

PRIMA'S OFFICIAL STRATEGY GUIDE

SONIC 2

ADVANCE

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SONIC ADVANCE 2

Prima's Official Strategy Guide

Eric Mylonas

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INTERVIEW WITH THE SONIC TEAM

The man behind Sonic The Hedgehog, Yuji Naka, took some time recently from his busy schedule to answer questions about *Sonic Advance 2* and other Sonic Team projects.

When did development start on *Sonic Advance 2*?

We began working on the concept as soon as we finished developing *Sonic Advance*; then we began working on it in earnest around February of 2002.

How large was the team?

I can't give you the exact number, but it was more than 10 people.

Who was the project leader?

The director was Nishiyama Akinori.

What else has he worked on?

Phantasy Star: The Death of an Era, *Magic Knight Ray Earth* (SS version), *Sonic Adventure*, *Phantasy Star Online*, *PuyoPop*, and *Sonic Advance*, among others.

Who is the lead character designer for the Sonic series?

Uekawa Yuji.

What other characters has he created?

He is the creator of a character named Ristar, who starred in his own mega drive (Genesis) game. You can find that on *Sonic Mega Collection*. He also did a lot of work on *Samba de Amigo*, etc.

How long has the game been in development?

It's been about eight months since the substantial work began.

What improvements has *Sonic Advance 2* made over the first *Sonic Advance*, graphically and in gameplay?

The graphics are more sophisticated and refined, and it feels a little more mechanical. As for gameplay, we boosted the system, so it's got a faster feel than any other 2-D Sonic game. Because of this, the zones are six times larger. We also added trick actions and there are more opportunities for strategic play.

Any chance we'll ever see a new 2-D Sonic on one of the console (PlayStation® 2, Nintendo GameCube™, Xbox™) systems?

Well, each console has its own special way of displaying graphics, and the users are aware of this. However, if users were requesting one, I can't say that it's impossible.

Would you like to do a new 2-D Sonic title on a console?

If the opportunity presents itself, then, yes, I'd like to do one.

Are 2-D games still viable in today's market?

I have to say that it's difficult for console games. As for the graphic display capabilities for the game systems, there are certain aspects that are not well suited to the 2-D format, unfortunately.

Where's the NIGHTS sequel (the PSO GBA download doesn't count)?

At present we have no plans for a sequel. However, the possibility has not been ruled out.

What's the future for Sonic on GBA?

We're working on it.

Was Cream done in homage to Sonic's original design from the classic mega drive *Sonic The Hedgehog*?

We've settled on the direction for the series characters, but we have not consciously sought to bring back old designs.

Are there any plans to support a link between *Sonic Advance 2* and *Sonic The Hedgehog DX* or a new Sonic console title?

What the future holds is still a secret. As for a link between NGC and GBA, we realize that this could be a very appealing function. So we are thinking positively about it for the future.

Why has Sonic remained so popular throughout the many years since his debut in 1991?

Well, obviously, one reason is that he is a very charming character. Also I believe that another big factor is the fact new games keep coming back in newer titles.

What's next for Sonic and Sonic Team?

Next will be *Sonic the Hedgehog DX* for Nintendo GameCube and *Sonic Pinball Party* for the GBA. What happens after that is still a secret, but it will be something worth waiting for. We're also planning another TV anime that will be produced in Japan. This will also be of great interest to our fans.

Any favorite Sonic the Hedgehog websites?

It's not as if I've visited all of them, so please allow me to say no comment. However, I can say that I am very appreciative of everyone's enthusiasm. Thank you very much.

Would you like to say something to your many, many fans?

Both Sonic and the Sonic Team are zipping right along and we are grateful for your support.

Prima would like to extend a warm thanks to Yuji Naka and the Sonic Team for taking the time to answer our questions. Thanks, guys!



PROLOGUE

(BAD) MAN VS. HEDGEHOG: A LEGACY

Your time has come, hedgehog! This time I'll throttle your blue hide and all the world shall be mine. Mine, I tell you, and there's not a thing you can do about it! But before I commence squeezing the life out of you and your miserable friends, I figure you might want to take one last trip down memory lane and remember the times I wasn't at the top of my game.

Just remember, blue boy, this is your last chance to reminisce, so enjoy it while it lasts!
MWAHAHAHAHAHAHA!



Sonic The Hedgehog



Release: 1991

Platform: Sega Genesis

The first Sonic adventure took place more than a decade ago, launching to superstardom not only Sonic but also its console home, the Sega Genesis. Herein you meet Dr. Ivo Robotnik and his army of badniks for the first time, collect the Chaos Emeralds, and save planet Moebius for the first of many times.

Sonic The Hedgehog 2

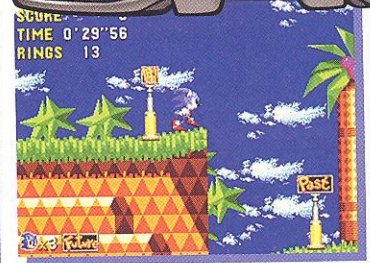


Release: 1992

Platform: Sega Genesis

Chapter 2 in the Sonic legacy, *Sonic The Hedgehog 2* introduced (among other characters) one Miles Prower, better known by his nickname, Tails. This brought Sonic and Tails together as a dynamic duo to defeat Dr. Robotnik.

Sonic CD



Release: 1993

Platform: Sega CD

In *Sonic CD*, Sonic spins away from the cartridge format for his first taste of CD action. This time Sonic must travel through time to gather the Chaos Emeralds while putting a stop to Dr. Robotnik's mad plans. He also enters the world of 3D for the first time. This is considered by many to be the best game in the series, and also features the debut of Amy Rose, Sonic's girlfriend.

Sonic The Hedgehog 3



Release: 1994

Platform: Sega Genesis

His third outing on Sega Genesis came in 1994 with *Sonic The Hedgehog 3*. Sonic meets up with his arch-rival—and later good friend—Knuckles The Echidna. The action starts on a sour note when Knuckles robs Sonic of the Chaos Emeralds. This launches a race to reclaim them and defeat Dr. Robotnik once more.

Sonic & Knuckles



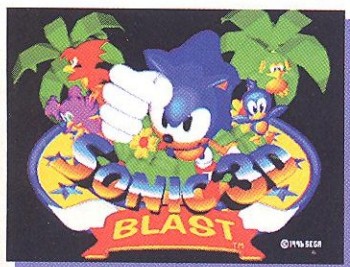
Release: 1994



Platform: Sega Genesis

Sonic & Knuckles featured the first and only use of lock-on technology in the series. This cartridge connected to *Sonic 3* to create one massive adventure spanning a huge number of levels. It also introduced Knuckles as a playable character.

Sonic 3D Blast



Release: 1998



Platform: Sega Genesis, Sega Saturn

The first Sonic game not developed in-house by Sega, *Sonic 3D Blast* spanned a multitude of isometric levels in pseudo-3D and prominently featured one of Sega's classic characters, Flicky. It's also the only Sonic game to appear on two hardware platforms. The Sega Saturn version featured a fully 3-D bonus level.

Sonic Jam



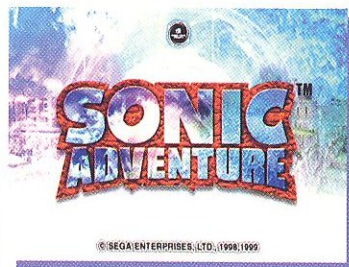
Release: 1997



Platform: Sega Saturn

The first Sonic compilation arrived on Sega Saturn in 1997, featuring *Sonic The Hedgehog 1-3*, *Sonic & Knuckles*, and a brand-new museum mode with a fully 3-D minigame that gave players their first real taste of a fully modeled Sonic.

Sonic Adventure



Release: 1999



Platform: Sega Dreamcast

New hardware demands a new Sonic game, and such was the case with the debut of *Sonic Adventure* on Sega Dreamcast. In his debut in a fully interactive 3-D universe, Sonic had to face down not only Dr. Robotnik but also Chaos, a monster of titanic proportions. *Sonic Adventure* also introduced Amy Rose as a playable character, and the adorable Chaos made their second appearance (the first was in the Saturn game *NIGHTS*).

Sonic Pocket

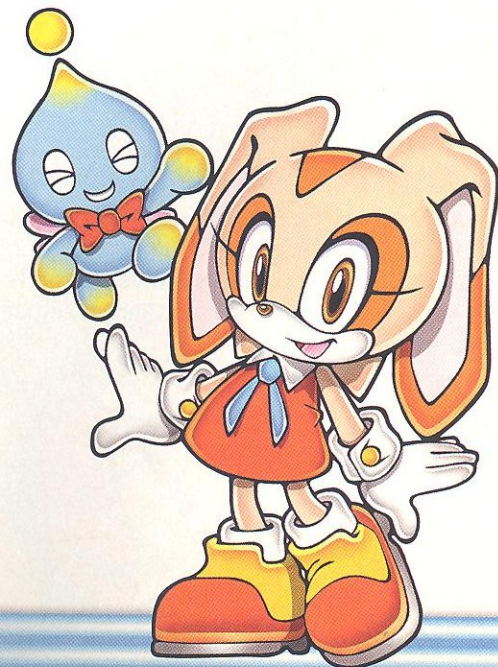


Release: 1999



Platform: Neo Geo Pocket Color

The first Sonic property to go to a non-Sega platform was *Sonic Pocket*, which landed on SNK's Neo Geo Pocket platform. It was a return to Sonic's 2-D roots and is probably the best portable Sonic behind the amazing *Sonic Advance 2*. It also featured a link-up capability with *Sonic Adventure*.



Sonic Adventure 2



Release: 2001

Platform: Sega Dreamcast

Sonic Adventure 2 was Sonic's swan song on Sega platforms (future games would end up on Nintendo hardware). And what a song it was! This graphically astounding title also introduced yet another character to the Sonic family, Shadow.

Sonic Advance



Release: 2002

Platform: Game Boy Advance

Sonic arrives on GBA with a, well, boom! His first return to 2D since Sonic Pocket, It's business as usual for our intrepid hedgehog. This marked his second **very** successful outing on Nintendo hardware (this one managed to sell over 500k units!).

Sonic Mega Collection



Release: 2002

Platform: Nintendo GameCube

Sure, it's just a bunch of old games wrapped up in a shiny new front-end (a la Sonic Jam), but it also featured Ristar as a hidden surprise (you can find mroe on him within this very guide). Given the warm reception he's received on Nintendo hardware thus far, it'll probably come as no surprise that he's done well here, too.

But Wait! There's (a Lot) More!



The previous titles are a smattering of the more than 40 games that feature Sonic in some capacity. They cross many platforms and multiple arcade games.

WAXING VILLAINOUS

So, hedgehog. Pleased with yourself, hmmm? Well, it matters not. Revel in your memories, rodent, for soon that's all you'll have left—and that not for long!

I have taken your foolish friends hostage—that insufferable Echidna and that two-tailed troublemaker. Try to rescue them if you must, but know this: This time you're going to lose! AHAHAHAHAHA-HAHAHAHAHAHA!



INTRODUCTION

ROBOTNIK STRIKES BACK...AGAIN!

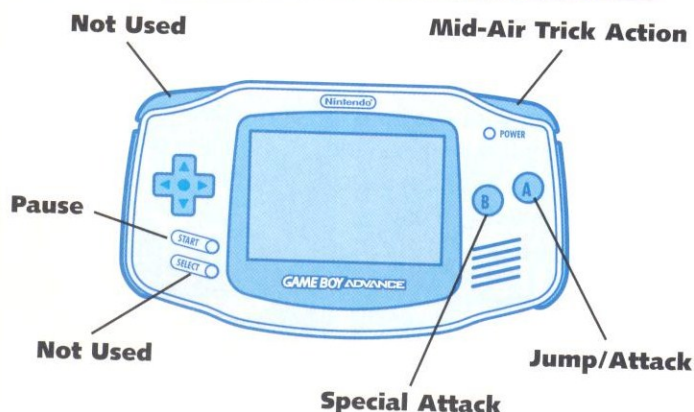


The deranged scientist Dr. Eggman has devised another dastardly scheme. He plans to build a Dr. Eggman Empire by kidnapping the animals and turning them into robots. This time he's also kidnapped Knuckles and Tails.

"Dr. Eggman, you fiend! I'm coming after you to rescue my pals!" Off speeds Sonic on a new adventure to find his friends and stop the scientist's despicable plot.



THE NEED FOR SPEED



Common Actions

The moves described below can be used by all the characters in *Sonic Advance 2*, from Sonic The Hedgehog to Amy Rose.

Shatter the Sound Barrier



If you hold \leftarrow or \rightarrow , characters pick up speed. Once they have a sufficient head of steam, they enter Boost Mode. In addition to moving at a higher rate of speed, each critter has access to extra moves in this mode (see the Heroes section for more details).

A character is in Boost Mode when it's trailed by multiple shadow images.

Hanging Tough



Press and hold \uparrow to make a character kick back and hang out. Sonic stretches to stay limber, Knuckles adjusts his gloves—each character has his or her own idle animation.

Duck and Roll



Press \downarrow on the control pad while standing still to make Sonic and Co. duck. This is useful for dodging enemy fire.

If you press \downarrow while running, you roll into an enemy-thrashing ball, ready to bowl over vulnerable enemies in your path.

You can't move as fast rolling as you can running, so stay on your feet unless rolling is necessary.

Spin-tastic



The Spin Dash is a trademark Sonic move: Press and hold **↓**, tap **A** to rev yourself up, and then release **↓** to rocket away. This is great for ascending steep inclines when there isn't enough room to run, or for tackling nearby foes.

Mid-Air Tricks

Mid-air tricks are among the game's most important moves. These pull your fat out of the fire on many occasions.

Mastering each of the following moves is essential. Practice until you know them like the back of your hand.

You can execute these moves only while you're airborne, and not from a standard jump. To use these, your character must have been launched into the air from a ramp, plunger, or certain other objects. From there, it's up to you.

Big Air



Need to scale a ledge just out of reach? Execute the Big Air trick.

In mid-air, press **↑** + **R** for an extra boost to greater heights. This trick is essential. It also can keep you from falling down long, dark chasms.

Long Wind Jump



Using the Long Wind Jump, Sonic easily crosses vast areas while waylaying any enemies in his flight path.

After launching into the air, press **←** or **→** and **R** to spin 'round and 'round like a record, baby.

Quick Reverse



Sometimes it's necessary to come to a screeching halt and back off—when you're flying toward a set of spikes, for example. Press **R** once, and you immediately stop and lurch backward a few feet.

Stop 'n' Slam



See something below as you fly haplessly over it? Stop 'n' Slam solves that problem.

Press **↓** + **R** and you plunge straight toward the ground, pulverizing any foe unlucky enough to be beneath you.



NOTE

In the character profiles (see the Heroes section), you'll find a handy minichart listing all the mid-air tricks.



INFORMATION DESK

Throughout this guide, you'll find tips, notes and Fast Facts. These are designed to help you get the most from your *Sonic Advance 2* experience—well, except for Fast Facts. That's just for fun.

Tips



TIP

These are sundry tips to help you make the most of each character's abilities.

Notes



NOTE

These are helpful bits of info that expand on aspects of the game as you come across them in the course of playing.

Fast Facts



FAST FACTS

These offer trivial and little-known facts about Sonic The Hedgehog and his multitude of friends and foes. These factoids may not aid you directly in your quest to collect the Chaos Emeralds and stop Dr. Robotnik, but they make you a more well-rounded Sonic-lover.

GEARING UP

Sonic Advance 2 has a plethora of items to aid heroes in their quest to defeat Eggman and his mechanical monstrosities. Here's a complete list of the items, devices, and the elusive Chaos Emeralds.

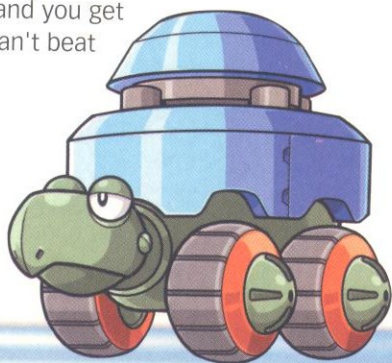
Ring-a-Ding

Rings are of utmost importance in a Sonic adventure.

Having a single ring in your possession means that you can't lose a life when hit by an enemy, from the lowliest badnik to Eggman's most malevolent mechanization. Better yet, collect 100 of these golden life preservers and you get an extra chance. You can't beat a deal like that.



A single ring is your lifeline.



Rings also come in containers.

Single rings are scattered high and low all over the world. You also find them stashed in containers in denominations of 5 and 10. Some bear question marks, indicating the denomination is a surprise.

Chaotic Jewels

Second in importance to Rings are the Chaos Emeralds. These mysterious stones grant a boon to those who can find all seven (see the Secrets section for more info).

You collect these shiny trinkets by entering the bonus stage at the end of each act, provided you hit the finish line with all seven Special Rings.



Ooh, pretty.

Armor All



You can't touch me.

Rings prevent you from losing a life, and shields prevent you from losing rings (if you have any) and a life (if you don't). They come in two varieties: standard and electrical.

A standard shield (green) absorbs one hit from an enemy, and then fades away.

An electrical shield not only absorbs one hit, but it also has an affinity for rings. With this shield, you can collect a ring without touching it. Just being in its vicinity attracts it like a mad scientist to a certain blue hedgehog.

Unstoppable



I'm invincible!

One of the handiest items you can collect is temporary invulnerability from a monitor. With one of these, you're impervious to harm for a short time. Neither badnik nor Robotnik can stand in your way.

But pay attention to the music. As soon as that merry tune fades away, it's back to one hit and you're outta there.

KEEPING SCORE

Sonic Advance 2 has an elaborate scoring system that awards points for just about everything you do in the game. The points are mostly for show, but for every 50,000 you earn, you get an extra life.

SPECIAL STAGES



Collect all seven Special Rings in each stage and you can go to the bonus stages to collect Chaos Emeralds. You need 300 rings in each bonus stage to claim a sparkling bauble. See the sections on each stage for more information.

A BRIEF NOTE ON THIS GUIDE

This book shows you how to get every Special Ring in every stage with Sonic. It's easier to beat the game with the other characters (Cream, Tails, Knuckles, and Amy).

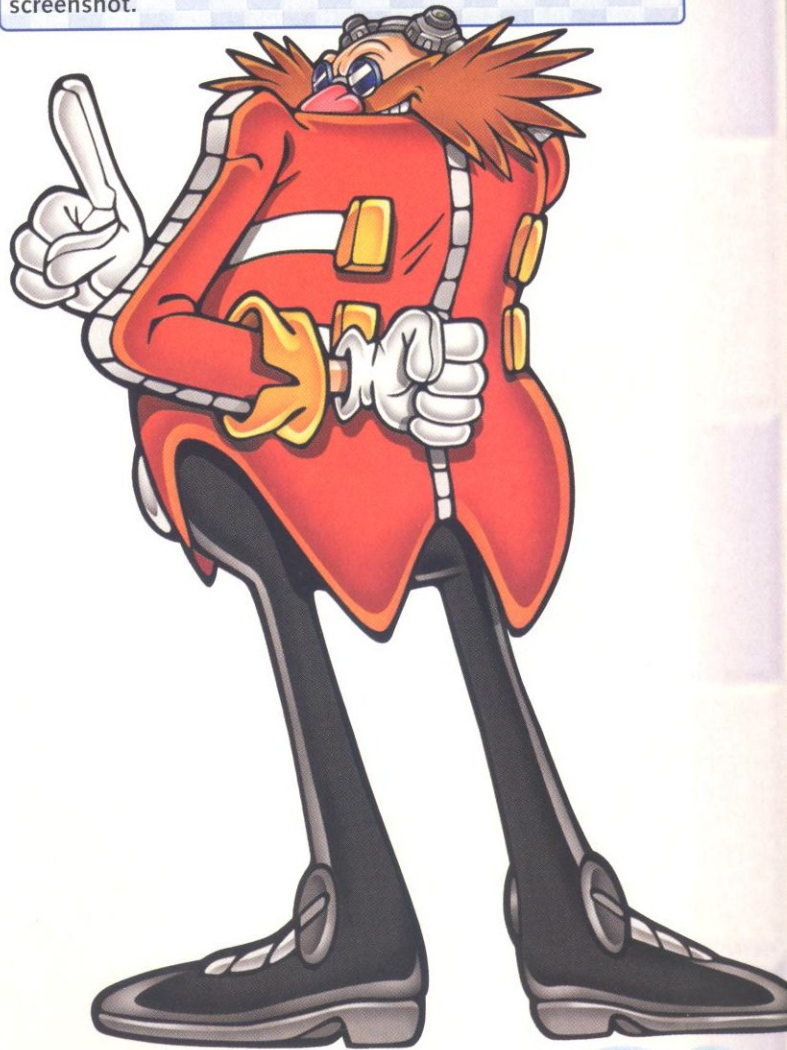
If you want to beat the game with the rest, you can follow the guide as is. But, except for Amy, the other characters can get to the rings by quicker routes.

There are many ways to get the rings. We've scouted the best, safest, and fastest routes for you.



NOTE

In the walkthrough, look for the star icon in the top right corner of certain screenshots. This means that you should look for the Special Ring boxout for the number inside the star after completing the move pictured in the screenshot.



THE HEROES (PLUS ONE)

THE FURRY FOURSOME

The anthropomorphic avengers are ready for battle. Dr. Robotnik (aka Dr. Eggman) has his slimy mitts full dealing with this overwhelming onslaught of speed, strength, and supersonic attacks!

Here you'll find bios for each mammalian mauler and information on their moves. Familiarize yourself with these skills, because you need every last one to see your way through to victory.

SONIC THE HEDGEHOG

First Appearance: *Sonic The Hedgehog* (1991)

Mid-Air Tricks

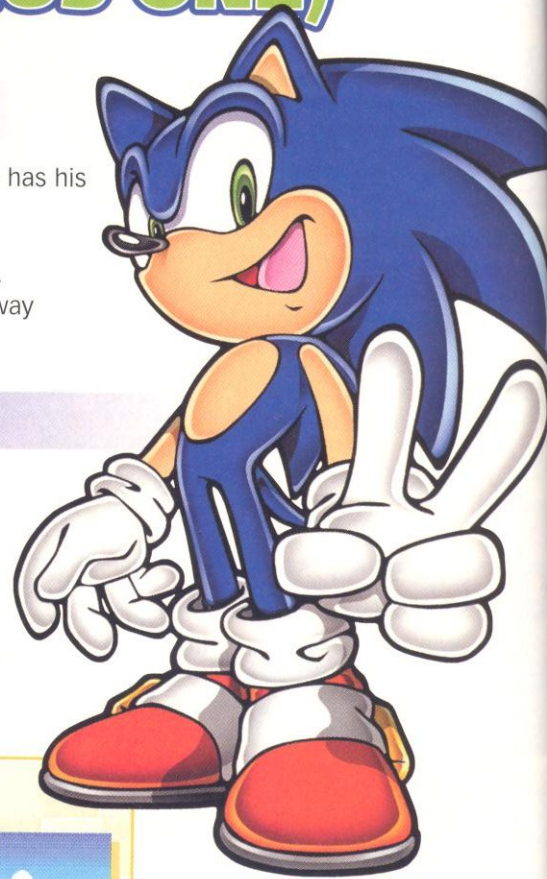
Big Air: W + [R]

Long Wind Jump: ← or → + [R]

Quick Reverse: [R]

Stop 'n' Slam: ↓ + [R]

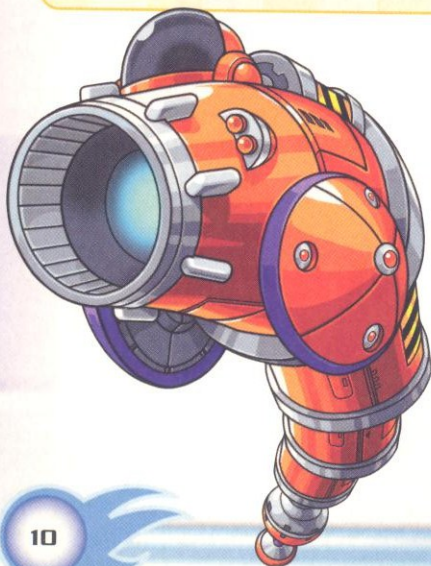
Sonic is the world's fastest supersonic hedgehog. He's easygoing, but he can't stand evil. He can be short-tempered, but it would go against his kind nature not to help someone in trouble.



Skid Attack



Press [B] while running and Sonic executes a lightning-fast somersault kick to teach those badniks a lesson they won't soon forget!

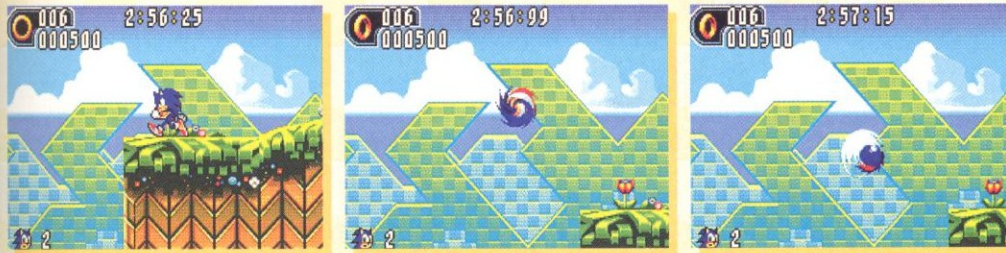


Super Skid



While Sonic is in Boost Mode, press [B] to launch a blistering attack on his less-than-vigilant foes. Unlike the Skid Attack, the Super Skid blasts him through an onrushing enemy without breaking stride.

Double Spin Attack



When Sonic soars through the air in the midst of a jump, a sneaky foe may try to blast him from the sky. Sonic has an ace up his sleeve: Press **(A)** a second time after leaping to create a temporary air shield that protects his sapphire fur from an unfortunate accident.



NOTE

Sonic's Double Spin Attack lasts only for the briefest of moments, so make sure your timing is exact! A little too early or a little too late and Sonic could end up ringless...or worse.



Homing Attack



Sometimes, after executing a leap, Sonic isn't quite close enough to bash an enemy. Press the directional pad toward an enemy and hit **(A)** to send Sonic spin-dashing into the hapless miscreant. Better him (or her) than you.

Bound



As he vaults over the head of an unwary enemy, Sonic can rain on his foe's parade in a most unpleasant way. Press **(B)** in mid-air and Sonic darts for the ground, delivering a resounding wallop (and a massive migraine) to the badnik below.

Forward Thrust



If you need forward momentum to land a leap, press **←** or **→** twice after jumping into the air. This gives Sonic that extra boost he needs to clear a small gap or to vault past a nearby enemy.



TIP

In addition to dropping hedgehog bombs on foolish foes with the Bound move, use it to make sudden stops if, say, you find yourself careering, rocket-like, into the wild blue yonder with no terra firma below.

Basic Sonic Strategy



Simply put, Sonic is the hardest character to play. Unlike his cohort, Sonic is semi-firmly bound to the ground by gravity and thus has a tougher time negotiating the various levels.

He's also blisteringly fast and can run smack into a set of spikes, off a cliff, or into a nearby foe in the twinkling of one of his emerald-green eyes. Familiarize yourself with Sonic's basic moves, such as the Big Air and Long Wind Jump to prevent frequent untimely demises.

