

Sonic The Hedgehog 2 Special Stage FAQ

by Beautiful Affair

Updated to v1.2 on Jan 1, 2006

Sonic the Hedgehog 2
For the Genesis
Special Stage FAQ

By Ryan Harrison
rharrisonfaqs(at)gmail.com

Last Revised: 01 January 2006
Version 1.2

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

Table of Contents

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

1. Version History

- Version 1.2 - 01 January 2006 - Gave the FAQ a new look and updated the copyright to suit the new year.
- Version 1.1 - 26 October 2004 - A newly reformatted version of this FAQ.
- Version 1.0 - 25 July 2003 - The first version of this FAQ.

2. Special Stage FAQ

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

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 then 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!

3. Credits

Steve "Psycho Penguin" McFadden

My best GameFAQs buddy. Thanks for all the help and support.

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

4. Legal Disclaimer

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

1up.com (<http://1up.com/>)
GameFAQs (<http://www.gamefaqs.com/>)
GameNotOver (<http://www.gamenotover.com/>)
GamerHelp (<http://www.gamerhelp.com/>)
HonestGamers (<http://www.honestgamers.com/>)
IGN FAQs (<http://faqs.ign.com/>)
Neoseeker (<https://www.neoseeker.com/>)
Omega Gateway (<http://omegagateway.com/>)
SuperCheats (<http://www.supercheats.com/>)

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

5. Contacting Me

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

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

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

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

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

-END OF FILE-

This document is copyright Beautiful Affair and hosted by VGM with permission.