Sonic The Hedgehog 2 FAQ/Walkthrough

by Crazyreyn   Updated to v1.2 on Sep 14, 2007

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                     S O N I C   T H E   H E D G E H O G   2
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                            Sega Mega Drive / Genesis
                          FAQ/Walkthrough, Version 1.2
                            Last Updated - 14/09/2007
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                              INTRODUCTION
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Hello and welcome to the Sonic The Hedgehog 2 FAQ/Walkthrough. This guide will
tell you tips on each of the zones, how to defeat the bosses, and hints on
overcoming those special stages. I hope that this guide will help you in one
form or another.

Sonic The Hedgehog 2 is an all-time classic, featuring gameplay that is
simple to play and very hard to put down, and has a great difficulty level.
There is also more levels and enemies than the previous Sonic, and a 2 player
mode!

I hope you enjoy the game,

- Matt (Crazyreyn)


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                           1. VERSION HISTORY
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+-------------------------+
| Version 1.2 - 14/09/2007 |
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Large Update - Made formatting more spatius, improved on various stategies
and areas of the guide, including new boss strategies. Also added a Xbox 360
Live Arcade Extras section for those playing the game this way.


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| Version 1.1 - 13/06/2004 |
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Small Update; changes in legal notice and some format, another spellcheck.


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| Version 1.0 - 29/11/2003 |
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The first version of this FAQ. Everything is complete.



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                            2. GAME OVERVIEW
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This section is just a look over all things in the game, including the Basics,
Characters, Controls and Options.



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 2.01. Basics
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Sonic the Hedgehog 2 is a breeze to play. You control Sonic, and you have
to complete each zone. There are two acts within each zone (with some
exceptions towards the end of the game). There is only one move, and that is
jump. When Sonic jumps, he turns into a ball, which can injure the botniks
and destroy other things like rocks. There is another move, the Spin Dash,
which you execute with Down and Jump. There are many obstacles in your path
through out the game. One thing that stays the same everywhere, and that's the
springs - hit a spring and you bounce off at high speed!

At underwater sections, don't panic and rush off to dry land if you cannot see
it. Carry on and look for bubbles on the ground; they occasionally release
large bubbles which can be jumped into, and will give you oxygen to keep you
alive.


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Rings
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Collecting rings keep you alive if you are attacked by an enemy. You only need
one on you to stay alive. When you are attacked, you drop all your rings. You
only need one on you to stay alive. Collecting 100 rings gives you a 1-Up.
They are located floating in the air in many places.

Checkpoint Posts

These are posts with stars on. Running through this acts as a checkpoint, so
if you die you return here instead of doing the entire act again. If you have
over 50 rings, then a ring of stars appears above it and you can enter it to
play in the Special Stages. More information about that in section 4.

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 2.02. Characters
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There isn't a story, meaning really there isn't much in terms of characters.
But here are the three that feature the most.

Sonic

Sonic, a blue hedgehog. You play as him, and he can run at incredibly fast
speeds. In this installment, he has a new move - the Spin Dash.

Tails

Making his debut to the Sonic the Hedgehog series, Tails is Sonic's friend, and
is a orange fox with two tails. Thanks to having an extra tail, he can fly
about. Tails can be played if you have another controller.

Dr. Robotnik

Dr. Robotknik, an egg shaped fellow, is the main enemy of the game. He
features at the end of each Zone to take you down in on of his machines.
He has also imprisoned the good animals in the botniks you see across the
land. You must stop him!

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 2.03. Controls
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Directional Pad - Run (Left/Right), Look (Up/Down)
A Button   - Jump
B Button   - Jump
C Button   - Jump
Start   - Pause

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Spin Dash
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The only special move of any sort that you have, the Spin Dash allows you
to get a boost of speed. Press Down and Jump together (and press Jump more
times for a boost) then let go to make Sonic speed away in the ball position!




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 2.04. Options
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To access the Options menu, then on the Main Menu go down under the '2 Player
VS' option, and its there. There are three things that you can change or try
out-

Player Select - In 1 Player, select to play as either Sonic and Tails, Sonic
                Alone or Tails Alone.
VS Mode Items - This changes the types of items that you get when you are
                playing the VS mode. The two options are All Kinds Items, which
                is all of them, and Teleport only, means that you teleport and
                switch places with the other player.
Sound Test -    This allows you to hear the music and sound in the game. Select
                what sample you want, and press C to listen to it. Pressing the
                A button skips the samples to the set ahead.

Once you are done here, pressing START will take you back to the main menu.




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 2.05. Items
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Items are found in Boxes (or Television Screens), and I will be calling them
Item Boxes during the walkthrough section. When these are jumped into, or
spin dashed, then you receive the contents that are inside!

Sonic / Tail's Face - 1-Up
-------------------
This gives you an extra life.


Ring - Rings
----
This adds 10 rings to your ring total.


Red Shoe - Increased Speed
--------
This gives you increased speed for a short period of time.


Blue Circle - Shield
-----------
This gives you a shield, which protects you once from harm.


Stars - Invincibility
-----
This makes you invincible for a short period of time.
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Robotnik - Get injured
--------
This causes you to lose all of your rings. This only features in VS mode.

Arrows - Switch Positions
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This switches the positions of Sonic and Tails. This only features in VS mode.



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 2.06. 2 Player VS
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To play a 2 Player VS game, then plug in a additional controller in port 2
of the Mega Drive and select the 2 Player VS option on the Main Menu. You are
then presented with four boxes; three of them are levels in the game which you
race on to the end of the level - these are Emerald Hill Zone, Mystic Cave
Zone and Casino Night Zone. In these levels the screen is split and you race
each over to the end. These are the same as the normal levels, apart from that
the item boxes throughout have their images replaced with a question mark,
and cracking them open gives you a random item, including two new additions to
this mode - Robotnik and Arrows. Getting Robotnik causes you to lose all your
coins, and the Arrows causes you to switch places with the other player. If
you die during the race, then you are sent back to the last Checkpoint you
went through, or the start of the act.

The last box is the Special Stage, where you play in a Special Stage and
compete for the highest coins. The one with the highest coins after a section
of the stage wins and receives a point, and the winner out of three wins
overall. You then go onto another stage, and you keep going like that.