The good news is that if you can beat the game with Sonic, beating it with any other characters should be as easy as the proverbial pie.

CREAM THE RABBIT

First Appearance: *Sonic Advance 2* (2003)

Mid-Air Tricks

Big Air: ↑ + R

Long Wind Jump: ⇐ or ⇒ + R

Quick Reverse: R

Stop 'n' Slam: ↓ + R

Cream is an adorable rabbit who takes her tiny Chao, Cheese, wherever she goes. She can act a little childish at times, but always tries hard and never forgets her manners. She flies by flapping her ears like wings.



Chao Attack



Cheese (Cream's Chao buddy) isn't just ultra-cute, he's also a highly destructive weapon. Press (B) to send him off to wreak havoc on any nearby foes determined to mix it up with his pal, Cream.



NOTE

Unlock Cream The Rabbit by completing Leaf Forest with Sonic.

Step Attack



Enter Boost Mode and press (B) to engage Cream's Step Attack. Cheese spins like a whirling dervish around Cream, protecting her from enemy treachery. Cheese's protection does not last for the entire duration of the Boost, so watch your timing or you may end up a hot bowl of stewed rabbit.

Flying

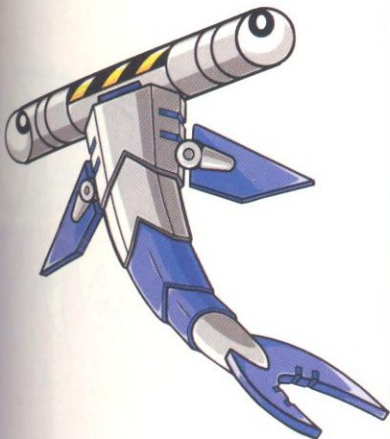


Cream's single greatest asset is her ability to soar through the air, courtesy of her great floppy rabbit ears. Press **(A)** repeatedly after jumping to let Cream soar to dizzying heights in search of Special Rings and greater adventures. Keep in mind, though, that she can't stay aloft indefinitely. Make sure you have a safe place to land.



TIP

Need to make a rapid descent to the ground? Press **(B)** and Cream drops straight down. Make sure there aren't any spikes lurking below.



Mid-Air Chao Attack

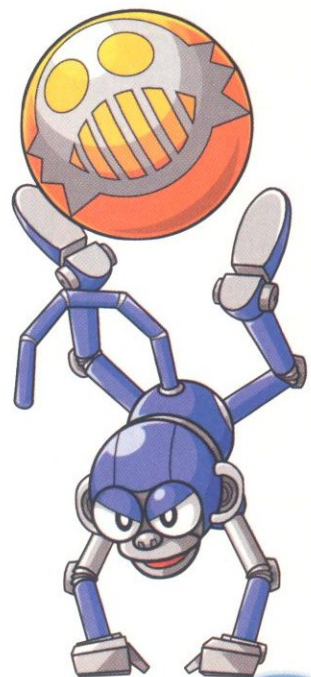


Should Cream find herself leaping through the air into the outstretched, eager arms of a bullish badnik, press **(B)** to send Cheese to the front line. He'll swat that baddy in two shakes of a rabbit's ear.

Chao Rolling Attack



A modified version of the Step Attack, the Chao Rolling Attack again allows Cream to use Cheese as a shield, but with one caveat: The window of protection is very short. This attack requires precise timing to be effective. To execute it, press **(Down) + (B)** after jumping. Bear in mind that if you execute it too early, Cream gets, well, creamed.



Basic Cream Strategy



Cream is much easier to play than Sonic. Not only does she have the distinct advantage of being able to flit to and fro via her wing-like ears, but she's also not nearly as fast. She's much less likely to get waylaid by crashing into a sudden enemy, off a cliff or into some spikes.

Her various attacks with Cheese also allow her to keep her distance from enemies instead of needing to get up close and personal (and risking unnecessary pain).

Cream's downside is that, because she isn't as quick as the blue streak, she can't enter Boost Mode as easily as our favorite hedgehog.

TAILS THE FOX

First Appearance: *Sonic The Hedgehog 2* (1992)

Mid-Air Tricks

Big Air: ↑ + [R]

Long Wind Jump: ⇐ or ⇒ + [R]

Quick Reverse: [R]

Stop 'n' Slam: ↓ + [R]

Miles "Tails" Prower is a gentle fox with two tails who dreams of being just like Sonic. He loves tinkering with machinery and sometimes builds robots to help his hero. He flies by spinning his tails like helicopter blades.



Tail Swipe



Press (B) and Tails executes a quick attack with his twin tails, leaving any cretin in the way wondering what hit 'em soundly upside the head.

Super Tail Swipe



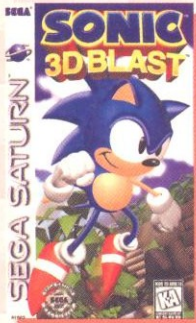
Enter Boost Mode, press (B), and Tails whips his tails through any enemies foolish enough to stand in his path. As an added bonus, he keeps rocketing along without even stopping to say "I gotcha!"



NOTE

Unlock Tails The Fox by beating Music Plant with Sonic.

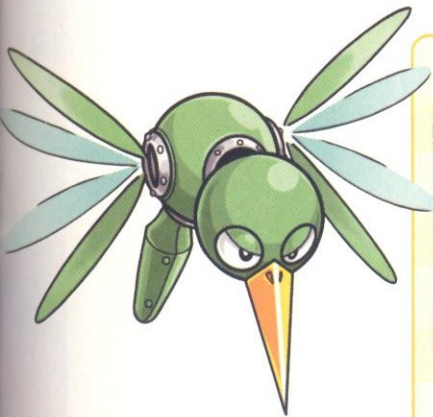
FAST FACTS



As seen through the lens of many different artists down the years, Sonic's overall look has constantly evolved. While he may have started out as a Mickey Mouse-inspired rodent, he's gradually accumulated enough

tweaks, nips and tucks to make even a Hollywood starlet green with envy.

While he began life only "3 apples high," the current iteration of Sonic has become taller and sleeker, as well as trading in all-black eyes for ones with the subtle glimmer of green. Add in extra sets of quills (instead of the single row that he was birthed with) and you've got the makings of a suave and sophisticated hedgehog on the town.



Propeller Flying



Tails, like Cream, can take to the sky on a whim. Tap **A** repeatedly to send him skyward. He can't fly as fast or as far as Cream without a rest, however.

Basic Tails Strategy



Tails is easier to play than Sonic but harder than Cream. He can fly, so he can reach areas that Sonic can't, but he's slower and has less stamina flying than Cream.

Offensively, he also isn't as well equipped as Cream, but his Tail Kicks make him a force to be reckoned with.

He is faster than Cream when he's on the ground, so it's easier for him to enter Boost Mode. Keep in mind that he can't match Sonic's mach-like velocities, and so is a little less able to enter the speed demon state.

KNUCKLES THE ECHIDNA

First Appearance: *Sonic The Hedgehog 3* (1994)

Mid-Air Tricks

Big Air: ↑ + (R)

Long Wind Jump: ⇐ or ⇒ + (R)

Quick Reverse: (R)

Stop 'n' Slam: ↓ + (R)

Knuckles is Sonic's friend and rival. With his enormous strength and spiked fists, he packs a powerful punch, and he can climb walls easily. He is brave of heart and strong-willed, but he can be a little gullible.



Double Punch



Knuckles delivers a knockout combination when you press (B). He swings two mighty crosses and advances toward his foe at the same time. His adversary can do little but pray.



NOTE

Unlock Knuckles The Echidna by beating Sky Canyon with Sonic.

Spiral Attack



As Knuckles races along in Boost Mode, press (B) and he delivers his Spiral Attack, crushing any oncoming foes without breaking a sweat—or his stride.

Drill Claw



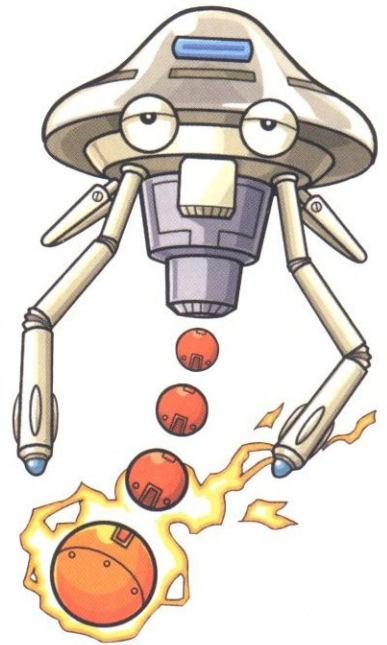
As Knuckles leaps through the air, he can deliver a migraine to any enemies below. Tap (B) and he plunges straight down and into the crown of an unwise, soon to be black and blue, foe.



Mid-Air Glide



While Cream and Tails fly high in the sky, Knuckles contents himself with an aggressive glide maneuver. Press and hold (A) while jumping to cruise left and right with the greatest of ease. Better yet, glide into foes to take them out. This gives Knuckles a decided edge in aerial confrontations.



Wall Climb



This is Knuckles' signature move: If he glides into a vertical surface his spikes bite into the soft earth. Press ↓ or ↑ and he scales the mountainside up or down.

Basic Knuckles Strategy



Knuckles, who boldly goes where no echidna has gone before, is one of the more fun characters to use. He's not as simple to play with as Cream, but not as difficult as Sonic.

His gliding and climbing abilities come in more than a little handy, granting him access to areas that even Cream and Tails might have some difficulty reaching.

His Double Punch makes short work of enemies, and any foe he glides into comes out the worse for wear after their mid-air meeting.

AMY ROSE

First Appearance: *Sonic CD* (1993)

Mid-Air Tricks

Big Air: ↑ + [R]

Long Wind Jump: ⇐ or ⇒ + [R]

Quick Reverse: [R]

Stop 'n' Slam: ↓ + [R]

Amy is a cheerful and peppy hedgehog who decided she is Sonic's girlfriend. She may be cute, but her Piko Piko Hammer also makes her a formidable foe.



Hammer Attack



Amy packs a nasty wallop: Press [B] and she delivers a sledgehammer-like blow to an unassuming foe.



NOTE

For instructions on how to unlock Amy Rose, please see the Extras on page 109.

Head Slide

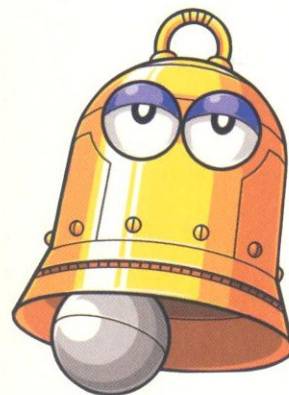


Amy also uses her head...literally. Press [B] in Boost Mode, and she does a Head Slide that bowls over any badnik in her path.

Super Hammer Attack



When a regular Hammer Attack isn't enough, Amy can move to the Super version. Press [A] while jumping to execute a skull-crushing variant on any foe floating heedlessly through the sky.



Mid-Air Hammer Swirl



Amy's final offensive weapon is another hammer-based bludgeoning attack: Press **Ⓑ** while jumping, and Amy dives for the ground while delivering a thunderous strike to the noggin of nearby enemies.



Basic Amy Strategy



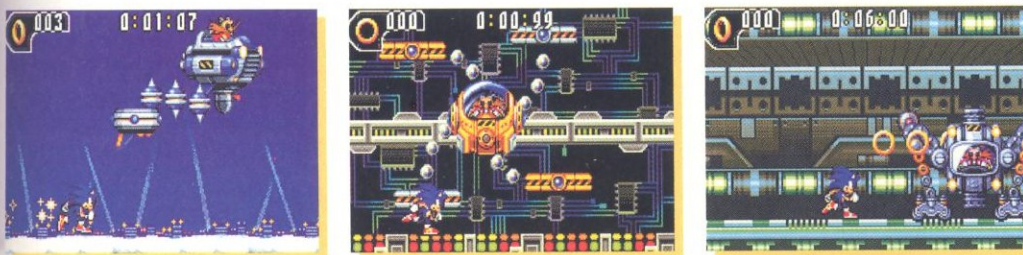
While she may be pink and super-cute, Amy Rose is a hedgehog you must respect. Her heavy-duty Piko Piko Hammer makes short work of stubborn enemies, and her very controllable velocity makes her fairly easy to control.

She lacks the flying/gliding powers of the others, so she's probably the second-hardest character to use effectively, just behind Sonic.

DR. EGGMAN (aka DR. IVO ROBOTNIK)

First Appearance: *Sonic The Hedgehog* (1991)

Without a thought for anyone else, this evil genius is always hatching plots to take over the world. Sonic always foils his plans, but Robotnik never learns his lesson.



LEAF FOREST

ACT 1



Welcome to the shady glens and cool glades of Leaf Forest. Here Sonic and company rip and run through lush green highways and byways on the first leg of their race against Dr. Robotnik's diabolical scheme.

Keep a keen eye out for seven Special Rings scattered around (and pointed out along the way), so you can snare the first of the Chaos Emeralds (red) at the end of either Act 1 or Act 2.

Without further ado, it's time to skiddoo!



Ready, set, go! Sonic sets up in the starting block, with sneakers laced up and all systems go!



Press \Rightarrow to start running. Snap up the first few rings along the route, run off a small ridge, and into...



...the first ramp. Sprint to it and press Δ just as Sonic's feet hit it. This launches Sonic hard to the right.



TIP

Run straight off the ramps at full speed to get a minor boost. Press Δ to take a flying leap off the ramp, which gets you more hang time.



After clearing the gap, take care of the monkey hanging from a nearby tree, then take a running jump and hop over the next gap to the right.



Oh, no! You fell short? Not to worry, there's a handy Spring Bar just below to save Sonic's blue hide. Press Δ just as you hit the bar to boost Sonic up and to the right.



You run across a handy green shield. Shatter the monitor to collect it, then squish the pesky bee hovering about.



After pasting the bee, back up against the nearby spikes and Spin Dash (hold \downarrow and tap Δ) to the right. Just as the hill slopes down, jump to the top of the nearby loop.

SPECIAL RING #1



At the end of the initial rail, hold \Leftarrow . Sonic skids to a stop just beneath Special Ring numero uno.

LEAF FOREST



Move forward a few steps and Spin Dash down the rail heading right. Hold \Rightarrow as you grind down the rail.



Spin Dash to the right once more, and grind your way down the next rail.



Leap off the end of the rail as it rushes up, and Sonic

bounds to the right, landing on a nearby platform with a 10-ring monitor.

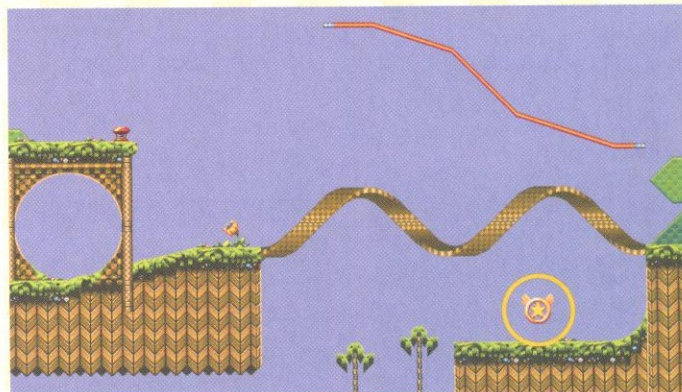


Collect that, and then take a running leap to the left, passing the tip of the rail you just exited.



Upon landing, jog a little to the right of the Blue Plunger. Zip up the small hill, then hit the Blue Spring.

SPECIAL RING #3



After exiting the corkscrew, hold \Leftarrow to apply the brakes, and then drop to the left to spy Special Ring #3.



Press (A) just as you hit the Blue Spring, and repeat as Sonic gradually rises to greater and greater heights. Keep clear of the D-pad, however.



On your way back down, stay right and you hit either the platform that held the 10-ring monitor or the one just below. Either way, head right (nuke the monkey if you have to).

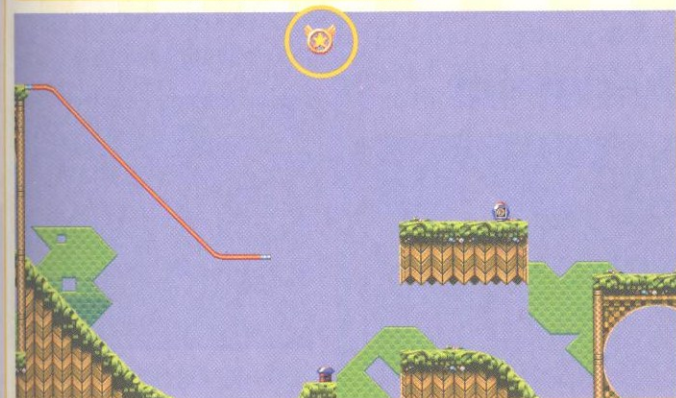


Spin-dash through the first loop you encounter, picking up a few helpful rings as Sonic demonstrates his immunity to vertigo.



Next comes your first corkscrew. Keep holding \Rightarrow , and Sonic whips and whirls through it like a pro.

SPECIAL RING #2



After three or four springs, execute the Big Air maneuver (\uparrow + (R)) to give Sonic that extra oomph he needs to collect Special Ring #2.



Ring in hand, spin-dash up the small rise to the right and run across the wood bridge and down the next embankment.



As you come down the hill, you spy three rings and a chasm. Grab the gravity-defying rings as you make your way skillfully over the gap to the right.



Now barrel into another corkscrew loop, bagging a decent number of rings as you tumble head over heels over head (keep holding ⇨).



Racing onward, you strike a Speed Boost. This accelerates you to even greater velocities. You blow past a bee as if it were standing still.



Blaze ahead and tear through a regular loop while snapping up a series of rings.



Head onward into a second loop. By this point, if you've been holding ⇨, you should enter another loop in Boost Mode.



Scream to the right and you blast straight into an upright-facing Red Spring that launches you to...

Checkpoint



...the game's first checkpoint. Remember where these are, so you can pick up here if you lose a life.



NOTE

If you lose a life in *Sonic Advance 2*, you also lose all Special Rings accrued to that point. If you're going for Special Rings, as opposed to just exploring, you'd better restart the game.



Move forward and speed into an oncoming rail. Grind that sucker hard, holding ⇨ as you go, and scoop up a series of rings along the way.

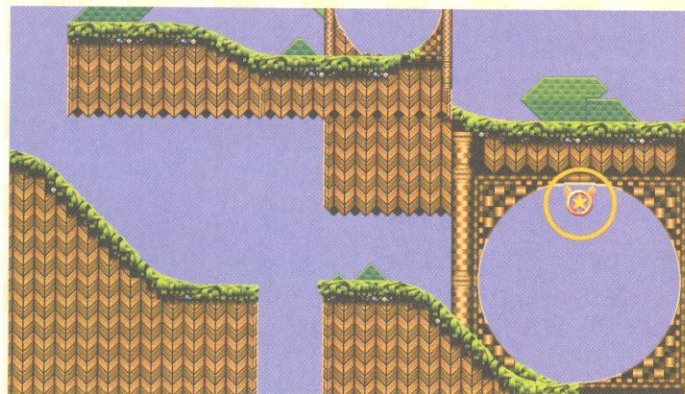


Once more, you're catapulted off a Red Spring and sent spiraling through the air and onto a platform above.



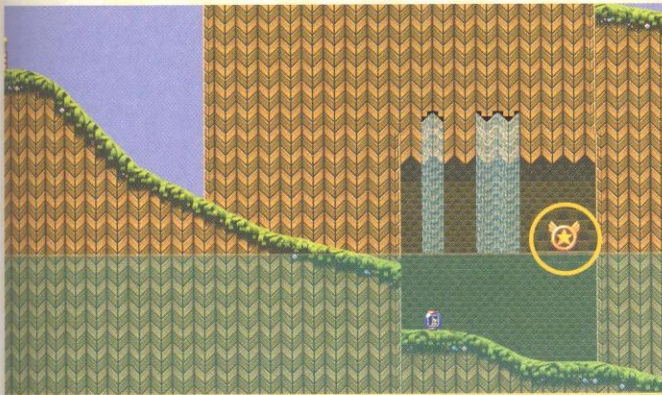
Keep running right and you come across yet another loop. Barrel through it in trademark Sonic style.

SPECIAL RING #4



Continue right, and you come upon a huge loop. Scrunch down and spin-dash into the loop. As you come over the top, you roll right across Special Ring #4.

SPECIAL RING #5



Boosting forward, you race down a hill and straight into a lake. Not to worry—you're boosting, so you skim right across the surface and into Special Ring #5!



As you exit the loop, you suddenly find yourself in freefall! No worries, though, because you're ejected directly into a red Swing Bar.



It may seem early, but release just as Sonic hits the point pictured in the screenshot.



He's tossed up and to the right, through some rings, and into the safety of a Spring Bar.



Launch yourself off the Spring Bar and head right and up the next incline, passing the end of an orange rail.



Onward to the right, you come across a pair of monkeys monkeying around. Teach them a quick lesson to clear the route ahead.



Now backtrack to the edge of the orange rail and start running right. You pick up much-needed speed as you reach a ramp at the other end of the platform. Press (A) to launch yourself.



You land safely on the back of a giant loop. Whew! Continue moving to the right and prepare to...



...grind once more as you hit another rail and barrel forward through a few more rings.



As the end of the rail lurches into view, keep holding ⇨ and leap across the quickly approaching gap, through three rings and onto a Spring Bar.



Press on to the right. You zip down a short incline and up and through a ring-laden loop. Prepare for a ramp-based egress.



As Sonic rockets out, be ready to press (A) and launch him off the ramp ahead and very high into the sky.

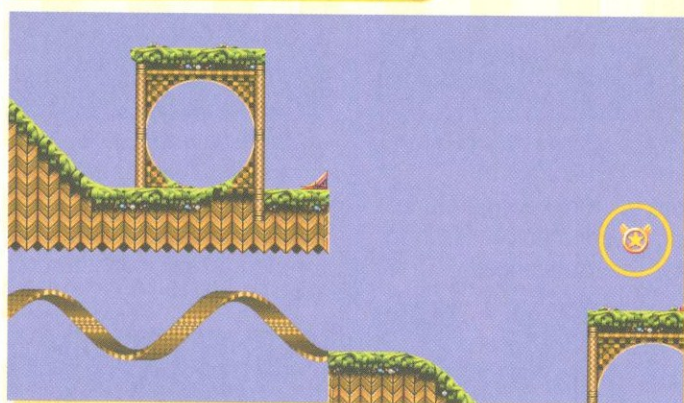


On his way back to terra firma, Sonic passes Special Ring #6 at a high rate of speed. Don't worry. You're back in a second.

TIP

Swing Bars are tricky. You have to anticipate when to hit (A) to release as you go around and around. Leap at the wrong second, and you could be dropped miles from the next Special Ring. Worse yet, you could end up road kill. Jump a little early rather than a little late.

SPECIAL RING #6



Upon landing, note the Red Spring to the right. Jog over and launch Sonic off it and into the low-hanging fruit of Special Ring #6.

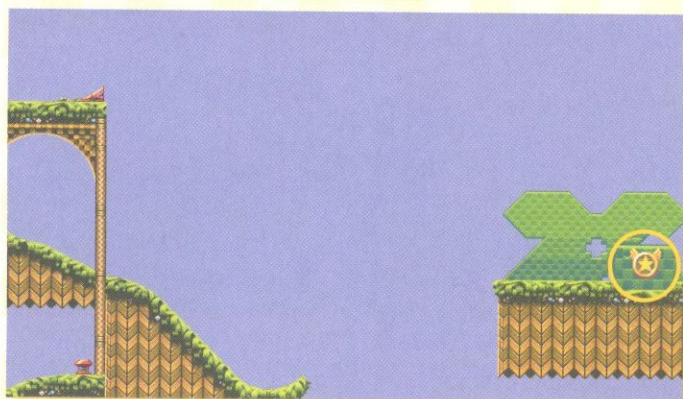


Six out of seven rings down, head right and through another one of those handy ring-bearing loops.



Shortly after that, enter Boost Mode just as you come upon another ramp. Launch Sonic off that ramp and straight through three oncoming rings.

SPECIAL RING #7



Sonic comes in for a hot landing, blazing ahead to the right and straight into the seventh and final Special Ring of the stage.



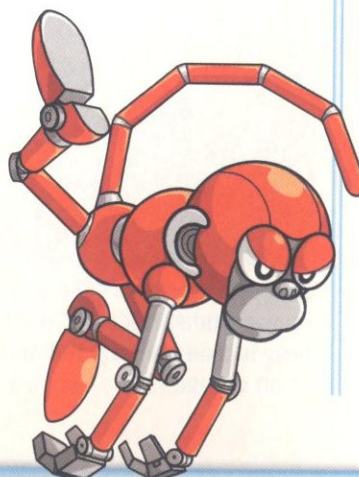
All rings present and accounted for! It's time to blow this pop stand. Keep moving right, and you zip down another rail, heading straight for the ground.



A few quick pumps of the ol' legs later, and you careen across the finish line of Act 1.



Congratulations! Act 1 is cleared with all Special Rings present and accounted for. Take a bow and prepare to enter the first Special Stage!!



SPECIAL STAGE!!

Special Stages can seem daunting: You have 2 minutes to collect 300 rings with an out-of-control badnik breathing down your neck at every turn. It's not as bad as it seems, and the same rules apply to all Special Stages.

1. Never stop moving.
2. Race around the tracks in ever-tightening circles. Nine times out of ten, they're arranged that way.
3. If the robot gets too close, jump and hit him. Sonic flies away, and the robot stays at bay.
4. Use Speed Boosts and trampolines only when necessary to escape the robot or to reach a few badly needed coins.
5. You only need 300 rings. Don't kill yourself getting them all.

These rules are re-posted at the end of every act with any additions needed for that level.



Start motoring and bagging rings. Remember to circle around.



Five rings are better than one, so grab those whenever you can without making a massive course correction.



Note the green arrow. It turns from green to yellow to red as that pesky robot gets closer.



Oh, no! Sonic got tagged! Pull yourself together and start collecting rings again. It's not over till it's over.



When you have 300 or more rings in tow, Sonic gets the first of the Chaos Emeralds. If you didn't get 300, don't sweat it. You get another chance at the end of Act 2.

FAST FACTS



Almost a superstar: Sega's Ristar

Originally, Sonic wasn't going to be an anthropomorphic hedgehog. He was one of a series of finalists in an internal Sega contest to find a new iconic character. The candidates included a bulldog and (if you can believe it) the character that would become Dr. Eggman.

Sonic wasn't even going to be a game in which speed is of the essence. The creator, Yuji Naka, originally had the idea of making Sonic a rabbit with long, stretchy ears to collect rings.

What became of that idea? It became a little title called *Ristar* on the Sega Genesis (you can also play it on the Nintendo GameCube™ on *Sonic Mega Collection*).

ACT 2



Starting out in the blocks once more, start heading due right and down a low rise, up a hill and under a hopping monkey. Don't worry, you won't hit him.



You zip up a small curl and spy a 5-ring monitor on the next platform up. Smash that goody box open, then proceed to the right.



Uh-oh! Grenade-tossing monkey at 2 o'clock. Mind the grenade, then teach the robo-simian that grenades are dangerous—kind of like an angry hedgehog. He'll get the point.



