a vent that periodically gets blasted up into the air and comes back down again. Obviously

jump on the cover to continue, but beware of the spikes on either side of it and don't touch the vent when the cap is off, of course. When the cover flies up, jump to the floating ledge on the left you see to find 20 rings. Then go right, over the gold floor. Cross a wide gap via two more gold floors (try really hard not to fall here, as it's very hard to get back up). Then climb the steps and defeat two octopuses. Jump over the green cover and get the Shield to the right of it. Then jump onto the cover and fly up, and jump to the gold ledge to your right. Run right and up a short curved wall. You come to a gap with a fan below it. To cross this one just run across when the fan is on and you will make it if you hold right.

Use a green vent cover to ascend a wall. Next you meet the other enemy of Oil Ocean Zone, and he is much nastier: a flying sea horse (?) who appears out of nowhere and shoots black bullets down at an angle. Try to avoid his initial attack and knock him out as fast as you can. Always watch out for these around corners, especially in awkward positions. Continue right and watch out for another sea horse. Ride the pink elevator up and go left. Cross the gap by just running left; two fans that always remain on will airlift you across. Next comes a fan that's blowing in your face blocking your way; run by after it turns off. Ride another elevator up and go right. Watch out for a sea horse up ahead. Cross a gap via a fan, ride another elevator and cross another gap (beware; this fan turns on and off). You come to an oil slide. When you jump on one of these there's very little you can do but enjoy the ride. You come off the oil slide at a checkpoint.

To the right of the checkpoint is a gap with an oil slide below it; jump over it. Go right to find three green covers that blast up at different intervals, with rings above them and spikes between them. As long as your jumping skills are fairly good, you should have no trouble with them. At the third one you'll have a choice of taking a high road or a low road. Take the high road by jumping onto the gold ledge above when the cover blasts up. Go right to a gap with a gold ledge on the other side; jump across and quickly amble to the right. Spin dash up the curved wall and land on the gold floor above. Go left jumping up the ledges, to an elevator. Ride it up, and go right but watch out for two sea horses. To the right is a green object that is not a green vent cover. Jump on it and you get propelled into a floating green checkered ball. The ball launches you through a sequence of balls while you have no control over yourself. You get launched out and land next to a Shield.

Grab it and go right, defeating two octopuses. Go down an oil slide. After going down the second one turn around and try to climb back up it. This is a very tricky thing to do but the hard part is not climbing back up the oil slide - you can do that with some quick jumping. The hard part is getting over the wall to the right where an octopus is. It's a tough jump and the oil below prevents you from spin dashing it. Just keep trying until you make it or give up. If you give up go to the left; you'll rejoin this walkthrough shortly. If you do make it, defeat the octopus and get the Super Ring, and drop down to the right. Be careful NOT to touch a ball (that'll take you somewhere else) and get the 1-UP to the right. Then drop off the ledge to the left, and ride the elevator down. Go left, but after a ways turn around and go back right. The elevator should be gone if you walked far enough, and below it is a checkpoint.

Go left on this walkway, jumping over spikes. Descend some steps, defeat three octopi, and hit the green thing to be propelled into another series of transport balls. When you come out go right, defeat the octopus and ride the elevator down. Run past the fan when it switches off, and go right to a green vent cover. Ride it up, then jump off and go right to the end of Act 1.

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Go right over two gold floors. Beware of the spring right after the second one that could knock you back into the gap. Defeat an octopus and two sea horses, and go right to an elevator. Trigger it and then walk off. Drop below it to find a secret alcove with a Super Ring, a Shield and a spring to bounce you back up. Then run to the left far enough for the elevator to reappear, and ride it up. Go right past a yellow spring to a series of four green covers. The second and fourth ones will both send you into weird devices that propel you into two different transport ball sequences. It's up to you which way to go, but for this walkthrough, enter the first one (the one above the second green cover). After you come out of the balls go left to a green and gold walkway that has a nasty gray spiked thing moving back and forth across it. Jump over it and go left to a strange spring. To use this spring press against it holding right, then release right and press down at the same time. You should roll up the wall.

On the higher level go right over another walkway, this time patrolled by two spiked things. They pose little threat, though, compared to the sea horse positioned right above the end of the walkway - he nearly always gets me. Take him out if you can without getting hit and go right to an elevator; ride it up. Go right down an oil slide. After this continue right being very careful of two more sea horses above the ramp down. Defeat an octopus and smash the green thing to go into another series of transport balls. After you come out, go right across another green and gold walkway with two spiked things moving back and forth. You see an elevator to your right; go down it. If you want the Speed Shoes above, there's a hidden spring to the left somewhere in the pipeline (feel for it). Speed Shoes, though, may cause more harm than good here. After riding the elevator down go right past a fan to another elevator; ride it down to a checkpoint. Go right and enter another transport ball sequence by smashing the green thing.

After you come out of this to your right will be an oil slide; ignore it and head left. Jump over to the gold ledge and run across it. Ride the elevator and continue left. Jump over the gap, whack the octopus and smash the green thing to enter more balls. When you come out of these go right over the last green and gold walkway with two spiked things. Go right and down three oil slides. To the right of the second one (if you can get over the wall with a quick jump) is a Shield guarded by an octopus. To the left of the third slide is a checkpoint. Make sure to activate it, jumping back up the slide if necessary. After these slides one last sea horse waits in ambush. Defeat him and go right to the boss. For strategies on defeating this boss, please proceed to the "Boss List" section of this guide.

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3.08 - Metropolis Zone

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Act 1  
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Start out by going right. You first encounter two brown steam pistons on the floor. By jumping on them they can bounce you up like springs, to some rings and a Super Ring to the left. Beware that you don't touch the steam they emit to the sides, though. Also, more importantly, the Super Ring is guarded by a spike star - a very nasty and common trap in this zone. These are found in walls and when you come near, they move a little, then explode sending spikes in five directions. Avoid them at all costs. After this go through a red tube that rotates you as you go through it. It's bit weird but harmless. Spin dash up the curved wall and get the Shield. There's a spike star in the wall to the right. You'll grow to hate these things, I know. Hit the gray button to make a



red bridge extend to the left, and go left. Use the steam piston to bounce up to the next level.