Remember that you can play 2 player in the one player mode, where the player
in port 2 can control Tails if you have selected that Sonic and Tails should
play.



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 2.07. Super Sonic
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When you get all seven of the Choas Emeralds from completing all the Special
Stages (see Section 4) or entering the Cheat (see Section 5) then you can
become Super Sonic. Once you collect 50 rings, jumping into the air turns you
into Super Sonic. Sonic will have a different appearance, and is unharmed by
spikes and enemies. He can also run faster and jump higher than before. There
are some downsides to this - he can still be killed, but drowning, bottomless
pits and drowning underwater. Also note that once you become Super Sonic, your
rings decrease as this is the energy source. Keep collecting rings otherwise
when you run out of them, you return into normal Sonic again.



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 2.08. Sonic & Knuckles Lock-On
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If you have the Sonic & Knuckles Lock-On cartridge, then you can insert Sonic
the Hedgehog 2 into it and play the game as Knuckles! This adds a new challenge
to the game which fans will enjoy. Knuckles can glide and climb walls, and
there are many secret passages and items that are hidden that you can only
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discover with Knuckles. Knuckles also doesn't jump as high as Sonic or Tails, and so makes the game harder in some areas. If you have the cartridge then I would recommend that you have a go and play it.

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                          3.WALKTHROUGH
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The walkthrough is not really a walkthrough of such, but what to look out for within each zone. It will tell you each zones different themed objects and badniks, and how to overcome them. At the end of each is how to defeat the boss.

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 3.01. Emerald Hill Zone
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The first zone of the game, as you might imagine, is fairly easy. You can just run through the act without much hassle. Get used to the gameplay here, with the springs and loop-de-loops. The enemies are the only thing that may bother you. The Monkeys, found in trees, throw a coconut when they spot you. Wait until they have thrown the coconut first, then jump on them to dispose of them. Wasps fly around slowly, and once you are gotten near them, they throw a fireball from their tail. I would tend to avoid them. The last is the Piranha, which jumps up from under the bridges, then return down again. Jump at them to destroy them.

When you first begin, go right and go onto the platform above and get the Shield from the Item Box. From here on, there are two routes; you can jump over the gap and stay on the top of the level, or fall down to go under it. They join together later and other small routes appear, so feel free to explore. At the end run past the sign to finish the act. This is how almost every act ends.

Boss

   Very easy. Just avoid touching the sides and keep jumping on top of the
   vehicle. After about eight hits, he is defeated.

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 3.02. Chemical Plant Zone
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The total opposite to the zone you just completed (in terms of scenery), the Chemical Plant Zone has some tricky sections to overcome. One of the ways you get around the level is via pipes (not Mario style though :P). When you come across one, jump onto the blocks blocking the start and jump down and it will automatically take you to the other end. There are blue pipes in the level, with a group of blue spheres jumping in-between them; observe the pattern then proceed past them.

The enemies are not too bad in this zone; there are badniks that crawl along the ground and spurt out fireballs every so often. In Act 2, Spider like bots appear, which come from above and grab you. If you get caught, then you have

to escape from their hold otherwise they explode and injure you.

In Act 2, Spring boards are introduced; press and hold jump on the end of the
board to spring higher. The rest of the level is standard fare, apart from
toward the end. You will run into a column with moving blocks, then the water
level rises. Progress upward by jumping from block to block, and take your
time - rushing means you might fall and then you might run out of air. Your
speed is decreased also, meaning getting accurate jumps are easier.

At the top, go left and wait at the edge of the water until a platform drifts
your way, then jump onto it (I found that walking onto the platforms means you
tend to fall off easier). Go left after and at the end jump on to the ledge on
the left to avoid falling through the platforms. Go up and right, past another
drifting platform section to the boss.

Boss

   Stay in the middle, as the platform at the edges revolve round and you could
   fall through. Robotnik stays at the edges and collects acid from below;
   attack him while he does this. He then drops the acid on you; I found it
   best to stand at one end of the platform (that doesn't move at all) before
   he uses it and move to the other when he tries to drop it on you. He will
   then go to the opposite side, and repeat. When you defeat him, remember to
   watch out for the revolving platforms as you go right.

Easier Strategy

   As soon as you hear the music, jump high and right to land on Robotnik as
   soon as he enters, and hold right to bounce up and down on him against the
   screen edge. Just bounce there until he is finished. Easy! Thanks to
   Joe Stanski's speed run for this strategy.

===
 3.03. Aquatic Rain Zone
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This zone is based in Aztec ruins and rainforest like surroundings. The things
that you should be looking out for are the following; arrows from columns.
There are grey strips on some columns with a Robotnik head on it - the eyes
flash red before they fire an arrow in your direction. Look out for this and
prepare to avoid it. Columns also rise when you jump over them, so jump on top
of them to smash through 'em.

There is an underwater section to each act also, which takes place in the
lower part of the level. I would advise that you stay on dry land if you can
help it, as going in the drink makes it harder for you. If you do go in the
water, then keep an eye out for bubbles from the ground so you don't drown.
The enemies on dry land can be troublesome - the Rhino-like enemy is alright
as it is, however it pops out of walls sometimes when you approach it, so
watch your speed. There are also these small flying bots that follow you, but
just jump into them to get them out of the way. The only other enemy are the
fish underwater, which can be just attacked, but watch out when you spot them
as they will rush at you.

Boss

   Dr. Robotnik hits the columns, causing an arrow to fire out and stick into
   the column opposite. You can then jump onto this arrow and attack Robotnik.
   Watch out when he hits the column as an arrow comes from any of the four

points randomly. Also only one arrow sticks in a column at one time.

Easier Strategy

    Stand on one of the pillars (left is the one I've tested) at the very left
    edge and spin dash quickly. When Robotnik comes, shoot into him and you'll
    bounce back perfectly. Do this over and over, and even when he goes to the
    other side you'll bounce back again! Easy! Thanks to Joe Stanski's speed run
    for this strategy.

=-=
 3.04. Casino Night Zone
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Exactly what is says on the tin. This level has a casino and pinball theme
going on, with flippers and bouncers being dominant. The flipper is like a
pinball flipper, which is flips you when you either touch it, or others
then you jump off the end of it. The bouncers are just objects that you
bounce off. Other objects here are moving blocks and conveyor belts, lifts,
pressure springs (in the tunnels, where you have to hold jump down to build
up the pressure). The only badnik here is a crab with a bouncer attacked to
it; spin dash it from behind to kill it.

