

# Sonic The Hedgehog 3 FAQ/Walkthrough (w/ D3R1N)

by Beautiful Affair

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Sonic the Hedgehog 3  
For the Genesis  
FAQ/Walkthrough

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1. Guide Opening

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The...opening to our guide.

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1.01 - Version History

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Version 1.1 - 01 January 2006 - Spruced the guide up a tiny bit. Minor formatting done and updated the copyright notice for the new year.

Version 1.0 - 08 November 2004 - First complete version written.

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1.02 - Introduction

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Ryan Intro

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Hello and welcome to the Sonic the Hedgehog 3 FAQ. As usual, Derin and I team up for the third time to deliver a Sonic 3 FAQ, like we did for Sonic 1 and Sonic 2, so yeah, we obviously had to return with a third collaboraytay, no? Anyway we hope to deliver as strongly here as we did on the previous 2 occasions. Sonic 3 is the sequel to Sonic 2, and its gameplay system is much more advanced, with new shields, moves, and enemies. Plus Sonic and Tails have different moves and can team up to work together as well. The game however does not have much of the classic formula such as character models or music from the previous 2 Sonic games, which is why I don't like it as much as Sonic 2, but this is still one great game you should definitely try out. Combined with Sonic & Knuckles gives you the ultimate Sonic platformer. I recommend strongly that you try this game out!

Derin Intro

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Welcome to my and Ryan's third installment of our ongoing Sonic the Hedgehog series of FAQs! As you may have noticed, Sonic the Hedgehog 3 is also the third installment of the legendary series created by Sega and Sonic Team. The game features a plethora of new features, power-ups, and a new character, Knuckles. That being said, let's get started shall we?

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2. Game Overview

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The basics for the game that you should read before you actually begin playing.

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2.01 - Story  
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At the end of Sonic the Hedgehog 2, we the gamers are convinced that Robotnik and the Death Egg had been disposed of for good. To our surprise, he managed to crash land it way over on the other side of Sonic and Tails's homeland. Upon finding this out, Sonic becomes furious and is determined to stop Robotnik once and for all. That being said, Sonic morphs into Super Sonic and sprints off towards Robotnik's location.

When Sonic arrives at his destination, he is confronted by none other than Knuckles the Echidna (read more below), who's convinced by Robotnik to stop Sonic and Tails from reaching the Chaos Emeralds at all costs. That being said, the Chaos Emeralds are taken from Sonic and hidden throughout each of the game's 6 areas. It's up to you, Sonic, and Tails to retrieve the Chaos Emeralds once again and stop Robotnik once and for all.

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2.02 - Meet Knuckles the Echidna  
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AGE: 15 Years Old  
SPECIES: Echidna  
FAVORITE FOODS: Fruit (Especially Grapes)  
SPECIAL ABILITIES: Discovering Hidden Passageways and Using His Knuckles to Dig.

Knuckles was born and raised on The Floating Island and he knows all of its secrets. He's strong, athletic and clever. Because Knuckles knows every hidden passageway on the island, it's easy for him to block Sonic's path, create extra obstacles, set traps and steal Sonic's Gold Rings.

Long ago, an ancient civilization lived on The Floating Island. Before this civilization mysteriously disappeared, it left behind many secrets and mystical powers. Being the only living descendant of this lost civilization, Knuckles has become the guardian of the Chaos Emeralds, which are the source of the island's special floating power.

Dr. Robotnik's Death Egg has lost its ability to fly after crash landing on the island. Having learned that The Chaos Emeralds can make his ship fly again, the Doc decides to steal the emeralds. But first, he must make Knuckles believe that Sonic and Tails are his enemies, and that they're the ones trying to steal the emeralds. Once Knuckles believes Robotnik's lies, he'll do whatever it takes to stop Sonic and Tails.

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2.03 - Controls  
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D-Pad - Character movement  
Start Button - Pause/resume game; confirm action

- A - Jump
- B - Same as A
- C - Same as A

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2.04 - Characters

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Sonic the Hedgehog

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The fastest hedgehog on the planet, Sonic stars as our main character/hero in this second sequel to one of the best games of all time. That being said, Sonic is not only accompanied by his two-tailed fox companion, but he's also confronted by a new character, Knuckles the Echidna.

Miles "Tails" Prower

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Sonic's little buddy who possesses the ability to fly using his two tails (hence his name). As seen in Sonic 2, Tails follows Sonic throughout each environment, as he also does this time around.

Knuckles the Echidna

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A new character, Knuckles is the last of his race, known by others as the Echidna. He reigns from Angel Island (a.k.a. the Floating Island). Sadly enough, Knuckles is tricked into thinking Sonic and Tails are trying to steal the Master Emerald from the evil Dr. Eggman, who lies to Knuckles, saying he's trying to protect it.

Dr. Robotnik

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Also known as "Dr. Eggman," Robotnik makes his third appearance in the Sonic series, and this time around, he's pulling out all the stops. Like always, Robotnik's trying to prevent Sonic and Tails from retrieving what's rightfully there's, i.e. the Master Emerald.

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2.05 - Basics

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Hello and welcome to Sonic 101. Here you will become familiar with some of the new gameplay features Sonic the Hedgehog 3 has to offer, especially that of new manuevers/techniques.

The Insta-Shield

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New to the series, the Insta-Shield serves as a blue forcefield that surrounds Sonic whenever you double tap A, B, or C on the D-Pad. Don't crouch or you'll perform a Spin Dash instead.

The Super Spin Dash

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To perform this handy little move, simply crouch and press A, B, or C on the D-Pad. Rapidly tap the button for a faster spin. This move is especially handy when you're trying to get to those hard to reach areas. It can even take out the occasional enemy too.

#### Collecting Rings

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Like all other Sonic games, you must collect rings. Rings not only allow you to stay alive when hit by an enemy, but they also provide you with rewards if you collect enough of them. That being said, collect as many rings as possible during each act.

#### Starposts

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Starposts serve as checkpoints that are located throughout each act. If you die, you will be returned to the last Starpost you touched. However if you simply skip over a Starpost, you'll be placed back at the start of the act.

#### Controlling Tails

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Like in the previous games, Tails can be controlled with a second controller. Now although this method of gameplay isn't favored by many, others might get a kick out of it.

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### 2.06 - FAQs

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Q: Can you make Tails fly in this game?

A: Yes! To do so, press the Jump button repeatedly.

Q: Is it possible to get "Super Tails"?

A: If you have the Sonic 3 & Knuckles lock-on cartridge, you can if you collect all the Giant Emeralds. But if you are playing with just Sonic 3, then you can't, I'm afraid.

Q: Can you play as Knuckles?

A: In the Competition Mode, yes. In the main game, no.

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

A: Go away.

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### 3. Walkthrough

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Note that all the routes directed in these levels were by the way that I took.

There are several ways to beat each level, so if you get lost, don't worry and keep playing through, as the levels are all quite linear. You do not have to take the routes advised in this guide, but they are here to help provide you to beat the game, right?

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3.01 - Angel Island Zone

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Act 1

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As you start your game file, if you picked Sonic & Tails or Sonic Alone, you'll see a short scene of Sonic and Tails on their plane approaching the Floating Island. Sonic leaps off the plane and morphs into Super Sonic! He glides across the water into the Angel Island Zone when he is suddenly bushwhacked by your new rival of the game, Knuckles the Echidna. He steals all your Chaos Emeralds then runs off, then you begin the game here. If you picked Tails Alone, you'll simply begin here. Anyway, let's begin.

Run right and the ground raises slightly and you can collect the first three rings of the game. Collect five more rings as you go down the slope and watch out for the Monkey Dude in the tree after the slope. Take him out if you need to. Go up the curved slope to the right, getting the three rings and jump on top of the boulder to the right of the tree and it will fall apart, revealing a hidden springboard in the ground. Jump on this to be launched into the air and manoeuvre to the left and land in the top of the tree to hit another springboard and move yourself to the left and land on the little platform moving up and down. From this, jump onto the ledge just to the left and you'll find two screens with a Super Ring and some Super Sneakers to snag.

Drop back down to the ground and go right again. After the part where you uncovered the spring, collect three more rings, jump up the steps and avoid the spring in the wall. Go right and fight the Rhinobot. Jump over the two sets of spikes and stand on the part of the ledge that sticks out and it will crumble and you'll fall to the ground. Now look to your left and you'll see some boulders blocking up the wall. Spin dash into these (hold Down on the D-Pad and any of the action buttons then release them) and you'll go through the boulders and find a secret area with a Giant Ring in. Jump in to attempt to get a Chaos Emerald from the Special Stage.

Once you're done there, go back out and run right. Take out the Monkey Dude in the tree, then go up the slope collecting the rings then jump over the two springs sticking out of the walls as you advance to the right. Stand on the boulder to the right and wait for the swinging vine to appear above your head. Time your jump and grab the vine to swing left and right on it (it may take a couple tries to grab it successfully), then make a leap to the right onto the ledge with all the boulders on. Charge a Spin Dash to the right to plow all the boulders down and get an Invincibility monitor.

Continue going to the right and fight the Bloominator. Jump over the boulder to the right, getting the three rings just above it, then cross the waterfall by jumping to the right. Use the falling logs if you need to. Jump on the boulder to break it and continue going right. Hit the Monkey Dude in the tree to avoid being annoyed by it. Go right, up the slope and getting the rings, take out the Rhinobot and jump on the springboard on the edge of where the ledge is raised. If you move to the left in midair, you will land on a floating ledge with a Starpost on, which you can touch to enter Bonus Stage if you have 50 rings.

If you move to the right in midair, you can get three rings and land on top of

the loop-de-loop. From this loop, make a jump to the right and you should hopefully land on another loop-de-loop if your distance was right. On top of this loop, you can smash the monitor for a Super Ring. Also, while on top of this loop, make a running jump to the right as far as you can and you should hit a 1-Up monitor on a little ledge hanging out of a tree. Now go back to the first loop-de-loop, run through it and do a Spin Attack. You'll gain speed, whiz through the next loop and when you rush into the tree, an updraft will carry you to the higher end of the tree where you can exit. Go right, down the steps, and you'll encounter the end-of-level boss. Don't bother fighting it, as all it does here is fire missiles that set the island up in flames. You can't destroy it here, so don't bother. Once the boss leaves, you can carry on with the level.

Go right as usual and jump onto the raised part of the ground and touch the Starpost to enter the Bonus Stage should you have 50 rings. After doing so, go into the next area, and carefully as there are some spikes that pop in and out from above your head just next to the Starpost. Now in this next area, walk down the slope, getting the rings, and to your right you'll see two springboards side-by-side on the ceiling, and two springboards below them. Jump down into the gap to the left of these springboards. You'll break through the ground into another area. Go left and Spin Dash through the rocks and into a secret area. Jump onto the springboard, and when you are propelled into the air you'll see a Giant Ring. Try to get in it to enter another Special Stage, where you can try for a Chaos Emerald.

After you've done that, land on the springboard to be rocketed up again and hit the middle part of the ceiling above where the Giant Ring was to come back up into the overworld. Go right again and into the area to the right to find the set of four springboards you saw earlier. This time, jump over to the right-hand side of the springboards to get back into the overworld. Jump over the boulder or destroy it by jumping on it then go right, quickly jumping off the crumbling ledge and getting three rings and landing on another crumbling ledge. Go right, down a slope getting three more rings and jump onto the next ledge, taking out the floating caterpillar creature. You'll spot a vine to your right. Jump onto it and you'll swing to the right and as you go down the zipline you'll get lots of rings, and at the end, you'll swing around in circles. Jump to the right as you flick off the zipline to land on top of another loop-de-loop, where you can destroy another monitor for a Lightning Shield.