You now encounter one of two very nasty enemies in this zone. This one is a red crab who attacks by lunging his large claw forward. That claw makes him immune to frontal attack; you must jump over him, which is made tricky by the low ceiling, and then roll or spin dash into him from behind to defeat him (if you want to bother). Now go right SLOWLY. You encounter two black pistons that move up and down in unison. They are out to crush intruders and getting by them is very simple - just spin dash over them when they go down. But don't be too hasty (here or anywhere else). After this comes a red bridge that is in your way. Move it with the gray button. WATCH OUT FOR SPIKE STARS - there are FOUR around here. Get the Super Ring on the next level and move the next bridge out of your way. Move a third bridge out of the way with a switch and drop down (don't touch the yellow bumpers in the shaft above - that leads to a different path).

Grab the Shield power-up to your right by spin dashing under the spikes. Spin dash back and drop between the two moving red platforms. On the lower level is a yellow spring; use it to bounce up the curved ramp and head right. Drop down but don't slide to the left; slow down quickly and spin dash up the curved wall. Continue right (a one-way door shuts behind you) and open the bridge and drop down. Go right slowly - another pair of crushing pistons is up ahead. Spin dash over them, and you come to a half-pipe in the floor filled with rings. Stand in the middle of it and spin dash left. You'll hit the red spring and fly up the other side, bouncing up a shaft of yellow bumpers. At the top a bridge closes below you. Left is a dead end so go right through a rotating red tube. Spin dash up the curved wall and you go up to another level above you. Bounce up the yellow bumpers and run left.

You come to a large gray nut on a tall screw leading up. You now have a new skill to learn: moving nuts up and down screws. To do this stand on the nut and run right. If you're standing in the center of the nut you won't run off; you'll run in place and the nut begins moving up the screw. Running left moves it down. Ignore the spike stars in the wall to the left - they only activate if you begin moving down, for some reason. When you see another nut to your right, jump on it and move it up. Watch out for the spikes at the top of the first nut's screw (don't go so high you crush yourself against them). Ride this second nut up to a ledge and jump off. These nuts are a bit weird at first but soon become easy to handle. On the ledge hit the gray button to make a bridge come out; jump on it and bounce on the yellow spring above. Climb up two more extending bridges by extending them with gray buttons, and go right.

You see a nut positioned on a screw above you but within jumping range; jump to it. The jump is somewhat difficult. Run up and jump off. Head right under a screw leading up with no nut in sight, to another screw. Ride this nut down. Jump off at the bottom and you encounter another obstacle: two red blocks with spears that periodically thrust out of them. Between them is a gap you must jump over; just time it so you don't hit the spears. The spears' movement is easy to predict after observing them for a while; they thrust out of the blocks in four directions, moving clockwise. After jumping the gap go right quickly to run past two spike stars in the floor. Drop down and get the Super Ring, then go left to a transport tube. Enter it and when you come out the other end, continue left, get the Super Ring here too, and ride the platform down.

You see a series of floating spear blocks to your right. Rather than try to cross them just drop straight down (time it to avoid hitting a spear). Then go right to a nut. You have a choice of going down or up; go up and on the ledge above, go right. Drop down into the area below to find a Starpost. Then spin dash back up the curved wall and go right. You come to a very confusing shaft

which repeats itself constantly if you fall down. There are several yellow bumper shafts here. Just go right at every opportunity you get. Eventually you should get clear of this section, and the goal is just beyond it. Do NOT hang around here any longer than necessary. It is possible to bounce between two yellow bumpers in such a way that you get permanently trapped. This is a rare occurrence but it happens more often when you stick around this shaft.

## Act 2

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Go right to a large pool of lava. Press the button to extend the bridge, and you see a conveyor belt moving small platforms on a belt that goes above and below the lava. Jump on it and you see a small platform floating in the lava to your right. Jump onto it, then immediately to the next conveyor belt as it drops instantly. From the conveyor belt jump right to the solid ledge, where a transport tube is guarded by a red crab. My advice is to get hit by him on purpose and run by him while you are flashing. Once you go through the tube you'll bounce up a shaft lined with yellow bumpers (and get some rings, luckily). Once at the top you'll bounce in one direction or the other; slow down quickly. Waiting on either side of the shaft are two green mantises. Stay away from these guys; they have a pair of fangs which they shoot at you when they see you (which semi-home in on you). Once their fangs are gone they're defenseless but they regain them if you leave the screen and come back.

From the yellow bumper shaft you can go left or right. Go right and jump over the fangs the mantis shoots at you, and hit him or jump over him. This is tricky because of the low ceiling so you may take a hit. To the right is a large rotating orange gear. It is a bit tricky to maneuver on but poses no threat to you. Go past it to another gear partially in a wall. Get the Shield below it and go right to some lava, spanned by two blocks with thrusting spears. My advice is to jump onto the first block (time it so you don't hit the spear) and then to the other side without using the second block. Continue right and jump to the ledge above you rather than riding the platform down. (Riding the platform down will take you back in the act). Go right to a nut on a screw. Ride it up a little but then jump into the right wall. It is false (the rings inside the wall are a tipoff). Run through it and on the other side, drop down the screw. You'll land on the nut; ride it down almost to the end of the screw, but not so far it falls off the bottom.

Now jump off the nut and hold right hard. Make it a short jump since there's lava below, and the corridor you're trying to enter to the right is a small one. If you're falling too fast you'll miss the corridor and land in the lava. Hopefully you'll make it without getting hit, and you'll find three ring boxes waiting for you. Go right to a small lava pit, with a yellow bumper shaft above it and a platform floating in it. Go up the bumper shaft and hit the checkpoint at the top but then immediately turn back around, drop down the shaft onto the floating platform, and jump into the corridor to the right. (If you're wondering why I'm steering you along this hard path, I'll tell you: there's a 1-UP on it). Go right across a bridge, but slowly. Jump over the crab you see when you meet him. Then you come to a rotating gear over a lava pit. Jump into the gear and rotate with it until you see a moving platform to the right. Jump to the platform.

To the right will be another gear, with a spear block between the moving platform and the gear. Jump onto the spear block (time it to miss the spear) then onto the gear. This gear rotates counterclockwise and will push you off into the lava unless you are careful. So quickly jump from the gear to the yellow bumpers. Bounce up to another Starpost. Activate it, press the button, and go left to a rotating tube. Go through it and spin dash up the curved wall. You come to a nut. Ride it up VERY SLOWLY. As soon as the ledge above comes

into view, stop. You see a mantis on the ledge and it's almost impossible to get by him if he gets a chance to shoot his fangs. But stay low on the nut and he won't see you and will turn around. That's your cue to ride up and hit him from behind (beware, though - the way you jump off nuts, you sometimes jump over him rather than into him).