Also there are jackpot machines to play around with. You may see four metal
bars close together - get Sonic in there, and the wheels spin around. Match
up certain symbols and you may win coins, or possibly lose coins (if you get
Robotnik symbols). There is little point telling you what you get for what
symbols as you cannot change what you can get.

Boss

    Set inside an enclosed pinball machine area, Robotnik will drop bombs onto
    the ground below. Simply spin dash when you are at the bottom so you shoot
    up the side, then jump away from the wall and into Robotnik to injure him.
    Don't get too hectic with the pinball items as you might get yourself hurt,
    and don't get to close underneath him as he will lower himself down to zap
    you. When you defeat him, exit to the right.

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 3.05. Hill Top Zone
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Set high in the mountains, this zone focuses on less of speed and more on
heights and more precise jumping. When crossing the vines by the platforms,
remember to jump off before the end of the ride or you will fall to your doom.
Most of the rocks can be destroyed, so jump on top of them to see if they can.
To overcome the seesaws, jump on the side with no red ball, then move to the
other side to be propelled upward.

The Badniks are not really worth stressing over - the cone heads will wait
until you approach them, then they fire the cone upward when they do, allowing
you to attack them openly. Another enemy is the purple dinosaur that dwells
in the lava - avoid its fireballs and jump at the head, and the last (which
only appears on Act 2) is a red ball surrounded by flames, which shoot off
in a straight line, leaving it bear (and open to attack).

In the cave section of Act 1, at one point it closes off and the floor moves.
Go right and wait for the lava to go down and the platform rises, allowing you

to progress. In Act 2, in a cave area the lava rises. Make your way up the
platforms to the top right corner to exit. If you having trouble, then there
is a Invincibility item box in the wall on the right, about half way up the
cave. Also note that in the final cave area of Act 2 (with the three vine
platforms) there is a 1-Up Item Box on the far left at the bottom if you are
wondering, but it is quite tough to get to.

Boss

   There are two pits of lava, with ledges either side. Robotnik will rise from
   the lava, and fire some fire out in the direction he is facing. This is the
   time to attack. However when he goes back into the lava he throws out two
   balls of fire which set alight to the ledges either side of pit of lava.
   I recommend that you jump at him just once (making sure that you avoid the
   fire he fires) and land away from the ledges either side of the lava just to
   be safe. After six hits, he will be defeated.

Easier Strategy

   As soon as you enter the area, jump into the right pit. Robotnik will come
   up to meet you, and you'll bounce inside him until he dies. You have no
   choice to fall into the lava after, so make sure you have some rings or a
   shield, however this is a very quick and easy way to take care of him!
   Thanks to Joe Stanski's speed run for this strategy.

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 3.06. Mystic Cave Zone
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The toughest zone yet, this is based in a dark mine with plenty of spike pits
and dangerous rocks. Many of the wooden ledges collapse shortly after you
move onto them, so get off them quickly. There are vines that you can hang on
to (they have a C like shape at the end) which either move you somewhere, or
open up a passage. You may also come across a wall that looks like you cannot
go up; wait a moment and spiked steps come from the wall (so stay away from
these) then take them up and over. There are other obstacles like swinging
platforms and moving boxes, but you should know what to do with them.

There are three badniks here - there is a blue snake that hides in the rocks
and extends toward you when you come close. Bop him on the head to get rid of
him. There is a flying bug one which lights up occasionally; don't touch him
while it is doing this, then attack.

Boss

   Before he appears from the top, the ceiling rumbles, and rocks and spikes
   begin to fall. Avoid touching the spikes until be comes down. When he does,
   he will move the drills to a horizontal position and then move. Attack him
   from the top while he does this. He will then go back up into the ceiling
   and repeat the process.

Easier Strategy

   Stand in the middle, avoid the spikes and start spin dashing as he comes
   down o the ground. You'll get around five hits in before he goes left. Now
   just hit him a few more times here to finish him! No problem. Thanks to Joe
   Stanski's speed run for this strategy.

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 3.07. Oil Ocean Zone
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One thing to keep in mind is that there is always oil at the bottom of the
level, so try and stay out of it if you can. If you do fall in, then
rapidly jump out again before you sink. If there isn't a way back up, then
look out for a fan to float you up, or just keep going in one direction and you
should find some dry land eventually. There are fans under normal gaps, but
don't stay over them for too long as they will stop after a short period. If
you come across a fan that is facing horizontally toward you and is pushing you
away, then keep running toward it and you will run past it after a while.

When it comes to the ovens, the lid pops off into the air, which you can ride
on upward. However if you mistime your jump when trying to get on the lid, then
you will land in the flames. It is best to wait until the lid has just landed,
then jump on straight after to be safe. There are also other oven like objects
with blocks covering them; if you smash the blocks then you will fly across
the level in green and white spheres. You have no control of where these go

The badniks are a pink octopus and a flying seahorse. They both fire out
a projectile, so dodge them, but apart from that they are always open to
attack.

Boss

   The stage had oil underneath, and ledges that you can stand on. Robotnik
   comes out of the oil briefly, so attack him then, then he goes under again.
   Now go onto either platform and duck in the middle of it, so the projectile
   that appears will not touch you. A gun will appear after; stay on the
   platform and duck under the first two shots, then jump to the other platform
   when he fires the third shot (if it is at the same level as the platform,
   otherwise duck). He then appears again, and the process repeats.

Easier Strategy

   Stand over the oil and jump as the music starts, when Robotnik will come up.
   You'll bounce on Robotnik over and over, up to seven times in fact. You'll
   have to wait until his wave of attacks are done before you can finish him
   off, however. Thanks to Joe Stanski's speed run for this strategy.

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 3.08. Metropolis Zone
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A quite tough zone, it is based inside a factory of some sort, and is the
only zone in the game that consists of three acts! Avoid touching the steam
at the edges of the steam pipes that go up and down, but if you stand on top
of them then you get propelled upward. The boxes that have spikes coming from
them go in a clockwise pattern; so a spike comes from the right, then the
bottom, then the left etc. With the giant blots that on the giant screws, run
to the left to go down, and right to go up. Don't spin dash, as you might
go too fast and get crushed on the ceiling or something, whereas with running
you can control your speed better. If you fall off and need to get back on
and can't, then run off to another area then go back, and it should go back
to what you found it like.