Drop off at the left side of the loop and run through it to get some more rings. Drop off the ledge and get the Super Ring and go down the next slope to the right, getting some more rings, and next to the wall with the boulders lodged in, there's a springboard in the ground. Step on it to launch into the air and move to the right to land on a ledge with a boulder on it. Stand on this boulder and jump to your left to land on a falling ledge above some spikes sticking out of the wall. Quickly jump left and hit the Bloominator and get the Fire Shield (it'll help in the boss battle you're about to face). Make a running jump to the right onto another ledge and run down the slope, getting some rings, and when you advance some more to the right, you'll meet the boss. Please read the "Boss List" section if you need any help, although it's still quite simple. Once you beat it, the signpost will come down and Act 2 will commence.

## Act 2

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Oh yes! Did I forget to mention that Act 2 follows straight from the end of Act 1, instead of starting in a brand new location like in Sonic 1 and Sonic 2? Yup, that's another thing new to Sonic 3's gameplay system. But anyhow, let's get back to what we were talking about. From the start, run right and use a

Spin Attack or Spin Dash to break through the boulders in the wall and you'll spin through a winding tunnel, collecting eight rings on the way. When you come out of the tunnel, you'll go across a couple of falling ledges and through a wall into a secret area with a Giant Ring. Jump inside this to play a Special Stage to play for a Chaos Emerald.

After doing that, go left, back out of this little alcove and stand on one of the crumbling ledges and when you drop into the next area, go right. In the little part where there is a pool of water, go in to collect three rings. Then head right and jump into the huge are of water. In the big pool, there's another of those mechanical caterpillars. Destroy it then jump on the boulder to destroy it and uncover a hidden springboard. Use this springboard to soar into the air and land on one of the falling logs. The logs may not appear the first time, so if not, just drop back into the pool and use the springboard to soar back up again and you should land on a falling log this time.

Now start climbing upwards using the logs, and at the top of the waterfall, jump onto the ledge to the right, taking out the Bloominator and collect the 1-Up from the monitor to the right of it. Then go back onto the logs descending down the waterfall. Wait until you see a swinging vine. Jump onto this and swing to the right and jumping off. Fight the Rhinobot if you wish, then go right and jump off the ledge onto another vine on a zipline, which falls halfway down because a part of the line is blocked off by flames.

When you plunge into the water, go right and jump over the little logs that revolve with thorns on them. At the end, spin dash up the curve of the slope and land onto the ground to the right. Run right, getting the three rings and run up the next curved part of the ground to the right. Spin Dash through the wall blocked up by boulders and you'll go into another of those winding tunnels. You'll be taken into a large area of water with a springboard to the left. Jump on this to propel into the air and land on the ledge to the right. Run right and you'll come into a secret area with a switch. Jump on it and the water level will lower and you can advance through the stage as normal.

Go back down and you'll see the wall to your right has been removed. Run down the little slope, getting three rings and jump over the spring in the wall and touch the Starpost for a checkpoint. Now go right and you'll find a long bridge of panels that flip over. Stand on the very left panel and let yourself drop down when the panel flips and you'll find a Lightning Shield. Get it, then use the shield's double jump to get back up. Now run across this bridge of flipping panels. Jump over the boulder and jump over the spring and climb up the ledges, and here you should see a red tree. Run left and you'll go up a semi-circular curve and run along the ceiling to land on the branch.

Run right and fight the Bloominator. Destroy the boulder and run down the slope and go round the loop and make a Spin Attack to pick up speed. As you go down the slope and through another loop, you'll be flicked at the end of the slope and cross a long gap. Get the four rings here and then use the springboard in the ground next to the wall to your right to get taken into the air. Land on the ledge to your left to get another springboard to get up further. To the right there's a ledge with a Rhinobot on it with a vine above it. Instead of wasting your time there, go left and cross the waterfall using the ledges that appear, and jump over them only when they're visible.

At the other side of the waterfall, jump on the spring and land on the ledge to your left. Jump to the next ledge to the left and you'll just barely notice some boulders blocking up the wall to your left. Spin Dash through it to find a secret room with three monitors for a reward of a Water Shield and 20 rings. Once you've got them, go back to the right and jump onto the next ledge to the right. Fight the Rhinobot then make a long jump onto the wooden bridge to the



right and run across it, getting the rings and jump over the set of spikes that follow. Fight the Monkey Dude in the tree, and get the Fire Shield in the tree by Spin Dashing up the curve to the right and jumping off to the left to hit it. Then go back up the curve and touch the Starpost and try a Bonus Stage if you have 50 or more rings.

After you've done so, Spin Dash through the boulder to the right to go through a winding tunnel. When you re-emerge in the overworld, get the three rings to the right then start running to the right. You'll see a huge hovercraft appear above you as you run along that drops bombs down at you. But as long as you keep your thumb down on the Right button on the D-Pad and run at full speed, they won't hit you. After the hovercraft disappears, you'll see Robotnik in the background. Keep running to the right through the forest and you'll then enter the boss area. For tips on beating Robotnik, read the "Boss List" section for help on doing so.

After defeating Robotnik, hit the button on the hovering carrier to finish the level. Knuckles then appears and hits a switch, causing you to fall into the next Zone. Enter Hydrocity Zone.

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3.02 - Hydrocity Zone  
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Act 1  
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You begin the level plunging into a pool of water. When you touch the ground, go right and hit the monitor for a Super Ring. Then go left and fight the Pointdexters (the puffer fish creatures), then jump over the spikes to the left and land on the springboard. As you are propelled into the air you can get a cluster of ten rings high in the air and land on the ledge to the left and get another Super Ring. Jump back into the water and head to the right. Find the switch to the left of the square slabs blocking up the tunnel. Jump on the switch and a suction will pull you through the tunnel. When you grab a bar, press one of the jump buttons to let go and keep being dragged along. After you let go of a second pole, you will be emitted into a new area.

When you splash into the water, go left and break the monitors for a Super Ring and an Invincibility. Walk against the wall to the left to hit a secret springboard that'll take you down the slope to the right and you should end up next to a set of spikes below a conveyor belt. Take out the Mega Chopper nearby and jump up to clinch the belt. Let it carry you to the right so you can get the rings. At the right-hand end of the conveyor belt, jump off. Hit the Super Ring monitor then step on the area where the monitor is to hit a springboard that'll take you into the air and you can get out of the water and gain your breath. Collect the cluster of rings up here too if you want.

When you come back down into the water, go right and jump over the spikes and get the Super Ring monitor. Keep going right and the ledge lowers. If you look to the right of the Blastoid you'll find a little room with some rings and a Water Shield, which you should definitely pick up. Go back and defeat the Blastoid and the ground below it will disappear. On the level below, there is a secret springboard in the ground directly under where the Blastoid was. Step on it to shoot up to get the rings arranged like a plus sign. Then on this platform, go left and defeat another Blastoid to make the ground wear away and drop down into the next area.

Go right and jump over the spikes, getting the rings above them if you are careful enough. Walk into the tunnel to the right and another suction will

start, taking you through the tunnel like before. On the first pole, move up and down to get the rings, and let go when you are well above the height of the spikes. After you let go of the second pole, the suction moves upwards. When you are spat out, move to the right so that you land on the ledge. Touch the Starpost for a checkpoint and play Bonus Stage if you have enough rings.

Go down the slope and Spin Attack as you do so, so that you gain speed as you descend the slope. You'll go through a loop-de-loop, up a wall, hit a springboard and when you go back, you'll go down another slope, hit another springboard, and as you go down the loop-de-loop, you should skim over the water with the speed. At the end, you'll go up a curved slope. Move right to land on the ledge.

Grab the rings above the spikes that occasionally appear, and take out the Buggernauts approaching you to avoid being molested by them later. Spin Dash up the next slope to the right and grab the rings above the spikes. A Turbo Spiker appears out of the waterfall to the right, so approach with caution. Run through the loop and you'll go through a tube at the bottom. You'll go past the Starpost and round another loop and hit some spikes. Run right down the steps again until you see a Blastoid on a platform. Get the nearby Super Ring then hit the Blastoid to wear the floor away to drop into the next area.

Hit the Blastoid to the right on the platform below you and drop down into the next area below you. When you get to the ground, go left and break the monitors for a Super Ring and Water Shield. Now go right and jump over the two sets of spikes. Keep walking to the right and you'll see a switch guarded by spikes that pop up in front of them occasionally. Carefully jump on the switch and time it right so that you aren't hit by the spikes. You'll activate the fans next to you so that you can float up to the next ledge to your right (use the conveyor belts and springboard to the left to jump onto it).

On the ledge, jump on the springboard and as you go up the passageway, some fans appear below you to keep you airborne. Get the four rings and move left onto the ledge. Run directly to the left and you'll find a secret passage in the wall with a Giant Ring inside so that you can play the Special Stage and attempt for a Chaos Emerald.

Once you've done that, touch the left wall in this secret room to hit a springboard that'll propel you up the slope to the right. You'll go past the Starpost and round the loop-de-loop and you'll land in an area half-full of water, which is the Boss area. If you need help with this rather tricky boss (it'll take a few tries to get used to), then please refer to the "Boss List" section of the guide. After defeating him, let the signpost touch the ground to end Act 1.

## Act 2

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As the level begins, a suction pulls you through the floor into the next area. If you don't have a Water Shield, you're going to have to be quick. To the right are some of those mosaic blocks blocking the tunnel. Charge up a Spin Dash to plough through them and get into the next area. When you go up the little curve onto the ledge with the Starpost on, stand left of the Starpost and charge up a good Spin Dash to get up the next curve and the wall to your left will advance towards you, with the intention of crushing you!

QUICKLY keep Spin Dashing up all the curved slopes to your right. At the top ledge, Spin Dash through the blocks blocking up the tunnel and drop down at the end (hold left so you don't hit the spring in the wall on the ledge to the right). Drop down through two more gaps in the platforms below this one and

move to the right as you drop down through the last platform so you don't hit the springboard. Get the three rings and Spin Dash up the next curve, then do the same again to get through the blocks and as you go up the curve, hold right to go over the spikes. Spin Dash up the next curve and then go through the blocks with a Spin Dash and the walls should stop approaching. Phew!

Next, there is a semi-circular curve at the end of the tunnel. You should see a floating cylinder there, going up and down. Spin Dash up the curve to land on the cylinder when it is lower. It'll then take you up so you can jump on the springboard on the ledge. As you go up, fans will appear below you to keep you airborne. When you get up to the top, get the four rings below the spikes (the fans can't make you touch these, so worry, please do not), then drop onto the ledge to the left.

To the left you'll see an indigo-coloured slide. Stand in the translucent tube at the beginning and charge up a good Spin Dash. As you go down the slide you'll get flicked off at the curve at the end and can get some rings in the air. The land on the ledge to the left and stand near the next slide and a mechanical hand will appear and charge a good run into Sonic and send him up the slide. As you get some rings, at the end you are sent into a Starpost.

Get the rings above the Starpost then go right and jump over the spikes. Walk up the stairs to your right and take out the Jawz's that fly towards you from the right-hand side of the screen. Next, fight a Turbo Spiker and go through the loop-de-loop, doing a Spin Attack to gain speed as you go down the next slide. You'll go round another loop and down another slide that leads into the water. When you whirl into the air you should get the eight coins arranged in a 2x4 formation in the air, then move right to land on the ledge next to them.