To the right is another nut, with the ledge above so low you can jump to it without moving the nut. This ledge immediately has a mantis and a spike star. The spike star isn't much of a problem since if you run full speed to the right once you get on the ledge and jump over the mantis, you'll be out of range of the star before it explodes. Leap over the mantis and go right to another mantis. Jump over his fangs and defeat him. Now instead of riding the conveyor belt up, drop straight down on the far left. There's a lava pit below - but in the far left corner is a 1-UP, just like in Hill Top Zone! Grab it and bounce up to the conveyor belt with the spring below it. From the top of the conveyor belt jump left to a series of three spear blocks. Remember the spears shoot out in clockwise order. Don't be in a rush - don't jump unless a spear is about to thrust up below you. The blocks are timed so you can make it across if you're careful. Once you cross these three blocks enter the transport tube to the left.

After coming out of the tube, go right to a curved wall. Spin dash up the curved wall and land on the moving platform. This is kind of tricky since you have to do it when the moving platform is at its lowest point, but it can be done. If you aren't rolling high enough, power up your spin dash. From the moving platform jump to the left and hit the button to extend a bridge, but watch out for a spike star lurking in the corner. Climb up and go right to some yellow bumpers. Bounce up them and cross your fingers that the many spike stars lining the shaft don't get you. At the top of the first shaft, nab the Shield and immediately go up the second one. Then run right to escape flying spikes and defeat the mantis. You come to a conveyor belt; this one has no 1-UP below it, though. Ride it up and jump to the second conveyor belt. Ride it up (beware of spike stars) and go left through a rotating tube. Spin dash up the curved wall and leap off it to land on the moving platform. Bounce on the spring; climb the yellow bumper shaft. At the top go right to the goal.

### Act 3

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When you ended act 2 without a boss but a goal turnstile, your first hope was probably that it was final fight time. Alas, no - the Sonic designers decided to complete your suffering, they'd make you go through yet another full act of Metropolis Zone. Your first encounter in act 3 is with a mantis. Jump over him (mantises are fairly easy to jump over if you know they are there and there isn't a low ceiling or other impediment). To the right are two rotating wheels moving a giant bridge-like thing between them. You need to get onto the bridge either with the platforms to the left (which move rather wildly when you stand on them and jump) or the steam pistons on the floor below (beware though - there is a mantis down there). Once on the slowly rotating bridge stand on the far right side. You'll see a ledge to your right with a crab on it. Wait for the crab to move to the edge of the ledge and begin lunging at you, then jump over him and enter the transport tube behind him.

On the other side of the tube go right to two gears, one with a quarter of it in a ledge. Below these gears is an Invincibility. Grab it and get to the right of the gears. But go slowly - two crushing black pistons are ahead (you'd think you'd want to speed ahead while invincible, but that would get you crushed - nasty trick by the designers). Spin dash over the pistons and up the curved wall. Ride the nut to the left up. If you're still invincible, the first few spike stars won't hurt you. Otherwise you must position yourself on the nut to

stay out of the flight path of their spikes. It's very tricky. If you get hit and fall, go far enough away and come back - the nut will be back at the bottom. After riding the nut up run left as fast as you can to avoid spike stars in the floor. Once at the left wall, jump to the long moving bridge above you like the one at the beginning. Then jump to the moving platform above it and to the red spring on the right. You go zipping along a level and stop moving at a Starpost and a yellow spring.

Bounce up on the yellow spring to a rotating tube. Ride through it and on the other side, drop down and ride the platform down. Go right through a one-way door. Do NOT jump to get those rings or you'll activate three spike stars in the ceiling. Ride the nut up. Ignore the corridor to the right you see, but about that point, jump into the left wall - there's a hidden room in it with a Shield. Continue riding the nut up, then jump to the other nut and ride it up. Then go right over a part of floor with spears continually thrusting up through it. Wait on the nut until the spears pop up then jump off and run over the floor as fast as you can. Then jump to the bridge above rotating between two wheels, but watch out - if you stand on the center of this bridge, you will be crushed. Jump to the left side of this bridge, then jump to the horizontal conveyor belt above (don't worry, you can jump through the conveyor belt). Go left from here to a steam piston. There's a transport tube to the left but it's one-way the other way.

Bounce up on the steam piston and go up the yellow bumper shaft. Avoiding the ceiling spikes, go right across three conveyor belts. Then bounce up on another steam piston. A bridge closes beneath you. Go right to a nastily situated mantis. Jump over him if you can, and bounce up the yellow bumpers. Then go right to a very hard section: a long series of spear blocks over a lava pool. I hope you've mastered these blocks by now. The way out is the top left, but to the right there is a checkpoint. This Starpost can be a mixed blessing - if you touch it and then die, you'll return to it and have to go back through these blocks with no rings. I feel it's worth it, though. Try to touch the checkpoint and then climb up the blocks to the next ledge. Be very careful and observe the next block to make sure it won't thrust its spear up (which is the only position the spear is likely to hurt you in) when you land on it. Also be aware of the block you're on.

When you finally get past these blocks, go right a ways over a flat area to two intermeshing gears. These gears cannot crush you, so don't worry. You can't jump from the first gear to the second gear because the second gear rotates counterclockwise, but there is a red spring below the first gear. Use that to run up the left wall, and land on the moving platform. From there jump over to the third gear. Before jumping to the ledge on the right, be sure to drop down. The intermediate ledge (above the red spring) has a checkpoint and a ring box. Then bounce back up the red spring and jump from the third gear to the far right ledge. Be very careful of the crab guarding it (it may be best to lure him to the left before jumping over him) and enter the transport tube behind him.

Go right to two mantises, one on the floor and one on the ceiling. Defeat the one on the floor and ride the nut up a long way. Ignore the spike stars in the right wall - they only activate if you turn left. When you come to a second nut, ride it up. Go very slowly, always holding right to avoid setting off spike stars. When you see a ledge to the left, stop and wait. There's a mantis on that ledge, and because of the low ceiling it's almost impossible to get by him unless he's facing left. Stand still, facing right, until the mantis turns around. Then climb up and jump to the ledge. Defeat the mantis and enter the tube. Hit the final Starpost and ride the moving platform to the right. Beware, falling below it will kill you. When you come to the end of the moving platform's run, go right and you're at the boss. For strategies on defeating

this boss, please proceed to the "Boss List" section of this guide.