The Botniks are very annoying in this zone, notably the star fish. It hovers
around, and then blinks and explodes, shooting off spikes in five directions.

You will have to spot this botnik quickly and move into a position that you
can avoid the spikes that will come out. There is also a crab with an extending
arm; dodge this arm and attack from the top or from the other side. The last
other one is a Praying Mantis, which shoots off its arms and then returns
(like a boomerang) - jump over the arms and land on top of him for an easy
kill, then watch out for the arms afterward.

At the end of first act there is a part where is seems you are going down
and it never ends. Jump out to the right and keep going to head to the
finishing post. In act two, conveyor belts and giant cogs are introduced.
Just watch you jumping when using these. Apart from that, the other obstacles
are self explanatory.

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

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


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 3.09. Sky Chase Zone
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Woo! You are in the skies, on top of Tail's plane! Just move normally as you
would to move the plane, you cannot fall off. Collect the rings and attack
the enemies as they come at you. The red planes can be just attacked normally.
The round propeller guys fire bombs downward, so avoid attacking there and
hit 'em at the top or side. And with the flying turtle guys, avoid their fire
and attack the small turtle on top and then you can use the bigger turtle
as a stepping stone as you wish (it is then deemed useless). Its a short
zone, and a nice break from the normal gameplay.


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 3.10. Wing Fortress Zone
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When you start, Tails will get shot down so jump off onto the ledge to safety.
As you are on a ship in the sky, falling off a platform is certain death, so
be careful! Running into the ski things make you go really quickly in the
direction that it is facing. When you are going under the ship, jump onto the
overhead bars, and jump along it to the edge then onto the floating platform
when it comes to you. The flames of the ship don't hurt you, so ignore them.
In the middle, where the backdrop consists of only the ship, at the far left
are rotating platforms; DON'T fall here, as you will go down to the underneath
of the ship and you will have to make your way back up again. Time your jumps
right here, go onto the top of the ship and then right.

On the far right of the ship, after being on top, go to the left of the ledge
near the bottom to be flown across the ship. Press jump to let go of the boards
and follow the rings to the next set of boards. Go down after, the very quickly
right across the ledges before they disappear. Go through the checkpoint post,
and DO NOT touch that zoom ski thing! Jump over it, then run and jump across
the large gap (it is possible).

As for botniks; Chickens appear from the small gun turrets in the ground, so
whenever you come across one, dodge the fire and jump onto the chicken. There
are other gun turrets but these cannot be destroyed, so you will have to
ignore them.

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


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

Now run to the right, and follow Robotnik. At the end of this area, he climbs
into... a giant Robotnik robot! :O:O:O He will rise, then walk toward you.
Don't attack yet. He will then fly upward, and a target will appear on Sonic.
Run to the far right and when it locks on, move to the left then jump at the
robot's head as it lands. Now RUN all the way left to avoid his arms (you
can avoid them there and attack him, but its very tough) then run back after
the second arm and hit his head before he takes off. Run to the left when
the target appears, and then right when you are locked on. Hit him as he
lands, then he walks and the process repeats. After about 12 or so hits, you
win! Congratulations!


================================================================================
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                          4. SPECIAL STAGES
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================================================================================

The purpose of the Special Stages is to get all the seven emeralds, which at
the end you will receive a new awesome ability.. to transform into Super Sonic!
To enter a Special Stage, get 50 or more rings during the game and go through
a checkpoint star post, where a ring of stars will appear around the top of it.
Enter this ring to play the Special Stage. There is an order to Special Stages

where you start with the easiest, and work toward the hardest at the end. You
only get one stage at a time, so you will have to keep entering the stages
throughout the course of the game to get all the emeralds.

In the Special Stage, it is split up into three sections, and they each have
their own ring requirements. You have to move around in the half pipe and
collect the rings. At the end of the section, if you get equal to or more of
the rings that are required, then you go onward - otherwise you return to the
game. You keep the rings that you have collected so far and it contributes to
the next requirement that you have to meet. After the three stages, you receive
the emerald and you return back to the game.

The half pipe turns, rises and drops as you go along. The rings are often
in groups or in paths. The only obstacle are the bombs - black spheres with
red centres. Hitting a bomb causes you to lose ten of your rings - make sure
that you avoid these at all times.

Sonic and Tails can play these. Jumping causes you to switch positions. A
second player can play as Tails (with the aid of an additional controller) and
so can help you in your plight. However if you do have Tails with you, then
the ring requirement for each section is upped by ten rings. Not too bad; just
make sure that he doesn't run into too many bombs.

NOTE - Targets are for Sonic only. With Tails, the ring targets increase by
      ten.


Emerald One
-----------
Part One (Target - 30 Rings)
   Rather simple, lines appear at the centre and sides. Stay in the middle of
   the lines to get the rings.

Part Two (Target - 70 Rings)
   A few bombs appear at the sides here, especially after a corner or two,
   so watch yourself. Apart from that it's the same as before. You also get a
   couple of diamond shaped ring formations, try and waggle through them to
   get more rings.

Part Three (Target - 130 Rings)
   The only bombs that appear are at the start, up the far edges, so you
   just have to run past them. Most of the rings are low down so you should
   have little problem here.


Emerald Two
-----------
Part One (Target - 50 Rings)
   Stay in the centre for the first few lines, then get up on the corner
   on the turn, then get the rest as they come.

Part Two (Target - 100 Rings)
   There are bombs straight away so either run round them or jump. Rings will
   go across up the side and to the ceiling, so do a full sweep of the pipe
   around to get as many as you can. Rings then pile up from left to right
   as you go round the bends, so get them gradually. There are a few more
   bombs before the next checkpoint, with some rings behind them - get them
   if you feel up to the task.

Part Three (Target - 140 Rings)

Remain in the centre for the first few ring sets, then move to the side
as a lot of bombs populate the very centre - stay on the side until all the
bends stop. You have a few more chances to get rings before the end.