Jump over the spring and fight the Turbo Spiker. Spin Dash up the curve and land on the cylinder like you did before to be taken up. Jump on the springboard to the right, and the fans will keep you up. Go upwards by moving left and right over to the fans on each side of the wall. At the top, get the four rings and land on the ledge to the left. Spin Dash down the next slide and along the way you'll see water pouring onto the slide, making it slipperier. As you come into contact with the wall, hold Down on the D-Pad so that you do a Spin Attack to skim over the water and go through another loop and down another slide. At the end you are flicked up through a bridge and into the next area.

From this bridge you are launched up onto, go right and Spin Dash through the blocks and you'll go up another curve and hit the side of some spikes on the ceiling and drop down onto another of those hands that make Sonic spin up the slide. As you go through the loop and up the wall to the left through another bridge, hold left to enter a secret area in the wall and Spin Dash to get the Invincibility.

Now advance right and go through the loop-de-loop, fighting the Spiker if you wish, and you'll go down another slide (do a Spin Attack while going down to build up some good speed). You'll be sent down another slide adjoined to a loop, and as you are shot up into the air, move to the left to land on the moving platform near the wall. From this, jump to the left and you'll see a secret area in the wall with a Giant Ring in it so you can play the Special Stage as usual.

Once you're done doing so, go back out of this secret wall and jump back onto that moving platform you used to get in. Let it take you to the right, and use the platforms below it and to the right to get across the water to the ledge to the right. In the next area you'll see those moving cylinders going sideways. Stand on the one beneath the ledge with the spikes on the side to jump on top of the ledge mentioned just before. Quickly jump on the next cylinder and jump

onto the next ledge on the left. Do the process again a third and fourth time and you'll get to the next area.

Here, get the Invincibility monitor to the left of the fans. Then wait for the fans to start so you can fly up. When the fans appear from the walls on each side, move over above them so you can continue flying up. At the top, go left and get the Super Ring, the walk over the gap, getting the four rings and continue going right and through a loop-de-loop and down another slide. When you are flicked off the curve at the end and you soar into the air, you should get some rings then move right to land on the ledge. Watch out for the Jawz flying in from the right.

Run right over a few bridges and touching a Starpost and fighting a Turbo Spiker. Climb the stairs to the right and use the moving cylinders to get up the ledges again. On the third cylinder, jump off to the left. Approach the slide and the mechanical hand will send you off down it. You go down the slippery part and come into contact with the wall again, be sure to hold Down to do a Spin Attack and increase your momentum. You will go through another loop and down another slide. As you are flicked off at the end you'll see two cylinders going up and down on each side but you just can't reach them, so instead drop down and land on the ledge to the right underwater.

Fight the Turbo Spiker here and then Spin Dash up the curve and land on the cylinder moving vertically. Jump onto the ledge to the right and jump onto the next cylinder and let it take you upwards, and jump onto the cylinder to the left of this so you can continue going up. At the top height, jump through the bridge to land on it and proceed moving to the right. Spin Dash through the block to land on a bridge. To the right, Knuckles will appear! He hits a switch to make the bridge fall down and you plunge into the water again.

When you touch the ground again, go right and you'll be taken through another tunnel by a suction. Once you get through the tunnel you'll see a Starpost. Touch it for the checkpoint and try Bonus Stage if you'd like. Then go right and you'll come into the Boss area. If you need help on beating Robotnik, please proceed to reading the "Boss List" section of this guide. After you beat him, hit the capsule to FINALLY finish the level! A big jet of water then appears, shooting you out into the Marble Garden Zone.

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3.03 - Marble Garden Zone  
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Act 1  
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Don't press any buttons at the start until you land on a platform with three rings next to it. Get these and jump over to the right, onto the ledge with the arrow pointing down on it. Hit the Super Ring monitor and walk through the wall to the right to find a secret room with a Lightning Shield in it. Get it then go back out, and drop down the ledge. You'll go down some steep cliff slopes and a springboard propels you over to a set of circling platforms. Drop off these to continue going down until you drop down on a crumbling platform and you drop into the underground area.

Hit the springboard against the wall to your left and Spin Attack to get through the wall to the right. Jump over the spring to the right, and after going right a little more you'll see a little stake with a spike ball attached swinging around. Get past this little obstacle carefully and you'll find the Tunnelbot. Don't bother hitting it; just let it fly up and drill through the ceiling. To the right, the steps will drop down on the spikes so you can climb

out into the overworld. Get the rings as you do so.

Go right and you'll find a mud pool with some rings in it and a triplet of circling platforms above. Cross the pit, getting the rings. You'll see a set of spikes to the right - this is actually a camouflaged enemy. You can jump on top of the spikes to spring off. Jump over this, get the three rings, jump over the next camouflaged spikes and you'll notice some sort of blue wheel against the ledge. Stand next to this, touching it, and do a Spin Dash against it to make a stairway raise up from the ground. Whoa.

Climb up these stairs and jump on the blue top. Run left and it'll start floating. While floating on this top, go left, going through a few sets of rings, past the ledge that sticks out, then touch the ground here, and let the top take you along to the circling platforms. Jump on one of the top reach the ledge to the left. Jump up the ledges to the left, getting the rings while doing so, and avoid the springs sticking out next to them. Jump on the next triplet platform to the left, let it take you up then jump over the spikes in the wall to your right, and land on the ledge.

Go right, past the spiky puffball and spin dash against the wheel. Jump on the platform that raises and jump onto the platform near you that is moving horizontally. Get the rings and jump over to the next horizontally-moving platform and get some more rings, then jump onto the next platform to the right that is moving vertically. Then jump onto the platform moving horizontally that is above this, and jump right of the spikes and land on the ground and continue moving to the right.

Jump over the next set of spikes and go down the slope, getting the rings. Spin Dash through the pillar then jump onto the ledge and fight the Spiker and then step on the blue top and fly to the right. Follow the trail of rings then let the top land on the next patch of ground you come to. It'll take you up the slope (don't hold any buttons) and you'll break into an underground area and you'll go down and exit the right side and touch a Starpost. It'll continue going up the next slope, and you'll get knocked off when it hits some spikes.

Now proceed to the right, jumping up the ledges and onto some camouflaged spikes to land on the high ledge to your right with the signpost with an arrow pointing right on. So do as the sign tells you to, and go right. When you walk against the wall, a secret spring will launch you into the air to get some rings. Go over the spikes to the right and next you'll find a pillar with a swinging spikeball next to it. Spin Dash through and time it carefully - when the spikeball is up is when you should go through.

You'll get three Super Rings, roll down a gentle slope and end at a wall with some sort of face on it. When the red eye opens, hit it three times to make the ground below you disappear. Watch out for the arrows it spits though. Now run left, down the slope and stop when you come to the spikes. Get across them using the horizontally-moving platform then jump onto the circular moving triplet of platforms. From the platforms, jump into the wall to your left to find a secret Giant Ring so you can attempt for another Chaos Emerald!

Once you've done that, go down the steep slope to land on another one and go left. Go over another set of slopes and stand on the ground near the wall that crumbles and you go down another slope. Jump over the spikes and fight another Spiky. Keep moving right, jump over the springboard in the ledge and go right, jump over the spikes and you'll see a little pit next to a pillar with a swinging spikeball on it. Hmmm, tricky. Spin Dash into the pit so you're in quickly enough then Spin Dash through the pillar. Next jump over the spikes and you'll see a swinging spikeball next to a set of crusher spikes. You'll need to be careful with timing your Spin Dash to get through this one.

When you're through, you'll roll down a slope gaining some rings. As you go right, you'll see a blue wheel in the wall. Spin Dash against it to access the underground. Go down and head left to find a blue top on some sort of raise. Jump on it and run left and the top will land on the ground and move left. Remember not to press any buttons while it does this. You'll be taken into the big room and go down and left and re-emerge in the overworld. You are taken left, down a load of slopes and the top stops at a curve. Run on the top to get up this curve and touch the ground again. It'll speed to the right and stop in a mud pit.

Quickly jump out and go right, over another mud pit, getting the five rings, and touch the Starpost (play Bonus Chance if you have enough rings if you want to). Spin Dash through the wall and you'll go down a slope in the underground area and you'll roll into the Boss area. If you need a Strategy for beating this boss, please refer to the "Boss List" section of this guide. Upon beating him, let the signpost touch the ground and thus finish the act.

## Act 2

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From the start, head right and Spin Dash through the wall to re-emerge in the overworld. You'll go up a slope, getting three rings, and you'll grab a ring attached to a wire that'll pull you up the slope. Once you've been taken up to the wheel by the wire, jump over to the slope to the left and land on the little platform at the foot of it. Jump up and grab the next ring attached to a wire that'll pull you up. At the top of this, jump to the right, getting the rings, and landing on the ledge with the two signposts on.

Go right and jump over that rubber-spiked enemy and through the tunnel to the right. Go down the slope and spin dash through the wall. You'll enter a big room and after a few moments, Robotnik appears out of the ground at the right hand side. Don't bother hitting him; it's irrelevant. When he disappears you can continue advancing through the level.

Go right and jump onto the ledge. Run right and go past a rubber spiky thing, get the rings in the air and as you go right a little more, you'll emerge back out in the overworld. Fight the Mantis and run up the curve. Run right some more and the ground will start moving and drop down. Let it take you down and you'll go down a slope getting rings. A spring at the foot of the slope will shoot you over to the other slope to the right. Go down this and you are flicked off a curve at the end to find a top on a raise.

Stand on the top and run left and then let the top take you along. You go over a slope and then break through the ground. Jump off the top and then go right (Spin Dash through the spike crusher) and you'll see some spikes next to the wall and a circling triplet of platforms above you. Jump on one of the platforms and allow yourself to be taken up. Jump onto the ledge to the right and carefully get past the swinging spikeball. Run down the slope and then go up the next slope, jump over the spring and Spin Dash against the wheel to make the platforms appear.

Climb up them, getting the rings and then go right, fighting a Mantis, and at the end you'll see a platform moving up and down above a little pit. Drop into this pit and Spin Dash past the spike crusher to go through the wall into a secret area with a Super Ring, so that you can try to go for another Chaos Emerald in the Special Stage. Once you're done, exit and go back to the platform that was hovering above the pit and let it take you up. From there, jump onto the ledge to the right and run back out into the overworld.

Run up the slope and jump onto the top on the little raise and run right on it and it's take you down the slope, then up another slope, you'll hit a spring and be launched over to the left, getting some rings in the air and break through the wall. You go back into a little underground area and are taken up and go out through the wall to the right. The top goes over a mud pit and you are knocked off when you hit a Spiky. Run down the slope to the right and then go up the slope and fight the Mantises. Get past the camouflaged spikes and jump on the circling platforms above it. Let it take you up and jump onto the ledge to your left (watch out for a Spiky here).

Go left, get the three rings and Spin Dash against the blue wheel. A stairway appears to the left. Climb it and continue advancing to the left. Get past the spiky and run down the slope, getting the rings and at the left end, jump onto the ring on the wire to be taken up the steep slope. Then, once you're at the top of the wire, jump over and grab the ring on the wire on the other slope opposite you. Let it take you up then jump onto the spring hanging out of the wall to the left and you'll fly through some rings in the air. Go right some more and touch the Starpost as a checkpoint.

Touch the spring sticking out of the wall to be sent speeding up the slope to your right. You go sent up to a loop-de-loop with a blue spiral on it. You'll run around this and run off on the right hand side of it. You'll go up another loop and down a spiral and this time come off on the left-hand side. When you touch the wall you'll hit a spring so that you can get on the ledge to the left. Jump on the platform going up and down, let it take you up, then jump over onto the platform that is floating stationary to your left, that has two rings on it. Then from this one, jump onto the next floating platform to the left. Then jump onto the ledge to the left but be careful not to be touched by the spikeball.