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3.09 - Sky Chase Zone  
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The Sky Chase Zone is a rather unique part of the game, as Sonic and Tails take to the sky in an airplane. When the zone starts you'll probably be wondering "Wait! I can fall off this plane!", but you're wrong. Tails somehow can manuever the plane directly under you no matter where you jump or run. That being said, carefully manuever yourself through the torrent of enemies this zone has to offer and reach the end safe and sound.

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3.10 - Wing Fortress Zone  
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When the zone starts, you'll be treated to a nice cinematic showing your plane being shot down by a laser cannon. As your plane begins losing altitude, you must QUICKLY hop onto the red platform in front of you, or else you'll die. 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're 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.

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 checkpoint. Breathe a sigh of relief - the worst is over, and you've skipped past over half the zone!

To the right of the checkpoint 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 checkpoint. Touch it, then jump on the gray bump in the floor to open the path inside of the battleship. Go right to the boss. For strategies on defeating this boss, please proceed to the "Boss List" section of this guide.

=====  
3.11 - Death Egg Zone  
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This isn't really a zone, Death Egg Zone is simply an elaborate name for a couple of boss battles. The first is Robo-Sonic I don't know why most people think Robo-Sonic is easy - I found him to be quite hard, since to hit him you need to make a very short and very accurate jump. You are going to have to take some risks to win here, so try to hit him whenever he waits in a corner between attacks. Avoid those spikes on the back of his head at all costs. Just keep hitting him, master the short, accurate jump necessary, and stay on top of his attacks and you should be okay. He takes eight hits to beat. After winning run right and pursue Robotnik through a hallway. He jumps into an enormous robot that rises from the floor and becomes about four times as tall as you. Time for the final fight. For strategies on defeating the final boss of the game, please proceed to the "Boss List" section of this guide.

Congratulations on beating Sonic the Hedgehog 2! We won't spoil the ending for you, but if you got all 7 Chaos Emeralds you're treated to a special ending! Well done on completing the game, and enjoy!

=====  
4. Enemies  
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NOTE: All enemies are worth 100 points when killed.

Emerald Hill Zone Enemies  
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Buzzer  
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Exactly the same as the Buzz Bomber enemy from Sonic 1, remember him? Well, a Buzzer flies above Sonic and makes a slight pause before firing a small bullet diagonally down at him before flying off. Try to attack while the Buzzer pauses to take them out.

#### Coconuts

-----

Found in the trees, these little monkeys launch coconuts (hence where they get their name from) at Sonic when he gets nearby, so when you jump towards them, they'll fire at you! Try passing under them so when they launch a coconut, they have to pause before reloading and then you can take them out.

#### Masher

-----

Also like the Chopper enemies seen in Sonic 1, when you pass over a bridge, Mashers tend to jump up and try to bite you. You can simply take them out with a simple spin attack as they don't have any damaging attacks to be aware of.

#### Chemical Plant Zone Enemies

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##### Grabber

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These spider-like enemies hang onto ceiling and when Sonic stands directly underneath them they'll drop down, pick him up and blow up causing damage to him. It is best to attack them from the side rather from down below because you may risk being captured by them.

##### Spiny

-----

These little creatures have spikes on their heads. They move slowly, but can suddenly shoot a bomb out of their spikes, so you must still be aware when you approach one.

#### Aquatic Ruin Zone Enemies

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##### Chop Chop

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A blue mechanical fish found only underwater that swim faster when you approach. They don't have any fighting methods so it's best to simply jump on their heads to take them out.

##### Grounder

-----

These can be found generally all over the level, sometimes hiding in tree trunks and patrolling platforms, but they can also come out of walls when you least expect it, so be alert! They only move forwards and backwards and have no attacks, so a simple spin attack does the job.

##### Whisp

-----

Found in groups of three, these bugs fly around Sonic and try to swoop down on him. Simply just use the spin attack jump to destroy them, as they aren't really too troublesome.

#### Casino Night Zone Enemies

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##### Crawl

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This slow-moving enemy has a bumper included, so if you try to perform a spin attack from the front it'll bump you away! So, you have to jump over it and quickly attack from the back as the only method of destroying it.

#### Hill Top Zone Enemies

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##### Rexon

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This is a pink dinosaur-like creature that appears in the lava. They pop up and shoot fireballs from their heads. Once you destroy their heads, you can stand on their pink shells in the lava.

##### Spiker

-----

This little red insect has a large spike on its head. Sometimes they are found walking on the ground and fire the spike upwards when you jump over them, or on the ceiling and fire the spike when you pass under them. Once they lose the spike, though, they're almost harmless. Just spin attack to finish the job off.

#### Mystic Cave Zone Enemies

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##### Crawlton

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This is a long blue caterpillar-like creature that springs out of platforms at you when you get close. You can just about still see them inside the platform if you keep an eye out. The only way of destroying them is by hitting the head.

##### Flasher

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A firefly-like bug, these move slowly and flash at times. Hit them only when they are not flashing, otherwise you will be hit!

#### Oil Ocean Zone Enemies

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##### Aquis

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This is a flying seahorse that moves swiftly and quickly fires quick black bullets at you. They are a pain to get around to try to hit them with precision.



## Octus

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An octopus-like creature, they tend to stay on the ground then jump up and fire a bullet horizontally towards you, but they can still be simply taken out with a spin attack, which in general isn't too hard.

## Metropolis Zone Enemies

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### Asteron

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This is a star found in the walls, which you can NOT destroy. When you approach, they begin to flash then explode and spikes will fly in five different directions, so avoid!

### Shellcracker

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A crab with a giant claw. When you approach from the side it will suddenly extend its claw and try to punch you. They are a real pain in the backside to get past. Hit the vulnerable side, which is the side that doesn't have the claw facing you.

### Slicer

-----

A creature with two claws that it launches at you. The claws will home in on you, but when you destroy the creature itself the claws will stop following you and drop. They are usually positioned in awkward locations so that it is hard to get past them.

## Sky Chase Zone Enemies

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### Balkiry

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A red plane/bird combo, these creatures simply move horizontally at a reasonable pace. They have no means of attack, so you can simply just jump up and hit them to knock them out.

### Nebula

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Some sort of unknown Badnik inside a flying shell. They move slowly upwards and drop bombs directly down. Best way to take them out is to jump on top of them. The most common enemy in the Sky Chase Zone.

### Turtloids

-----

This is a floating turtle with a smaller turtle on its back. When the small turtle pulls the switch, the bigger turtle fires a slow bullet that moves horizontally at you, but only does this once, fortunately. These enemies are hardly threatening; once you destroy the small turtle you can jump onto the big turtle's shell and enjoy a little ride!