Take a hop to the right, onto the nearby Spring Bar, and launch Sonic to a higher vantage point up and to the right.



Uh-oh! Incoming bee! Keep your cool, flex your spines, and deliver a blistering sting of your own.

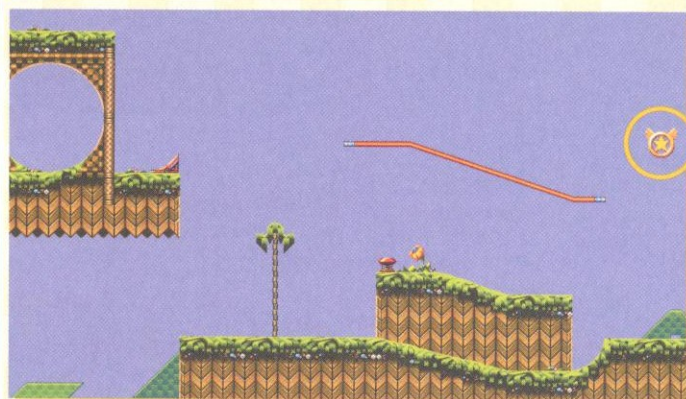


Gallop down a very slight grade and straight into the first loop of Act 2, sucking up any and all rings along the way.



Boom! Out you come, straight into a shiny ramp. Hit (A) as you make first contact and shoot Sonic into the blue, blue skies, but be prepared!

SPECIAL RING #1



At the end of the rail, blast into thin air and you power right through Special Ring #1 as it intersects your flight path.



Leap off at the end of the rail, and you float like a rock to the right, toward a 10-ring container. If you're falling short, use the Big Air trick (⇨ and [R]) to make up the distance.



After you exit the rail, you zip down a sharp decline that ends in a grass ramp. Rocket off the ramp, careening cometlike through the sky.



Head right, and you see two more monkeys hopping and capering about. Give 'em one for the team before proceeding cautiously to the right.



After you land, far to the right, backtrack a few steps and grab the green shield stashed in the container to your left. Shields always come in handy.



Hold ⇨ and Sonic lands firmly, on a rail suspended high in the sky.



Hop atop the first platform you come across and make your way left to a Red Spring—up y'go!

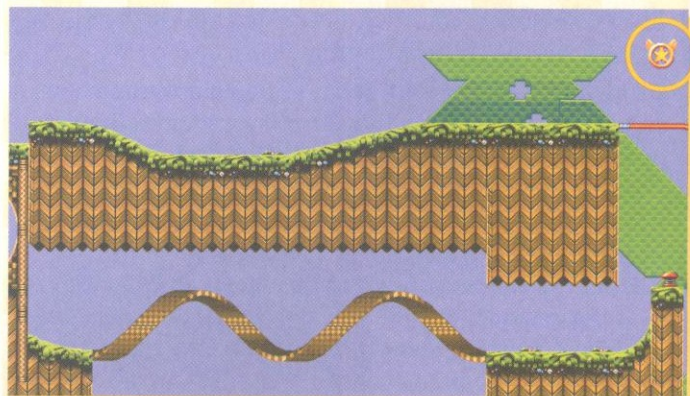


You should touch down somewhere between a wooden bridge and a loop. Absorb the shock, then head left.



You land squarely upon another rail. Recommence your journey to the right, giving those shiny sneakers more than a little breaking-in.

SPECIAL RING #2



You quickly come upon a rail, but do not make like a pro skateboarder just yet. Note that a Special Ring rotates serenely just above the rail. Leap out and grab it, then land on the rail to continue.



Head to the right, and you spot the beginning of another corkscrew. Spin-dash into it and follow it down.



Racing ahead, you rocket right into another huge loop. Move up and around and gather all the shiny rings along the way.



Exit, still holding ⇨, and you sprint straight into a Red

Spring that sends you flying with the greatest of ease. You make the man on the flying trapeze look like a rank amateur.

Checkpoint

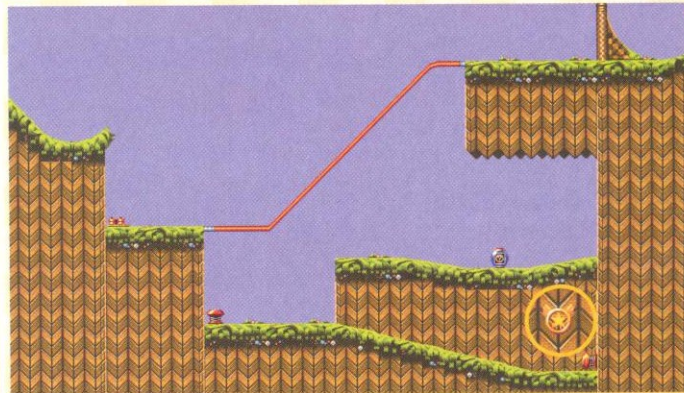


Jog slightly to the right as you come to a rest below, and you should spy the level checkpoint.



As you come down the hill from the checkpoint, mind your speed. You don't want to fire off the grass ramp. Instead, hop over it.

SPECIAL RING #4



Head left, then drop down and dash over to the right to add the next Special Ring to your burgeoning collection.



You may land on a rail. If you do, leap off and to the platform to the right.



Collect the mystery ring container to the right and note the shiny Special Ring rotating shyly to the bottom right.



Launch yourself off the nearby Red Spring, and Sonic tumbles head over teakettle to the left. Hold ⇨.

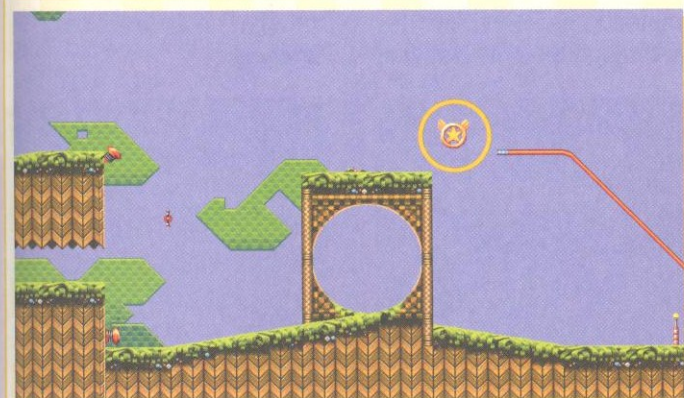


Zippering along, Sonic flies headlong into another Red Spring, which sends him up and past a rail. Hold ⇨ as you wing past it.



Sonic should land on a Speed Boost. Make like a flash (now in Boost Mode) toward the rail you passed in mid-flight.

SPECIAL RING #3



Hold ⇨ and you fly straight toward (and through) the third Special Ring during your aerial attack.



Up the rail he goes with the greatest of speed, sparks in his eyes (your eyes do not deceive).



Zooming right and boosting with all due haste, Sonic next blazes through another ring-coated loop.



Up a hill he goes, through another loop as if the furies

themselves were at his shiny red heels.



Ripping up a vertical wall, you pass a pair of Spring Bars. You don't need no steenkin' Spring Bars, eh, speed demon?



Exploding off the wall, Sonic blazes straight into the sky like a shooting star on a reverse course. He comes to rest next to a Red Spring as long as you've been holding ⇨.



Upon landing, head right. Remember those Spring Bars you scoffed at earlier? Use them to climb up the wall and to the right.



Leap across the next gap to the right, bagging three rings lethargically rotating in the air. Alight on the next platform over.



To the right you spot another Spring Bar. Naturally you're tempted to use it, but don't! Fall through the hole below it.



Now jog right. Mind the hopping mad monkey, and fall, once more, to the level below.



Make sure you hold left or right as you drop, because another monkey waits below to ruin your day. Take him out!



Now head all the way left to a dead end. From here, start running right, gradually building up steam until you enter Boost Mode.

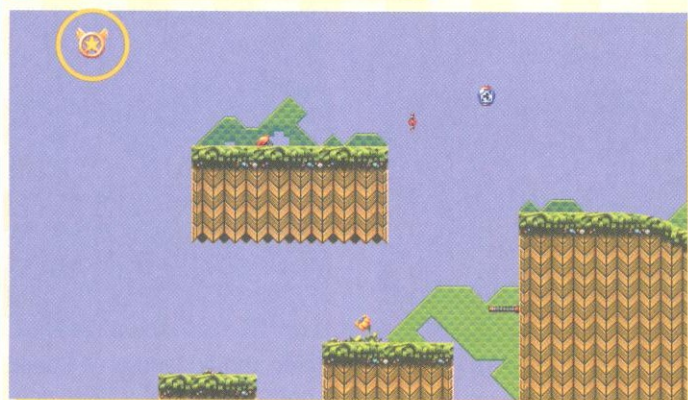


You come screaming off a short lip and into the air. Keep holding ⇨ as you cut through the air like blue lightning.



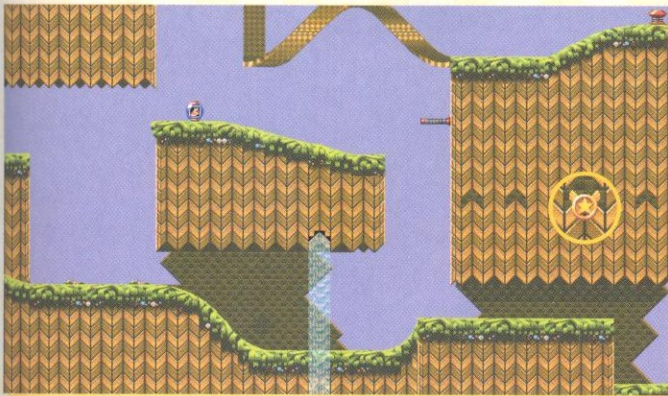
As the exit rapidly approaches, note the rings and leap just as you exit the tunnel, still holding ⇨.

SPECIAL RING #5



Use the nearby spring to launch Sonic up, to the left and—conveniently—straight through Special Ring #5.

SPECIAL RING #6



You enter a secret passageway and run smack in and through Special Ring #6. Do not stop holding ⇨!



You blow past a Speed Boost and right up a rail, still thrusting along in Boost Mode.

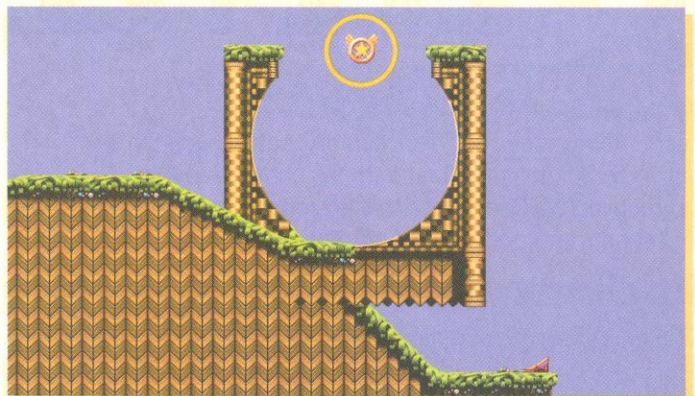


Ripping off the rail, keep holding ⇨ and Sonic busts through a series of rings while accelerating up a small hill.



Exiting the loop, you spot a red ramp. Make like an eagle and fly off the ramp.

SPECIAL RING #7



Still holding ⇨, you enter a huge loop at Mach speeds. You soar up and around through the open-air top (momentum is your friend) and straight through Special Ring #7.

SPECIAL STAGE!!

The rules:

1. Never stop moving.
2. Race around the tracks in ever-tightening circles. Nine times out of ten, they're arranged that way.
3. If the robot gets too close, jump and hit him. Sonic flies away, and the robot stays at bay.
4. Use Speed Boosts and trampolines only when necessary to escape the robot or to reach a few badly needed coins.
5. You only need 300 rings. Don't kill yourself getting them all.



Remember, the number 5 is your friend.



Once you begin to get these levels down, you should be able to collect well over half the rings in much less than half the allotted time.



Still boosting (feel the power!) continue to hold ⇨. In short order, Sonic races up on the finish line for Act 2.



Congratulations! You've cleared Leaf Forest. Time for another Special Stage!!



Excellent!

LEAF FOREST: BOSS

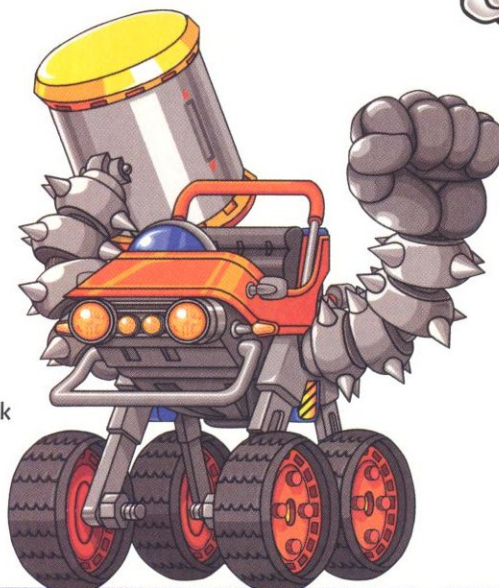
ROUND 1

Leaf Forest is nearly a fond memory, but Dr. Eggman's out to completely ruin that with his hammer-toting eggmobile. It's time to end this episode on a high note and send the "good" doctor packing.

Egghammer II



No. of Hits: 8
Difficulty: Cakewalk



Out comes the fairly comical-looking Egghammer II. Stand in the middle of the screen and wait for Eggman to swing that big hammer.



When he retracts after a strike, head in full speed and jump at the vehicle's body.



It takes eight successful hits to run this machine off the road. Wait for him to hammer, then hit him and repeat. It's that easy.



Eight strikes later, it's off to the scrap yard. Dr. Eggman makes a sneaky getaway, but there's always next time.

Additional Character Strategy

Cream



Cream has two options: Use Sonic's attack pattern, or stand back and have Cheese do all the hard work. Either way, she defeats Egghammer II as easily as Sonic does.

Tails



Tails just has to follow Sonic's lead to emerge victorious in this low-key fight.

Knuckles



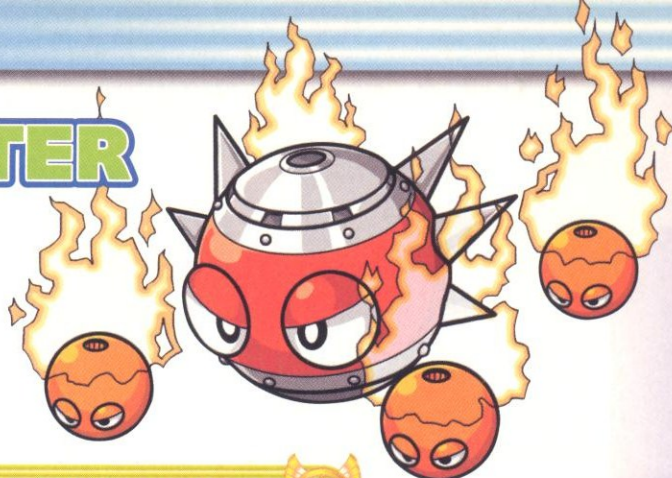
Ditto for Knuckles. Sonic's way is the only way.

Amy



Like Tails and Knuckles, Amy follows directly in Sonic's footsteps.

HOT CRATER



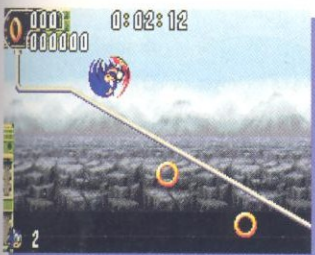
ACT 1



Leaving the cool and verdant climes of Leaf Forest behind, Sonic and company arrive at the fiery smelting pits of the Hot Crater zone. As they descend into the strip-mined earth, flaming badniks and overhead rails are the order of the day, along with a heaping helping of loops, hooks, and other gizmos to speed them on their way.



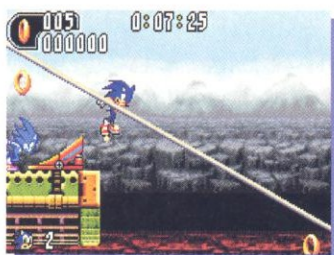
Ready! Set! Go! Send Sonic feet first down the hill and into the red-hued depths on the next leg of his adventure.



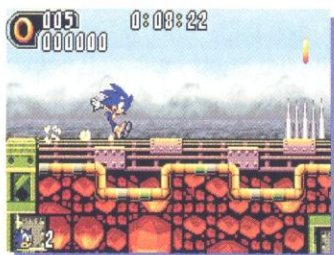
At the bottom of the sharply sloped hill, you run into a handrail. Instead of riding it, leap off and hold \Rightarrow .



You land on top of a loop with a Speed Boost just itching to send Sonic on his way.



Hit the Speed Boost and be ready to leap from the nearby red ramp into the smog-filled air.



As you come in for a landing, you nearly slide into a set of spikes. Thankfully, they point up, so use them as a brake.



Hop over the spikes (mind the fiery badnik below) and continue to the right.

SPECIAL RING #1



A little farther on, you come upon the first Special Ring of the stage, begging to be plucked from the heavy air.



Double back, over the spikes, and drop down to the left, passing a rail and some rings on your way. Watch out for the badnik below!



Head to the left and claim the electric shield to make ring-collecting more convenient.



Jog to the right, hopping over the retracting spike trap, and zip down the short, steep hill. Let the shield do the collecting as you go.



As the slope levels out, bounce off a Red Spring and into a mystery ring container while the shield bundles up the rings to the left.



Hop down to the right and alight on the ledge below, next to a pair of Speed Sneakers, which put more oomph in your step.



Faster than ever, sprint to the right, down another steep grade, and into and through a loop.



One is never enough. You immediately enter a second loop, shattering the sound barrier in the process.



You zip up and off an oncoming wall, up past a rail, and back down onto the platform you just passed. Mind the spikes!



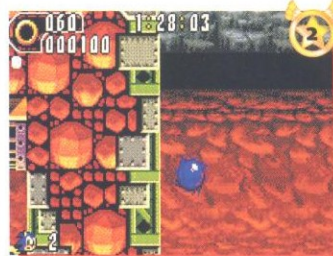
Leap up and over the spikes so that Sonic heads to the platform below.



A turtle badnik is motoring around there. This fellow has a spring in his back. Use it to grab some rings to the right, but come back!

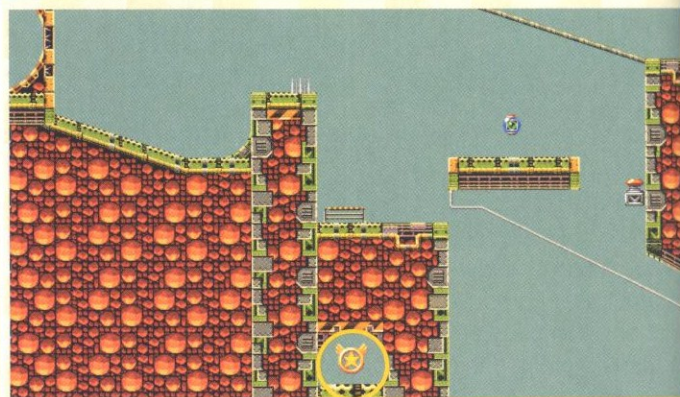


Another handrail is to the right of the badnik. Latch onto it for a second, but when you get clear, leap free and hold \leftarrow .



With any luck, you head over to the wall to the left and slide through into a hidden alcove (if you miss, there's a badnik below to give you a lift).

SPECIAL RING #2



As you pass into this neat recess, you acquire Special Ring #2. Afterward, head right and down to the ground below.



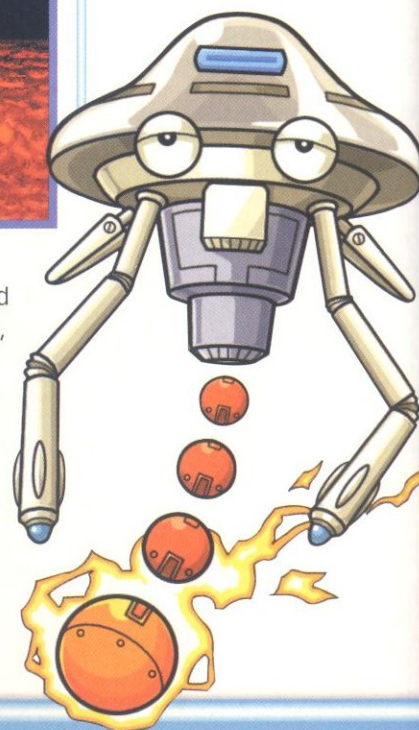
Keep moving right (hold \Rightarrow for this entire sequence). Soon Sonic launches off a Red Spring to a platform above.



Continue right (hold \Rightarrow !) and you come upon a red ramp. Launch Sonic off it, chest out and head up.



As Sonic begins to succumb to gravity (he sticks his arms up), execute the Big Air move to get an extra boost (keep holding \Rightarrow).





Sonic should land on or near a Speed Boost, which sends him into Boost Mode, zipping along to the right.



You blast through a loop at neck-snapping velocities, snapping up rings along the way.



Careening along as only a blue hedgehog can, you zip

down a slight grade and into a Red Spring.



You blow through an iron bridge with a trail of rings caught in your magnetic wake. Mind the badnik on your way down and stop holding \Rightarrow .



Next, it's to the right and down a series of rapidly descending, undulating hills with a few rings along the flight path.



Take another ride on a less-than-well-oiled rail, headed downward.



After a second dip in the rail, prepare to disembark toward a string of rings. Don't leap—let nature take its course.



You fly toward a hook. If you leave the D-pad neutral, you cruise toward it without breaking a sweat.



The hook tosses Sonic up (hold \uparrow) and flings him toward an Invulnerability container. Grab it and hold \Rightarrow .



Upon landing, hit the Speed Boost and Sonic burns through the flaming enemy in his path.



Zooming along, he mounts a vertical wall and barrels past another iron bridge.



After Sonic passes the iron bridge, hold \Rightarrow and he falls to the right. If he drops too fast, do the Big Air for some insurance.



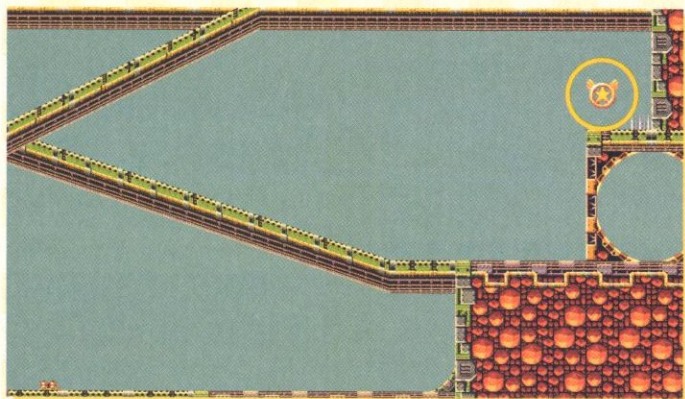
Drop down and run right, rings in tow, through the nearby loop and out the other side.

SPECIAL RING #3



Head back to the left, and you run smack into the next Special Ring, hanging nice and low. A quick hop and it's all yours.

SPECIAL RING #4



Lo and behold! There's Special Ring #4 as you rapidly rush to earth. Mind the spike trap in the corner to the right. Three to go!



Sonic rushes up a wall and alights on a platform next to a waiting handrail.



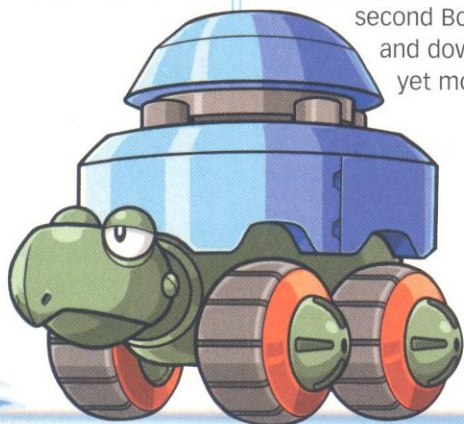
Grab the rail and leap off, headed for the ground below.



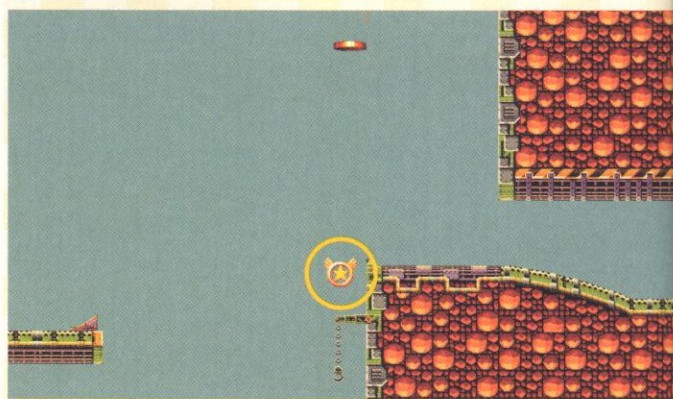
You land to the left of a hole. Drop through it and into the waiting embrace of a Boost Ring.



You're shot through a second Boost Ring, and down through yet more rings.



SPECIAL RING #5



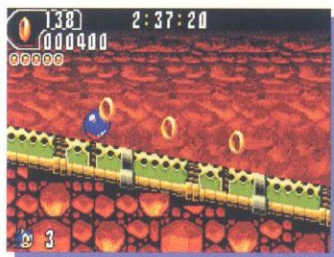
Sonic rockets into another hook, which sends him flying up and to the right to grab Special Ring #5.



Head right, down an incline, and into a tube that sends Sonic to and fro at frightening speed.



You zip out of the pipe, whip around a loop and continue, ball-like, to the right.



Continue to roll downhill to the right, gathering up rings as you pass.

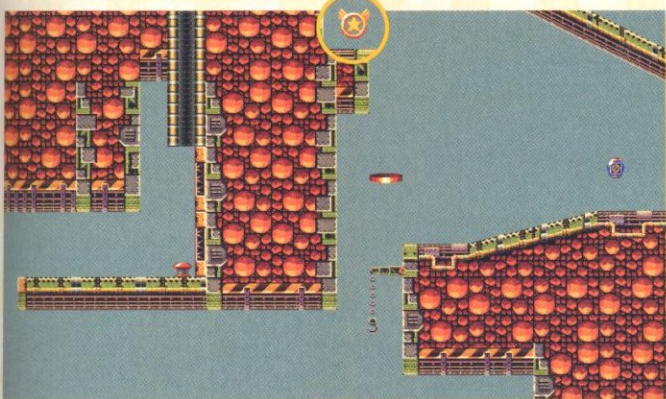


At the bottom of the incline, you zip up a wall. Hold \Rightarrow and go to a hook to the right. If you miss, go back down to the left and try again.



Use the hook to launch Sonic upward and execute the Big Air to reach the Boost Ring above.

SPECIAL RING #6



Up you go, to the sixth Special Ring of the first act. Snag it from the nearby ledge.



Jump to the right and head up the slight hill to a 10-ring container.



Down the next hill, you find another loop to help you get Sonic's speed up.



Speaking of speed, soon you strike a Speed Boost. In short order, you enter Boost Mode

while rocketing toward another incline.



Sail through another ring-laden loop and continue adding to those velocities.