Run down the slope to your left and be careful of a Mantis that pops up. Jump onto the circling platforms to the left and drop down to the level below you. Go right and hit the face's eyeball three time to make the ground disappear so that you can drop into the next area. Run left and get past the Spikys. Get the Flame Shield and hit the face's eyeball three times. Go back to the right and you'll find a little raise has appeared next to the pillars. Spin Dash through them from this raise and you go back out into the overworld.

You'll go down a slope, taking out some Mantises and go up a flick. Land on the ledge to the right. Go right and Spin Dash against the blue wheel and the platforms will lower so that you can climb up them. Fight the Mantis and run down the slope to the right and jump over the springboard sticking out of the ground. Jump onto one of the circular moving platforms above the mud pit then jump onto the ledge to the right and land on the blue top on the raise and run right on it and let it take you along.

It goes into another of those underground places where you will be taken directly up and go out the exit to the right and back out into the overworld. Let it keep speeding to the right, and at the part it stops, jump off. Get past the Spiky to your right and jump over the spikes. Spin Dash through the wall and hit the face's red eyeball three times in this area to drop down into the next area.

Get the Flame Shield to the right then run to the left and touch the Starpost. Now Spin Dash against the blue wheel to create an exit, which you should go out of and you'll land in an open area. Robotnik appears again, but don't bother hitting him as he goes away as usual.

In the next part, you'll have to be quick as the ground raises and if you're not fast enough, you'll get stuck and die, so be as speedy as you possibly can.

Once Robotnik buggers off, Spin Dash through the wall to the left and you'll go down a slope and get a Super Ring monitor. The ground slopes down here and you can go down the new slope that is created and end up in an underground part. Stand on the crumbling ledge to fall into the next area. Go left and get past the crushing spikes and drop off the ledge to the left and go down the slope. Now here, advance to the right AS FAST AS YOU CAN. Jump over all the ledges and spikes and when you come to a wall, you've gotten there quick enough =).

Allow the ground to raise until it stops. Jump onto the ledge to the right and touch the Starpost. Play Bonus Stage if you wish, then jump onto the ledge to the left and head into the underground area. Watch out for some Mantises that jump up when you go up the slope. When you reach the top of the slope, drop into the next area and use the moving thorny platform to get the six rings in the air, then jump onto the ledge to the left of it with the springboard next to it. Spin Dash against the blue wheel and climb the platforms that you create. Jump over the fake spikes then onto the vertically-moving platform. Get onto the ledge to the right, Spin Dash through the wall and you'll go down the slope and a little more you'll face the boss. Read the "Boss List" section of this guide for help on beating Robotnik. After you beat him, push the switch on the capsule to finish the Zone and enter Carnival Night.

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3.04 - Carnival Night Zone  
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Act 1

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You will touch down in the Carnival Night Zone (one of my fave fun zones to play!). So start by going right and grabbing the three rings right in front of you. After you pass a row of different coloured balloons, make a running jump off the ledge to land on a floating platform to your right with a Super Ring monitor on it. Get this then drop off the platform and run to your right, up the slope and past the circling white and red bumpers. You'll see a Clamer next so try to make a running jump over it and landing on the platform in the air to the right and getting the rings on it. From that one, jump over the red balloon to your right and landing on the next platform and gaining the rings from this one.

Now drop to the ground and advance to the right, over all the fans that blow you up and then after them, go up the curve and jump onto the ledge on the left and collect the rings. Now go back to the right and run under the platform with the Flame Shield on (you can just barely make a running jump onto this to get it) and run under the spikes when they are not poking out. Go down the red 'twister' slope and at the bottom you'll go up a flick and up a sort of spiral like structure that you cling onto. Let it take you up and at the top, jump off to the right onto the platform with four rings on it.

Now go right and cross over the fans, and they'll go up in a stair-like fashion after some bumpers. Get up them and then run into the alcove to the right and a suction above you will pull you up onto the next floor. Now head left and get through the small tunnel with the circling bumpers and a couple of cylinders that move up and down (careful not to let them crush you!). To the left of them is some sort of turbo generator that pushes you through to the left. Go through it.

You will go down a slope, getting rings then up a flick then collide with some rubber bumpers that take you through a chute to the next area. Jump over the pit with three bumpers in to the left then get past the circling bumpers that are to the left of these. Grab the three rings in the little pit between the



two springboards then keep advancing left. Jump over the Clamer and land on the springboard. Let it take you to the ceiling and you'll hit the side of some spikes then fall down vertically to land on some weird platform with red balloons on the bottom. Let it take you up (do this by standing on the platform so it sinks a little then jump and it'll go up) and then jump onto the ledge to your right.

Jump over the Clamer on this ledge and jump onto the ledge to the right and collect the rings (careful not to hit the sideways spring). You can get the Water Shield on the platform to the left if you wish. Carrying on, go right and under the spikes sticking out of the ceiling and stand under that suction-pipe thingy again and it'll carry you up to the next area.

Exit this little pit via the flick to the left. You can jump into the wall to the left of the balloon-platform into a secluded area with a Giant Ring! Special Stage, anyone? Once you're finished in there, go back out to the right and use the balloon-platform to go up a little and jump on the wheel. Run to the right on it and you'll actually stick to the wheel while you go around it! Then make a jump to the right, over the spikes sticking out of the wall with the three rings beside them.

To the right is a Starpost you can use to keep your progress and play Bonus Stage if you wish. Run down the little slope and perform a Spin Attack to get through the wall with red and yellow squares on. You'll then drop into a twister slide. Now here, the slide can emit you out in one of two directions. Since this FAQ only covers the one, I will repeat here again that don't worry if you end up getting the other route. This level is very linear and there are several ways to beat it.

So the slide drops you off at the left-hand exit. Go right, getting the three rings and then go through the chute with the bumpers on the ceiling and floor. At the end of them, go right over the curvy floor and at the end you'll go up a flick and through a little platform that opens as you go through. In this next area, go up the curve to your right and get over the Clamer then use the fans to the right to cross the gap (keep above the one that moves). Then as you go down the slope, perform a Spin Attack so that you gain momentum and you'll gain enough speed to fly over a twister and come into contact with another of those electromagnetic spirals. Let it take you to the top, then jump onto the spiral to the right and let it take you down a little so as that you're underneath the spikes sticking out of the wall then jump off to the right and hold right so that you hug the wall. You should go in through a secret passage in the wall to find a Giant Ring to play for a Chaos Emerald!

After snagging the ring, you'll fall through a hole in the ground of this secret area and land on the edge of a ledge with a horizontally-moving cylinder to the left of it. Go right and go over all the fans that blow you up in the air. Land on the platform to the right, go past the bumpers and stand on the cylinder next. Press up and down repeatedly a few times and it'll make you move up and down. Once you get high enough, jump onto the ledge to the right and leap onto the cylinder that is going up and down by itself. Let it take you up.

Now jump on the platform to your left and jump over the Clamer there. To the left you'll see some spikes that come in and out of the ceiling occasionally. Use caution to get past these then you'll see a springboard in the wall. Jump up and touch the balloons above you to land on the next platform to your left. Now go left some more, past the bumpers circling around in the tunnel and allow the suction to take you up.

In the next area, go right and pass through the tunnel (careful not to get squished by the cylinder going up and down inside it). Then jump over the

Clamer to your right then go down the slope with the twister on it to your right. At the end you'll go past a Starpost and up a slope, and then into the Boss area. For help on defeating this boss, please proceed to reading the "Boss List" section of this guide. After beating him, let the platform touch the ground and then let the signpost touch the ground to finally finish this tediously long level!

## Act 2

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Run through the tunnel to your right and you will eventually go through several of those boosters. You'll land on a twister and after you get to the bottom of it, you'll go up a slope, and over the curved ground then into a chute with the rubber bumpers on the floor and ceiling. They will knock you into an underwater area below, and you'll go to the left through another chute with rubber bumpers and end up in a little area with a horizontally-moving cylinder. Get the four rings above the cylinder and jump above the surface of the water to gain your breath before going back down below.

Below this cylinder is another one with four rings on it. Be careful not to land on the left-hand side of this cylinder when you go down because it can crush you against the wall. Get on the right-hand side of the cylinder and through the booster and it'll send you through some balloons that release air bubbles when they burst. After these balloons, get past the cylinder coming down to try to crush you at the end of the tunnel. Just after this you'll see a cylinder moving from side to side just above you. Jump on it then jump up to emerge from the water and held held up by the fans on the surface.

Using the fans to keep you aloft, land on the little ledge to the right and touch the Starpost. Then jump over to the fans to the left and jump over the springboard in the wall to the left of these. Jump up to the fans above you and maneuver to the right and get the Invincibility to the right of the Clamer. Now float back to the left and use the bumpers to get higher (have them touch you from below) and land on the ledge to the left (with the fans sticking out).

Go right, under the spikes and a little more to the left there's some spikes that pop in and out of the ceiling every now and again. Get past them when they are not sticking out and let the bumpers carry you through the chute to the left. Then jump over the spring and use the balloon-platform to get up and jump onto the ledge to the left. Go past the cannon and get the Super Ring monitor. If you look closely at the wall to the left you'll see some rings in the wall; jump in and collect them, along with two Super Rings and a Water Shield. Try not to drop down through the ground where the shield and Super Rings were. Instead, just exit via the way you came in.

Now jump in the cannon and press the jump button to be shot out in the direction it is facing when you press it. Get it to make you go up, and once you manage to do so, get past the circling bumpers and go right. Jump over the pit, onto the platform with four rings on, jump onto the next platform to the right and do it once again. Now get past all these Blastoids carefully and at the end of this platform is a stationary cylinder. Stand on it and press Up and Down repeatedly so that it takes you up and you can jump onto the platform to the right. Do the same with the next cylinder to the right and at the top, jump onto the little platform to the left and get the Super Ring and the Flame Shield. Then use the cylinder to get up again and this time go even higher so that you can get onto the next ledge to the right with a Super Ring in it.

From there, jump onto the ledge to the left and advance past two Clamers, a cylinder coming down from a gap in the ceiling trying to squish you, then to the left of all of these you'll come to a suction thing that takes you up. When

you emerge in the next area, head right, past a Clamer and down all the fans. The awkward placing of the circular-moving bumpers makes it tricky, but once you do, land on the ledge to the right, jump over the little U-shaped gap with the bumpers in the middle of it and you'll land on another ledge with a cylinder moving from side to side on it. Jump over it and over the spikes on the ground after that.

In the next area, go through the little door made of blocks with 'X' symbols on them and touch the Starpost and play Bonus Chance if you'd like. Then head right and you will encounter Knuckles! You can't seem to get close to him due to some sort of invisible wall O\_o. He performs his favourite hobby of pushing a switch, which causes all the lights in the zone to go out. Well, that's really going to slow our progress down (not). Once he runs off, you can continue advancing on.

Go right, up the steps and before you go into the water, go right past the bumpers and jump onto the ledge to the right and collect the Water Shield, which will prevent you from drowning while you are in there. Now go back left and jump on the multi-coloured blocks to drop through into the water. Go left and you'll see a cylinder moving in a square pattern. Get the three rings above it then get past it when it's safe. To the left you'll see a balloon-platform a tiny little bit above some spikes. Cross the spikes carefully using this, and jump over the spikes to the left of these and you'll see some Blastoids here. Carefully get past them and watch out for the electric bolts they release.