## Wing Fortress Zone Enemies

### Clucker

Found inside a little machine gun turret, this chicken fires egg-bullets at Sonic. Simply jump on them to remove them from their turrets.

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## 5. Bosses

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### Emerald Hill Zone

Probably the easiest boss featured in any Sonic game to date, Robotnik's Drill Car (a.k.a. the first boss) requires you to bounce off of it approximately 8 times, then it explodes and you win. Now even though it sounds simple, just be careful and watch out for the giant drill bit Robotnik shoots at you after you've hit him for the seventh time.

### Chemical Plant Zone

Alright well Robotnik's back and ready for a second try at your and Tails' demise. Too bad he's not going to succeed. Anyways, the tricky part about this boss is that the floor panels on each side of you flip over, kind of like trap doors. That being said, be careful as to not be on any one of those platforms while they turn over, or else you'll plummet to your death. The trick here is to simply bounce on Robotnik TWO times in a row while he's docked on the side of the screen, filling up his giant vat thing with blue chemicals. When that's full, he'll try to dump it on you. Not to worry, just jump over the chemicals, it's not hard at all to do so. Like all other bosses, Robotnik takes 8 hits to go down, so hit away until he explodes.

### Aquatic Ruin Zone

Before we get started with this boss, keep in mind that he's a tad bit tricky to defeat, so I've taken the liberty of drawing a diagram demonstrating how the whole setup works. That being said, let's get started shall we? Alright now the first things you'll notice are the two totem poles that rise up out of the ground. Next, you'll notice Robotnik inside another hovercraft, this time with a giant hammer attached to the front of it. Robotnik will stay above the two tall poles, just out of your reach. That being said, Robotnik will fly back and forth, smacking both totem poles with his massive hammer. Upon doing so, arrows will be propelled out of a designated area on the totem pole and stick into the corresponding section of the pole across the screen. Your job here is to use the arrows as stepping stones to reach Robotnik. Hop onto the top of either pole and bounce off of Robotnik twice before he starts to fly away across screen. Repeat this process until Robotnik's defeated.

ROBOTNIK HERE

ROBOTNIK HERE





attack, so keep that in mind. When Robotnik submerges, a long spikey robotic arm-like thing launches out of the water towards you. Jump to avoid it, then prepare for what's next. A laser will now come out and fire a few shots at you, one of which ignites the floor on which you stand. Simply jump over to another platform shortly after he shoots, or else he'll just switch directions and shoot up the new platform you're on.

#### Metropolis Zone

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When the fight starts, Robotnik comes down in his ship which is surrounded by seven white orbs flying around it like Saturn's rings, at close range. These rings protect him from attack. There are, however, some ways to hit him at this point. One, of course, is to get hit yourself and then hit him. This is a bad idea to do regularly but if you get hit use it to hit him (but put recovering a ring first). Another way is to try and hit him at a point where the orbs don't cover him - such points do exist, but only for split seconds. This is very risky and I don't recommend trying it until you've destroyed all but one orb. It is nearly impossible at the beginning. A third, more sneaky, way is to use Tails (with a second controller) to hit him since Tails can take an infinite amount of damage without losing rings or dying. This, of course, requires that you're playing as Sonic and Tails and have a second controller. I have never tried this strategy to confirm it works, but I theorize that it could.

#### Sky Chase Zone

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No boss here. =)

#### Wing Fortress Zone

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This is a really hard boss. You're trapped in a room by two lasers, and Robotnik is behind the right laser. On the ceiling is a slowly moving laser eye. You need to hit that eight times to beat this boss. The catch is, it begins closed. After a while it opens and turns red. Then you see it flash, and after a few seconds it fires a blue laser beam down at you. Then, after a few more seconds, it closes again. The only time you can hit it is after it opens but before it fires. But it's out of your jumping range, so you have to make do with three tiny platforms (about as wide as you are) with spikes on their bottoms that fly around the room. It's very difficult to position yourself on the correct platform as it flies under the laser eye WHEN it's open. The platforms' movements are very erratic. To make matters worse, one controller error when jumping onto a platform could make you hit its spikes instead. By all means, TAKE IT SLOW - you have plenty of time, and you should certainly wait for good hitting opportunities rather than make do with fair ones. Get used to the platforms' movement, keep track of where each one is and will be and avoid the spikes (which cause more hits than the laser) and avoid risky moves like hitting the eye right before it fires. And expect to lose a couple of lives before you get the hang of this boss.

#### Death Egg Zone

-----

Robotnik's robot will take four steps toward you, half a step back, then launch off the screen. How he can do that when he is obviously so heavy I do not know. You have to jump and hit him, but the trouble is he has two spiked fists about halfway up his body. Touching these or his legs will kill you (and force you to fight Robo-Sonic again). You must jump and hit him ABOVE the spiked fists.

This is very difficult to do at any time, but the safest times to do it are when he is standing still and not taking a step. You CAN try to hit him when he is walking, but it's considerably more risky (although the only way to win the battle quickly). I recommend only hitting him when he stands still a moment before he launches and right after he appears or lands. Don't hit him when he takes his last step forward since one of his fists will be extended forward (that's what makes hitting him when he's walking so dangerous).

After he launches (you should have two hits at this point) run to the far left and charge up a spin dash to the right. A white target circle appears on you and follows you wherever you go. Just sit tight, revving up for a spin dash. When a smaller circle appears inside the larger one, it means the target has locked on (and won't follow you). Be very watchful for this and immediately spin dash right. Robotnik will come down (with a crash that shakes the whole room) where the target locked on. He will then shoot both fists at you, one at a time. But, the fists don't fly all the way across the room. Since you made him land on the far left, and your spin dash carried you over to the far right, you are perfectly safe if you stay put. Robotnik will, after launching his fists, launch again and another target circle appears on you. This time don't rev up a spin dash. Instead, when the target locks on, step to the left so Robotnik won't land on you, then quickly turn around and hit him as he lands. When he comes down he bends down (as if he's bowing to you) and this means you don't have to jump as high to hit him if you time it correctly. But doing this requires you react quickly when the target locks on and that you turn around nimbly and at the right place.