## Emerald Three

Part One (Target - 50 Rings)
   Stay in the middle and get the rings as they come to you, and jump the
   lines. There will be bombs around the centre and sides with rings after
   them, so as soon as they pass sweep in behind and get the lines of rings.
   You'll then get a line of rings down the bends, so follow it, although
   watch out for the bombs at the dip. Finally, a line of bombs goes from right
   to left, so jump them when you meet with 'em.

Part Two (Target - 110 Rings)
   Simply stay right in the middle and jump the lines of bombs that come
   your way across the bends. You don't need to move an inch, just get
   ready to do some timely jumps.

Part Three (Target - 160 Rings)
   After a diamond shaped set of rings, you need to jump the halo sets of
   bombs between lines of rings up the sides. You get two on the right, then
   one on the left, and one final one on the right, before bombs close in
   on you either side.


## Emerald Four

Part One (Target - 40 Rings)
   The start is nothing too special, however you get incomplete halo sets of
   rings, where there is a gap in the bottom... so if you see bombs, jump
   them instead of bothering to try and go through the gap.

Part Two (Target - 110 Rings)
   After two incomplete halo sets of bombs, there are rings. Now the rule here
   is that rings will appear on the opposite side as the rings that just
   appeared. As bombs are in the centre, jump from side to side across them to
   avoid hitting them. You then get lines of bombs up either side, with rings
   behind them, going right then left. You get a final set on the left to
   finish.

Part Three (Target - 150 Rings)
  This is basically bomb rings bomb rings. If you are having trouble here,
  remember that if there is a corner, go on the most visible side as rings
  will appear there, and chances are a bomb will be in the centre.


## Emerald Five

Part One (Target - 50 Rings)
   You have a set on the ceiling, so after the two at the sides have a bit
   a speed and go slightly early to reach them. The rest is pretty simple,
   although note that between the dips there are bombs in the centre that
   can catch you out.

Part Two (Target - 90 Rings)
   You have lines of rings going up the sides, so pick and side and get them.
   Like last time, bombs in the centre at the dips may catch you out, so if
   in doubt, stay at the side.

```
Part Three (Target - 160 Rings)
   After the few bombs, there are sets of rings to the sides, including
   the upper sides and the ceiling, so have some speed to get them. There are
   also lines crossing toward the end as well. There are more than enough
   rings to make the target, just depends if you can reach them! ;)

Emerald Six
-----------
Part One (Target - 80 Rings)
   Most of the bombs you can see from a way off, so they are easy to avoid,
   although there is a set on the right side at the bends which may get you.
   You NEED to get the line of rings that go in and out of the bombs, as there
   are a lot and if you take it steady, it's easy to get them.

Part Two (Target - 140 Rings)
   The bombs are in the centre before the lines of rings, then always at the
   sides afterward. You need to try and get as many as you can at the lines,
   just go up and around at a decent pace in order to follow them round.

Part Three (Target - 220 Rings)
   The start is tricky - go centre, then left and straight away back to the
   centre to avoid the bombs, then round again. The rest is pretty simple,
   rings at the the sides between halo sets of bombs.


Emerald Seven
-----------
Part One (Target - 100 Rings)
   After the central few rings sets, there are rings on each side around the
   bends. They basically go two on one side, two on the other, repeat until
   you are back on the straight. All the while bombs are in the centre, so
   just tap A to jump directly across from one side to the other. You need to
   get most of the rings to meet this target!

Part Two (Target - 150 Rings)
   This is quite simple. The rings alternate from side to side, until you
   reach a small straight where they'll appear on the left four times, then
   alternate once more. Make sure you get most of them to meet the target
   easily.

Part Three (Target - 190 Rings)
   This is quite tough. The rings are randomally placed across the pipe. By
   far the easiest way is to stay on the most visible side and move slightly
   as you see the rings coming on that side. After the first set of rings,
   bombs will appear; stay in the middle and when the track dips down or up,
   jump to avoid the ones coming up. You'll get another set of rings, bombs
   and rings again. Again employ the same tactics (the bombs are easier to
   spot this time) to get the seventh Emerald!


Objects
-------
Rings - Collect these to raise your ring total. You have a target number of
        rings to meet, so get as many as you can!
Bombs - Hitting these makes your drop rings. Avoid them at all costs!


Tips
----
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- Get rings all the time, even if you have got your checkpoint target. Rings
  accumulate, so getting more early makes it easier to beat the later
  checkpoints.
- When there are two lines of rings, go in the middle to collect both at once.
- When there is a diamond formation of rings, waggle when going through them
  to get as many as possible!
- DO NOT PLAY WITH TAILS, unless it's on co-op. He lags behind and always
  hits bombs, severly lowering your ring total and making it a lot tougher.
  Plus, he adds ten rings to each target!

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                               5. CHEATS

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There are plenty of cheats that you can enter in Sonic the Hedgehog 2. This
is a list of the better ones. My source was the Cheats page on GameFAQ's for
Sonic 2 (http://www.gamefaqs.com/console/genesis/code/6747.html) and I have
wrote the cheats listed here in my own words. There are some more if you
follow that URL in the brackets.

Note that most of these cheats require using the Sound Test. This is located
in the Options that leads off from the Main Menu.

Level Select

Go to the Sound Test and enter the following sounds in this order and none
other - 19, 65, 09, 17. When you play the last one, you should hear a ring
chime to let you know that you have done it correctly. Now press START to
return to the main menu. Once Sonic and Tails has appeared, press and hold
the A button and press START to access the Level Select Menu.

Super Sonic

Enter the Level Select Cheat as above. Now on the Level Select menu, enter
the following sounds on the Sound Test there in this order and none other -
04, 01, 02, 06. When you play the last one, you should hear a competition
chime to let you know that you have done it correctly. Now you can play as
Super Sonic in any Zone you choose by collecting 50 coins and jumping.

Debug Mode

Enter the Level Select Cheat as above. Now on the Level Select menu, enter
the following sounds on the Sound Test there in this order and none other -
01, 09, 09, 02, 01, 01, 02, 04. When you play the last one, you should hear a
ring chime to let you know that you have done it correctly. Now when you
enter a stage here, press and hold the A button and press START to end and
keep holding until the stage loads. Now it should have been activated.
The controls change to work with the Debug Mode -

A: Switch object
B: Turn Debug on or off

```
C: Put down object selected


The objects are themed to that zone, and if you go too far away from the items
you have put down they disappear (due to memory issues). Also, pausing the
game and then pressing the A button causes the game to reset.