Checkpoint



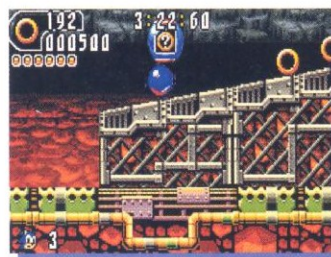
Down one more slope and up another wall, you pass the tail end of a rail before you happen upon the checkpoint.



Continue right to see a Boost Ring hovering in the air nearby. Toss Sonic through it.



You're fired at a nearby slope. Hold \Rightarrow and head through the next ring as the hill levels off.



As you come upon some ironwork, leap up and tag the mystery ring container, then continue upward.



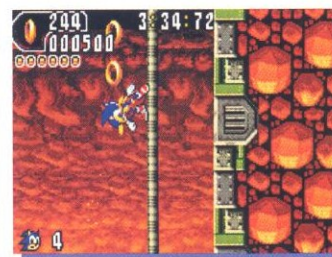
Spin-dash onto the next rail you come upon, and zip along with hedgehog balance and grace.



A set of spikes impedes your progress. Run into them, then hop over to continue on your way.



A short distance later, you are on another rail, sliding and gliding past numerous rings.



After a short period, the rail goes vertical. Keep holding \Rightarrow and you're good to go.



Continue to the right and smash the mystery ring container, then grab the nearby hook to head up.



Mind the set of spikes and continue right, gathering momentum to hit another rail in your path.



You soon enter Boost Mode. Shortly thereafter, a red ramp appears. Leap off this one!



A rail awaits Sonic to carry him onward to victory. Get

your slide on and snag those rings.



At the end of the rail, let yourself be thrown off and tossed into a Red Spring. If you leap, you might catch the floating turtle badnik. Otherwise, use the Big Air.



You're now atop a loop with a ramp leading off. Back up, run, and leap off it. Keep holding ⇨!



Soon enough, the finish line is in sight. Barrel across in Boost Mode to snag extra points!



Hooray! That's Hot Crater Act 1 put away. Time for some Special Stage action!

SPECIAL STAGE!!

The rules:

1. Never stop moving.
2. Race around the tracks in ever-tightening circles. They're usually arranged that way.
3. If the robot gets too close, jump and hit him. Sonic flies away, and the robot stays at bay.
4. Use Speed Boosts and trampolines only when necessary to escape the robot or to reach a few coins.
5. You only need 300 rings. Don't kill yourself getting them all.



Look out!

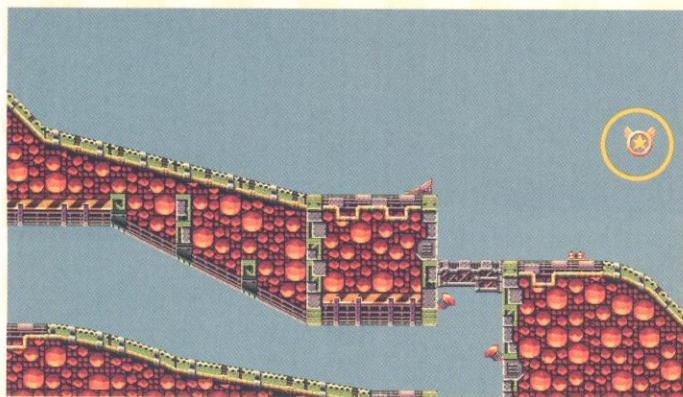


Ka-ching!



Easy as pie (and sweeter)!

SPECIAL RING #7



As you cruise through the air, you intercept Special Ring #7 just as Sonic begins to descend. Keep holding ⇨.



FAST FACTS



CHAOS EMERALDS

SCORE 20930
RING BONUS 0
CONTINUE

Round like a record, baby!

Perhaps the best-remembered bonus round is the one in the original *Sonic The Hedgehog*.

It featured gigantic rotating mazes—pretty high-tech stuff in '91. It could be disorienting for obvious reasons.

If you figured out these levels, the Chaos Emeralds were yours for the first of many times. What happened when you got them all? Well, that's too strange for words....

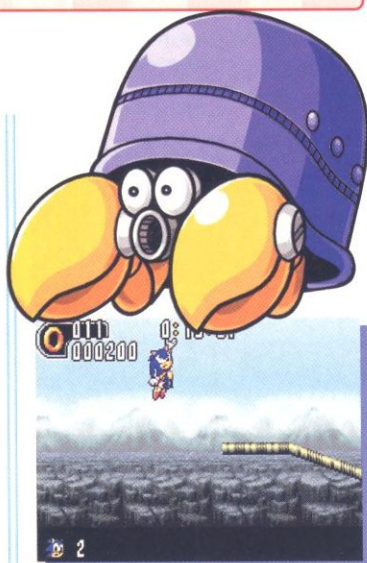
ACT 2



Out of the blocks, it's all downhill: Hit your stride while gathering rings.



At the bottom of the initial hill, launch Sonic off the waiting ramp to the right.



As he drifts right, a rail floats into view. Execute the Big Air to make sure you land on the narrow starting part of the rail.



Cruise down the first rail and snap up rotating rings before continuing on your way.



Let Sonic leave the rail of his own accord (don't jump). He flips through the air and into a dangling hook.



Use the momentum from the hook and the Big Air to clear the spikes sparkling below.



Proceed to the right and over the fiery badnik to claim some rings, then mosey along.



Farther to the right, you see a Boost Ring begging to be used. Don't fall for it! Jump between the Boost Ring and the spikes below to the right.



Catch the Speed Boost and zip across the nearby rail as it heads into a steep climb.



You're thrust onto another Speed Boost. Head up the nearby wall and enjoy the ride.

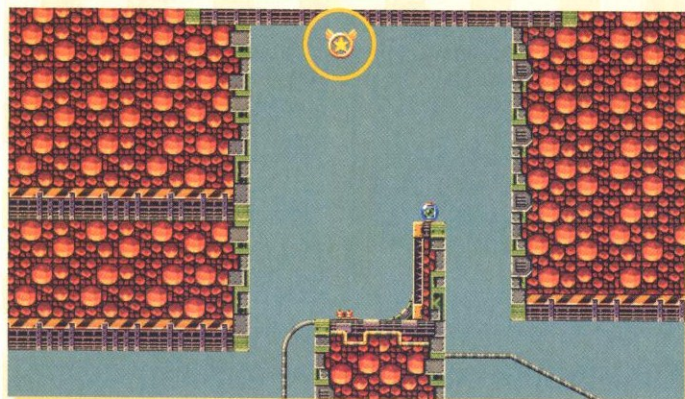


You zip past a green shield and a floating badnik turtle and into a series of rings. There is a Special Ring to the left.



On your way down, maneuver to the left to use the hovering badnik as a spring.

SPECIAL RING #1



This sends you up to grab the first Special Ring!



Drop down and snag the green shield.



Take a hop off the ledge and drop to a rail.



Grind off the rail toward a waiting Red Spring, which comes in handy in a moment.



Use the Red Spring to reach the Invulnerability beyond your field of vision. You need it.



Drop to the left, past a floating Blue Spring, and to the ground. Continue right.



Head through the loop and scoop up those precious rings along the way.



Continue down, you enter another loop, gaining speed and rings in the process.



Next, it's off a waiting ramp (don't jump). It's time for that Invulnerability to pay off.



Say buh-bye, badnik, as you rip through his mechanized hide, freeing your buddy trapped inside.



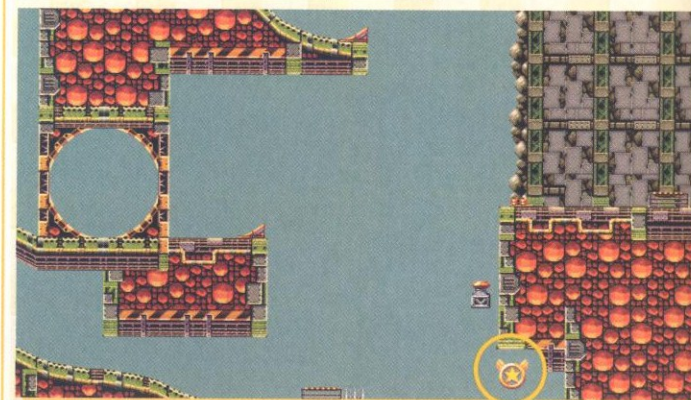
Now you drop to the right, past another Blue Spring, and right onto the noggin of a waiting snake badnik.



Go down a small incline and onto a rail.



SPECIAL RING #2



Continuing Sonic's descent, you drop on the second Special Ring!



Zip to the right, making your way up and over, via a loop, then straight down.



Another short rail slide comes up fast. Slide along, snagging your rings, and get ready to leap!



Ramp ahoy! Race straight off, and hold \Rightarrow as you blast through the hot air.



Hit the ground running and motor to the right. Grab the low-hanging rings.



Race to the right and you come to a U with a Red Spring on the opposite end. Launch off it and straight down.



You hit a steep incline heading left and zip around, through, and out another loop.



At the bottom of the hill, you enter Boost Mode. Sonic heads up and onto a pole, which he uses to vault into the sky.



Shot into the air at a zippy clip, maneuver carefully between two floating badniks who are out to ruin your day.



You land near a Speed Boost and rail. Hit the boost and rip up and along the rail with the wind at your back.



After a few rapid twists and turns, you spot a mystery ring and a spring. Snag the rings by launching yourself off the curve of the wall.



If you miss, no sweat. Run into the spring, and up you go, past some ironwork to a platform overhead.



You stop on a platform with a lone Red Spring. Use it to launch yourself upward once more.



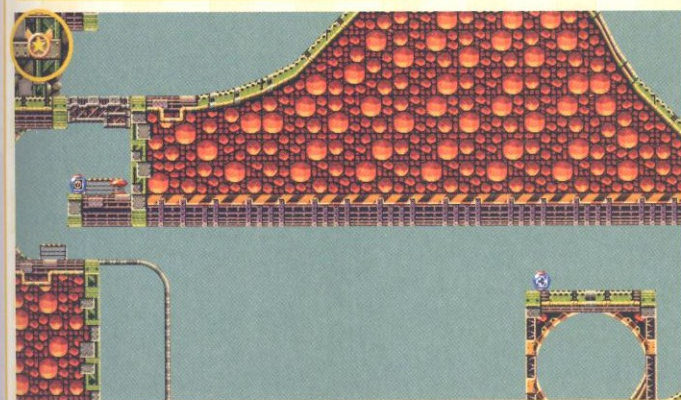
You land on a rail and continue to the right.

Checkpoint



Allow yourself to be tossed off the end of the rail, and you find yourself at the checkpoint.

SPECIAL RING #3



A short sprint to the right yields a clutch of coins and Special Ring #3!



Head down the slope to the right and off the ledge, but do not hit the Red Spring waiting to ambush Sonic!



Head down the next rail and stop after you complete a short grind atop a loop.



Drop to the left and grab the 10-ring container sitting close to a set of spikes.



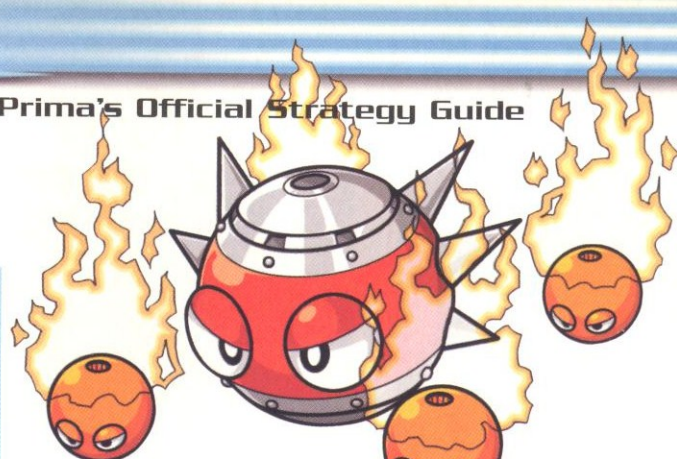
Next, it's down through the loop you were standing upon moments ago and through the floor.



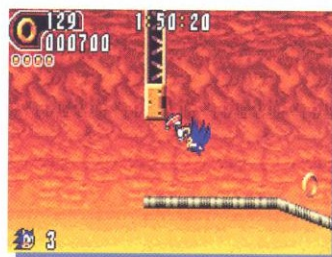
You catch a pole on your way down, which gives you the momentum that sends you into Boost Mode.



Motor to the right to enter another loop which speeds



you along. You pass through the floor, going ever deeper.



That spits you onto a rail waiting below. It's a good thing, too, because it looks hot down there.



At the end of the rail, leap off and hold \leftarrow . Don't hit the Speed Boost, but fall to the left of it.

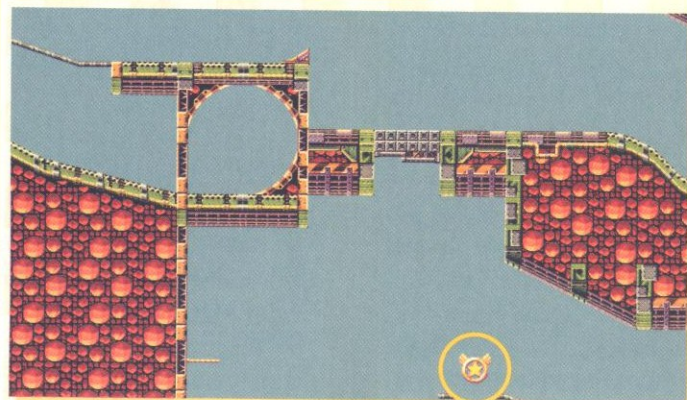


Hit the spring and head back up. This time *do* hit the Speed Boost and rocket to the right.



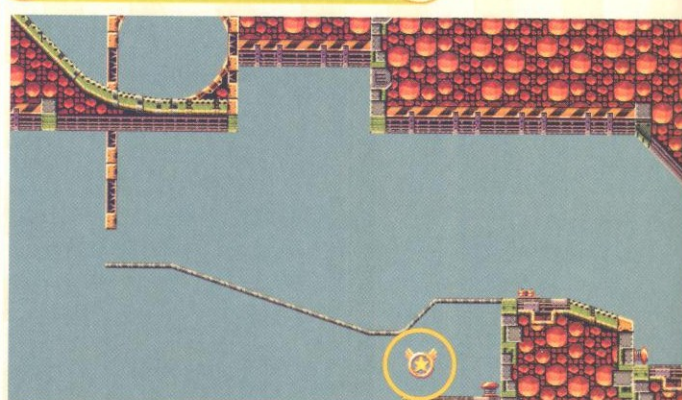
Sonic rips it up, heading right at warp speed, up, and through another loop, heading for the floor.

SPECIAL RING #4



You rocket down and up, past a floating badnik and near a waiting rail. Land and grind your way right.

SPECIAL RING #5



Special Ring #5 is lurking below with his pal, the Red Spring.



Another loop is in Sonic's path. Head over heels you go, collecting those rings in your wake.



Another loop! It's a good thing Sonic hasn't had anything to eat today.



One final loop and you're able to get off this crazy thing, at least for a few seconds.



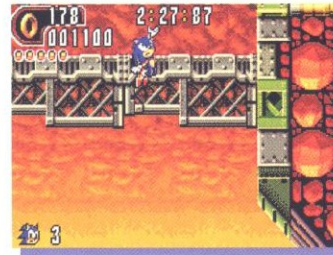
After passing through all four loops, you come upon a red ramp. Launch Sonic off it.



You fly toward a rail at a high speed. Use the Big Air to catch the rail.



Leap off the end of the rail. Don't just let Sonic's momentum carry him—he needs the extra push.

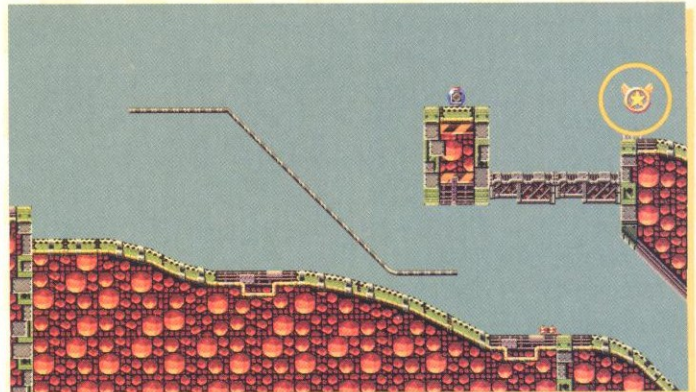


As you launch Sonic from the rail, use the Big Air to pass through the ironwork bridge over Sonic's head.



Head right when you land to avoid this sneaky snake and his bullet breath.

SPECIAL RING #6



Watch the spike trap above. When the spikes retract, hop up and claim Special Ring #6!

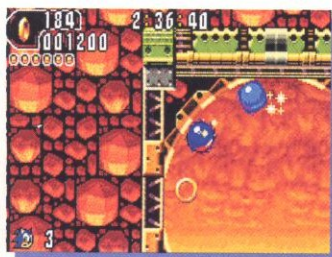


Keep moving right to come upon a Boost Ring (ignore it) and a badnik. Nail the baddie and drop into the hole.



Hit the Speed Boost to the right and fire Sonic into the tube to begin the last high-speed episode in Act 2.





Up and around you go, through a friendly neighborhood loop.



Keep holding \Rightarrow to race toward a Red Spring.



After a few more ricochets, you're launched into a Speed

Boost, then tossed off a ramp at warp velocities (keep holding \Rightarrow).



You find yourself riding the rails at skin-burning speeds.



A high-velocity rail ride sends Sonic sprinting for the finish line with all seven Special Rings in tow.



And with that, Hot Crater recedes into dim memory. But not before another Special Stage and...Dr. Eggman.

SPECIAL STAGE!!

The rules:

1. Never stop moving.
2. Race around the tracks in ever-tightening circles. Nine times out of ten, they're arranged that way.
3. If the robot gets too close, jump and hit him. Sonic flies away, and the robot stays at bay.
4. Use Speed Boosts and trampolines only when necessary to escape the robot or to reach a few badly needed coins.
5. You only need 300 rings. Don't kill yourself getting them all.



Make a circle in the square, grasshopper.

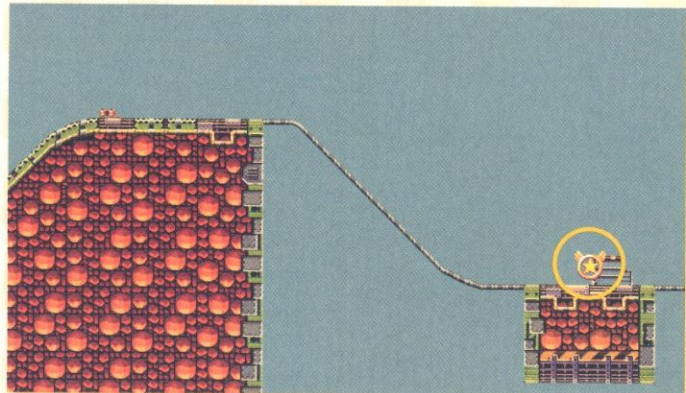


Was that necessary?



I can dig it.

SPECIAL RING #7



That takes you into the final Special Ring of the stage! Keep holding \Rightarrow .



HOT CRATER: BOSS

ROUND 2

You cleaned his clock in Leaf Forest, but Eggman's back for another pasting. This time he's brought the Egg Bomber Tank to attempt to bomb Sonic and company back to the Stone Age. I'm afraid that won't happen today.

Egg Bomber Tank



No. of Hits: 8 (barrel), 4 (body)
Difficulty: Easy



This egg is slightly harder to crack than the previous one. The key here is to watch the barrel, because it spits out explosive shells.



Stay forward when the barrel is up, and back when it's down.



When he drops the barrel and fires, jump over the ordnance, then run in and attack it.



Eight hits and the barrel is toast.



Watch as he spits low-flying shells onto the road. Skip over these and attack.



Four hits on the body later, and it's *sayonara*, Dr. Omelette.

Additional Character Strategy

Cream



This time out, have Cream stand back and fling Cheese at Eggman. She can hit from across the screen, making this easy.

Tails



Tails follows Sonic's lead to annihilate Robotnik's tank.

Knuckles

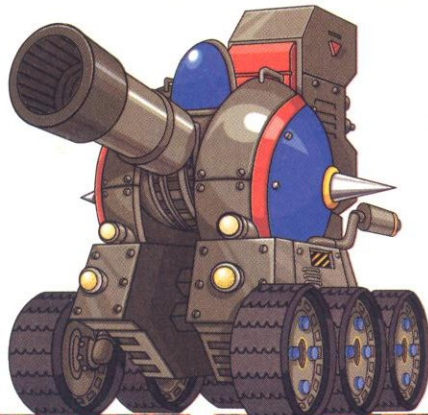


If it's good enough for Sonic, it's good enough for Knuckles.

Amy



She's a hedgehog, too, so Amy, like Knuckles and Tails, takes her cues from her boyfriend, Sonic.



MUSIC PLANT

ACT 1



Moving beyond the overheated environs of Hot Crater, Sonic and company are soon in the audibly evil Music Plant zone.

Giant pianos and xylophones, and brass and woodwinds play host to a menagerie of menacing badniks out to stop our heroes' adventures before they can liberate more of the world from Eggman's rotten grasp.



Out of the blocks, Sonic climbs a large hill, then barrels down it, picking up needed speed.



Going vertical, ram Sonic headlong into the approaching cymbals to send him careening right.



That sends him racing into a set of vertically oriented cymbals that send him skyward in a soaring pirouette.



At the peak of his jolt, execute the Big Air to maneuver around and off the purple note overhead.

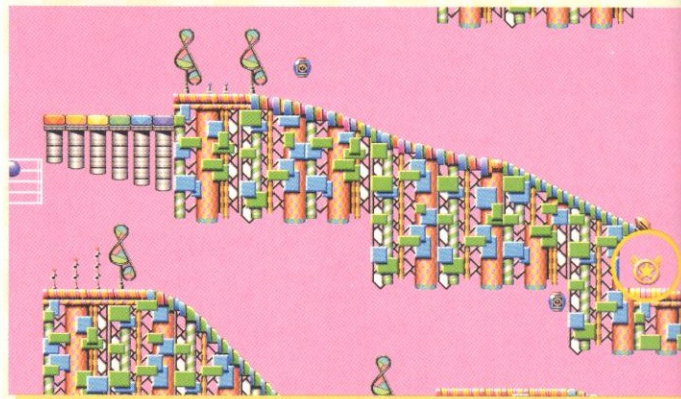


Bouncing to the right, Sonic springs off a brightly colored xylophone to confront a ball-tossing badnik with a Homing Attack.



Continue right and bag the mystery ring container to add to your stash of golden goodies.

SPECIAL RING #1



Upon landing, Sonic should be near (maybe on top of) the first Special Ring!



Race farther right to crash into a cymbal that sends Sonic northeast as the hedgehog flies. Hold \leftarrow to get a welcome surprise.



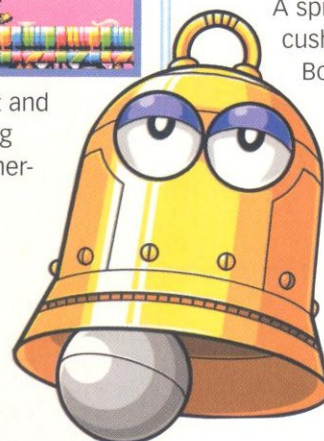
Move to the right and deliver a blistering attack to a hammer-wielding badnik clown.



Go right to the edge of the ledge and drop.



A springy xylophone cushions Sonic's fall. Bounce your way to the left and over the side.





You land on a gradual slope with some rings below (if you went right, you must deal with some nasty spikes).



Sprint right, snag some rings along the way, and you come upon a large brass instrument. Dive into the opening to continue.



Boom! Sonic explodes with a resounding blare from the opposite end of the instrument, sent blazing into the starry sky.



You sail up and over a few notes. Time the holding of ⇐ and ⇒ to snag a green shield. If you can't, stay right!



You land on one of several xylophones. Hop to the right over each gap.



You are at another cymbal. Climb aboard! The resounding crash sends Sonic flying high.



You pass right through a trampoline of sorts. Do *not* land on it on your way back down.



Instead, land to the right, then use the trampoline to launch Sonic gradually while holding ⇐.



Voilà! This tosses you into Special Ring #2. Hold to the right, or you shoot past it!



Hit the trampoline. Launch Sonic up and through some bars, then run to the right.



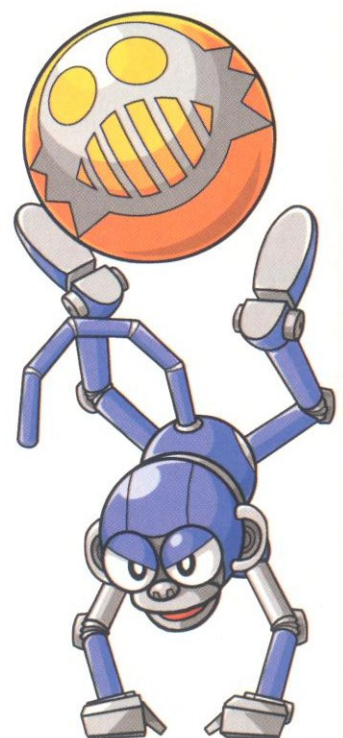
After cresting a low rise, you come across a 5-ring container.



On the way down the slope, you see a cymbal. Jump over it, and drop to the next level.



Down the next slope, you come across the first rail slide of the level. Grind out that puppy!





With the end of the rail in sight, take a flying leap right, holding \Rightarrow for maximum distance.



Sonic lands safely between two sets of spikes, but it's close.



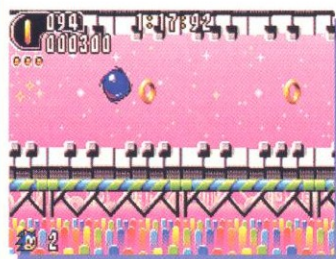
Bounce over the spikes to the right and hitch a ride on another rail as it takes you toward some rings.



Hold right as the rail heads up at the last second, launching Sonic into the air straight toward...



Drop to the right, and Sonic stands on some orange-red bricks. Jump up and hit \downarrow and \textcircled{B} to shatter the ground.



Drop through the newly created hole and down a curving embankment, tickling those ivories as you bounce hither and yon.



After regaining some modicum of control, bounce across the xylophone and make your way down through the gap.



You land near a cymbal (don't hit it). Continue to the right, skipping over another cymbal.



Continue right to a hole with three rings leading down. Zip down the hole, gathering the rings as you go.



When you hit ground, skip over the nearby Speed Boost and drop to the ground.

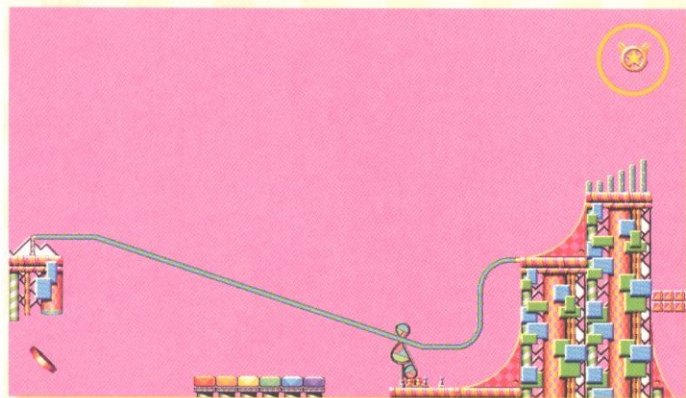


Head down and to the right, where there are two brass pipes. Jog into the lower one to stay on the right track.