If you got behind Robotnik (you didn't - he should have landed at the far right) he'll stay stationary and launch two mines at you. The mines fall where you were standing when they launched and explode shortly after they land. Robotnik is not, to my knowledge, vulnerable from behind so this is to your disadvantage. If you are in front of Robotnik he will repeat his initial sequence of walking toward you. Stay away until he takes half a step back, then hit him once above his fists before he launches. Repeat this pattern over and over. It's slow (unless you get additional hits in by hitting Robotnik when he's walking) at two hits per sequence but it works and is as safe as you can get. You have loads of time, but don't let the pressure of delivering those last few hits break your nerves and cause you to mess up. Deliver each hit and do each maneuver with the same precision and alertness. I hope you have plenty of lives - that will take some of the pressure off if you do. Robotnik's robot takes TWELVE hits to destroy instead of the usual eight.

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6. Items  
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Monitors  
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Monitors contain all sorts of helpful items. Break them open by using a Spin Attack on it. Here is a description of each of the things a monitor can contain inside it:

- Invincible - Sonic/Tails will be surrounded by stars and for a few moments be invincible (but he can still die if he falls to the bottom of the screen or gets crushed, so be careful!).
- One-Up - A picture of Sonic/Tails; it gives him an extra life!
- Power Sneakers - These will allow Sonic/Tails to run faster for a short

while.

Shield - This covers Sonic/Tails in a faint blue shield that protects him from one badnik attack.

Super Ring - This will give you 10 rings.

Ring

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This is an item, which is pretty essential for survival out in the world of Mobius. When you collect them you get protection from one badnik attack, but if you manage to get 100 you get an extra life!

Starpost

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When you touch a starpost, it flashes and records your position and time. If you die during a level, you will return to the last starpost you touched. Also, if you touch one with 50 or more rings, some stars appear above it. Grab a star to enter Special Stage.

=====  
7. Special Stage  
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Some things you should know about the Special Stage: you have to collect a certain amount of rings to progress through three parts of the stage and to obtain the emerald. If you have enough rings a sign with a thumbs-up saying "COOL!" will appear. If not, a sign with a thumbs-down saying "NOT ENOUGH RINGS..." appears and you return to the game. Also, there are black balls in the stages (bombs). When you touch one of these you will lose 10 rings, and you cannot afford for that to happen in the later stages. You can keep rings from previous rounds that you collected if you have more than what you needed. For example, if your target was 100 rings, you collect 115, and the next target is 140, you'll only need to get 25 more rings. If you have Sonic and Tails you have to collect more rings than usual and it's harder if you're playing by yourself, but it's still possible to get all the emeralds. After all, I did it. => Okay, so here we go, hope it's useful.

Blue Emerald

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Part 1: Get 30 rings! (Sonic Alone or Tails Alone)  
Get 40 rings! (Sonic and Tails)

Stay in the middle of the track to collect your first 8 rings. A narrow line of rings then appears to the right, then another one to the left. After that, another line of rings on the right, and some more in the centre of the tracks. A last lot of rings still in the middle, then the third-way break.

Part 2: Get 70 rings! (Sonic Alone or Tails Alone)  
Get 80 rings! (Sonic and Tails)

Stay in the middle for a few more rings. Move left for some more, and stay there to collect another batch when the track goes uphill. Then go to the centre to get some rings, then bombs come past on either side. Small clusters of rings then appear, going from the centre, to the left, then to the right and back to the centre. After this it's the two thirds-way mark.

Part 3: Get 130 rings! (Sonic Alone or Tails Alone)  
Get 140 rings! (Sonic and Tails)

Some rings appear on the left side of the track. Stay there to get some more then some bombs should go past just above you. Quickly move back to the centre for some more rings, then go to the right, back to the centre, then to the left. Stay on the left for another batch, then move back to the centre for the last two batches. If you have enough rings, the emerald is yours!

Purple Emerald

-----

Part 1: Get 50 rings! (Sonic Alone, Tails Alone or Sonic and Tails)

Stay in the middle from the start for 3 batches of rings for an easy 30 rings, then quickly move to the left for some more rings. Stay on the left as the track goes uphill for some rings, then when it goes uphill a second time move to the right for some more rings. Move to the left again and stay there for two more batches of rings and then the third-way mark.

Part 2: Get 100 rings! (Sonic Alone, Tails Alone or Sonic and Tails)

A few bombs appear. Jump over them and collect the rings, which are scattered around the track in clusters of four. After that, get past the three clusters of bombs and stay on the left hand side of the track. The rings, in clusters of four, move from the left side to the right side of the track so follow the trail, as it goes back to the middle. Some bombs appear with some rings. They're quite easy to get by, just be careful not to get hit.

Part 3: Get 140 rings! (Sonic Alone, Tails Alone or Sonic and Tails)

Stay in the middle, and a row of sets of three rings will come to you for 18 rings. Then jump the bombs and start collecting the rings, which appear in sets of three again and move from the centre to the left of the track, followed by some bombs in the middle. A big cluster of rings appears on the left after the track goes uphill, then some bombs in the middle, and another huge cluster of rings on the right hand side. Stay in the centre for some more rings then if you have enough, the emerald!

Red Emerald

-----

Part 1: Get 50 rings! (Sonic Alone or Tails Alone)  
Get 60 rings! (Sonic and Tails)

Stay in the middle and don't move. When you have 12 rings, jump the bomb and get more rings, jump some more bombs, get some more rings - carry on doing this until you have 24 rings. Move to the right and you'll run into a diamond of rings. Quickly run to the left side of the track before the bombs hit you. You'll go through another diamond of rings. Now after the bombs, stay on the left side and collect the line of rings after the next set of bombs. Now run onto the right hand side of the track and collect the line of rings after the next set of bombs. Now move back to the left and follow the very long trail of rings as the track goes downhill. After a set of bombs, follow yet another long trail of rings. After that is a trail of bombs, so jump them.

Part 2: Get 110 rings! (Sonic Alone, Tails Alone or Sonic and Tails)

Stay on the centre of the track and you'll come to a line of rings that crosses

with a line of bombs; jump when you come to the cross part! Stay on the centre and collect more rings then jump when the rings meet the bombs again. The track goes downhill. Keep in the middle and get some more rings, then jump the bombs when they cross with the rings a third time. Bombs will start appearing on each side but still, don't move. After some more rings you come to a hoop of bombs; jump through and you come to the two thirds-way part.

Part 3: Get 160 rings! (Sonic Alone, Tails Alone or Sonic and Tails)

You come to a cluster of rings situated in the middle of the track - so grab as many as you can. The track then turns left and you have to jump through another hoop of bombs. Then a trail of rings appears so follow it from the middle to the right-hand side of the track. The track goes downhill and then jump through a hoop of bombs, collect some more rings, jump through another bomb hoop and start following the trail of rings running up the right-hand side of the track. You have to jump through a bomb hoop at the end of the trail, so be prepared. Follow the next trail of rings that appears on the right-hand side of the track. Jump a final hoop and afterward jump over the lines of bombs in the middle of the track. If you have enough rings, the third emerald is yours!