These are the three main cheats in the game, but there a few more minor ones
that are worth attempting. See the GameFAQ's cheat page for Sonic 2 for these -
http://www.gamefaqs.com/console/genesis/code/6747.html




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                          6. XBOX 360 LIVE ARCADE EXTRAS
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Seeming as Sonic 2 has been released as a downloadable game for the Live
Arcade on the Xbox 360, this section covers the differences, extras and
Achievements that this port includes.



=-------------------------------------------------------------------------=
  6.01. Differences and Extras
=-------------------------------------------------------------------------=


So, what's new? Simply put, not a lot. The game itself is exactly the same,
there are no levels or abilities. If anything, they have stripped away
certain features due to the overriding menu system when you boot it up. This
is so that you cannot use cheats for achievements, and that multiplayer
operates through this new menu making it more Live friendly.

Removed Features
----------------
- Overriding Menu system, removing access to the Start screen, in-game options
  and multiplayer
- Cheats cannot be inputted
- No sound test, level select

Added Features
--------------
- Great emulation
- Screen stretching and manipulation for widescreen
- Smoothing option for graphics
- Save Feature (three slots, save anywhere)
- Achievements (200 total, 190 offline, 10 online)
- Leaderboards for scores
- XBox Live Online modes for multiplayer

Other Notes
-----------
- Emulation is perfect
- Analog Stick slightly hard to get used to, but plays fine
- Glitches still work
- Two player for co-op
- Tails is still incredibly stupid (good or bad? you decide)

So there you have it. In short, the game is the same, certain extra elements
are removed whereas others are added.
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  6.02. Menu
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When you boot up the game, you come to a flash menu system, with a small
box showing the emulated game on the left side. Here are the options.

Single Player
Multiplayer
Leaderboards
Achievements
Help & Options
Return to Arcade


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Single Player
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```

Here you can choose whether to start a New Game or Load a saved one. If you
are starting new, then pressing the A button at 'Play As' to go between Sonic,
Sonic & Tails or Tails.


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Multiplayer
-----------
```

Three Options here - Local Co-Op Game, Local Versus Game, or XBox Live
Versus Game. Local Co-Op Game is basically Single Player, with Player One
controlling Sonic and Player Two controlling Tails. Local Versus Game and
XBxox Live Versus Game are the Multiplayer modes that existed in the original,
with the latter obviously being online. You can pick to host a game with Live,
and I recommend hosting to avoid lag (which seems to be a real issue right
now).