You shoot out of the baritone and drop past a rail to the right. Make short work of the badnik.

SPECIAL RING #3



...Special Ring #3! That's three down, four to go.



Leap down the hole to the right and catch some air from a series of cymbals on the bottom to make it across the gap.



Race to the right, going vertical on the way down. A headlong dive into a well-placed cymbal sends Sonic speeding to the right.



Zip off the edge and over a floating Blue Spring, holding ⇨ as you tumble into the hole.



You land on another group of springs. Keep holding ⇨ and hit one of the two right-most cymbals.



Keep holding ⇨ as Sonic is launched into the air so that he squeezes into a small gap heading right.



Drop to the right, ignoring the purple-shelled crabnik. Head down the narrow corridor into another brass instrument.



The horn spits you up and to the right. Hold ⇨ to come down near the horn's bell and away from the trampoline.

Checkpoint



A few pumps of Sonic's legs on the way take him to the safety of a checkpoint.



Checkpoint checked, continue racing to the right, over and down a curved corner, snapping up rings along the way.



You blaze down the wall and into another cymbal that sends Sonic racing to the right.

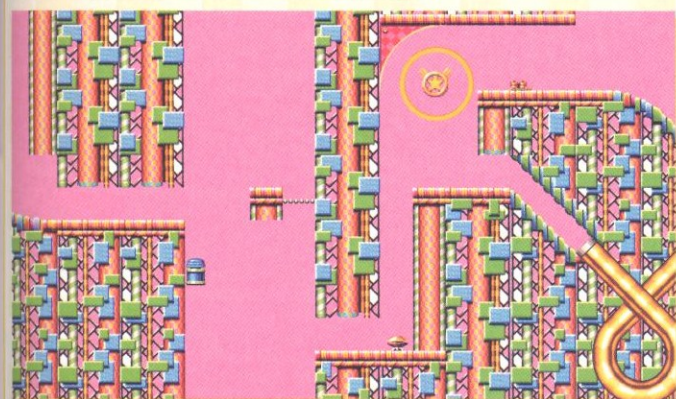


Go up and over a low rise, then load Sonic into the mouthpiece of a cannon-like piece of brass.

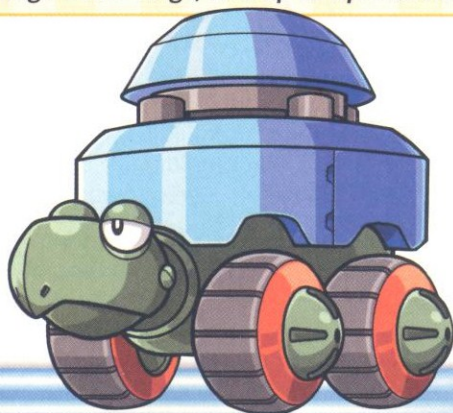


As the horn expels Sonic, hold ⇩ and drive him downward through the hole.

SPECIAL RING #4



Log to the right and ride the nearby cymbal up, to the right, through some rings, and up to Special Ring #4.





Head left, following the lay of the land as it sinks. Snag those rings.



Do not hit the cymbal as you drop (if you do, hold \Leftarrow to apply the brakes). Head to the right.



Jog off the edge and drop into the cymbal-filled pit to

send Sonic flying up and right over a set of pesky spikes.



Drop into another cymbal-choked ravine, making sure you hold \Rightarrow as you fall.



Launch Sonic off the rightmost cymbal. Hold \Rightarrow , and hug the wall to the right.



Head to the left and use the cymbals to send Sonic screaming past a purple and light-blue note to the right and a 5-ring container.



Farther right is a trumpet/cannon to launch Sonic deeper into the level.



That blast nearly put Sonic in orbit, but if you hold \Rightarrow you land between a Speed Boost and a ramp. Hold \Leftarrow when you land.



Hit the Speed Boost and launch Sonic due right (while holding \Rightarrow).



Sonic comes in for a smooth landing near a gradual downward slope. Collect yourself, then head downward.



Barrel ahead and run into the next cymbal you come upon. Hold \Leftarrow to keep Sonic from launching too far to the right.

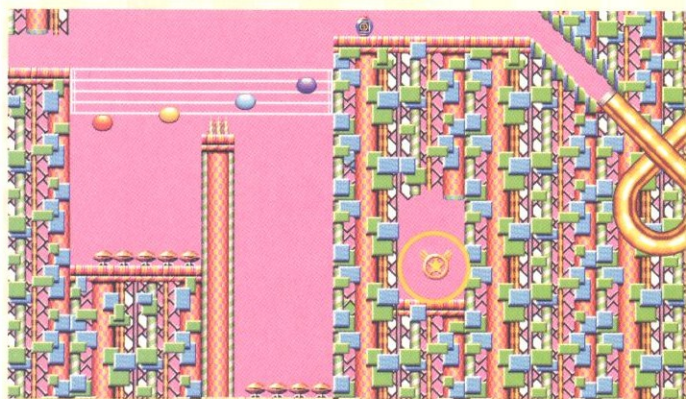


You pass up and through a trampoline and collect a few more rings for your trouble.



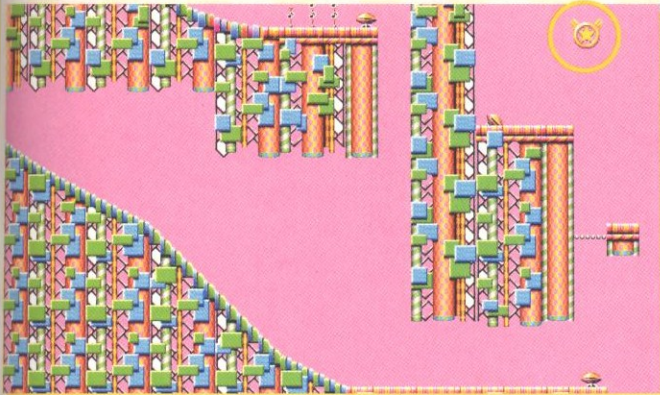
Ring in tow, fall to the right, holding \Rightarrow to maneuver Sonic toward the lower of the two horns.

SPECIAL RING #5



This sends Sonic zipping through a secret passageway and into Special Ring #5!

SPECIAL RING #6



Use the Big Air to finish the leap (or use the trampoline below) and collect Special Ring #6.



After you clear your ears, hold \Rightarrow to land to the right of the two horns and continue forward.



Head down the slope to the right at full gallop, then up the wall as the road takes you to another badnik in need of a beating. Launch Sonic to the right,

TIP

Be wary of bottomless pits around here. It wouldn't do to fall into one now, when you're so close to victory.



through three rings and toward the next platform over. You alight on another



platform holding some rings and a surly badnik. Take his ball and send him home.



Fall to the right. A bottomless pit is right against the pillar you're walking off; fall to the right to avoid it.

SPECIAL RING #7



That takes you right to the final Special Ring of the Act!



Leap to the right; the holes of a flute blow you into the sky. Hold \Rightarrow and go to the waiting cymbals to get even more air.



After launching Sonic off the cymbals, watch out for a narrow rail to land on. When you land, grind for all you're worth.





Let Sonic be tossed off the end of the rail, then continue sprinting right.



Boom! After entering Boost Mode, Sonic blows past the finish line, scooping up nice bonus points.



Excellent! Bid Act 1 a fond adieu and head to the next Special Stage.

SPECIAL STAGE!!

The rules:

1. Never stop moving.
2. Race around the tracks in ever-tightening circles. Nine times out of ten, they're arranged that way.



FAST FACTS

Sonic is popular today, but several years ago he was ranked the most recognizable pop-culture creation in America.

3. If the robot gets too close, jump and hit him. Sonic flies away, and the robot stays at bay.
4. Use Speed Boosts and trampolines only when necessary to escape the robot or to reach needed coins.
5. You only need 300 rings. Don't kill yourself getting them all.



Follow that curve!



High five!



Bravo!

ACT 2

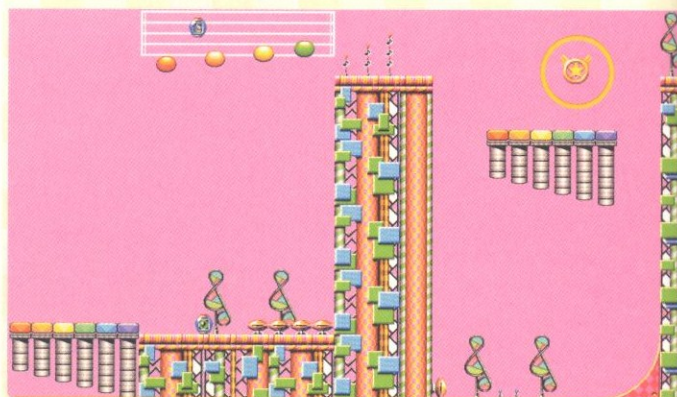


Zip out of the blocks and run right, barreling down the first hill and collecting rings all the way.



When the second decline starts, lead over to the xylophone across the way and head right.

SPECIAL RING #1



Bouncing across the xylophone you come across is the first Special Ring of Act 2.



Bounding across the xylophone, drop in on the green shield below Sonic to shore up your defenses.



Jog over to the cymbals on the right, and launch Sonic like a whirligig upward and to the right.



Grab the three rings you find up top, then leap across the gap to the right.



Now bounce Sonic's blue-furred body up and to the right, onto the next platform.



Eliminate this clown and continue down the slope, soaking up any wayward rings.



Hitch a ride on the rail in your path. Slide down and prepare to take a flying leap.



As the end of the rail rushes in, leap off the edge. Sonic collides with a low-hanging platform. Execute the Big Air to clamber on top of it.



Hop over the nearby spikes and load Sonic into the lower of the two pipes to send him speeding on his way.



From there, Sonic is shot out of a horn and sent streaking toward six floating rings. Hold \Rightarrow as you tumble through the sky.



As Sonic drops, have him bounce right across the multicolored xylophone, making music as he bounces.



Once on solid ground, back up against the xylophone. Next, get a running start and hit the ramp at the end of the platform going as fast as you can manage.

SPECIAL RING #2



As Sonic streaks through the pink-tinged sky, he collides with Special Ring #2.



Sonic first rips through three rings that are blissfully unaware they're about to be violently torn from the sky.



As soon as you collect that ring, execute the Big Air to get enough boost to reach a nearby platform that lies out of reach.



As Sonic cruises in for a landing, hold \Rightarrow so you don't collide with a belligerent set of spikes.



Jog over to the right and collect the mystery ring container, then backtrack, jump over the spikes, and fall to the ground below.





Continue moving right and leap over the next gap. A 10-ring container lurks below—if you feel brave, go grab it.



Jog to the right and make note of the bell badnik. Crouch down and spin-dash to the right, ringing his bell.



Next, leap through the onrushing Boost Ring that sends Sonic flying to another platform. Hold \Rightarrow .



Sonic *just* makes it to the next platform, but don't stop running. Race into the onrushing ramp and take wing!



Sonic is tossed far and wide, landing on a slight downward slope. Continue down that hill.



Soon you come across a drop flanked by ivory keys. Yell "Cowabunga!" and head over the side.

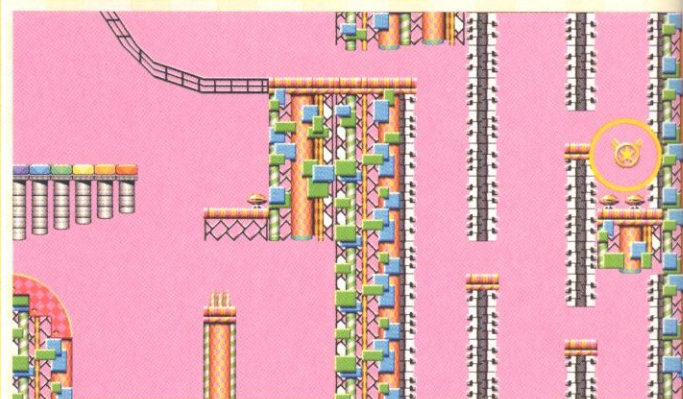


Drop to the bottom of the shaft and use the cymbals on the bottom to send Sonic skyward again. On the way down, steer him into the small gap to the right.



Drop into the next shaft over and maneuver Sonic through the first gap on the right on your way down.

SPECIAL RING #3



Step off the edge to the right to claim Special Ring #3.



Use the cymbals on the bottom of this shaft to launch Sonic up to the next available platform heading right.



Take a few steps right to the sloping incline, then crouch down, rev up your Spin Dash, and release.



As soon as Sonic's body breaks the bonds of gravity,

hold \Leftarrow to steer him up and to the left to a waiting rail.

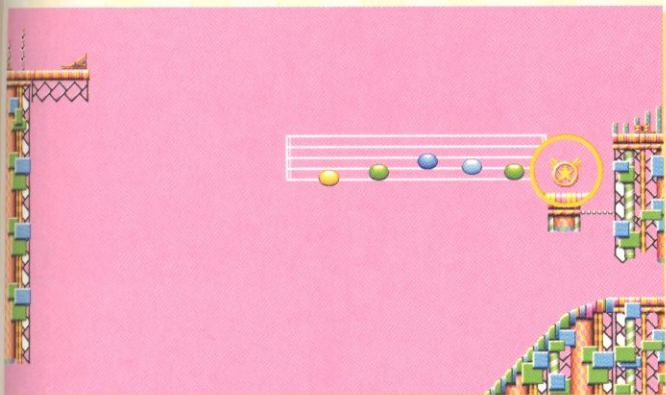


Ride that rail and leap off its tip, executing a sweet flying somersault to land between a Speed Boost and a ramp (hold \Leftarrow the *instant* you land).



Use that Speed Boost to send Sonic flying full speed to the right with the wind at his back.

SPECIAL RING #4



Sonic should either cruise into the fourth Special Ring or land on the trampoline beside it. Scoop it up.



Head to the Speed Boost on the right and let it send Sonic speeding on his way.



That sends Sonic speeding down a short slope and into a series of cymbals mounted on the walls, pinball-style.



Fall down and continue to the right on solid ground.



Continuing right, bounce Sonic along through an ivory-covered tunnel.



After he's ejected from the tunnel, make Sonic fall down and to the right, past a nearby horn.



Drop into the pit to the right, and use the cymbal to launch Sonic up and out. Hold \Rightarrow all the while.



This sends Sonic flying toward another cymbal from which he can spring. This time, hold \Leftarrow as he sails up and away.



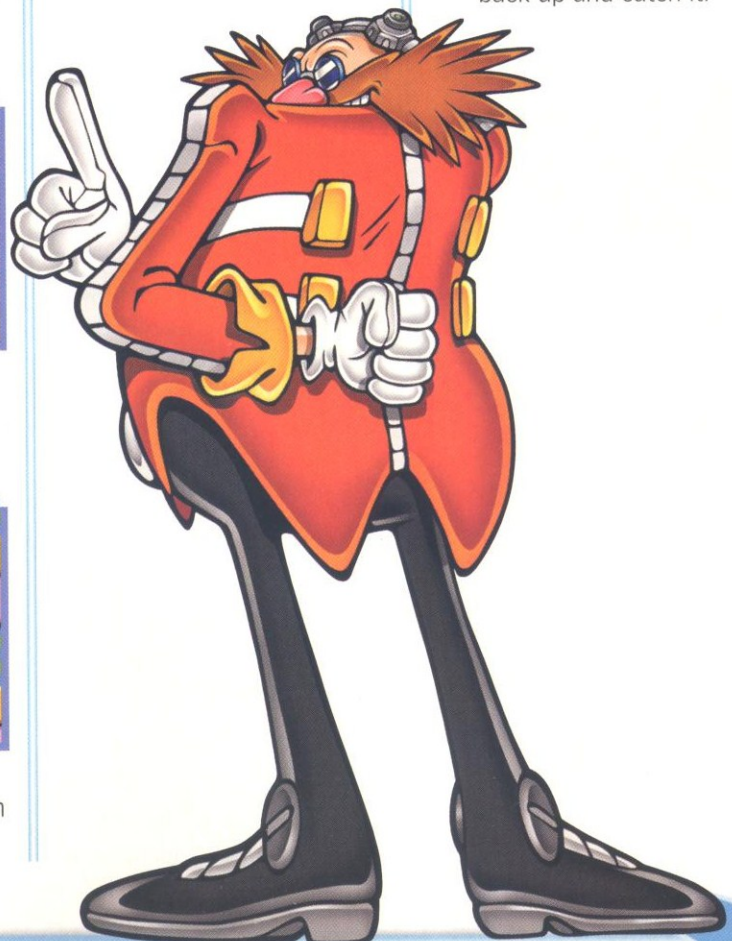
Cruising left, Sonic should have enough mustard on his flight path to reach a platform with a ramp at its tip.



Back up to the left and take a run at the ramp, which fires Sonic up and right. Keep holding \Rightarrow as he tumbles through the sky.



As he plummets toward the ground, you see a rail coming up quick. If you're too far to the right of it, use the Big Air or Quick Reverse (R) to back up and catch it.



Checkpoint



Continue right after grinding that rail, and you quickly meet up with the checkpoint.



Moving along to the right, you climb a tall hill, then head down the other side at a breakneck pace.



Nearing the bottom, you collide with a spring that pushes Sonic into a ramp and out into space.



Drop down and use the nearby cymbals to jolt Sonic skyward again. Hold \leftarrow and execute the Big Air at the apex of the boost to reach a small platform to the left.



Grab the sneakers to the left, then use the trampoline in the middle to bounce up and over to the right.



You want Sonic to land on the Speed Boost, which sends him racing to the right toward some rings and an upward-leaning embankment.



After launching off the incline, wait till you drop past the bell badnik, then hold \Rightarrow to swing Sonic to the platform on the right.



Bound across the xylophone platform to the right and over to the next platform. A few rings hover above it.



Run right to come across a mystery ring container.

Shatter it, then drop into the hole beneath it.



You practically land on a cymbal. If not, hit it anyway to fire Sonic quickly to the right.

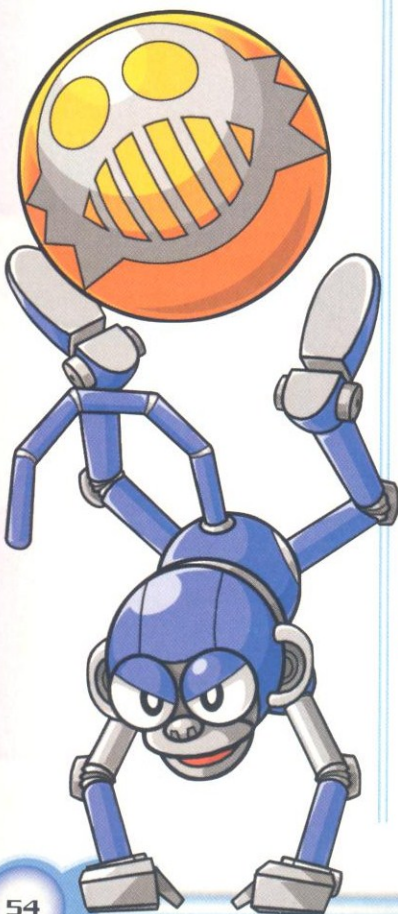


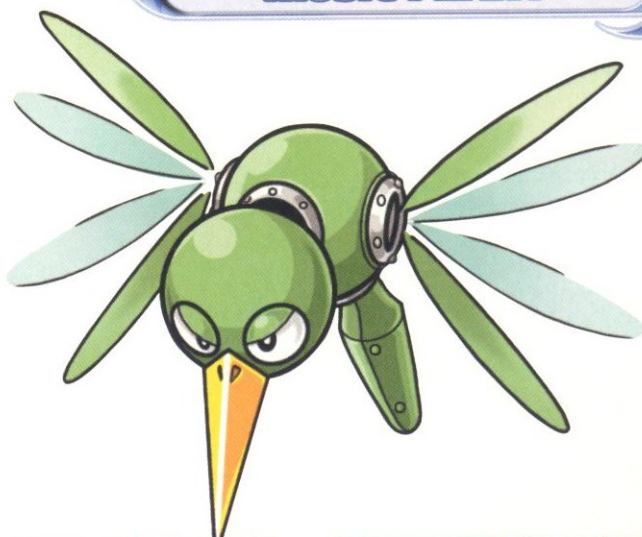
After landing, keep running right and hit the next cymbal you come across to bound over a large gap.

SPECIAL RING #5



At the end of that jump, you bounce off the ceiling and into Secret Ring #5.





After landing to the right, keep moving forward till you come to the platform's edge. From here, leap right, to the xylophone platform across the way.



Bounce back to the left and up to the next xylophone platform, opposite a Speed Boost.



Ring in tow, bounce back to the right and onto the Speed

Boost to put some sprint in Sonic's step.



That blasts him into a cymbal, which sends him in the opposite direction up a well-oiled rail.



Sonic strikes yet another cymbal, this one launching him up and to the right in full Boost Mode.



Keep barreling along to the right and over the edge. Sonic lands on a handy trampoline. Use it to send him up and over the spikes above.



A badnik awaits beyond those spikes. Deal with him before moving along.



Race down the next hill, re-entering Boost Mode. Glean the cube as you grind across an oncoming rail.



At the end of the rail, you blast full speed into a strategically placed cymbal. Let it do its thing. Up Sonic goes!

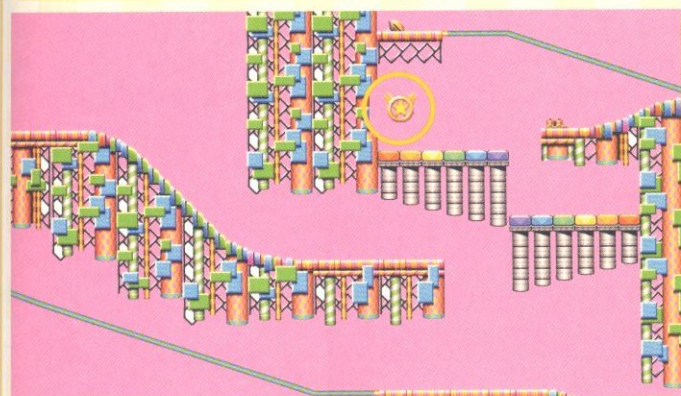


Hold \Rightarrow as Sonic wings through the air to clear the platform below, then head down and to the right.



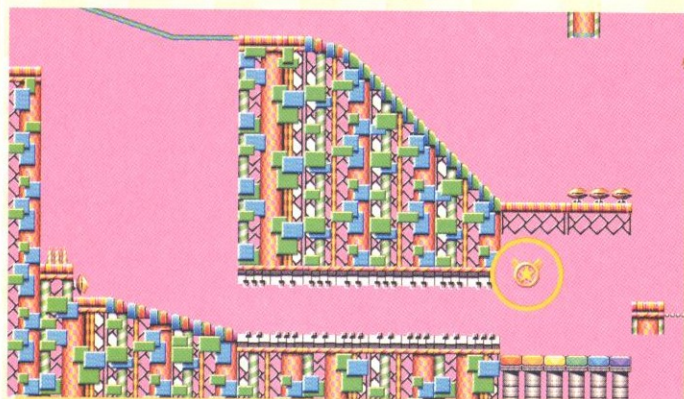
Pressing onward, send Sonic through an ivory-coated tunnel toward the prize at the opposite end.

SPECIAL RING #6



One more lively bounce to the left and you stumble upon the sixth Special Ring. One to go!

SPECIAL RING #7



Striking the last key on the bottom sends Sonic into the final Special Ring of the act.



Use the xylophone platform to bounce up and to the right, and use the trampoline there to send Sonic through a series of crashing cymbals.



After striking the ceiling, hold \rightarrow and sprint for the finish line!



And that's all she wrote. Now it's Special Stage time, followed by...Eggman.

SPECIAL STAGE!!

The rules:

1. Never stop moving.
2. Race around the tracks in ever-tightening circles. Nine times out of ten, they're arranged that way.
3. If the robot gets too close, jump and hit him. Sonic flies away, and the robot stays at bay.
4. Use Speed Boosts and trampolines only when necessary to escape the robot or to reach a few coins.
5. You only need 300 rings. Don't kill yourself getting them all.



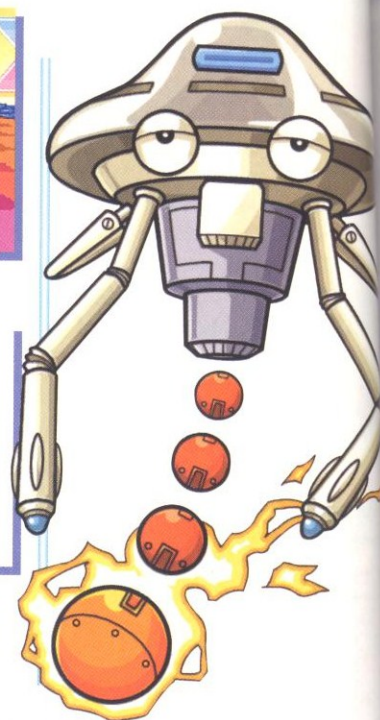
Mad ups, flyboy.



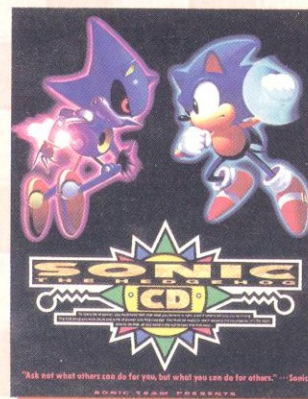
Get your speed on.



Sonic says: "Good job!"



FAST FACTS



East vs. West: Fight!

The outcry over the re-recording of the *Sonic CD* soundtrack for American audiences was almost deafening.

Sega of America built a high-budget recording studio to complement their first push into CD audio (on the then-new Sega CD platform), and probably deemed it necessary to get some bang for their buck. Thus *Sonic CD*'s original soundtrack was reorchestrated for its U.S. release, igniting one of the great videogame firestorms of all time.

Which is better, the bouncy, tropical-themed tracks in the Western release, or the harder-edged, more classical Sonic tracks of the Eastern version? That's a matter of personal taste, of course. But the general consensus holds that American audiences lost out with the redone audio accompaniment to *Sonic CD*.

MUSIC PLANT: BOSS

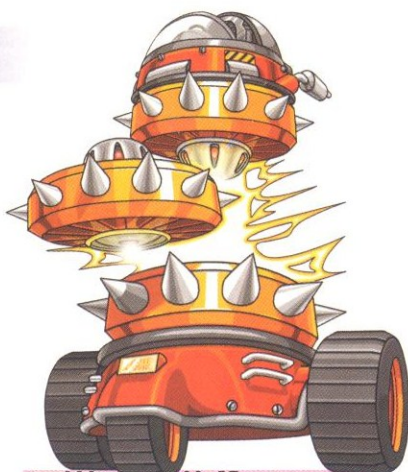
ROUND 3

Music Plant is once again freed of badniks, but not Robotniks. You'll change that, even if Eggman has a new Egg Totem to brag about. This segmented monstrosity is more challenging than his earlier incarnations—but just a bit.

Egg Totem



No. of Hits: 3x3 (guns), 8 (head)
Difficulty: Moderate



The Egg Totem is more hard-boiled than the first two bosses. The segments that make up its body whirl forward, and each houses a minigun that takes three hits to destroy.