After these, jump on another set of those multi-coloured blocks and drop down into the next area. There is a balloon here which you can burst to get some air from. Now Spin Dash through the yellow and red blocks to the right and you'll be sent through a booster that throws you into a chute with bumpers on the ceiling and ground. At the end of the bumpers you'll come into an area with a few balloons in, but the water level will lower about here, thankfully. At the bottom are some more bumpers that send you through a chute to the left.

Now go left, jump over the springs sticking out of the ledges, get the rings, get past the spikes that pop up and down and then you'll see a cylinder to the left of the edge of this platform. Drop down, past another one then cross the gap to the right using the fans to keep you aloft. At the right end of the fans you can drop down and land on a cylinder. From this, use the fans to the left to get down even further. At the end of this, drop down and use the next set of fans to the right to advance some more and land on a platform. Jump on the cylinder and then onto the ledge to your right.

Head right, through the tunnel and past the circular-moving bumpers under the spikes. Jump over the springboard then cross the pit with two cylinders in. On this next ledge, grab the three rings in the air and cross another pit with two cylinders in it. Jump over the next springboard and go over one more pit with one cylinder in it. Some spikes pop up and down from the ground in the next two ledges, so be careful, and go through the boosters to the right of them to be sent up a curve and into the next area.

Here, use the fans just above and to the left of you to get up, grab the rings and advance to the left, down the slope and do this carefully because in the little depression there is a cylinder above you that could come down and crush you. To the left of this depression you'll see a cylinder in the air moving from side to side. Jump on this and look above you to see a gap in the ceiling with two monitors containing Super Rings. Hit these from below to knock them down so you can collect them.

Then head left, past the Blastoids and go past the cylinder to the left going up and down, and you should be at a bridge of fans. Using them, float to the

left and a suction in the ceiling will pull you up. Jump on the springboard to your left and let it take you up the wall and all the way across the ceiling and you'll land on a high ledge. Spin dash through the blocks to your right and you'll go through a booster and down a sloper with a little twister on it. You will go over a few slopes and end up going up a flick and landing on a ledge to the right with a Clamer on it.

From here, jump onto the platform to your upper left with the four rings on it then jump onto the balloon to reach the higher platform and get the Super Rings then drop back down onto the wheel, and from there, jump onto the ledge to the left and go through the booster to be sent up an electromagnetic spiral. When it takes you to the top, jump off to the left to land on a spiral moving down, and from that one, jump onto the spiral to the left that takes you up, and at the top, jump to the left to land on a switch and turn all the lights back on!

While standing on the switch, Spin Dash to the left so you can get under the spikes, down a slope and up a curve to land on the ledge to the left with a Starpost. Play Bonus Stage if you want. Now use the floating balloons to get up and then land on the ledge to your right. Head right and you'll come to a chute with rubber bumpers on the ceiling and floor. Let it take you to the right, and get past the balloons after it, the cylinder in the air and you'll then come to a cylinder stuck between two walls, and when you stand on it, you will be sealed off by a bar to the left.

So now, press Up and Down on the D-Pad repeatedly until you get down so far enough that you can jump onto the ledge to the right and get the Invincibility from the monitor. Now go down the line of fans to the left drop down at the bottom fan. Head right, down the slope with the twister on it, and you'll go up another slope, SLOW DOWN HERE. At the end of the slope you need to go through a tunnel with some cylinders going up and down in it, and you risk getting squashed if you run in at full speed, so take your time and get through carefully. Let the suction at the end take you up.

Fight the electric bats if you want then head to the left and pass under the floating cylinder. Head over the fans to the left (and get past the awkwardly placed sets of circling bumpers) and go left and the suction will take you up to the next area. Go left and down the slope with the twister on it. You'll go down another set of fans, and end up floating above another set of fans. Move to the right over these and when you get on solid ground again will see a cylinder moving from left to right very quickly with five rings above it. Get these rings then touch the Starpost to the right and Spin Dash through the red and yellow squared wall. You'll go through a long series of boosters, up a slope, over the curved ground and then through another long set of boosters and fall down one of those suction tubes and see Knuckles! He hits a switch that reverses the direction the suctions pull you. After he disappears, the suction you just came down pulls you back up again, then the one above it pulls you up into the boss area where you will face Robotnik. Read the "Boss List" section of this guide for help on beating him, and once you have done so, destroy the capsule. Then go right and jump into the cannon, and when it is facing the upper-right hand corner of the screen, blast out to FINALLY finish the level!

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3.05 - Ice Cap Zone  
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Act 1

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When you start the level, Sonic bounces onto a snowboard and shuffles his way down the mountain. Don't press any buttons on the controller while he does this

though. You should end up grabbing forty rings on your route before eventually colliding into a wall and falling to the ground, with an avalanche falling on top of you. Jump out of the snow and you can regain your control of Sonic and proceed with going through the stage.

To your right you'll see three ice blocks blocking your path. Face them and do a quick Spin Dash to break the bottom ice block and go through the tunnel, getting four more rings, and you'll fall off the ledge onto an area with a Starpost to record your progress. Use the springboard in the wall to your left to get a good, speedy run and when you run against the ice swing to the right, it'll make a 180-degree arc upwards, and you can jump onto the ledge to the right (the part sticking out crumbles when you step on it, so watch out).

As you go right, you'll find a stack of four ice blocks. Spin Dash against them so that you destroy the bottom one. You should now be able to jump onto the top of the stack of blocks and leap onto the ledge to your right. Go past the Star Pointer and you'll see a switch encased in a huge ice cube - however don't break it just yet - instead, move to the right of it and you'll notice you can go inside the wall where there is a secret alcove with a Giant Ring in it! When you have used the Giant Ring, go back left, jump onto the ice cube to shatter it, then jump onto the switch to make part of the ground to your right disappear. You can now go down the slide.

At the bottom of the slide, when you are dropped to the ground, as you go right you will see some kind of contraption in the ceiling of the tunnel that shoots out ice clouds. Be careful not to stand in these ice clouds, or you will be frozen, and this will do the equivalent damage of one badnik attack. You need to get through the tunnel, avoiding three of these ice cloud shooters, and you will come to another slope you need to go down.

You will go down a series of slopes. When you are on the fourth slope from the one you started on, jump to the left so that you land on an ice block hanging out the wall. If you miss it, don't worry because the slide repeats itself and you can eventually get it. Anyway, once you do manage to get on the ice block, stand still on it and it goes down another slope and destroys a wall and goes through the tunnel, smashing some ice pillars blocking your path.

When the ice block stops, head right and carefully get under the crusher when it is raised, and jump over the little stump of ice in the ground to the right of it (don't stand on it though!), and then you'll see a springboard encased in an ice cube with three rings above it. When you jump on this spring, maneuver to the left so you can get the Lightning Shield so that you attract the rings that are directly above the spring. Once you have gotten all this paraphernalia you can then jump on the spring and move to the right to land on the ledge and carry on.

Go up the slope and take out the Penguinators and Star Pointer. Smash the ice cube with the springboard in it, jump on the springboard and move to the left in the air so as to land on the ledge. Perform a Spin Dash against the swing to the left so that it goes up the wall, and quickly leap onto the next ledge to the left. Do another Spin Dash up the swing to the left here, and when the swing is up, jump over to the wing to your upper-left. Use the springboard in the wall to get a good speed up, and jump onto the ledge to the right (watch out for the crumbling part).

Get past the Penguinators and start running to the right at full speed. You'll go over a load of pillars with two rings on them, then come to an end with two large ice pillars moving up and down in the pit. To get past here, stand on top of the pillar on the right, and when it falls down, move to the left so that you go under the bottom of the left pillar and fall to the ground, then QUICKLY

run to the right so that the pillar does not come down and crush you.

Go down another set of steep slopes and at the bottom when you touch flat ground, get the Super Ring encased in ice and cross the spiky pit using the icicles in the ceiling (they fall when you get near them, so when they plunge into the spikes you can simply jump on their flat tops and easily get across the pit). You need to get past another of those ice shooters, then across a second spike pit, using the icicles again.

After that, shatter the ice cube and jump on the springboard inside it and after collecting all the rings above, move to the right and land on the ledge. Go down the slopes and you'll land on another slope which isn't so steep so that you can actually walk on it. Go left and you'll see an ice block accompanying a Starpost and some rings. Deal with these, then stand on the left side of the ice block and push it to the right until it starts sliding down the slope. Quickly jump onto the ice block when it begins to slide, otherwise you can't reach the next area.

The ice block goes down some slopes, across a spike pit, and after destroying some ice pillars blocking your path in another tunnel, it reaches the end of its course and disappears, and you'll fall onto a springboard left where it was so that you can be propelled into the air and move to the right to land on the ledge. Run to the right over another set of pillars and you'll come to a switch inside an ice block. Push this switch so that the ground wears away and you can go down the slope below. At the end of the slope, begin running to the left so that you go across the icy pillars with rings on them, and drop down a little gap at the end.

Now carefully advance past the ice shooter and run down the slope, gaining speed so at the end you hit the swing that goes up, and you can jump onto the ledge to the left. Be careful not to touch the wall though, as the spring inside will send you all the way back down. From this ledge, jump over to the swing on the right and use the spring to the right of it to make it go up. Then jump over to the next swing, to the left, and use the springboard in the wall to the left of that so that you go up again. Jump onto the ledge to the right and use a Spin Dash on the next swing to make it go up, jump onto the ledge to the left (don't touch the wall) and then jump onto the higher ledge to the right.

When you Spin Dash against this next swing however, it comes to pieces in midair and hits the ground in a tunnel. Jump off of it and run to the right. Touch the Starpost, go down the slope and get the rings then go up the flick and then to the right, after this you'll come to the Mini-Boss area. For help with beating this Mini-Boss, please refer to the "Boss List" section of this guide. See you in Act 2 =P.

## Act 2

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Go right, past the empty ice cube, and down the slope. Get the eight rings, and go up the little flick. Bash the ice cube and the monitor for a Lightning Shield so that you are not hurt by the Star Pointer's spike balls, to the right of you. Fight it or jump over it and run right (look out for an ice shooter above you) and go down the next slope and around the loop-de-loop. You'll go through a translucent ice chute (spin attack when you do) and then up a little slope and through a pile of snow, taking out a Penguinator.

Go through the next loop-de-loop and past two Star Pointers and a bridge, you end up going up a little flick onto a small ledge with four ice blocks stacked on top of each other on it. Spin Dash through the bottom block to destroy it,

then jump onto the ice block stack and jump onto the ledge to your right.

Head right, past two Star Pointers and an ice shooter, and Spin Dash through the loop-de-loop to the right. You'll gain speed as you go through another loop and you'll go high off a flick, so move to the right to land on the ledge. Get past the two ice shooters and Spin Dash through the pile of snow to the right of them so that you go down a slope. When you go round the loop-de-loop, hold Down to spin attack and thus break through the ice at the bottom of the loop blocking up the tunnel, a la Hill Top Zone in Sonic 2.

When you go through the tunnel, down the slope and round the loops make sure you have got a lot of speed so that when you flick off at the end, you go so high that you land on the pink bouncy thing held by the green rings. Don't worry if you miss it though because you can go right across the ice blocks in the water if you don't manage it. Anyway, this walkthrough covers if you take the pink bouncers. Jump on the bouncers to go higher to land on another one, then bounce high on that to go through a bridge and back into the overworld.