```
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Leaderboards
------------
```

In typical Live Arcade game fashion, your score is ranked against other players
that have played the game. You can see the Overall leader board, Your Score
(where you are) and Friends. Press LB and RB to go between the two. Note that
I'm not sure which score of yours is counted, or when it updates; I've done
two games so far, and it only recorded the first and hasn't updated, annoying
since my second score is much much higher. If anyone knows, gimme an email.


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Help & Options
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Quite a few handy options in here. How To Play gives you some general pointers,
ideal if you are playing the game for the very first time. Control allows you
to view the controls and change the buttons, and Settings is a very useful
area to edit how the game looks.

Within Settings, SMOOTHING smoothes the jagged edges on the screen making it
look much better, WALLPAPER toggles if you want the background wallpaper to
be displayed around the edges of the emulated game, and SCREENSIZE allows you
to stretch the screen however you want. If you are playing the game on
Widescreen, I recommend adjusting the Smoothing and Screensize settings.
Finally CREDITS gives you the credits of those who ported and emulated this
version of the game.

Return to Arcade

Returns you to the Arcade portion of the Dashboard.

=-=
  6.03. Achievements
=-=

Achievement List

This list is taken word for word from the List in the game.

- Emerald Hill - Clear the Emerald Hill Zone 1 (5G)
- Fast Emerald - Beat Emerald Hill Zone 1 in under 35 seconds in single-player
                 or co-op mode. (15G)
- Fast Chemical - Beat Chemical Plant Zone 1 in under 45 seconds. (20G)
- Casino - Get to the Casino Night Zone. (10G)
- Super Sonic - Become Super Sonic. (20G)
- Extended Super - Stay in Super Sonic mode for one minute. (20G)
- Chaos Emerald - Get one Chaos Emerald. (10G)
- Chaos Master - Get all the Chaos Emeralds. (40G)
- Conquering Time - Beat the game in under an hour. (10G)
- All Multiplayer - Play all four multiplayer zones. (5G)
- Xbox Live Racer - Win 10 versus zones on Xbox Live. (10G)
- Win - Beat the game. (35G)

So there you have it. Most of these are very easy to obtain, and some of the
scores you get for them are odd. For example, 35G for winning, yet just 10G
for doing it under an hour? Plus the Super Sonic ones are stupidly easy,
so as soon as you get the Emeralds, there is an extra 40G for about 2 minutes
work. However, the speed runs provide a nice challenge.

General Achievement Guide

OK, here is a guide for each achievement. Although they aren't that tough to
obtain, the speed runs are somewhat hard to manage, as well as all the
Emeralds. If this is your first time playing Sonic 2, then PLEASE play the
game through normally. Don't rush and get these achievements. Enjoy the game
and get used to it. Once you have done this, or if you are a seasoned Sonic
fan, I recommend doing them in two runs. General points for these runs are -

- Just use Sonic. Tails gets in the way, especially on Special Stages.
- SAVE SAVE SAVE all the sodding time. About to start a Special Stage? Save it.
  Mess up? Exit the game, load it back up. It's that easy. Annoying, but saves
  you a lot of time and frustration. On the Speed Run you'll be doing this
  over and over and over to get it more or less right, but I guess that's
  part of the challenge!

Emerald Run - Chaos Emerald (10G
           - Chaos Master (40G)
           - Super Sonic (20G)
           - Extended Super (20G)
Your aim is to play the first few stages and get the Emeralds as soon as you
can. You can get them all within Emerald Hill (7 posts) otherwise you can
take your time and get them within a few stages after that. Once you have them,
become Super Sonic for an achievement, get 10 rings and stand still for the
Extended Super. Done. Note that you will also get another few achievements
such as Emerald Hill if you go past the first stage, but this run aims to just
get you these four. Once you have them start again. If you need a guide for the
signpost locations, Sirhic has a guide on how to get all of them within
Emerald Hill -
http://www.gamefaqs.com/console/genesis/file/563343/30565

Speed Run - Emerald Hill (5G)
          - Fast Emerald (15G)
          - Fast Chemical (20G)
          - Casino (10G)
          - Conquering Time (10G)
          - Win (35G)
This is a speed run to finish the game in under an hour. Impossible, you may
gasp! However if you follow a Speed Run from the internet (link below) then
they do it in 20 minutes. Even if you follow them very loosely you'll do
it no problem. Along the way you'll get Emerald Hill, Casino and Win too as
they stack up. There are Fast Emerald and Fast Chemical as well, but again,
if you follow the speed run they do these a good 10 seconds under the required
time. If you didn't read the notice above, then SAVE at the start of each
stage, play the speed run and remember what to do, play it and when you get to
a point, save it, play the speed run etc until you finish the act. There are
a lot of tricks and glitches, all of which are detailed more later on.
Speeddemosarchive - http://speeddemosarchive.com/Sonic2.html

Detailed Achievement Guide

If you want details on just a few of the achievements, check them below.

EMERALD HILL - Clear the Emerald Hill Zone 1 (5G)

This is pretty simple, clear the very first act in the game. If you are
having trouble with this, then check a walkthrough.

FAST EMERALD - Beat Emerald Hill Zone 1 in under 35 seconds in single-player
or co-op mode. (15G)

Download the speed run from http://speeddemosarchive.com/Sonic2.html and

this will be the very first act. Follow it as close as you can, saving when
you have done a section correctly. If you cannot download it, then here is a
quick guide -

- Spin dash your way to and over the bridge, across the gap, jump the next gap
  and leap up to the upper ledge next to the spikes (ignore the spring).
- Leap over the spikes and get the SPEED SHOES box. Now hold right to speed
  up the wall, press down just as you leave it so you fly into the air as a
  ball, and hold right.
- You should land on the top of a loop-de-loop, with some luck bouncing off
  an invincibility box. If you bounce, continue to hold right and hopefully
  bounce off a few more boxes / enemies.
- With both Speed Shoes and Invincibility, you should be able to just run
  through the level with ease. Note that if you take the upper route of the
  level and use the corkscrew at the end, there is a spring at the end so
  be sure to leap it.

FAST CHEMICAL - Beat Chemical Plant Zone 1 in under 45 seconds. (20G)

Download the speed run from http://speeddemosarchive.com/Sonic2.html and
this will be at 1 minute 52 secs. Follow it as close as you can, saving when
you have done a section correctly. If you cannot download it, then here is a
quick guide -

- Spin Dash up and over the quarter pipe, and Spin Dash again taking the
  lower route.
- Follow the hill and loop-de-loops round, progress right until you come to
  a column with moving blocks.
- Get up them and over, going through the booster and through the loops.
  After the first loop, SAVE YOUR GAME. At the end of the third loop you can
  jump upward just before / on the quarter pipe to reach a gateway above
  the path you are supposed to follow. This is quite tough to time right,
  and I found it helps to hold Up and jump just before the quarter pipe to
  shoot near vertically up to reach it. If you are confused, check the speed
  run. Assuming you saved it, keep trying it until you do it.
- If you managed it, then Spin Dash up the gradient, past the blue spheres to
  the Finishing Post. You should finish with in a good 30 second time.

CASINO - Get to the Casino Night Zone. (10G)

This is Stage Four. You'll get this on the way to Win or Conquering Time.

SUPER SONIC - Become Super Sonic. (20G)

To become Super Sonic, get all the Chaos Emeralds (see CHOAS MASTER
achievement). Now when you get 50 rings, jump and press A in the air to turn
into Super Sonic to get the achievement.

EXTENDED SUPER - Stay in Super Sonic mode for one minute. (20G)

As Super Sonic (see SUPER SONIC achievement) stay in this status for a minute.
This is very easy as the rings count down once a second, and as you already
have at least 50, then that's 50 seconds. Get another 10 rings and stay still
for an easy achievement.

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CHAOS EMERALD - Get one Chaos Emerald. (10G)
---------------------------------------------
Complete a Special Stage to get this (get 50 rings in a level and find a
signpost). For tips, see CHAOS MASTER.


CHAOS MASTER - Get all the Chaos Emeralds. (40G)
-------------------------------------------------
Complete all the Special Stages to get the seven Emeralds to unlock this
achievement. To reach a special stage, get 50 rings in a level and find a
signpost. You can do this as you play through the game, and it's possible to
get all seven Emeralds by the time you reach the Chemical Plant Zone - there
are (at least) three signposts in each of the first acts of Emerald Hill Zone,
meaning you can get the seventh in Chemical Plant. A few general tips -

- SAVE every time you start a stage, and at each checkpoint.
- Play as just Sonic, as Tails always gets in the way of the bombs as his
  reactions lag behind yours.
- Aim to get as many rings as possible before each checkpoint, as they
  accumulate. For example if you need 50 for the first checkpoint, then 80 for
  the next, getting 55 for the first means you only need 25 in the next
  section. Aim to get at least 5 above the target to make it easier, and save
  between each checkpoint.
- If you hit a bomb, reload the last checkpoint and try and memorize their
  locations.
- If you fail to meet the checkpoint, then you SKIP that Emerald and go on to
  the next. You can replay it as you come round again. For example you miss
  Emerald 6, so you need to play 7 in order to get round to 6 once more.


CONQUERING TIME - Beat the game in under an hour. (10G)
--------------------------------------------------------
Beat the entire game in under an hour. The easiest way to do this is to follow
a Speed Run, and to keep saving and loading to perfect sections of the game.
http://speeddemosarchive.com/Sonic2.html
This is, of course, easier said than done. The Speed Run uses pixel perfect
jumps, some insane skill and use of glitches in order to make a time of around
20 minutes - three times under what you need. I have followed the Speed Run
myself and it is ALL possible to emulate yourself, just takes a lot of
patience (save, load, save, load until you get it right) and some knowledge of
how the glitches and tricks work. Here are some that he used, with some
explanation how to do them.

Super Speed Dash Trick -
You'll notice that the Speed Dashes performed are much quicker than what yours
are like. All he does is hammer A very quickly in order to shoot off. You'll
need that to make some gaps, so practice this.

Hill Top (Act One) Cable Cart Glitch -
After scaling the walls and traveling down the cable cart, you'll see him
purposely falling into the lava just before the cart reaches the end, and him
falling through the lava and backdrop to appear down the bottom of the level,
missing out most of the cave area. How this works is that you need to get into
the corner of the lava pit before the cart falls, so it pushes you into the
lava as it touches you, forcing you down through the caves to the bottom. If
you die on the way down, reload and move to the side slightly (but still under
the cart).

Oil Ocean Zone (Act One) Oil Dash Trick -
Instead of following the platforms up and across the level, he skips across
```