Pink Emerald

-----

Part 1: Get 40 rings! (Sonic Alone, Tails Alone or Sonic and Tails)

Stay in the middle of the track so you get your first 12 rings. Then move left to collect another wide row, then through the middle. The track goes uphill; quickly move right to get more rings, past the bombs then into the centre for some more rings. The track then takes a sharp right turn; go onto the left side, then as it goes downhill, run/jump through an incomplete hoop of bombs, past after more bombs, a second incomplete hoop of bombs, the get the cluster of rings on the left side of the track. Third-way mark approaches.

Part 2: Get 110 rings! (Sonic Alone or Tails Alone)

Get 100 rings! (Sonic and Tails)

Go through the incomplete hoop of bombs and onto the right hand side of the track to collect some rings. Swap sides and run/jump through the incomplete hoop of bombs and get the rings on the left side. The track now goes downhill, go through the bomb hoop and collect the rings to the left. Now one bomb after another will come by on the centre of the track, so when you want to swap sides, you'll have to jump. Go on the right hand side and collect a batch of rings then quickly jump onto the left side to get some more rings. Jump over to the right to get the rings then very quickly onto the left side for more rings. After you go past the curve of bombs on the right, jump onto the right-hand side and collect some more rings. The track then goes downhill, and as the curve of bombs on the left passes, quickly jump over there to get some extra rings. Make a jump to the right to get one last batch of rings. The bombs in the middle will stop appearing now, and you'll make the two thirds-way point.

Part 3: Get 150 rings! (Sonic Alone, Tails Alone or Sonic and Tails)

The track takes a right turn. Jump over the bombs in the middle and run through the diamond of rings that also appears in the centre of the track. Jump over the next set of bombs and go through the diamond of rings on the right hand side of the track, then stay there. The track goes uphill, past some more bombs and another batch of rings on this side. Some more bombs in the middle will go past, stay on the right hand side as you go through another diamond of rings, then the track goes downhill. A cluster of rings appears in the centre followed by some bombs so quickly move to the left so you go through another diamond of



rings, an incomplete hoop of bombs, and a final cluster of rings before the emerald.

#### Yellow Emerald

-----

Part 1: Get 50 rings! (Sonic Alone or Tails Alone)

Get 55 rings! (Sonic and Tails)

At the start is a large cluster of rings in the middle of the track, rings on either side, then on the ceiling, and another cluster on the ground shortly followed by some bombs on each side. There is another cluster of rings in the middle followed by some bombs and rings on all sides. After that, the track turns to the right. There are some rings on the left side of the track then a large cluster in the middle, then the track goes downhill and there are some more rings in the middle. After that, look out for the bombs and run through the rings on the right and centre of the track.

Part 2: Get 90 rings! (Sonic Alone or Tails Alone)

Get 110 rings! (Sonic and Tails)

Stay on the middle of the track and run through the large cluster of rings then a line of rings that turns into intertwining arcs of rings. Then, jump over the bombs in the middle and go over to the left to get some more rings, and then the track goes uphill (look out for the bombs in the centre). Then move onto the right hand side to run through some more rings. After some more bombs and the track goes downhill, swerve to the left for some more rings. The checkpoint approaches.

Part 3: Get 160 rings! (Sonic Alone or Tails Alone)

Get 200 rings! (Sonic and Tails)

Stay in the middle of the track to collect the 4 rings, then jump over the bombs and get 4 more rings. The track makes a left turn - go onto the right side to get some rings. Then go into the middle to get some more rings the to the left, then the centre. Some rings appear on the right-hand side of the ceiling then some more rings come on the centre of the track as it goes downhill. Now go against the left end of the ceiling for some more rings, back to the centre, right-hand end of the ceiling, two batches against the ceiling, and some more intertwining arcs of rings. You can now claim the yellow emerald if you have enough rings!

#### Green Emerald

-----

Part 1: Get 80 rings! (Sonic Alone, Tails Alone or Sonic and Tails)

The track takes a right turn. Stay in the centre so you get your first 10 rings. Bombs will go past on either side, but just stay in the middle for another 10 rings. Some rings appear on the left side of the track with some bombs opposite them, then some rings appear on the right with some bombs opposite them, some more rings in the middle then on the left side of the track as it turns to the right. When it goes downhill, some rings appear on the right then the track takes a left turn and some bombs appear to the left. The track goes downhill and a few more rings appear on the right. It goes downhill once more but this time, bombs appear to the right so watch out. Then a long curvy line of rings that go around some bombs appear in the middle of the track, then you have to jump through a hoop of bombs. Stay in the centre for a few more rings then the third-way checkpoint.

Part 2: Get 140 rings! (Sonic Alone, Tails Alone or Sonic and Tails)

Jump over the diamond of bombs and move to the right side of the track to get some rings. After the bombs go past, move onto the left-hand side for some more intertwining arcs of rings then a bomb hoop to jump through. After some more bombs go past stay on the left and collect two sets of rings then move onto the right-hand side of the track for a last set of rings then the two thirds-way checkpoint.

Part 3: Get 210 rings! (Sonic Alone or Tails Alone)

Get 220 rings! (Sonic and Tails)

Two sets of bombs on each side of a set of rings appear, then two sets of rings around a set of bombs, then the last two sets repeated. Jump through a hoop of bombs and stay in the centre of the track for some more rings. Jump through another hoop of bombs, get some more rings in the middle, jump another hoop, some more rings in the centre and jump through another bomb hoop. Some rings appear to the left before another bomb hoop, then some rings to the right and another bomb hoop. Some more rings on the left, another bomb hoop, some rings in the centre followed by a bomb hoop three times and then the track takes a left turn. Your sixth emerald awaits if you have enough rings!

Grey Emerald

-----  
Part 1: Get 100 rings! (Sonic Alone, Tails Alone or Sonic and Tails)

Stay in the centre after the track makes a right turn to get your first 12 rings. One bomb after another starts to appear in the middle of the track again, like in Part 2 of the Pink Emerald stage. Get the rings on the right then jump over to the left for some rings, then right, left, right for two batches of rings, left for two batches, right for two batches, left for two batches then alternating sides.

Part 2: Get 150 rings! (Sonic Alone or Tails Alone)

Get 190 rings! (Sonic and Tails)

Rings appear on the left opposite some bombs, then on the right, on the left again, on the right again, on the right again, on the left, the right, the left, the right and left one last time. Stay on the left for four more batches of rings, then move onto the right-hand side, over to the left again and back to the right.