Go right, through the pile of snow, and up the flick. Fight the Penguinator to your right, and on the next ledge to your right, you'll see a crusher, so Spin Dash through it and get your timing right. As you go through the loop-de-loop to the right of it, be sure to Spin Attack to go through the ice at the bottom of the loop. You'll end up gaining speed again and going high to land on a pink bouncer again, and use this to bounce onto the next bouncer to the upper right of this, then bounce off of this to land on the next ledge to the right.

Fight your way through the Penguinators, jump over the pink bouncer above the pit to the right and get the Super Ring from the monitor, then jump back onto this bouncer to go up, and through a bridge. Head right, round some loop-de-loops, and you'll hit a Starpost on the way, go up off the flick, hit the ceiling, and come back down to the ground. Go past the Star Pointer and Penguinator and then go through the tunnel to your right, with two crushers in it that move upwards, so advance past them carefully.

After this, you go up a short slope and arrive in the boss area. So, if you need a helping strategy on this next boss, then please go to the "Boss List" section of this guide. Once you have defeated Robotnik and hit the button on the capsule, advance to the right and spin through the snowy tunnel to arrive in Launch Base Zone, the final zone of the game - it's now time to foil Robotnik's master plan!

=====  
3.06 - Launch Base Zone  
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Act 1  
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You begin the level by jumping out of the snow from the remainder of the Ice Cap Zone and entering the Launch Base. Get the three rings in the air to the right of you, run down the gentle slope and jump over the little alarm system (a Flybot767 is sent out if you walk through it). Go up the flick onto the next ledge, and grab three more rings above you. Go right, jump over the set of spikes that pop up from the ground and you'll see some sort of large, silver coloured cylinder. When you walk across this, you'll go around the cylinder. Cross to the other side (beware of the Orbinaut in the middle) and jump to the next ledge.

Head down the curve and up the flick and kill the mechanical frog clinching the red girder. Then jump onto the hook to its right, and while you are facing

right, the hook takes you to the other side of the line, getting some rings while it does so. Then, when you are at the other side, jump over the spikes coming up from the ground, get the three rings in the air and drop down to the next ledge. Head right, go up the curve and enter the square hole in the tube, which turns out to be some sort of elevator that takes you to the next area.

Once you arrive in the next area, leave the tube and go left, carefully getting past the spike sliding up and down between the gold pipes (better to jump over it rather than run under it). Fight/avoid the Orbinaut to the left of that, and then jump into the carrier that is attached to the blue pole. Allow it to take you up through the ceiling and into the next area, where you jump off right and take out the Ribot and when you go further to the right you'll enter some sort of a building.

Go to the right-hand end of the building and jump onto the stationary platform with two rings on it, above the spikes. Now start climbing upwards using the moving platforms above, and take out the Snale Blaster when it exposes its back, as it practically cannot be hurt when you attack the shell. Jump onto the ledge to the left first and head over to the wall and destroy the red gadget hanging on the wall.

Now go back right and you will notice that this has caused the red and black striped barrier to fall down to create a bridge across the gap. Go across it, and before you jump into the carrier, go to the right and look behind the pipe on the right to find a Lightning Shield. Once you have it, then jump into the carrier. Once it has taken you up, jump off to the left and destroy the laser beam shooters hanging from the blue girder above you, as well as fighting your way past an Orbinaut.

Jump into the next carrier, and when it reaches the top of the pole, it begins to start swinging around rapidly before detaching and hitting the far wall to the right, causing you to fall out. When you land on the ledge, go right and thus exit the building.

Get the rings in the air and fight the Ribot to your right. Get three more rings after that, and at the end of the ledge you'll see a flamethrower. Stand on top of the flamethrower and jump onto the platform moving from side to side to its right. When it takes you to the right, jump onto the blue tube with several windows on, and go right, jumping up the step and getting the rings (mind the flamethrower there as well) and get past the alarm system. Go up the flick and jump to the small, floating platform to the left.

Now grab hold of the hook and face right so that it carries you all the way across. At the end, carefully jump onto the crumbling ledge hanging from the entrance to the building (mind not to hit the spikes sticking out of the wall) and enter this building. Jump off to the right and get the rings. When you land down on the slope, go right and destroy the red gadget in the wall to make that red barrier below you disappear and block up the left side. As you fall down, get the Water Shield if you want it, and the Super Ring. Then use one of the two springboards to shoot yourself up high, and land on the ledge to your right and fight the Orbinaut, and hit the red gadget to make the aforementioned red barrier disappear so you can proceed with getting through the level.

Once you get past the barrier, head left, down the slope and out of the building and down another steep slope, which takes you to the inside of another building. Drop down and go right, down the slope and get the Super Ring, being careful not to get hit by the flames coming out of the flamethrower to the right. Then go back up the slope to the left (using the platform that goes up it when you step on it if you want to) and exit the building.



Head down the slope to the left, and when you drop off onto the next slope that goes in the opposite direction, head right down it, and when you come to the wall, you'll hit a springboard that shoots you up and through a looping tube so that you are shot out to the side, down a long slope and over some curly ground before coming into another area and dropping down to hit some sort of spring contraption so that you go across two slopes and into another looping tube that shoots you upwards, through the ground, and then dropping to hit another spring so that you go up the left wall, across the ceiling, and dropping when you hit the side of some spikes.

From where you land, head left, taking out the Ribot, down the little slope to the left and you'll find another of the silver cylinders. Get across it (there are Orbinauts in the middle above and below, so try jumping the one on the upper side). Enter the building on the left-hand side of the top of the cylinder.

Run left and go up the slope, watching out for all the beams that the things on the girders above shoot down at you. Touch the Starpost at the top of the slope and proceed with heading to the left, out of the building, and be careful not to land on the spikes below the crumbling ledge sticking out. Use the springer to be send up the slope to the left at high speed, up the wall and landing on the next ledge and being carried up by a carrier disguised in the ground. When the carrier reaches the top of its course, jump onto the platform to the right, then enter the building.

Go up the slope and destroy the beam-shooter and hit the red gadget hanging from the wall to make the red and balck barrier below you go so that you fall down the gap. Go right, past the Orbinaut, climb up the steps (be aware of the flamethrower) and exit the building to the right. Get the rings, then after the springboard to the right, jump and grab the hook on the line and let it take you across the pit below you and jump onto the ledge to the right. Get past the crusher between the gold pipes with the spikes lodged between them and run into the side of the loopy tube so that you are shot up through the ceiling, and move to the right to land on safe ground.

Run to the right and at the end of the ledge, make a long jump to the next ledge to your right. Get the three rings here and jump up the next ledge (be careful of the spikes coming out of the wall) and jump over the alarm system and use the springer to go across the ceiling and drop into the next building. Go right and jump over the next springer (because it leads to the left) and cross the cylinder, and also getting past the Orbinauts on it and exiting to the right.

Slowly run down the curvy slope and get past the spiky crusher between the two pipes, and jumping into the tube-elevator to the right. When it takes you to the next area, go left and jump over the short blue platform floating above the pit and jump onto the little platform to the left of it with the Ribot on. Then jump onto the high platform to the upper-left and go left, and at the edge, make a jump onto the hook so that it takes you to the left. Jump onto the ledge when it arrives.

Jump onto the spiky crusher to the left, and when it takes you up, jump into the blue tube in the wall to your left. When you come out the other side, jump over to the wall to the left and destroy the red gadget to make the red barrier come out below you so that you can go left and get the Lightning Shield and Super Ring monitors. Stand on the platform to the left and it falls down the gap and you can then go down the slope. You'll go over some curves in the ground, touching a Starpost and down another slope then into a loopy tube that shoots you up into another loopy tube, which shoots you to the right, into another loopy tube that shoots you up and through the ceiling and you should

land next to a building.

Go inside this building and run against the wall so that a springboard in the ground makes you go up so you can land on the ledge to the right, where you'll see Robotnik! You can try hitting him if you want, but this doesn't do anything so you might as well not bother. From this ledge, jump onto the diagonally moving platform to the left, then into the carrier to the left, and when it stops moving upwards, jump into the carrier to its right, and when it takes you to the top of the building, look who's there!

It's Knuckles! He chucks a bomb into the building and runs off. Follow him out, and you'll witness the building crumble. When the building has finished falling to rubble, you can continue going to the right, to touch a Starpost with three rings above it. Then head into the next building to the right, where you'll spot Robotnik flying off, leaving you to deal with the last Mini-Boss of the game, so if you need some help, please scroll to the "Boss List" section of the guide, then finishing the act.

## Act 2

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Head right and let the carrie take you down. Get the three rings and go past the two blue, floating platforms and run down the slope to the right, doing the Spin Attack to gain speed while you do so. You'll go over a range of pipes and across the ceiling before hitting a spring against the wall so that you can just barely land on the ledge to the right.

Go right and destroy the Ribot to the right of the Flamethrower and walk into the spring in the wall to go up the wall to the right, across the ceiling over some spikes before going left to see some sort of gateway. Walk through it and go across the silver spinning cylinder to your left. Get past the Orbinaut in the middle, and get to the other side and touch the Starpost to record your progress so far in the last level of the game.

Head left, get the three rings, take out the Flybot767 coming in towards you, then jump onto the red hook and you'll ascend above the black pipe above you. When you're up, jump onto the pipe and use the springer to the left to be shot to the right, doing a spin attack whilst doing so, and you'll come into contact with another spring in the right wall which sends you up the sloping pipe to your left, and you'll crash into a Super Ring monitor. What style :P.

Jump onto the hook to the right hanging from the girder, and let it take you to the right. You'll get a hell of a lot of rings, then jump onto the platform moving very little from side to side to the right of where the hook stops, when it comes to you. From there, leap onto the floating platform to your right and get the triangle of rings, then stand on the crumbling part to the right and drop. Now head up the sloping pipe and you'll see some sort of pipe obstructing your path at the top of the tube.

Spin Dash through it to destroy it and thus carry on. You'll go to the right, up a flick and land on the ledge to the right. Take out the Ribot to the right and drop down the gap to the right (make sure to time it carefully so that you drop when the flamethrowers aren't shooting fire). At the bottom, go down the gentle slope to the left, across the red barrier bridge and RUN (don't spin) up the next curve to the left, because there are some Robotnik monitors there! Walk through the tunnel in the wall to the left and hit the red gadget above the spikes using the moving platform.

Now go back out and head all the way back to that red barrier bridge, which has moved. You can now drop down the gap (make sure the flamethrower isn't firing)

and go up the little curve, get the rings and then run down the sloped tube to the right, and Spin Attack to gain momentum. You'll hit a spring to be propelled back to the left, over a curve in the pipe, up a ceiling and landing next to a platform in a small gap.

Stand on the platform and it'll fall and you'll land on another platform just above a Snale Blaster. Drop down to the left to land on another platform and hit the Snale Blaster when it exposes its back. Use the platform below the Snale Blaster to drop down a little and destroy the beam shooter in the niche to its right. Spin Dash through the pipe and you'll go right and a hidden springboard in the ground shoots you over some spikes in the wall (that you thought you were just about to hit), over some more slopes, then hitting a springboard to go straight up and get four rings, then move to the right a little so you land on the edge of the ledge to the right.

Take out the Ribot and head right, past the platform above the spikes, then Spin Dash through the pipe so that it breaks and water starts pouring out. Step into the water falling down and you'll go through the tube around the area and be spat out next to two monitors; the one on the left has a Robotnik in it - AVOID, and the one on the right has a Super Ring in it - GET.

Now go left, fight the Ribot, and go through the gateway when the laser is not coming down, otherwise you will suffer the same damage as a badnik attack. Now go across the silver rotating cylinder to the left, watching out for an Orbinaut in the middle, and carefully through the gateway on the end at the left of the cylinder.