Run along the middle of the screen and wait for Eggman to fire out some of those discs that make up his midsection.



Once he fires one, hop on and launch Sonic at Robotnik in the pilot's chair.



Mind the bullets from the various spinners. You don't have to take out the guns to take out the Totem.



Eight walks on the noggin and the Egg Totem is scrambled.

Additional Character Strategy

Cream



As usual, Cream has the easy way out in the form of Cheese the Chao. Stand back and let him reduce the Egg Totem to shredded metal filings.

Tails



Surprise, surprise! Tails approaches the Egg Totem the same way as his hero.

Knuckles



Hey, if it's good enough for Tails, it's good enough for Knuckles.

Amy



Bringing up the rear, Amy manages as she always does when faced with situations like this: "What would Sonic do?"

ICE PARADISE

ACT 1



Brrr. With the melodious marvels of the Music Plant behind them, Team Sonic finds itself in the frigid wastes of the Ice Paradise zone—although how anybody can call a chilly arctic ice park "Paradise" is a bit difficult to fathom.

This icy labyrinth is stocked with badnik penguins and other frosty foes bent on ending Sonic's righteous fight against the vile Dr. E. So without further ado (and to keep that blood pumping) strap on your sneakers and away we go!



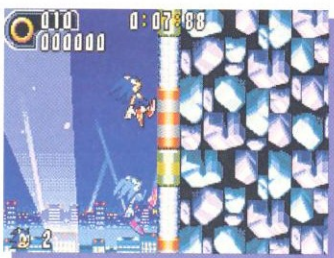
Exploding from the blocks, send Sonic flying off the first ramp he comes across. It's almost the second he starts the level.



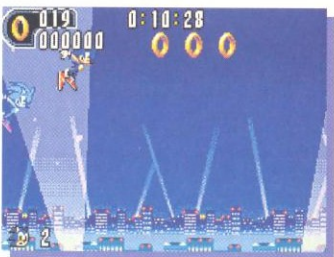
That tosses him to the first frost-slicked rail of this act, where he zips over and down past some rings.



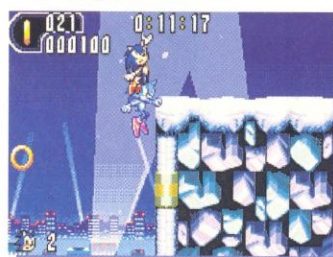
Leap off the end of the rail to give Sonic the push necessary to reach the next platform over.



Hit the nearby Speed Boost and rocket up the wall, straight into another boost and down a rail.



After exiting the rail, hold \Rightarrow , head down a small rise, and explode off an oncoming ramp like a runaway rocket.



If you don't have enough momentum built up, execute a Big Air to make it to that platform just out of reach.



Continuing on, launch Sonic off the next Red Spring he comes across, catapulting him aboard a loop-the-loop.



Happily, a green shield awaits Sonic up top. Grab that green lifesaver and hop off the side to the right.



Head left and through the first loop of the act, barreling up, around, then straight down.

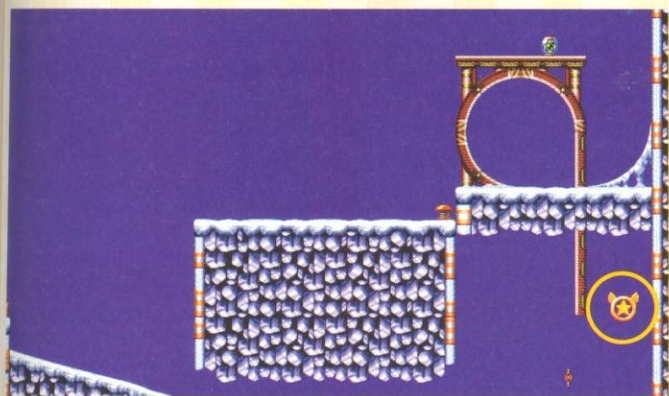


Thankfully, a Swing Bar interrupts Sonic's imminent plunge to the hard-packed ice below. Around and around you go....



A Special Ring was lurking just out of reach to the upper right as you dropped in on the Swing Bar. Let go of the bar at exactly the point displayed here.

SPECIAL RING #1



The Swing Bar tosses you up, to the right, and—chances are—straight into the first Special Ring!

NOTE

It is, unfortunately, entirely possible to get only one crack at a given Special Ring when you're playing as Sonic. If you miss it, restart.



Hug the wall to the right by holding \Rightarrow , and you land on a 5-ring container just to the right of a bed of spikes. Whew!



Drop off to the left side (mind the spikes), and Sonic slips and slides down an ice-cold slope, plucking up rings as he shivers.



Let him slide straight into the oncoming ramp (hold \Rightarrow). He soars across a sizable chasm to gather up three rings.

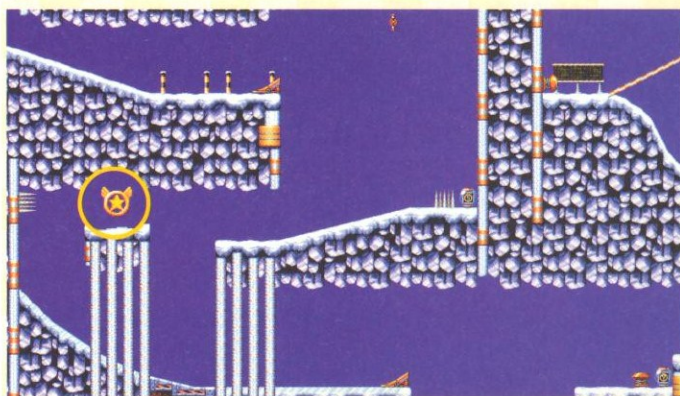


On the opposite side, bag the mystery coin container, then jump on the nearby Speed Boost to race up the frigid slope.



Coming around the curl of the slope, Sonic races head-

SPECIAL RING #2



Jog down the incline to the left and leap across the gap, gathering three rings as you go, to snag Special Ring #2. That was quick.

on into a Red Spring, which propels him into another Speed Boost.



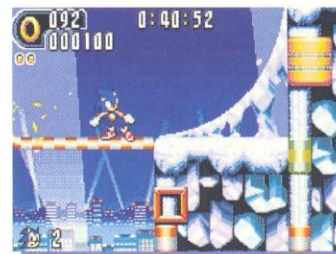
Up another slope and off another Red Spring, Sonic finds himself boosting up a rail, gathering rings as he goes.



Race off the rail, keep running right, bounce off another Red Spring, and Sonic comes uncomfortably close to a floating badnik.



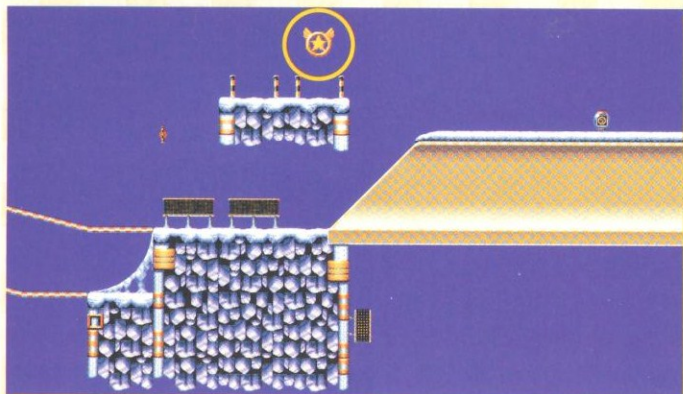
Head right, ignoring the rail, and jog down the slope. Snatch up a few rings on your way.



Another rail sends him zipping up and around another mild slope to the right and into...



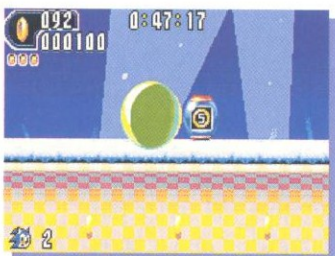
SPECIAL RING #3



Up Sonic goes, alighting on a platform to the right. What do you know! The third Special Ring!



... another Swing Bar. Catch hold, then wait till Sonic gets into this position (or maybe one frame sooner). Then let go and hold ⇨.



Leap over the gap to the platform at right (atop a half-pipe, of sorts) and jog over to collect the lonesome 5-ring container.



A few steps to the right is a Red Spring. Hop on and shoot Sonic to the right. Use the Big Air trick to land on the beginning of the rail that's otherwise just out of reach.



After zipping down the rail with Jack Frost breathing down his neck, Sonic is deposited on top of a loop with a Swing Bar just ahead.



Let go of the crank at this moment. While holding ⇨, send Sonic spinning to the right.



If you let go of the crank correctly, you can sail over and bash the two floating badniks in quick succession.



Badniks blasted, drop down and take a few steps left to

collect a 10-ring container while your woodland pals frolic in the snow.

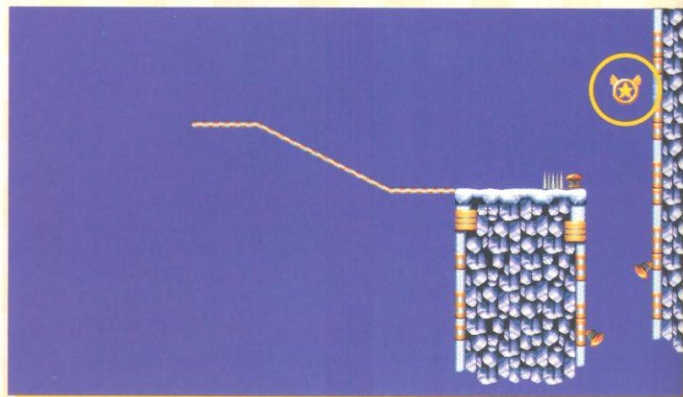


Now get a running start and head right to mount a nearby rail. Zip along and let Sonic's momentum take him across to a second rail.



The ride ends when Sonic bumps up against a set of spikes. Nick the badnik floating above, then spring up and right to....

SPECIAL RING #4



That's four down. Three more and you're halfway through this bitterly cold zone.



On the way down, hold \Rightarrow . Sonic meets up with a Red Spring that passes him to another, and then heads down to the ground.



As soon as Sonic touches down, hold \Leftarrow to apply the brakes. Don't hit the next Red Spring to the right. Instead, head left and drop



over the side. Don't worry—a rail keeps you from going too far. Cruise down that rail to a set



of rings just up and to the right of the rail, then hop off and drop to the left.



If you land in the correct spot, you should see an odd-looking contraption directly to your right. Walk Sonic into this device and hold \Downarrow .



You shoot out the bottom hole and down onto an icy slope. Brrrr.



As you slip and slide along the icy path, get prepared to jump. Leap off the slide at precisely the point shown here, then hold \Rightarrow to reach the platform just ahead. But watch out!



As you land on the platform, it gives way. As soon as you land on it, leap again to the right. Smash the penguin badnik if he gives you any lip.

SPECIAL RING #5



Jog to the right to score Special Ring #5. Then mosey on over to the nearby rail to continue on your way.

Checkpoint



Take a quick rail ride to the right, and soon enough you find a handy checkpoint.



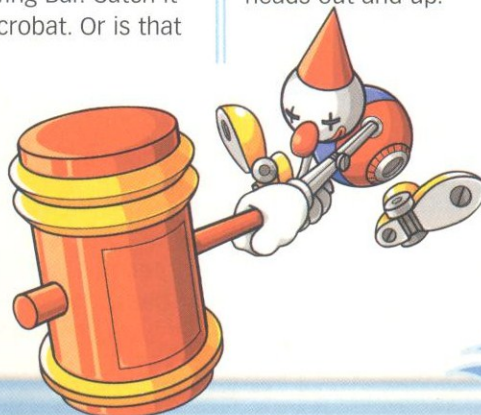
Keep running right past the checkpoint and down a slight grade. Go off a ramp and toward a Swing Bar. Catch it mid-flight, acrobat. Or is that acrohog?



Release the bar at the point shown here, and you're tossed over to the right (hold \Rightarrow !). You land on or near a Speed Boost.



After hitting the boost, Sonic rockets into a ring-filled loop, tears around in it, and then heads out and up.





This takes him straight into a second loop as he continues to build speed and momentum.



From here, he cruises straight into a Red Spring that throws him up onto a pillar where a badnik happily skates.



Blast the badnik and head over the side to the right,

down onto another frosty ice slide.



Fall off the first slide. A second rushes up to meet Sonic as he continues slipping off to the right.



Once more, let Sonic fall to the right. Thankfully, he's rescued from certain death by an errant Swing Bar.



Release the Swing Bar at just this point, while holding \Rightarrow , to send Sonic spinning to the right.



Upon landing, ball up the badnik sliding hither and yon and bust him into itty-bitty pieces.



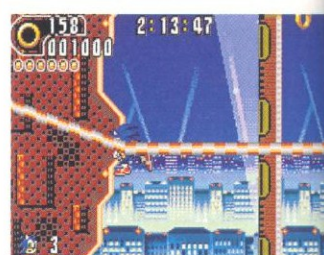
Sonic shivers and shudders while slipping along. As soon as the slide levels off, jump straight for the Boost Loop and let it carry him forward.



Three loops and three rings later, Sonic soars down onto a Red Spring, then proceeds back and onto another ice slide.



The ice slide comes to a nice, safe dead end for our protagonist. Hop out of the gutter and head right.



Run over to and down a small rise, then straight off the ledge.

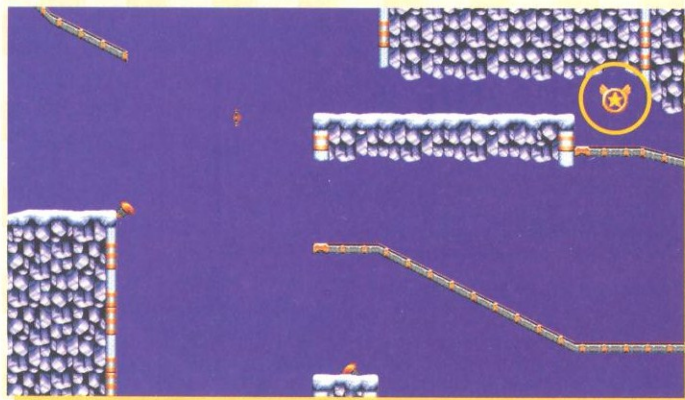


Touch down and keep heading right. Soon you come to a loop. Barrel on through and keep going.



Still holding \Rightarrow and running like the wind, go up and through a half-pipe, gathering the shiny rings along the way.

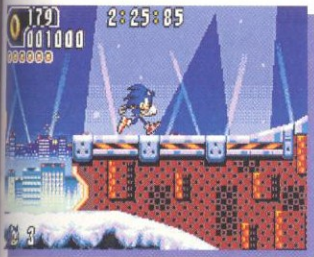
SPECIAL RING #6



Jog a bit more to the right, being wary of a second penguin, and you stumble upon Special Ring #6. Leap out and grab it, then head down the slide.



Sonic rockets up a vertical slope and through a small bridge. When you land, head left.



Head up the short hill to the left, then hop on the metalwork bridge just above Sonic's head as he crests the top of the rise.



Gather a head of steam, then race along to the right. Go off the ramp at the end of the bridge and past a Swing Bar.



If you don't have quite enough lift, execute the Big Air trick to reach the opposite ledge.



Keep heading right, smash the Speed Sneakers container, and mind the floating badnik just above.



Head down the slope, picking up speed as you go, then hit the Red Spring to go up and through a loop-the-loop.

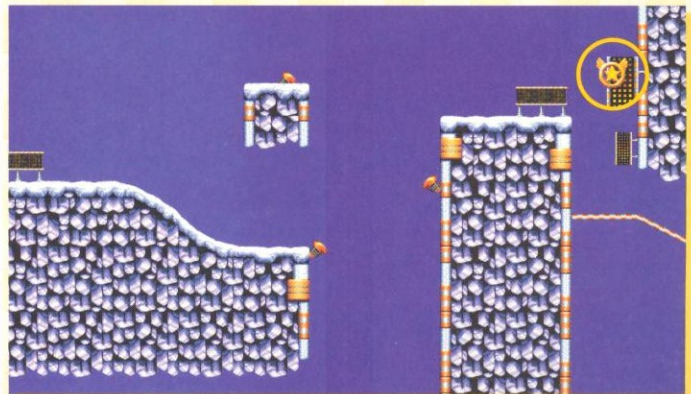


That sends you faster than a speeding bullet off a ramp and onto an ice slide at right.



At the end of the slide, jump across the approaching gap toward the arrow sign at right.

SPECIAL RING #7



That launches you into a third and final spring, which deposits you very comfortably close to Special Ring #7!



Now head down the slope and launch Sonic off the Red Spring at the bottom and into another to the right.



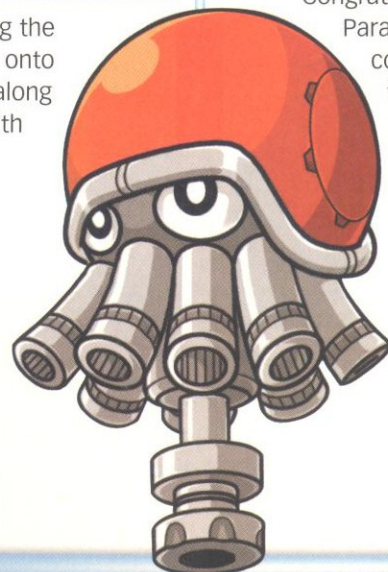
After collecting the ring, you drop onto a rail and zip along to the right with much haste.



One final ice slide ride (Wheeeee!) deposits Sonic, happily, at the finish line!



Congratulations! Ice Paradise Act 1 is complete. Now for some Special Stage action.



SPECIAL STAGE!!

The rules:

1. Never stop moving.
2. Race around the tracks in ever-tightening circles. Nine times out of ten, they're arranged that way.
3. If the robot gets too close, jump and hit him. Sonic flies away, and the robot stays at bay.
4. Use Speed Boosts and trampolines only when necessary to escape the robot or to reach a few badly needed coins.
5. You only need 300 rings. Don't kill yourself getting them all.



5x3=15 rings for me!



Follow the racing line.



Victory is his—er, yours—er, ours?

ACT 2



Out of the gate, start running straight ahead to build up some steam, then race down two short rises and down and off the first ramp.



Hold \Rightarrow when you come in for a landing and race up the

slope to claim a green shield. Whack the nearby badnik for good measure.



Blaze down the slope leading right to bound off a Red Spring and straight into a Swing Bar overhead.



Release the bar at precisely this point, then maneuver Sonic up and just a hair to the left to claim....



FAST FACTS

Why should an icon loved by millions be confined only to starring roles in games bearing his moniker? That certainly doesn't seem to be the thinking in Sonic's case.

You can find nods to Sonic in such games as:

Crusader of Centy (Genesis): Sonic's on the beach, kicking back, chilling with an umbrella drink.

Beach Spikers (GameCube): A giant blow-up Sonic lurks over the proceedings during the Sega Cup.

Indy 500 (arcade): Sonic in a Sonic Drift (GameGear) car on one of the billboards.

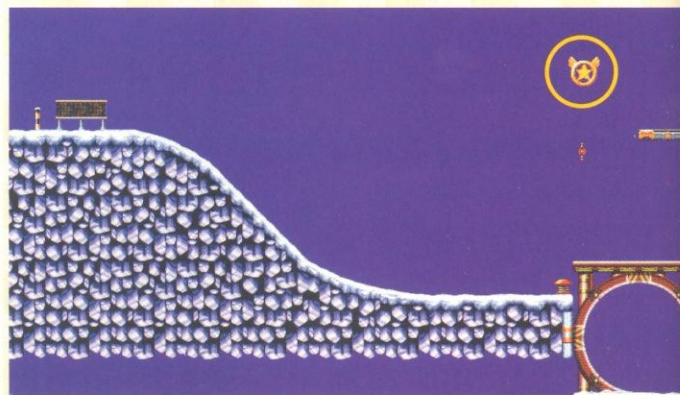
Spike Out (Arcade): Head over the mall to find a Sonic statue.

Daytona USA (Arcade/Saturn): Lucky 7 Speedway's Sonic Turn has a large bas-relief of Sonic.

Outrunners (Arcade): There's a Sonic The Hedgehog billboard as soon as the game starts.

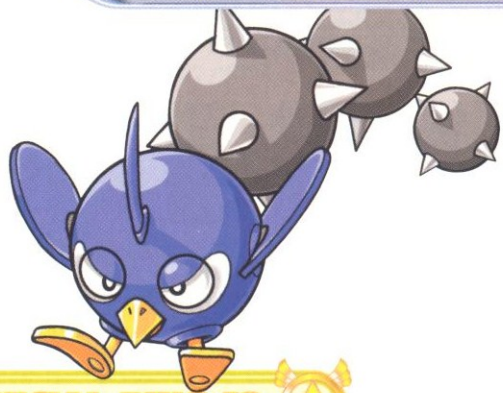
Rad Mobile (Arcade): Sonic swings from the car's mirror as a substitute for fuzzy dice.

SPECIAL RING #1

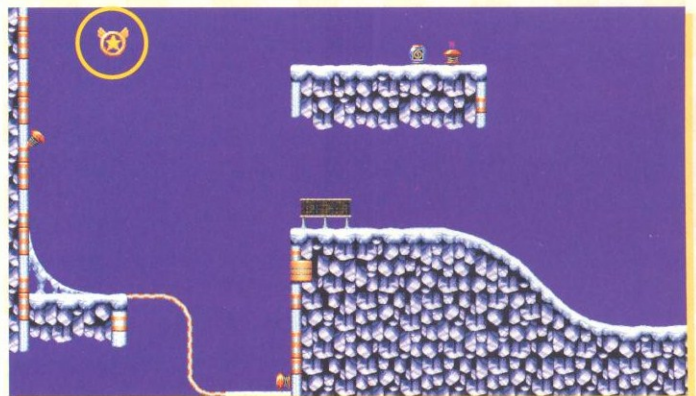


Boom! That's one. Only six to go before it's adios to these painfully frigid climes.

ICE PARADISE



SPECIAL RING #2



Two down in rapid order! Sonic zips along to safety on a platform just to the right.



Once more, fling Sonic from the Swing Bar as shown. Hold \Rightarrow to make sure he reaches the ice slide to the right.



Take a ride down the slide and leap off the end, through three rings, and onto a platform at right.



Hop up on the steel bridge you come upon next and take your pound of steel from the badnik sliding toward Sonic.



Spring ahead and you come across an Invulnerability container. Run through it and keep sprinting right.



Up, through, and straight down a well-placed loop: Sonic continues to muster momentum as he goes vertical.



Out the other side and down a slope, he flies into another loop.



Sonic cruises into a Speed Boost that fires him, bulletlike, into a Red Spring. Then it's up a rail he goes.



Off the rail and up another slope (keep holding Δ), Sonic races straight into a waiting Red Spring. This puppy launches him into....



A 5-ring container awaits him a short distance ahead. Crack it open for all its ring-y goodness, then eye that Red Spring.



Hit the spring and aim Sonic to the right to align on a rail that's just off-screen. That keeps him moving along.



Press Δ at the end of the rail, hold \Rightarrow for dear life, and with a little luck he lands smack-dab on a Red Spring.



After that spring, he's tossed to and fro on three springs to the right, before finally being sent in the opposite direction.



Sonic catches another spring on the left wall and is propelled once more up and right to come down on an ice slide. Ouch!



Let Sonic slip off the edge of the slide. He catches himself on a very handy Swing Bar.



Cut him loose at the point depicted, hold \Rightarrow , and let him fly wildly through the wintry air.



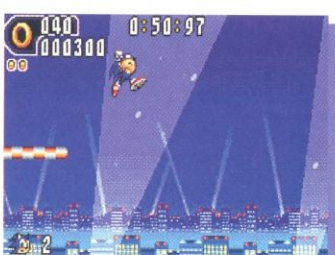
He lands on a loop, where a 5-ring container and a Red Spring await him. Smash the container and board the spring.



Up and away, Sonic lands some ways up on another platform with some rings and a badnik. Take out the badnik, then roll on right.



Leap over the spikes and board a waiting rail that takes him to a few more rings.

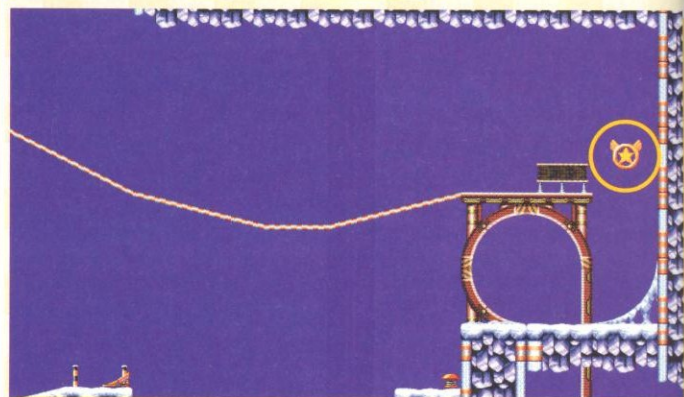


Let Sonic be tossed from the end of that rail. He picks up another one a screen or two away to the right.



As the loop top slides into view, begin applying \Leftarrow to keep him from tumbling forward and off the edge.

SPECIAL RING #3



Just to the right, hanging happily in the air, is the third Special Ring. Leap out and grab it, then head through the loop.



Barrel through the loop and head straight down onto still another frosty ice slide. At times like this, you wish hedgehogs wore pants.



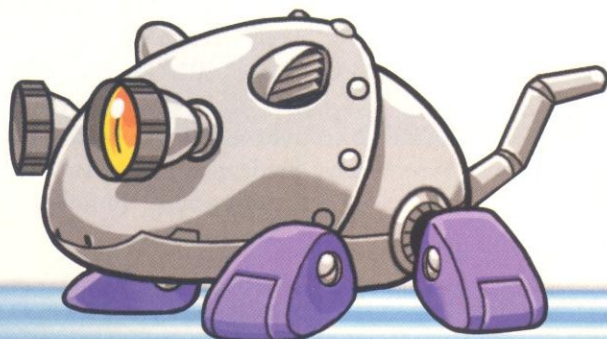
As soon as you hit it, slam on \Leftarrow to keep from sliding down the chasm to the right. From here, jump right once more to the next platform.



Down the slide he goes. As a flashing arrow sign pops into view, prepare to leap to another platform at right.



Once across, hop the Red Spring to clear the next chasm. Grab those airborne rings while you're at it.





Rush down the next slope, heading down and right. Once more, head into a sturdy loop. 'Round you go!



And out you come, over a tiny drop, then into another loop.



This gets tricky: As you exit the loop and approach the ledge, you enter Boost Mode.

Do *not* under any circumstances stop holding ⇨ as you zip off the edge.

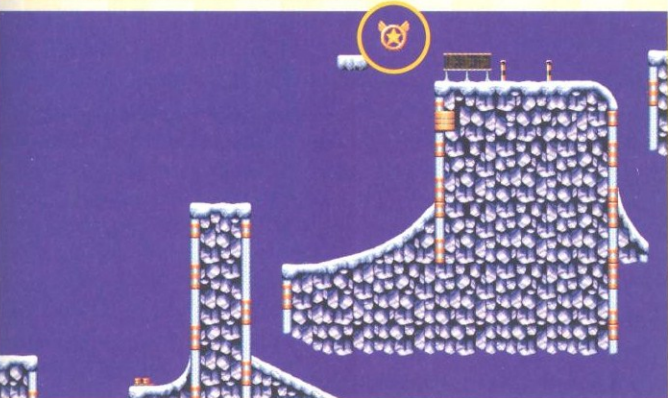


You hit the opposite side running and immediately race up a very steep slope, which launches Sonic to the right (keep holding ⇨).