the oil and under the platforms 80% of the Act. The trick is to avoid the fans
after the sticky platforms, and then jumping and holding right across the oil.
When it comes to the platforms that block your path, sink into the oil and
Spin Dash just as you are underneath the supports (they sometimes glitch in).
As soon as you do it, tap A to jump back up to avoid touching the bottom of the
screen and dying. You must Spin Dash as walking underneath means you touch the
screen edge, whereas being a ball doesn't do this. However you need to be very
quick in order to avoid touching, so be on the mark with jumping upward. This
is a very hard trick to manage, so if you cannot do it, then take the platforms
above as it shaves off only a few seconds in places. If you can do it at the
end though, you'd save a lot of time!

Metropolis Zone (Acts One, Two and Three) Screw Glitch -
I personally think this is wonderful. At a screw, run left so it touches the
bottom, and stand over it. Hold down so Sonic scrolls the screen, then press
jump and Up. This forces the screen to scroll round and back to where you
were. Doing this causes Sonic to get stuck behind the Screw. Wait so the
camera is back on Sonic, and jump; he will fall behind the level to the
passage below. You really should follow the speed run to see where to do this,
but it's very clever and in some points shaves off a lot of time!

Wing Fortress Shortcut -
Not a trick or glitch, but a feat of stupid level design. After jumping across
the hangers, you are forced to go up and left. However there are fans on the
right blocking access to the rest of the level. Walk into them to get injured,
meaning you can just walk through them and bypass most of the level! You
literally save minutes here.

ALL MULTIPLAYER - Play all four multiplayer zones. (5G)

You just need to start each of the four multiplayer games, not complete them.
Easiest way to get this achievement is to do it locally with another
controller, then quit as soon as it starts, load up the next etc to get this
within about 80 seconds.

XBOX LIVE RACER - Win 10 versus zones on Xbox Live. (10G)

Beat ten opponents on Live. The Special Stage is arguably the quickest to do
this under, and if you are boosting you can get this even faster (let your
friend beat him ten times). Note that if you are joining games lag is terrible,
so Host your games to get good response times.

WIN - Beat the game. (35G)

Complete the game. You can do this while completing the CONQUERING TIME
achievement.

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                             ----
                              7. FAQ'S

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Q. I have seen / heard that you can play as Knuckles in this game. How?

A. To play as Knuckles, then you will have to get a Sonic & Knuckles Lock-On
   cartridge and connect the Sonic the Hedgehog 2 cartridge to that.

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Q. How do you unlock Super Sonic?

A. Get all seven chaos emeralds from the Special Stages and you will become
   Super Sonic. Or, use a cheat code as seen in the last section. Once you
   have seven Emeralds and have 50 rings, jump and jump again in the air
   to become Super Sonic!

=-=------=------=-----------=------------=----------------------=--------=-=

I will put more questions in this section at later versions. Contact me if you
need to ask something (see the beginning of the guide... and PLEASE don't be
lazy, look for though the FAQ first for what you need before contacting me).

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                     8. CONCLUSION AND SPECIAL THANKS

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That's just about it, folks. I hope that this document has been of aid in
one form or another, and that it has been easy to use. If you could, please
either ask me questions, suggestions, comments or contributions at
crazyreyn_faqs@hotmail.com. Also could you rate this FAQ so I could some
feedback. Thank you for reading.

 +---+
 | Special Thanks to these who have contributed to the guide in some way... |
 +---+

CJayC (Gamefaqs) -   For accepting this guide and for creating the best site
                         on the internet. Thanks! http://www.gamefaqs.com

IGN -   For accepting this guide and for creating an awesome
                         video games site. Thanks! http://www.ign.com

Sonic Team -   For creating this brilliant platform game!

Speed Demos Archive / - For doing a Speed Run, which is the basis for my
Joe Stanski   Speed Achievement tips in the 360 Achievements section
                         as well as providing additional tips for boss
                         stagies for the main walkthrough! Thanks!
                         http://speeddemosarchive.com/Sonic2.html

ASCII Generator -   For producing the text ASCII for my Crazyreyn sig.
                         Thanks, and is a great site if you need any ASCII text.
                         http://www.network-science.de/ascii/

        +---+
        | Special Thanks to these who are my good GameFAQS friends... |
        +---+

```
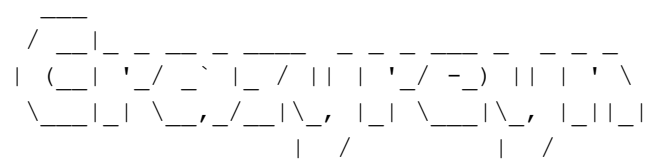Robert Lane        (Lanerobertlane)
Richard Arnett     (Guitarfreak86)
Ryan Harrison      (RHarrison0987)
Thomas Carter      (Carter12)
Duncan Hardy       (Super Nova)
Rebecca Skinner    (Karpah)
Martin Dale-Hench  (Fox)
Brian Sulpher      (BSulpher)
Trace Jackson      (Meowthnum1)
Richard B.         (Gbness)
Steve McFadden     (Psycho Penguin)
Chris Noonan       (Merca)
Colin Scully       (me frog)
Tom Hayes          (THayes)
```

If I have forgotten you, then please contact me and I'll fix your name up here!

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                    http://www.gamefaqs.com/features/recognition/27600.html
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By Crazyreyn (crazyreyn_faqs@hotmail.com)

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