Jump over the spring hanging out the wall to the left, then go down the step to the left and run up the flick. Jump on one of the two springboards to be launched through the ceiling. Take out the Ribot to the left and jump into the carrier and let it take you down. At the bottom, jump out to the left and get the eight rings as you go down the gap, then run right, down the slope, then after that, fight the Ribot on the next ledge and go right, up the slope, get past the flamethrower and jump onto the hook to the right to descend.

Jump off and Spin Dash through the pipe to your left to hit the springboard in the wall and be sent spinning off to the right. After going down a few slopes, curves and being sent back in the other direction, you'll smash a Super Ring monitor against the wall. From there, jump into the carrier just above you and it will take you down, underwater.

Once at the bottom, jump out to the right and get past a series of Orbinauts, a Ribot, then hit the spring in the wall to go to the right and then onto a springboard in the floor to go up the curve and skilfully land in another carrier and go up. The carrier will start spinning around frantically then fling off to the left and you'll hit a wall and fall out. Use the hook on the girder to get back to the right.

When the hook stops, jump onto the little platform then onto the ledge and collect the Water Shield if you need it, then drop back down and go down the slope leading underwater and keep going right until you come to a dead end. Jump into the carrier against the wall. It takes you up to the next carrier, which you should jump into, and this takes you above the pipe. Jump out and go right, down the slope on this pipe, touch the Starpost and then run right, down the little slope to enter the Boss area. Now for the rest of the level, please refer to the "Boss List" section of this guide until you beat the game. Also, if you got all 7 Chaos Emeralds when you finish the game with Sonic (and Tails), you're treated to a SPECIAL ending! I won't spoil any endings for you, but it's pretty cool and you damn well deserved it.

Congratulations upon beating Sonic the Hedgehog 3!

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4. Enemies  
=====

NOTE: All enemies are worth 100 points when killed.

Angel Island Zone Enemies  
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Rhinobot

-----

A robotic rhino that charges at you.

Monkey Dude

-----

Just your standard (blue) coconut throwing monkey.

Bloominator

-----

A red flower with a metallic blue stem.

Catakiller, Jr.

-----

A blue caterpillar surrounded by a shield-like contraption.

Hydrocity Zone Enemies  
-----

Turbo Spiker

-----

A red-wheeled vehicle with a spike attached to it.

Buggernaut

-----

A blue mosquito that usually comes at you in groups of three.

Jawz

----

A blue, flying shark robot.

Blastoid

-----

Your standard cannon... Sonic style.

Mega Chopper

-----

Red pirahna that bites you. Similar to that of previous games.

Pointdexter

-----

A spiked pufferfish.

#### Marble Garden Zone Enemies

-----

Mantis

-----

Green mantis with pointy (sharp) legs.

Spiker

-----

A Badnik with fake spikes that serve as a spring for Sonic.

Bubbles

-----

A blue, spike-wielding bubble.

#### Carnival Night Zone Enemies

-----

Batbot

-----

Bat with a lightbulb for a behind.

Blaster

-----

A blaster cannon. Brown in color.

Clamer

-----

A blue clam that can serve as a spring, much like the Spiker.

Blastoid

-----

An electric "grenade" that usually comes at you in pairs.

#### Ice Cap Zone Enemies

-----

Penguinator

-----

Blue penguin with holes in its chest.

Star Pointer

-----

A black, icy orb-wielding... orb.

#### Launch Base Zone Enemies

-----  
Technosqueak

-----  
A blue robotic mouse.

Flybot767

-----  
Silver bird.

Orbinaut

-----  
A silver orb surrounded by four spiked orbs.

Corkey

-----  
A gray energy cannon.

Snale Blaster

-----  
A snail with protective sheath that covers blaster cannons.

Ribot

-----  
Robotic frog.

=====  
5. Bosses  
=====

The bosses of the game.

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5.01 - Mini-Bosses  
=====

This Boss List is the list of bosses you'll encounter at the end of the first Act of each Zone, which is why I aptly name them as mini-bosses. They're easier than the end-of-act bosses, but still you'll need a strategy if you're stuck, don't ya?

Angel Island Zone

-----  
Hands up, this has got to be one of the easiest bosses ever. What it simply does is come down from the right-hand corner of the screen. Simply jump on it a couple of times to damage it, and the only thing to watch out for is the cloud of fire it shoots at you. It then goes up and flies to the opposite corner of the screen and repeats the routine. Try not to hit the fire that propels the machine from its underside as you'll get damaged, unless you're wearing a Fire Shield, which will prove helpful and handy to have in this battle. Hit it six times to blow it up and finish Act 1 of the Zone.

## Hydrocity Zone

-----  
When you start in the bowl of water, the Boss will appear above you. Don't try hitting it now as it is guarded by little rockets floating around it. It will go to the top of the screen then come down and go around the bowl at full speed. Jump over it when it comes near you. It'll go back up the top of the screen and come back down the opposite side. Jump over it again. It will then settle at the top of the pole in the water, and when the little rockets orbiting it stop, HIT IT IMMEDIATELY. It'll start spinning the pole and cause you to be sucked in by the pole and you'll be unable to control Sonic until the pole stops spinning. The process repeats after that. Hit it five times to beat it and finish the act.

## Marble Garden Zone

-----  
This boss is a carbon copy of the boss in Mystic Cave Zone in Sonic the Hedgehog 2. Lazy Sega =P. The Tunnelbot will fly up (try to get a couple of hits on its bottom before it does so) and drill into the ceiling. Rocks and spikes will come falling down. It's okay to touch the rocks as they don't do anything, but dodge the spikes! The Tunnelbot will come down quickly with its drills pointing down, so wait until it hits the floor and its drills point up again, and get some more hits in. The routine repeats again and again until you hit it enough times to make it pop its clogs.

## Carnival Night Zone

-----  
You need to be quite speedy for this boss. You'll start out on a yellow and green-coloured square platform and the boss will hover down from above. The little spikey top-like thing on its bottom will come off and start flying around the area, and it'll destroy one panel of the floor that it touches every time it comes into contact with it. So if you let it wear out the floor and you fall through, basically put, you're dead. So what you need to do is hit the actual capsule that the top was attached to and it'll reveal some of its circuits. The top then needs to hit the capsule while the circuits are revealed to do damage, then you need to do this again. The top only needs to hit the capsule FOUR times rather than six to finish it off.

## Ice Cap Zone

-----  
When the boss appears, it'll be floating in midair and it'll pull up some ice rocks which orbit the machine to protect it. It makes an arcing motion from side to side of the arena. When it dips towards you, you can try to hit its underside because the rocks will be flying around its sides rather than around its top and bottom, but it could be a bit risky. When it stops at the other side it makes the rocks fly around its sides for about another second so you could try risking a hit again before the machine flies back to the other side. It will then toss the rocks up in midair, and now's your chance to hit it before it flies even further into the air and cause the rocks to fall before pulling up another set of rocks and repeating the routine. Hit the machine six times to finish it off.

## Launch Base Zone

-----  
You'll see Robotnik fly off, and the Boss come out of the hole in the wall. It is a mechanical ball with spikeballs attached to it. You need to try to hit it

on the side to damage it, or when it is swinging the spikeballs, you can hit an exposed area. After three hits, it loses a spikeball so the fight becomes relatively easier. Hit it three more times in the same fashion to beat the last Mini-Boss of the game.

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5.02 - Bosses

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This section of the Boss List refers to beating the end-of-Zone bosses, namely Robotnik.

Angel Island Zone

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At the beginning, you'll see Robotnik appear above the bridge to the left, and he destroys it with some fireballs. You could probably manage a hit on him before he does so. Then, Robotnik disappears behind the waterfall and flies to a random location then appears and shoots fireballs across the ledge you are standing on, so jump over these. You can just about see Robotnik behind the waterfall so you can follow him to wherever he flies to. Remember to hit him quickly as soon as he appears. It takes eight hits to beat him, and having the Fire Shield on makes you invulnerable to his fireballs. This fight isn't so hard, just watch out that you don't fall into the pits on either side of the ledge you are standing on.

Hydrocity Zone

-----

There are a couple of ways to beat Robotnik in this level. The first is that he has a certain attack in which he starts to spin the blades on the underside of the Egg-O-Matic and comes down near the water. When he descends, jump on him to hit him. When he gets close enough to the water, a suction begins near a fountain he creates, and try to jump out of the suction because if it drags you in, you'll be pulled up by the fountain and be hit by the blades. You can't control Sonic if you get pulled in by the fountain, so do your best to keep well away from the suction.

The second method, which is a little trickier, is that when Robotnik flies back up, he drops bombs from the back of the Egg-O-Matic into the water. These bombs flash and explode, causing a huge gush of water to fly up into the air. What you can do is jump just above the bomb when it explodes, and the water will throw you into the air and you can try to hit Robotnik but you can't see Sonic since he'll be above the top of the screen, so it takes good judgement. Anyway, eight hits will take him out.

Marble Garden Zone

-----

At first, when you see Robotnik, he comes down and plants his drill into the ground. Hit him AS MANY TIMES AS YOU CAN before the ground disappears, because then you don't have to hit him so much when you're in the actual battle =D! Now this battle is conducted a little differently if you are playing as Sonic or Tails. Please refer to the adequate section for the strategy.

SONIC: Whether you're playing Sonic & Tails or Sonic Alone, Tails appears regardless and gives Sonic an airlift. Use the D-Pad to control the flight of Tails (or have the second player do it if you're playing with a friend) and push A, B, or C on the controller to drop Sonic off so he can hit Robotnik.



Sonic will drop to the ground but Tails will drop down and pick him back up. Robotnik will disappear into the background in a certain direction. Take note of the direction he flies off to, because that's where he'll come from next. So if he flies off to the left, he'll re-emerge from the left-hand side of the screen so you can hit him. Careful not to be hit by the jets or drill on the Egg-O-Matic.

TAILS: In a similar fashion, you must control Tails' flight by repeatedly hitting one of the jump buttons to keep him in the air. You need to hit the underside of Robotnik's Egg-O-Matic with Tails'...tails (the rotor he makes when he flies) to damage him. This is a little harder, but both ways of fighting him are rather easy.

You need to hit Robotnik eight times to beat him.

#### Carnival Night Zone

-----  
When you get to the boss area, you will see Robotnik fly in with a big expansion to his Egg-O-Matic. He drops the green ball down at you then flies over above it and uses the power of electromagnetism around the ball. While he does this, you will be pulled towards the electricity, so keep away from him while he does this! After he finishes using the electricity, he flies down to pick the ball up. When he does this, start hitting him on the head to get a hit. Do this eight times to defeat him and finish the zone.

#### Ice Cap Zone

-----  
There's not really much I can offer to help you here, because Robotnik's Egg-O-Matic and the spiky platform hanging off it shoot ice clouds that freeze you for damage in random directions, so you just have to pray for some good luck and watch out for where he shoots the ice. When you hit him six times, the spiky platform falls off his machine and he begins to lower, with little bursts of ice coming out from all over the machine, but it's less difficult here. Hit him two more times to finish him off and finish the zone.

#### Launch Base Zone

-----  
Note that there are three bosses to face in the level, so I will list them under different sub-sub-sections. They are in order of appearance.