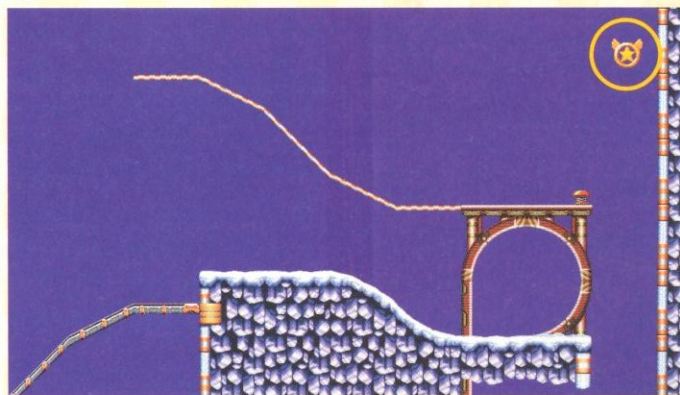
Here's the tricky part. You vault up over and through a few of the six rings floating in the sky. You want to land on the moving (yes, moving) platform beneath the Special Ring. Keep your eye on the prize.

SPECIAL RING #4



Once safely on the floating platform, leap out to the right to snag Special Ring #4, then keep holding ⇨ to reach solid ground to the right.

SPECIAL RING #5



If you hold ⇨ as you sail through the air, you're tossed directly into an oncoming Special Ring. That's five down!



Keep moving right, over the next chasm and through the three rings floating beneficently in the air.



Continue right and launch Sonic off the Red Spring planted there. Use the Big Air trick if it appears you're going to miss the rail.



Cruise down the rail holding ⇨, then exit and run right

into the Red Spring at the end of the line.



Let Sonic drop, but keep holding ⇨. If he catches himself on a small curve, just hop down to the next level. Do not go left. Just slowly work your way up the slope.



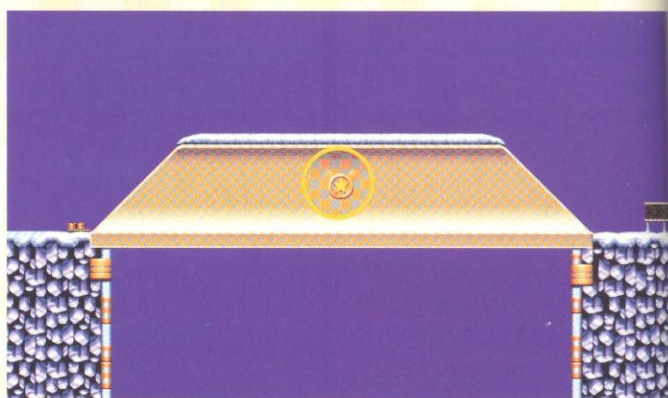
Hop over the Red Spring, which is there to cause nothing but mischief, then crush the badnik blocking your path to....

SPECIAL RING #6



Jog over and snag the next-to-last Special Ring, then head down the ice slide to the right.

SPECIAL RING #7



Halfway through the half-pipe, Sonic busts through the seventh and final Special Ring of the act and the level!



From this point, hold \Rightarrow and Sonic does the rest. First, you pass through a loop.



Keep holding \Rightarrow , and Sonic drops down to yet another ice slide as he continues right.



At the end of the subzero slide, he hits a Speed Boost.

Hold \Rightarrow to send him blazing up and into the half-pipe.



A few more feet down the road, he crosses the finish line in record time.



Whew! Good job. Now let's go teach Dr. Eggman another lesson he won't soon forget!

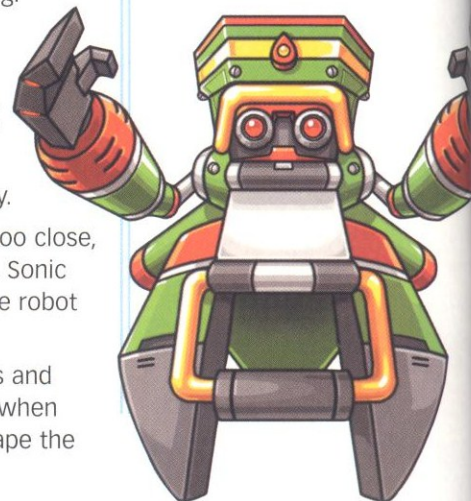
SPECIAL STAGE!!

The rules:

1. Never stop moving.
2. Race around the tracks in ever-tightening circles. Nine times out of ten, they're arranged that way.
3. If the robot gets too close, jump and hit him. Sonic flies away, and the robot stays at bay.
4. Use Speed Boosts and trampolines only when necessary to escape the

robot or to reach a few badly needed coins.

5. You only need 300 rings. Don't kill yourself getting them all.



FAST FACTS

An ultra-star such as Sonic has a reach that far exceeds that of most of the mundane personalities that litter the video gaming spectrum. This 'hog has lent his name and image to hundreds of products including all of those listed below:

- Three Different Animated Cartoon Series (DiC)
- An Animated Movie (Japanese OVA)
- Comic Books (Archie Comics)
- Candy Bars (House of Brussels Chocolates)
- Action Figures (JoyRide Studios)
- Canned Pasta (Campbell's Soup)

ICE PARADISE: BOSS

ROUND 4

The frigid climes of Ice Paradise are nearly a chilly memory. Sonic and co. once more have to deal with that execrable Eggmanin and more of his misguided mischief. This time he's busted out the Aero Egg, a truly menacing machine, *snicker*. Like the previous bosses, this one's a fairly easy exercise for our heroes (and heroines) to deal with. It's time to show this boss who's the boss.

Aero Egg



No. of Hits: 8 (barrel), 4 (body)
Difficulty: Easy



This egg is only slightly harder to crack than the previous one. The key here is to watch the barrel, because it spits out explosive shells.



A simple rule of thumb is to stay forward when the barrel is up, and back when it's down.



When he drops the barrel and fires, jump over the ordnance. Then run in and attack it.



Eight hits later, the barrel is toast.



Now watch as he spits low-flying shells onto the road. Skip over these and attack.



Four hits on the body, and it's *sayonara*, Dr. Omelet.

Additional Character Strategy

Cream



Just have Cream stand back and fling Cheese at Eggman. She can hit from across the screen, making this ridiculously easy.

Tails



Tails follows Sonic's lead to annihilate Robotnik's tank.

Knuckles

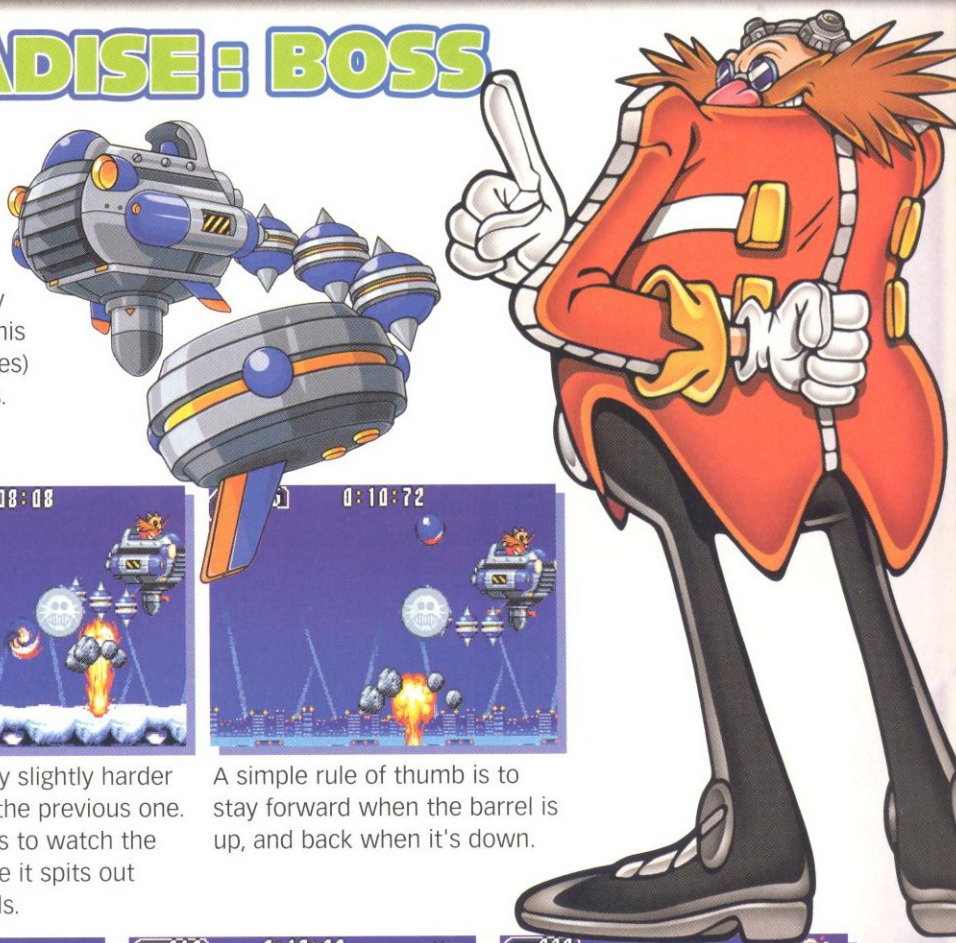


If it's good enough for Sonic, it's good enough for Knuckles.

Amy



She's a hedgehog too (albeit a pink one), so Amy, like Knuckles and Tails, takes her cues from her boyfriend Sonic.



SKY CANYON

ACT 1



Out of the cold, Sonic and company regroup at Sky Canyon, where the fight continues on a windmill-sprinkled plateau. This is a picture-postcard zone, with fluffy clouds and breezy highways and byways. Too bad Eggman and his badniks have to go and ruin it for everyone.



Sprinting out of the gate, hit the first ramp and zip across the gap.



Use the Big Air to reach the next platform. You don't want to fall.



Leap over the next gap, grab the three rings, and alight next to the wicked set of spikes.



Hop over the spikes (mind the wasp) and continue right to the Speed Boost.



Race up and around the pipework in Boost Mode as it twists, turns, and bends.



Hit the Boost Ring off the pipes to propel Sonic up to a second Boost Ring. Use the Big Air to reach the second ring above (not the one to the right).



That propels Sonic into a third Boost Ring, which fires him up and right.



As the floating platform comes into view, execute the Big Air to bounce off it.



Head right, whip the wasp, and begin making your way

across four floating platforms. Watch your step.

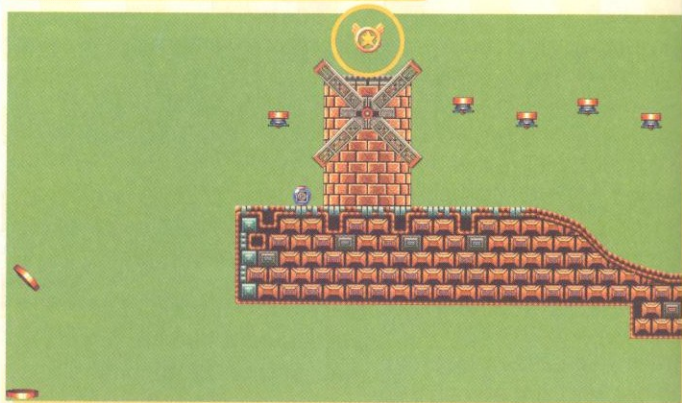


When you reach the next solid platform, run headlong into the Spin Wheel. Sonic is tossed straight up. Hold \Rightarrow to steer him right.



He lands next to a handy Extra Life container.

SPECIAL RING #1



You find the first Special Ring on the windmill. One down, six to go.

SKY CANYON



Drop off the right or left side and let the fan push Sonic toward and off the nearby ramp. Execute a Big Air if needed.



Continue right. Just as the road begins to slope, watch out for incoming hummingbirds. Take 'em out, then continue down the hill.



Note the spikes to the upper right. Time your leap from the left to coincide with their disappearance, or it's pincushion time.



After you get by that set of spikes, hold up, or you run into a very unpleasantly positioned set.



Keep moving to the right and run into the Spin Wheel ahead. This tosses Sonic down to a large fan.



Head right and launch Sonic off the Red Spring as he moves up and over to the checkpoint.

Checkpoint



This checkpoint comes early in the proceedings. No matter. You won't be using it, right?



Now hop on the nearby rail and slide down to the right, sweeping up any rings in your glide path.



That runs you into a Speed Boost and sends Sonic rocketing up a nearby wall.



Keep holding \Rightarrow as Sonic rips through a one-way bridge. Steer him up and over to a mystery ring container.



Hugging the wall to the right, Sonic comes down on a Red Spring, which sends him racing along a rail to the left.



Propelled forward by a fan, Sonic charges up a sloping pipe and through a large loop.

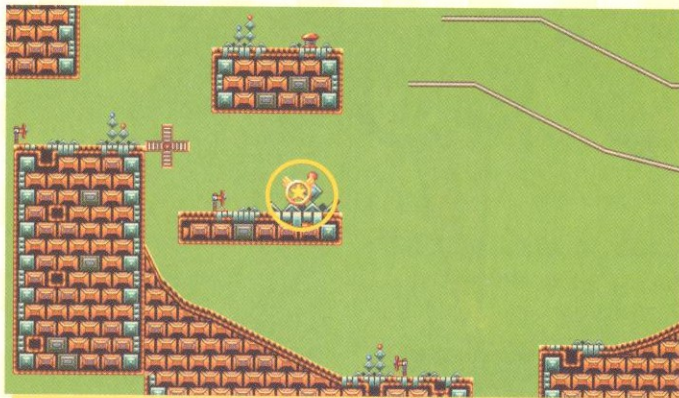


Hold \Leftarrow as Sonic rips his way left, over a gap and past another fan, en route to another Special Ring.



He climbs up a wall, then up and through a Spin Wheel to continue left.

SPECIAL RING #2



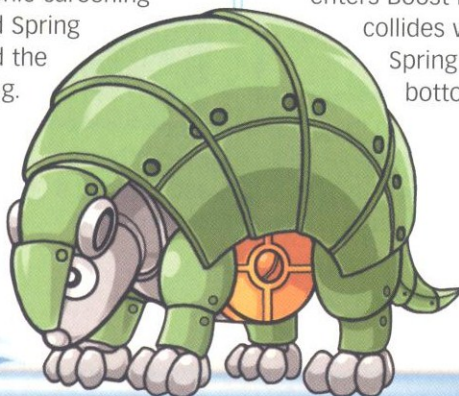
As you pass between the wall and the Spin Wheel, Sonic drops down and to the right, past another fan, and over the second Special Ring.



He shoots into another fan. When you're ready, reverse gears with \Rightarrow and head back. Leap before hitting the Spin Wheel.



You should be in Boost Mode, sending Sonic careening off the Red Spring just behind the Special Ring.



He blasts past two rails. Land on the second and cruise down and to the right.



After grinding it out, keep holding \Rightarrow . Sonic barrels down a long length of pipe, enters Boost Mode, and collides with a Red Spring at the bottom.



Either execute a Big Air at the top of the jump or hold \Rightarrow and grab the flying handle to head over to the left.



Another spring sends Sonic hurtling through a loop, off another two springs.



This sends Sonic flying to the right, down another slope and into a spring.



Sonic launches up and through another loop, then straight into a small tornado that can support the weight of a certain blue hedgehog.



It blows Sonic up through the floor. Ignore the floating platforms for now and drop to the ground.



Head right, past a fan, and down and through a pair of killer ring-laden loops.

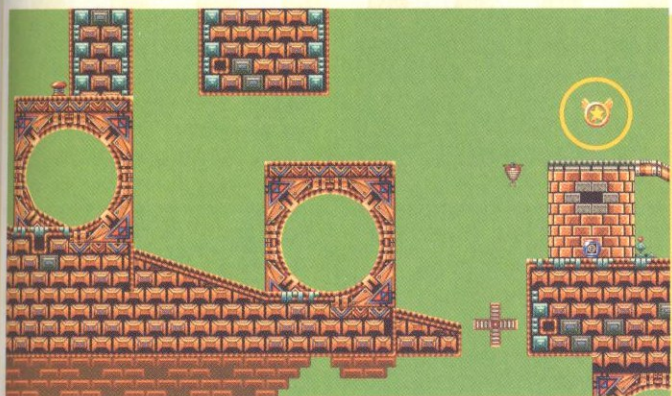


That sends the blue dude with a 'tude into a Spin Wheel. Hold \Rightarrow so he flies toward a 10-coin container.



Intercepted by a flying handle? Hmmm. Wonder where this might lead?

SPECIAL RING #3



As the handle comes to a rest, leap across the narrow gap and claim the third Special Ring.



Drop to the left, bag the 10-coin container, and head over the left side.



On your way down, hug the right wall. This time, fall past the Spin Wheel.



When Sonic hits the ground, take off like a flash to the left, up and through a loop at blistering speeds.



Still moving left at a speedy clip, Sonic hits a Spin Wheel and goes skyward. Hold \leftarrow to stick the landing.

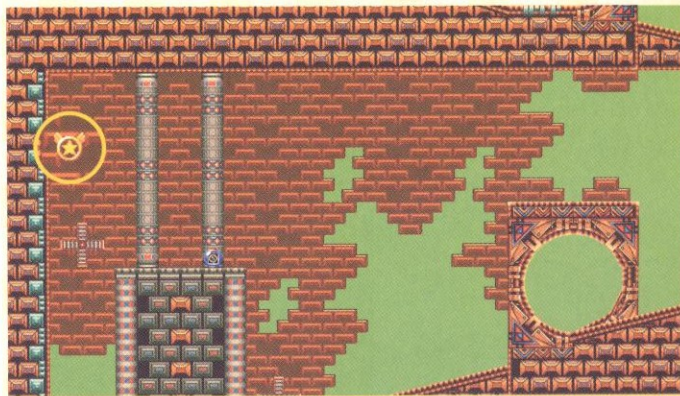


At the very top, you come across a 5-ring container. Smash it and move left.



Another Spin Wheel lies ahead. Hit the upward-pointing prong on its right side to spin Sonic up.

SPECIAL RING #4



Sonic gets Special Ring #4. On the way back down, hold \leftarrow to fall down and past the Spin Wheel below.



A large fan cushions Sonic's descent. Mind the retractable spikes to the left as you float him toward the Red Spring.



Bound off three springs. Sonic finds himself flapping about in that mini-tornado again, which whirls him up, up and away.



This time, hold \Rightarrow and, if necessary, execute the Big

Air to reach the platform to the right.

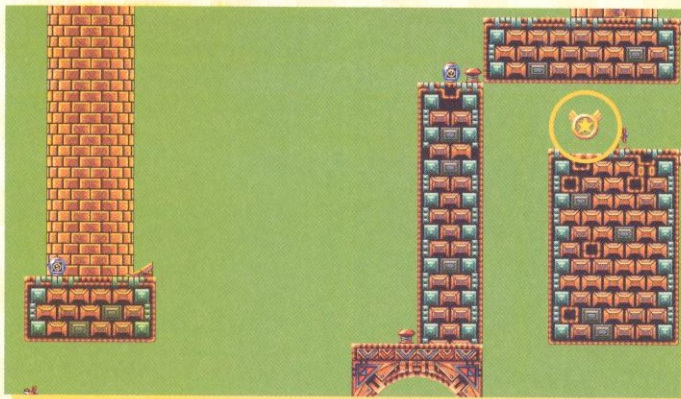


This puts Sonic down next to a 5-ring container and a rather ornery wasp. Bag the coins (and the wasp), then continue right.



Launch Sonic off the nearby ramp. When he hits the wall to the right, execute the Big Air and keep holding \Rightarrow to pass through a secret passage.

SPECIAL RING #5



Hop out the opposite side into another updraft. Sonic is carried into the waiting arms of Special Ring #5.



Now send Sonic tearing to the right. Go past the fan, and up and down a series of interweaving pipes.



Continue racing right, through a loop, up a lip, and into another Spin Wheel. Hold \Rightarrow after it spits you out.



This blows Sonic under a wasp, into a Blue Spring, and

into the sky. Execute the Big Air to reach the 5-ring container atop a windmill.



Backtrack over the side and use the Blue Spring to send Sonic flying to the windmill at left.



Take a few careful strides left, and you come to the end of a pipe. A floating platform is just a jump away.



Start hopping left, crossing a rickety bridge of floating platforms. On the fifth platform, pause and watch for the spikes on the platform ahead.



Don't dawdle on the spike-filled platform. Immediately jump again to the next platform.



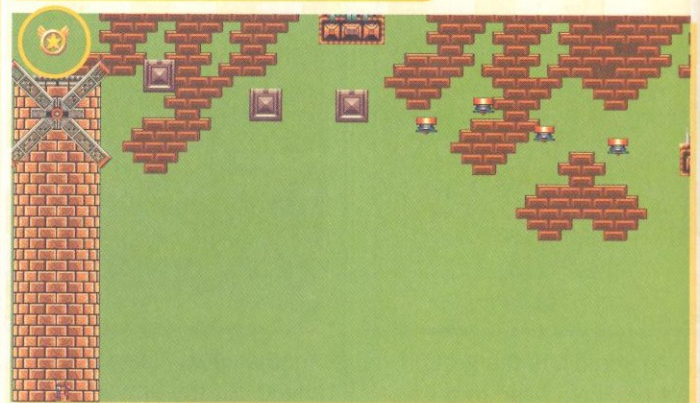
Four more platforms and you see a floating box. Wait till it moves downward, then jump left.



Don't pause long on the first box before hopping to the second.



Ride the second box to the left, and trade that one for the next one over.



One more leap to the left puts Sonic atop another windmill, which also hosts Special Ring #6.



Drop off the left side to meet the ground below and start moving right, past the fan.



Before long Sonic bursts into Boost Mode and then into a Spin Wheel, which sends him up and to the right.



Continue holding onto ⇨ as Sonic rockets through another loop, off a ramp, and over a Spin Wheel.



Upon clearing the Spin Wheel, jump on the onrushing Red Spring and go through another loop into a series of springs.



Sonic is forcefully ejected into another breezy updraft, which carries him up through a wood floor.



When he passes through, hold ⇨ and execute the Big Air to get enough boost to reach the platform to the right.

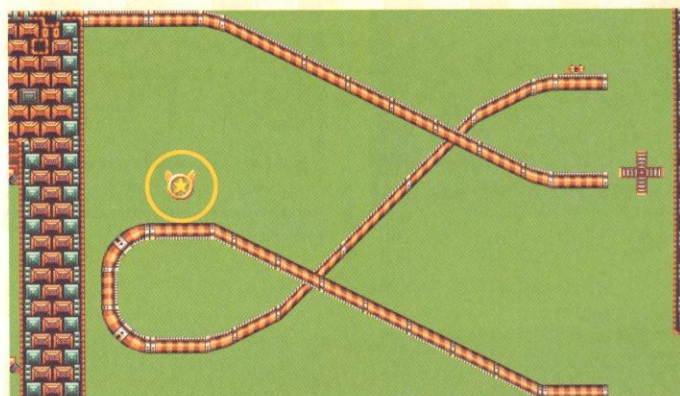


Now zip the length of pipe running right. This takes Sonic into a Spin Wheel that tosses him up and (assuming you hold ⇨) to the left. Do not hit the Speed Boost.



Avoid the Speed Boost and jog to the left, down the length of pipe. After you pass a second length of pipe that crosses the first, jump left.

SPECIAL RING #7



You land on another section of pipe, where you can claim the seventh and final Special Ring.



Now backtrack up the first length of pipe (jump on it) and hit the Speed Boost to send Sonic racing.



That sends Sonic safely across the finish line!



Another act down. Time for some Special Stage action.

SPECIAL STAGE!!

The rules:

1. Never stop moving.
2. Race around the tracks in ever-tightening circles. Nine times out of ten, they're arranged that way.
3. If the robot gets too close, jump and hit him. Sonic flies away, and the robot stays at bay.
4. Use Speed Boosts and trampolines only when necessary to escape the robot or to reach a few badly needed coins.
5. You only need 300 rings. Don't kill yourself getting them all.



Remember: ever-tightening circles!



You don't gotta catch 'em all!



Oh, how sweet it is!



FAST FACTS

Sonic's comic book exploits have been published in America for over ten years now courtesy of Archie Comics. Yep, the house that brings you Archie, Veronica and Jughead, also publishes a monthly title starring Sonic and a legion of characters that haven't ever appeared in the games including Princess Sally, Rotor, Bunnie Rabot. Of course, Tails, Knuckles, Mecha Sonic and others from the myriad games also star or serve as recurring guests. Currently the book is at 120+ issues (a monthly title with numerous special editions featuring Knuckles).

ACT 2



Out of the gates in Act 2, head right and down a slope. Rip around the pipework into a spring and onto a Speed Boost heading right.

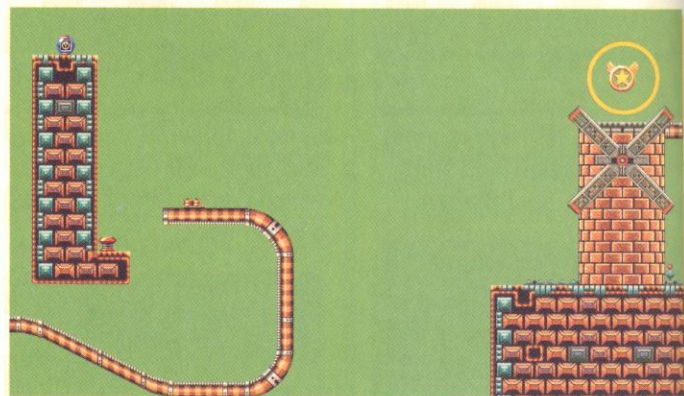


Two springs later, Sonic heads off the upturned edge of the pipe and into the sky.



Zip right, down a sloping pipe, and run Sonic into a waiting Spin Wheel.

SPECIAL RING #1



At the peak of his jump, as the windmill comes into sight, kick in a little Big Air action to reach the first Special Ring.

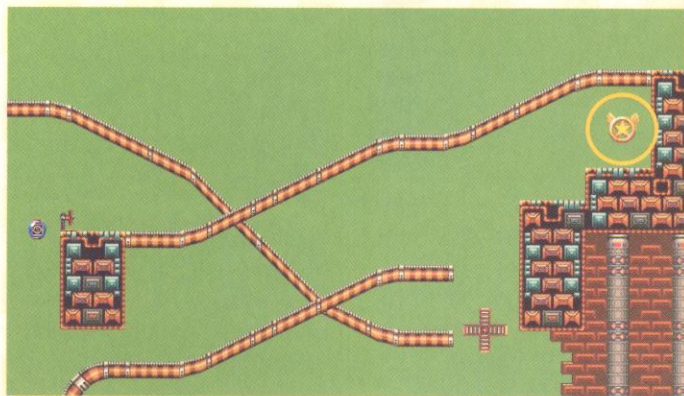


Hold \Rightarrow and let it toss him up and right to the first of two steps. When he lands, hop up one more notch to the right.