Part 3: Get 190 rings! (Sonic Alone or Tails Alone)

Get 210 rings! (Sonic and Tails)

Rings scattered all over the track appear while the track takes a right turn. After it goes downhill, clusters of bombs all over the track appear, so do your best to avoid them. After a bomb hoop, some more scattered rings appear. Then afterwards another bomb hoop and some more sets of bombs laid around the track then more scattered rings. After that, if you have enough rings you get the grey emerald and the ability to change into Super Sonic!

=====  
8. 2-Player Vs. Mode  
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The complete guide to the 'other' part of Sonic 2.

=====  
8.01 - Rules  
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First off, welcome to the most unrecognized feature of Sonic 2, the 2-Player Vs. Mode! Anyways, before you get started with it, it's always good to learn some of the rules incorporate with 2-Player mode, so you know what you're doing of course. They are as follows:

SCORE: The unique thing about score-keeping in 2-Player mode, is that one can only receive points upon destroying enemies. Keep that in mind when speeding through each level.

TIME: Whoever finishes the act first wins the time category. Duh.

RINGS: The person/character who collects the most rings at the end of the Act wins this category.

ITEMS: This is where another unique aspect of 2-Player mode comes into play. If one person hits a 1-UP box with their opponent's face on it, their opponent will receive the extra life, not them. Anyways the person who obtains the most power-ups during the Act wins this category.

With the above information in mind, whoever has the highest score at the end of the Act wins... the Act.

=====  
8.02 - Items  
=====

Some items/power-ups in 2-Player mode differ from that in 1-Player mode, so I'll give you a brief overview of 'em. They are as follows:

1-UPS: Like I stated above, if a player obtains a 1-UP with their opponent's face on the box, their OPPONENT will receive the extra life, not them. That being said, it's always good to avoid these in order to defeat your opponent.

ROBOTNIK POWER-UPS: Whatever you do, DON'T TOUCH THESE! Although it may be tempting to try and collect a power-up you've never seen before, hopping on one of these boxes is the equivalent of getting hit by an enemy: you lose your rings.

TELEPORTATION: A rather odd power-up, this ligger bugger allows you to switch places with your opponent in the Act. These can often cause tables to be turned in terms of who will win the Act.

=====  
8.03 - Hints and Tips  
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- If you come across a Teleportation power-up, and you find yourself falling behind in terms of speed, grab it to switch places with your opponent, which will most likely clinch for you the "Time" category of the Act.
- Destroy any enemies you come across. Even if you find yourself ahead of your opponent by a lot, you never know when they'll grab a Teleportation power-up.

- Avoid Robotnik power-ups at all costs! If you find yourself falling behind in one or two other categories, "Rings" should be somewhat of a fail-safe for you.

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## 9. Secrets

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Secrets of the game.

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### 9.01 - Cheats

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#### 14 Continues

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Go to the options screen and go to Sound Test, then play the following sounds in this order: 19, 65, 09, 17, 01, 01, 02, 04. Now highlight the character selection box and begin the game - you will have 14 Continues.

#### Change "Tails" to "Miles"

-----

On the title screen, press Up, Up, Up, Down, Down, Down, Up. When you go to any place where the game would state "Tails", it will say "Miles" instead. Tails' name display next to the amount of lives he has on the screen when you are playing as him, for example.

#### Instant 7 Chaos Emeralds

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Go to the Level Select screen. On the Sound Test there, play the following tracks in this order: 04, 01, 02, 06. Pick any level to play and you'll get Super Sonic after grabbing 50 rings and jumping!

#### Knuckles in Sonic 2

-----

Buy a copy of the Sonic & Knuckles lock-on cartridge (if you haven't got one already) and put the Sonic 2 cartridge on top of it. When you switch the power on, you'll be able to play through the game as Knuckles, with all the abilities he has in Sonic & Knuckles!

#### Level Select

-----

When you start the game up, go to the Options screen. Play the following sound tracks on the Sound Test box in this order: 19, 65, 09, 17. Now, go back to the title screen, hold A and press Start. You will be taken to a screen where you can select any level in the game of your choice or play sound tracks. Note: this screen must be unlocked to enable other various cheats.

#### Super Sonic

-----

After you get all 7 Chaos Emeralds, collect 50 rings then jump into the air in any zone and you'll turn into Super Sonic! Super Sonic is gold, runs at a much faster speed and is invincible. Note: you can only get this while playing as

Sonic.

=====  
9.02 - Codes  
=====

Debug Mode  
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Go to the Level Select screen. On the Sound Test, play the following tracks in this order: 01, 09, 09, 02, 01, 01, 02, 04. Select a level by pressing A & Start over the highlighted level of your choice and the score display should be scrambled up. Press B to change into an item, A to switch items, and C to place that item down.

Slow Motion  
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Perform the level select cheat and go to any stage you want. Pause the game while playing, and while paused, hold the B Button. The game will progress in slow motion.

=====  
9.03 - Glitches  
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Constant Oil Ocean Music  
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Go to the option screen, and on Sound Test, play 02, 01, 02, 04. Hold A and press Start, and when the game begins the Oil Ocean music will play at all times while playing. There will be no sound effects, either.

Unlimited Super Sneakers (2-Player Vs. Mode Only)  
-----

When playing in the 2-Player Vs. Mode, get some Super Sneakers and die whilst still under the influence of them. You will then have these sneakers until the end of the stage!

=====  
10. Guide Closing  
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The closing stuff to our Sonic 2 guide.

=====  
10.01 - Credits  
=====

Ryan Thanks  
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Derin Spector

He wrote half this damn guide!

Steve "Psycho Penguin" McFadden

For help, support, and being a great friend.

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

Derin Thanks  
-----

Thanks to Ryan, he wrote half this damn guide too!

Thanks to SEGA and Sonic Team for making such a terrific game!

Last but not least, special thanks goes out to GameFAQs, Neoseeker, and IGN  
for posting this guide!

=====  
10.02 - Legal Disclaimer  
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=====  
10.03 - Contacting Us  
=====

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

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

mistake it for something else and delete it. Thanks for reading and take care.

Contacting Derin

-----

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AIM Messenger: Derin88

Ryan: <http://www.gamefaqs.com/features/recognition/22792.html>

Derin: <http://www.gamefaqs.com/features/recognition/41894.html>

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

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

-END OF FILE-

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