##### Boss One

-----  
You'll see Robotnik jump into a little podium on the high ledge to the right, and a little platform raises out of the wall, and a cannonball is fired from above the platform, or below it. To dodge it either way, stand on the platform as it raises and jump so that the cannonball flies out from underneath you, and hold Right on the D-Pad to hit Robotnik while you do so. After eight hits he's toast, and you can jump onto the ledge and go right and jump into the Egg-O-Matic, and you'll fly along and bump into Knuckles, who tries to take you out with a swift punch, but an earthquake causes him to plummet into the water. You fly along a little more to arrive at Boss Two area.

##### Boss Two

You'll see Robotnik flying up in a huge expansion to his Egg-O-Matic. He starts on the right-hand side of the screen moving upwards. A spikeball flying around the dome protects him, and he shoots lasers out from the sides at random times. Hit the DOME (where his head is) to get a successful hit, and do this when the spikeball isn't in your way. When you hit him four times, one of the parts with lasers on falls off the machine so he's less dangerous. Hit him four more times and the other laser shooter falls off, and he's got nothing left to protect him now. Hit him once more to finish him off, and encounter the final, and toughest boss of the three.

#### Boss Three

-----

The sky goes black for the heavily anticipated battle. Now remember the you cannot hit Robotnik's top, since it is covered in spikes. And also, NEVER jump into the giant arm, because it will slam you into the girder, doing the same amount of damage as a badnik attack so be careful with your jumping. These are the two main threats, but you also need to keep an eye on his movement pattern. At first, Robotnik flies across the middle of the screen, giving you a chance to hit the FRONT of his Egg-O-Matic (this is the only part you can attack). He'll then fly back across the other way, so you can hit the front again. Then you'll spot him at the top of the screen moving from left to right. Keep an eye on him. When he stops, he will quickly drop directly down to the bottom of the screen, so make sure you are standing in an area where he won't hit you. When he's at the bottom of the screen, he'll move from left to right again, then eventually stop and fly diagonally upwards in the direction he is facing; thus exposing his front again, but be careful when trying to attack it. He then repeats the entire process all over again. Once you hit him eight times, watch the Death Egg fall to pieces and return to earth, and see Robotnik fall in style, and thus beat the game!

=====

## 6. Items

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### Overworld Items

#### Power-up Monitors

- 
- |                  |   |
|------------------|---|
| Super Ring       | - Awards you 10 rings.  |
| Invincibility    | - Makes you invulnerable to physical attacks for a short period of time.                      |
| Flame Shield     | - Gives you protection against fire.  |
| Water Shield     | - Allows you breath for an unlimited amount of time underwater, until you're hit by an enemy. |
| Lightning Shield | - Resistance against lightning-based attacks.   |
| 1-Up             | - Extra life.   |
| Robotnik         | - Ouch. Touch this bad boy and you'll be in for a world of hurt!                              |

#### Ring

-----

Pretty self-explanatory. Collect these for points and to stay alive.

Springboard

-----

Another self-explanatory item. Hop on these, and they'll launch you up to higher, harder to reach areas in an act.

Starpost

-----

A checkpoint. When incapacitated, you'll be sent back to the last Starpost you touched.

Bonus Stage Items

-----

1-Up

----

Extra life.

Bumper Gumballs

-----

These bounce you around the stage.

Clear Gumballs

-----

These gumballs serve absolutely no purpose.

Super Ring

-----

Awards you with 10 rings.

=====
7. Competition Mode
=====

Ah yes, welcome to the OTHER part of Sonic 3, the Competition mode! Like the 2-Player Vs. Mode in Sonic 2, this game has two players competing in another fun game! The Competition Mode is selected from the title screen, and you have your match types and characters to choose. They are:

- Sonic - Fastest and best jumper. Best for beginners or experts.
Tails - Has the ability to fly using his tails as an advantage over other players.
Knuckles - Better for tactical players and experts at the Competition Mode.

This section looks over the Competition Mode and explains it in detail for you. Enjoy!

=====

When you start up the Competition Mode, there are three modes to select from to play through. These are the three different modes that you are presented with:

Grand Prix - Like 2-Player Vs. in Sonic 2 (again), you can challenge one of your friends and play through all five courses in order. The winner of the most races is the overall winner.

Match Race - Select a course to race through with a friend.

Time Attack - One player can race through any of the courses against the clock to attempt for the fastest time.

From there, pick your character(s) and play through each level or any one you select with Sonic, Tails or Knuckles.

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### 7.02 - Rules

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TIME - At the beginning of the race, there is a checkpoint post that you start just behind and a countdown from 3 will begin. You are not allowed to cross the post while the timer is counting down otherwise it will be counted as a "FAULT" and you must wait 3 seconds again. Begin running when the timer hits 0 and you are prompted to go. The faster you get to the checkpoint the more likely you are to win. After all, it is a race, and the faster person wins, right? You must cross the post five times to finish the race.

ITEMS - In some modes there are items that appear to help or put you at a disadvantage. In Grand Prix and Match Race you can toggle these ON or OFF using the icon at the match type selection screen.

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### 7.03 - Courses

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There are five courses in each mode. These are the courses that you will race through and a short walkthrough of each of them:

#### Azure Lake

-----

From the start, you go right and through two loop-de-loops. After a flick at the end of the path, you'll see a little lake to the right, with some platforms to the right of it. If you went off the flick at a high speed, you should land on the higher platform to the right. Quickly go down the platforms and run right, up another curve and back to the post.

#### Balloon Park

-----

To start off, run right through a loop and you'll then see a moving floor with elephant trunk patterns on it. Find the gap and drop through (hoping not to hit those bumpers) and go right and jump on the yellow balloon to be thrown up into the air. Land on the top of the next balloon on the ledge to the left to go into the air again, land on the ledge to the right and touch the post to go

through another lap.

#### Chrome Gadget

-----  
Go right and onto the funny looking platform that lowers when you step on it then run left over/under the ledge and hit the springs against the wall to be thrust to the right and onto some fans that'll make you float up. Land on the ledge to the right (don't bother with the switch) and jump on the springboards to the right to get to the next ledge, then jump through the small gap in the wall to the right of this halfpipe-thing here and let the yellow bumpers in the wall take you down and you'll get back to the post.

#### Desert Palace

-----  
Go right, down the slope and up the curve, then run down the next slope and through a tall loop-de-loop and when you see the sand-pit, make a long jump to the right and land on the ledge with the red switch on. Run up the slope to the right and up a curve and if you go up it at high speed, try to land past the post because the ledge to the left is made of sand that disappears when you step on it and you'll be sent back down to that sand pit.

#### Endless Mine

-----  
Run right, down the ledges and jump on the springboard next to the wall to go up, and land on the ledge to the right. As you go right, you'll see some gold-coloured rocks blocking your path. Jump on these to destroy them so you can progress. Go over a slope and up a long curve and keep running right to go through a loop-de-loop and come to the post to finish the lap.

=====  
7.04 - Items  
=====

In some of the race types in Competition mode, you can select whether you want items to appear or not in the race. Here is a list of the items that you come across...

#### Banana Skin

-----  
These cause the player to slip in a direction at a fast speed, but unable to control themselves while doing so. This can help in big areas to get through quicker, or losing your opponent.

#### Bomb

----  
When this is used, it travels backwards through the course. When any player touches it, you will go back a lap to the starting post, so avoid, avoid, avoid!

#### Power Sneakers

-----  
These are the classic trademark shoes that enable the character to speed up momentarily. Handy in conditions when you want to try to overtake other

players.

Ring

----

Survive a hit when racing. This disappears after you are hit though.

Slow Sneakers

-----

These look similar to the Power Sneakers but are coloured grey. Also, they make you run at half the speed, so avoid them at all costs!

Springboard

-----

When you touch it, it drops and touches the ground. When you stop on it, you'll be propelled into the air, simple.

Teleport

-----

Switch places with other players.

=====

#### 7.05 - Hints and Tips

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Azure Lake Tips

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- \* Simply run up the loop when you start, rather than spin dashing, because this wastes time as you go up the slope.
- \* Instead of going up the flick to land on the ledge to the right (this wastes a few seconds), try jump over it instead and landing on the lower platform so you can reach the Post quicker.
- \* At best, you could get around 6-7 seconds for each lap.

Balloon Park Tips

-----

- \* Just run up the loop at the star instead of spin dashing through it, because you could end up flying over the sliding elephant trunks and hitting the bumper in the higher corner, wasting valuable time.
- \* Try to memorize the locations of the bumpers below the sliding elephant trunk because when you fall through you could hit one, leading to awkward footing as you try to land, wasting precious time.
- \* Figure out a good way to climb the balloons quickly. Also, remember to jump on the TOP of the balloons to be sent up.

Chrome Gadget Tips

-----

- \* Watch out for the white lights on the bottom of the platform that goes down when you stand on it. These kill you if you touch them. Keep this in mind when you approach the springs in the wall to the left.
- \* When jumping over the bowl, try to get it perfect so you land in the gap in the wall.
- \* You don't have to push the switch once in the level. So just avoid it at all costs.

### Desert Palace Tips

-----

- \* Run up the curve at the start instead of Spin Dashing up it, because you need to wait to land on the slope and sometimes don't get enough speed to go through the huge loop, so this could be a dangerous time-waster.
- \* Remember to watch out for the sand that falls down to the lower area when you step on it (just before the post). Run over it at a high speed.
- \* Don't bother pushing the red button; it's irrelevant.

### Endless Mine Tips

-----

- \* Don't spin dash up the high curve to go into the ledge because you'll go past the top of the screen.
- \* Other than that there's not much else to say so enjoy it!

### General Tips

-----

- \* With Tails, figure out good ways to use your flying tails to your advantage.
- \* Always try to find the quickest way and use Time Attack to set records.
- \* Use helpful items whenever and wherever possible.
- \* Be strategic, and don't give up. Remember, practise makes perfect!

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## 8. Secrets

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### Debug Mode

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After entering the "Level Select" code, select a level by pressing A and Start simultaneously. Once the action starts, press C to create an item, B to toggle between items, and A to select an item.

### Easy Emeralds

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First, enter the "Level Select" code. Next, highlight "Special Stage," then press C and Start simultaneously. After obtaining the emerald, press A + Start and repeat this process until you have all of the emeralds.

### Easy Super Sonic

-----

To become Super Sonic without collecting all of the Chaos Emeralds, enter "Debug Mode" and create a power-up box with the letter "S" on it. Simply jump on it to instantly grab 50 rings and become Super Sonic.

### Level Select

-----

Before we reveal this cheat to you, make sure you have a Sonic 2 cartridge, otherwise this WILL NOT work. Next, insert Sonic 2, enter the Sonic 2 level select, and play sounds 19, 65, 9, and 17. Return to the title screen, hold A, and press Start. To transfer this over to Sonic 3, hold down the A button and CAREFULLY switch the two cartridges without turning off the Genesis. Next, press Reset. Finally, release the A button and press Down twice at the main

menu.

=====  
9. Guide Closing  
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Well, that's all we have, and we hope this Sonic 3 FAQ has been handy in any way or another. If you have anything you wish to contribute, send it to our E-Mail addresses (stated at the top of the guide), and if you'd like, rate this FAQ for feedback and see our other work.

=====  
9.01 - Credits  
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Ryan Thanks  
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Derin Spector

He wrote half this damn guide!

Ste C.

For his brilliant Competition Mode Guide for the game, a truly great personal friend of mine and also being a diehard Sonic fan. You rule, Ste!

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 GameFAQs for hosting this guide.

Thanks to SEGA and Sonic Team for making such an astounding game (like always).

... and an extra special thanks to Ryan for putting up with me and writing the other half of this damn guide!

=====  
9.02 - Legal Disclaimer  
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9.03 - Contacting Us  
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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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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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