Now make your way back left and fall over the edge. Hug the right wall and drop straight past the Spin Wheel to the ground.

SPECIAL RING #2



That takes you to Special Ring #2 in very short order. Five to go!



When you land, head right past a fan and onto a rail.



Run into the oncoming spring. You're passed to another, and then to a platform with rings—and another spring.



Launch Sonic off that spring and into the air toward another spring.



After you hit the spring, hold \Rightarrow as Sonic sails upward to hit one more.



Sonic lands to the right, too close to a badnik wasp for comfort. Increase your comfort level.



Cruise right and through a loop, then hit a ramp as you come bowling out.



Hit the nearby spring, which sends Sonic sliding over and up to the left, right into another handy spring.



That sends Sonic soaring toward another bit of pipe. Upon touchdown, drop to the lower pipe. Then book down and right.



When the three rings on the opposite pipe snap into view, launch Sonic toward them with a quick tap of \odot .



Continue right and thrash a trio of hummingbirds out cruisin' for trouble.

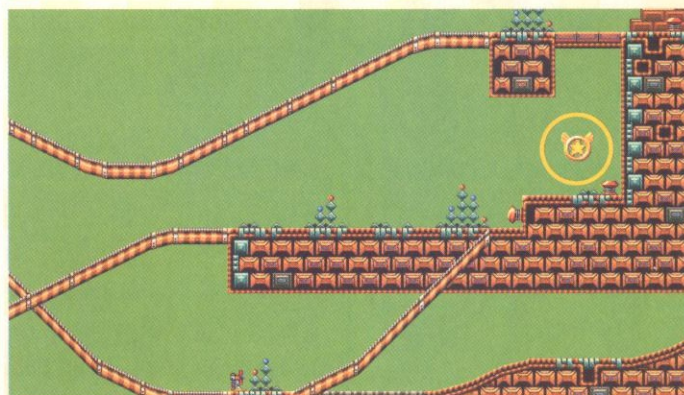


SPECIAL RING #3



Execute the Big Air jump as you pass by the rail to land and claim the third Special Ring.

SPECIAL RING #4



Hop over the next spring you come upon, clamber up the next platform, and claim the fourth Special Ring.



Hit the next two springs to the right, which launch Sonic higher and higher. At the top, smash the mystery ring container.



Head left, across and up three floating platforms to a fan-equipped ledge.



Wind at your back, head right and launch Sonic off the nearby ramp to a spring that waits on the opposite side.



Sonic, tossed all the way back to the left, encounters another ring and its buddy, the ramp.



He comes down in front of a large windmill, but pay it no heed. Keep speeding right, past a fan and into a Spin Wheel.



Keep pressing \Rightarrow as the Spin Wheel flings Sonic up and out toward a floating platform.



Two deft bouncing hops later, you find yourself atop another windmill, with an electrical shield staring Sonic down.



Continue across two more floating platforms, then onto another windmill's fan-wielding roof.



That sends Sonic missile-like over and down a series of undulating pipes, until he meets up with another Spin Wheel.



The Spin Wheel tosses Sonic up. Hold \Leftarrow to place him squarely on another section of fan-driven pipe.



Use the next fan Sonic comes across to enter Boost Mode. Run against it till he boosts, then head right.

Checkpoint



Sonic zips like a rocket to the right, over a gap (don't jump) and right by the checkpoint.



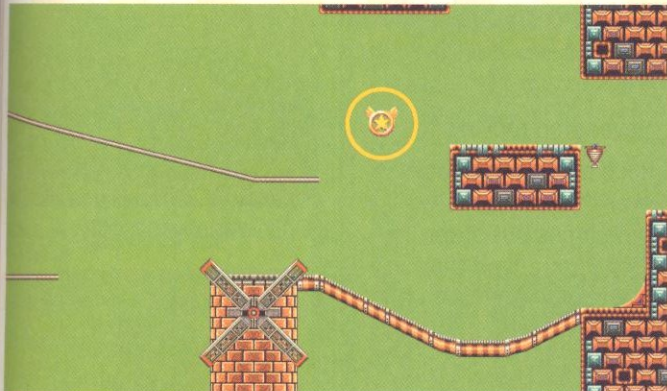
Continuing on, he catches the next spring, flies past two rails, and executes a Big Air to land safely on the other side.



Hit the next spring over to send Sonic skyrocketing upward, but be sure you stick the second rail. A Big Air is a good idea.



SPECIAL RING #5



Take the rail to the right and let Sonic fly off his own accord off its edge and into Special Ring #5.



When Sonic lands, an updraft catches him and takes him for a brief ride before settling him back to the ground.



Jog down the slope to the right to another Spin Wheel that carries our hero up and right.



Head on to the right and enter yet another Spin Wheel.

Hold \leftarrow to make sure he swings left to grab a 5-ring container.



It's into another Spin Wheel, but this time hold \rightarrow to swing right.



Head right slowly and slide down the rail that lies ahead. As you head down, hold \leftarrow to keep Sonic from going overboard.

SPECIAL RING #6



A quick jog back to the left (under the rail) reveals a sneakily placed Special Ring. One to go!



Now take that nearby ramp, collide with the far wall, and then fall down and grind the rail to the right.



Hit the Red Spring you come upon, which sends you over to the ledge at right.



Very carefully, leap out and bounce two platforms to the right.



Then switch gears and take one platform left.



Now take one to the right once more.



And then back to the left to keep the action nice and rhythmic.



Another bounce to the left and you're almost there.



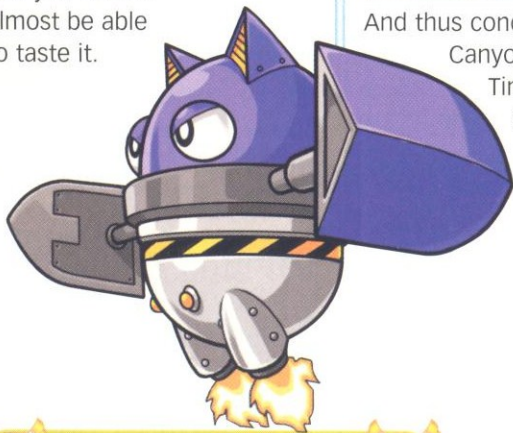
Two deft bounces to the right and you should almost be able to taste it.



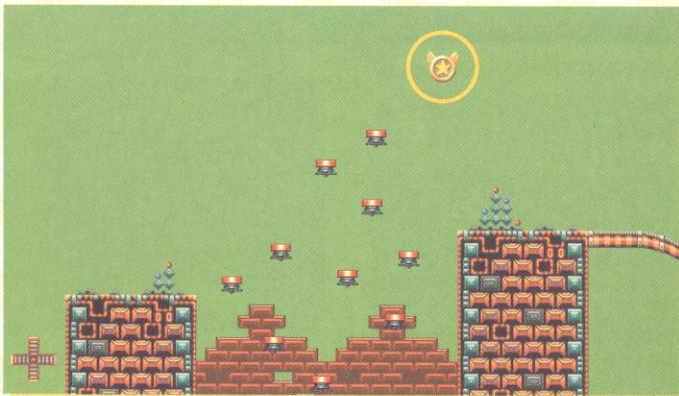
All seven Special Rings gathered, take off to the right. Two quick springs see Sonic to the finish line.



And thus concludes Sky Canyon Acts 1 and 2. Time for some Special Stage action and then...Eggman.



SPECIAL RING #7



The coup de grace: One soaring bounce straight up brings Special Ring #7 into stark focus!

SPECIAL STAGE!!

The rules:

1. Never stop moving.
2. Race around the tracks in ever-tightening circles. Nine times out of ten, they're arranged that way.
3. If the robot gets too close, jump and hit him. Sonic flies away, and the robot stays at bay.
4. Use Speed Boosts and trampolines only when necessary to escape the robot or to reach a few badly needed coins.
5. You only need 300 rings. Don't kill yourself getting them all.



Only when necessary!



All mine!



Excellent!



FAST FACTS

While Sonic has pretty much been Sega's top hedgehog for over ten years, there have been other impostors to the mascot's throne from Sega themselves. This includes a legion of cartoon characters, robots, figments of peoples' imaginations and many more. Of these, only Vectorman and Clockwork Knight saw second chapters. None of them ever made it back for a third outing. Some of the attempts:

- Vectorman: Robotic janitor
- Ristar: Long-armed star
- Greendog: Surfer dude
- Dynamite Headdy: Toy-that-really used his head
- Astal: Superhuman ten-year-old with phenomenal strength
- Clockwork Knight: Wind-up knight
- Bug!: Bug-eyed insect
- NIGHTS

SKY CANYON: BOSS

ROUND 5

After clearing out the badniks from the lovely environs of Sky Canyon, it'd be nice to kick back, relax, and beat on a typically weak Eggman invention. Unfortunately, this time he decided to bring in the big guns. The Egg Saucer is probably the hardest boss in the game—not for the faint of heart.

Egg Saucer



No. of Hits: 4 (gun), 8 (capsule)
Difficulty: Hard



The Egg Saucer is a formidable foe. The combination laser cannon, spiked platforms, and hand of doom are deadly. Collect rings after every shot you take.



Of the two methods to defeat the Egg Saucer, one is hard and the other is, uh, hard. You can destroy the laser cannon and deal with a crazed fist, or you can leave the cannon intact and deal with a more balanced beating.



Your best bet is to deal with the balanced onslaught. You really don't want to mess with that fist.



Wait for the cannon to head toward 12 o'clock. It then fires two beams—a test shot to show you where the real shot is going, and then the killing blow.



When the cannon takes its test shot, Sonic should be virtually under the big fist and just in front of the big wheel.



After the second beam sizzles past, run in and deliver a Spin Attack to Robotnik's grinning mug, then immediately pull out.



Hang back and repeat that cycle. After you hit Robotnik four times, however, the cannon also starts to fire low shots. Be on your guard and leap over those shots before moving into position.



Eight harrowing hits later, the Egg Saucer is reduced to scrap, and your pulse rate and nerves return to normal levels.

Additional Character Strategy

Cream



Once again it's Cheese to the rescue! Keep Cream well back and use her Cheese-hurling fastball to dismantle the gun first. Then sit back and destroy Eggman at your leisure.

Tails



This time out, Tails follows Sonic's pattern, but takes the safer approach of running in and tail-swiping Robotnik instead of launching a Spin Attack.

Knuckles



Well, Knuckles, at least you're not in Sonic's shadow this time...you're in the shadow of Tails. Using Knuckles' punch, copy Tails' hit-and-run maneuver.

Amy



Ah, good ol' predictable Amy. There's serious lag on her hammer attack, so she's forced to follow in Sonic's footsteps again.

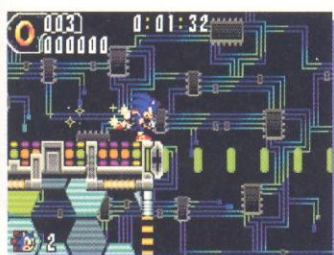
TECHNO BASE

ACT 1



After you leave the magnificent windmills and windy ways of Sky Canyon behind, the environment starts to look more Eggman-friendly: stark, cold, metal pulsing with eerie electrical energy, and not a living thing in sight except for the "good" doctor himself.

Unless Sonic wants to see the world turned into a scene from Star Trek, he'd best get to it.

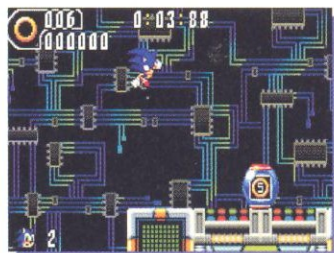


Sonic roars right out of the blocks, over the energy bridge and to the opposite side.

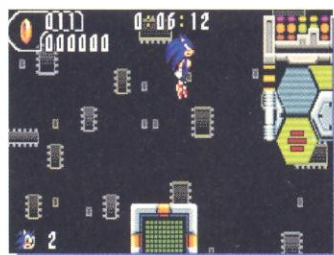


NOTE

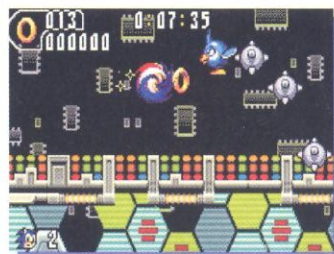
Be careful when crossing the glowing green energy bridges. They can go out at any moment, sending Sonic and company a long way off the beaten path.



A Red Spring casts Sonic skyward and rightward toward a 5-ring container. Shatter that and climb on the block to the left.



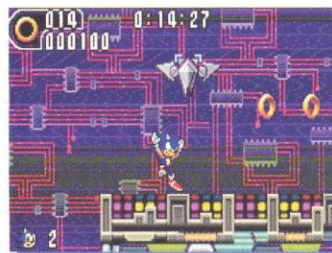
Away you go! The block rises like an elevator, then stops abruptly. Sonic keeps going. Hold \Rightarrow to pitch him to the right.



Watch out for the bird-based badnik! Grab the nearby rings and hit him once in the beak.



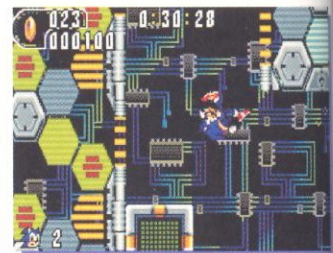
Jam over to the right, hop over the spring, and grab the green shield.



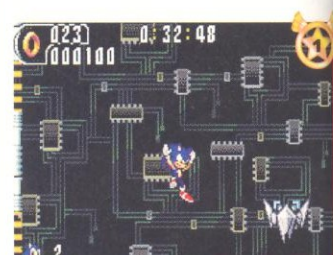
Board the spring and rocket up past the spikes, then to the right. Mind the flying (sometimes cloaked) badnik above.



Continue up the slope. As it levels out, approach the next energy bridge. When it reappears, go!

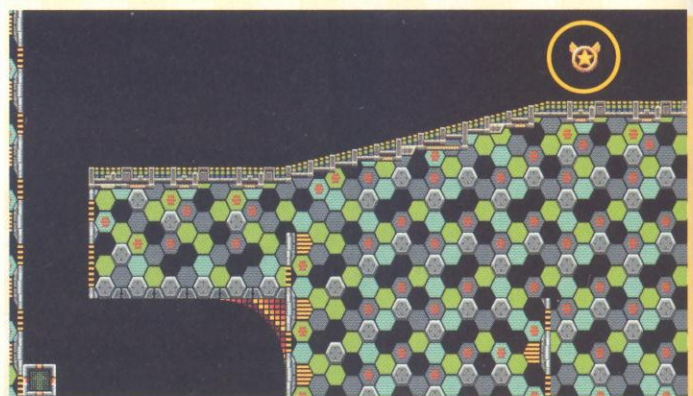


Gallop down the next slope at full speed, then rip up and around the wall. Double back across the ceiling and onto another block elevator.

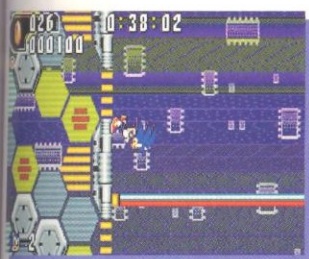


Allow the elevator to toss Sonic up, then steer him right. Watch for another badnik.

SPECIAL RING #1



Zip up the next slope to the right. As it levels off, you come upon the first Special Ring.



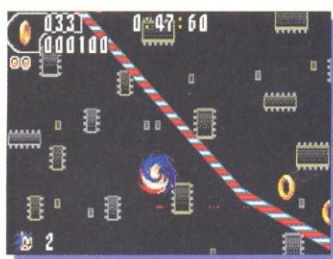
Head right, over the lip, and down until Sonic contacts a rail.



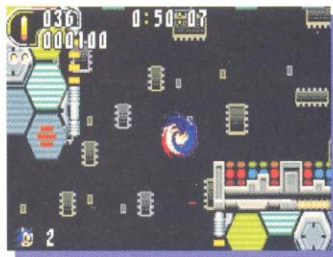
The rail takes him into a spring. Meet it willingly, and fly up and to the right.



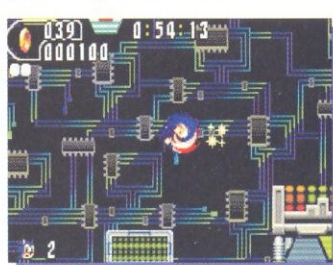
Note the 5-ring container and the spikes. Do not smash that container! Instead, hop over the spikes and drop down the right side of the platform.



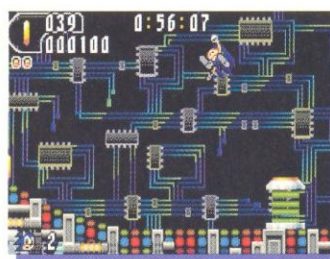
When you hit the rail at the bottom, leap off and drop to the floor.



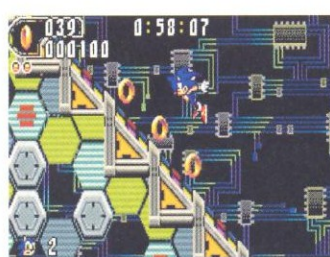
Head left and down two large steps. Mind the springs on your way over the side.



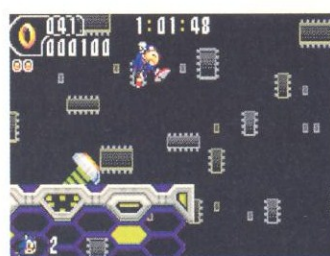
Hop out to the small rectangular platform to the left. Take a few steps, then leap left as far and as fast as you can.



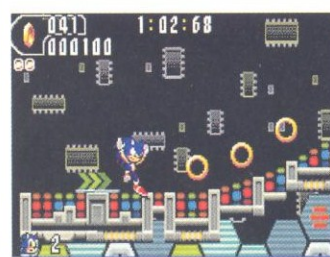
Safely across, hit the spring and launch Sonic to the right, toward a slippery slope.



Once on the slope, use the combination of (A) ⇐ ⇐ to climb this fearsome grade.



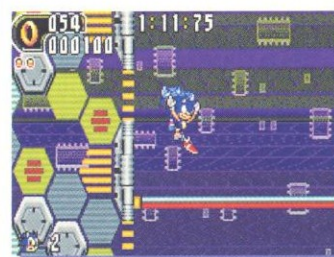
As you crest the top of this mighty peak, hop on the platform above and use its only spring to fire Sonic across the valley.



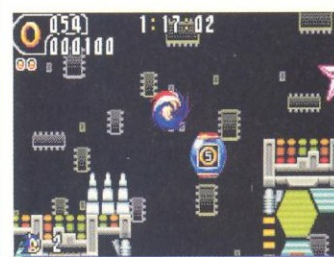
Once across, hit the Speed Boost. Hold ⇐ then ⇐ after you ricochet off a spring and up a rail.



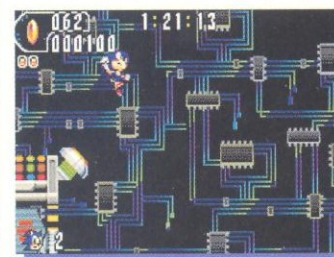
Continue to hold ⇐ as Sonic makes his way up, to the right, and across walls, ceilings, and open air.



Eventually, gravity kicks in and drags Sonic back down to what should be a familiar rail. Ride that to the right.

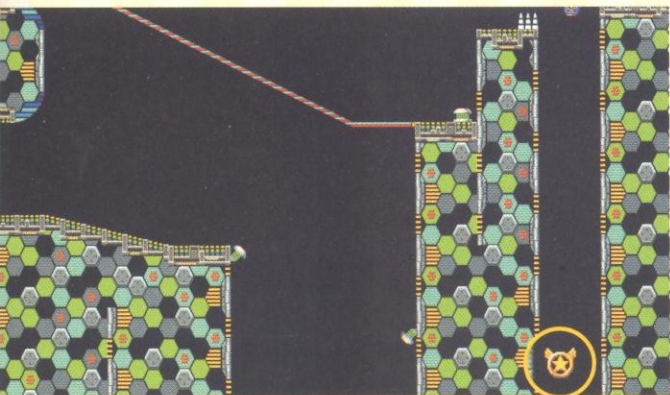


Hit the spring at the end of the rail. Remember the warning against smashing the 5-ring container? That warning is canceled. Use it to reach the next platform over.

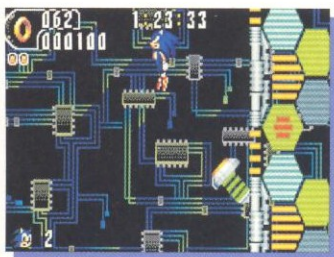


Blast down the steep hill to the right at full speed. Sonic is intercepted by a series of randomly scattered springs. Keep holding ⇐.

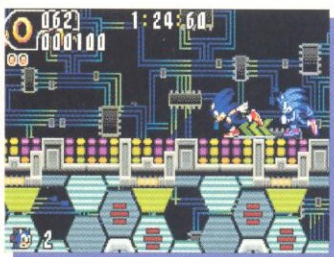
SPECIAL RING #2



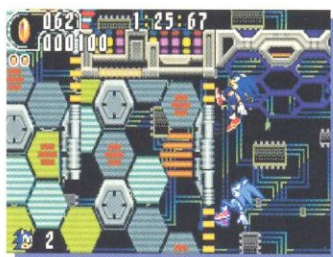
As you hug the left wall, you come screaming across the second Special Ring.



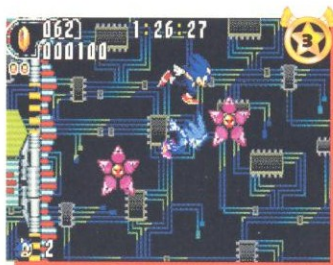
After the fourth spring, he's sent left. Shift from \Rightarrow to \Leftarrow .



The final spring in that flurry launches Sonic back to solid ground and into a Speed Boost. Don't release \Leftarrow yet.



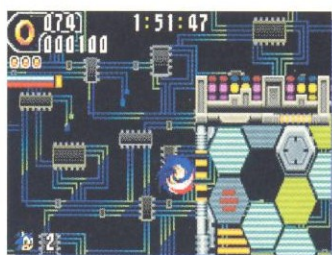
As Sonic goes vertical up a wall, prepare to shift back to \Rightarrow as he escapes velocity.



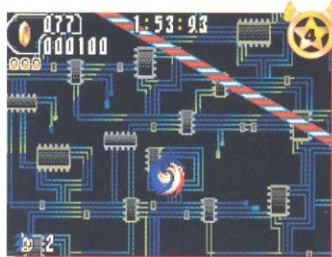
Up, up and away he goes, between two badniks and over to the right, to snag....



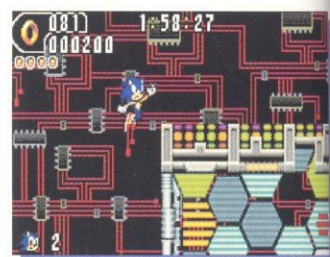
Head right, full steam, into another spring. This casts him up and to the right, to land on a rail.



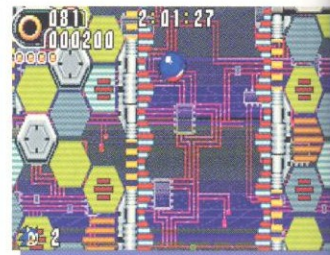
After you exit the rail, hit the brakes and head back to the left and over the side.



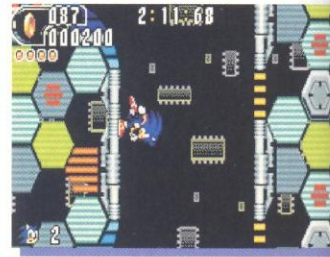
Sonic lands on another rail. Bail without fail as soon as possible!



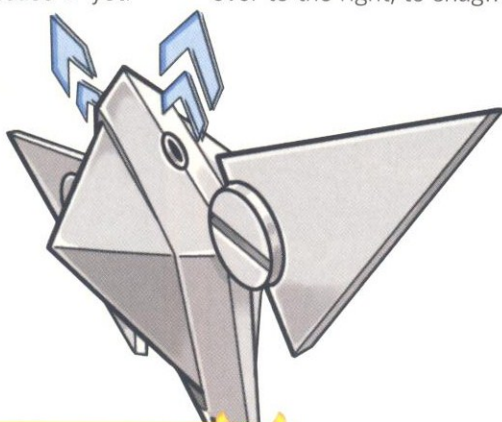
Sprint along and off the onrushing ramp, using the Big Air trick to arrive safely on the opposite side.



Head right and use the spring you find. From there, let the walls propel Sonic upward.



Next, hop over the spikes in your path, then run over the lip down and around (don't stop holding \Rightarrow).

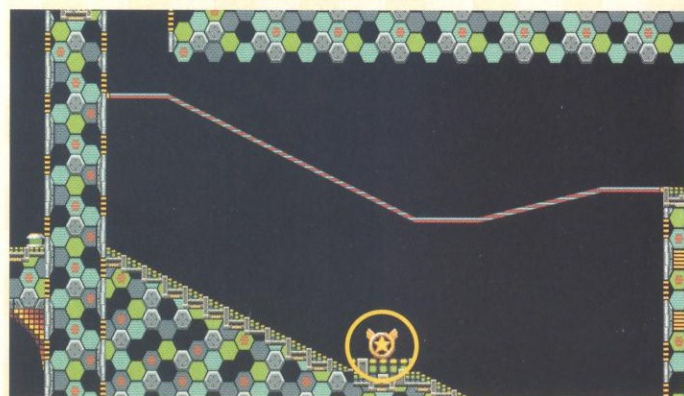


SPECIAL RING #3

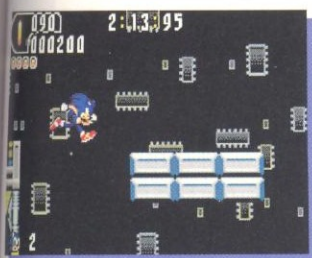


Soaring skyward, he dives through the next Special Ring. Three down, four to go!

SPECIAL RING #4



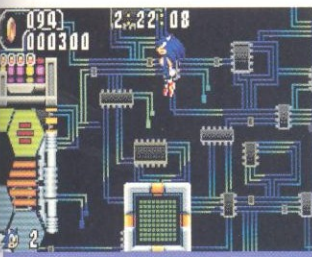
When you touch down, check the immediate area for Special Ring #4, then head off to the right.



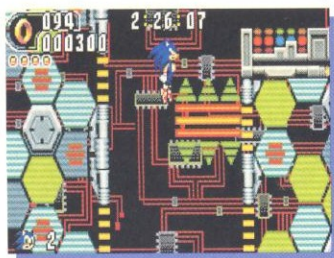
Soon you blaze across the ceiling, down to the floor, and out into thin air. Don't jump. Let momentum carry you.



A set of spikes stops Sonic. Take a few steps left and board the elevator.



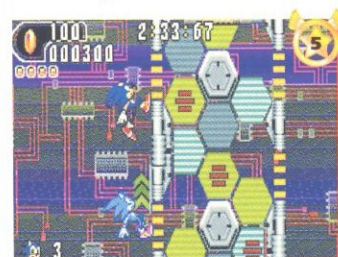
After the elevator ejects him, hold \Leftarrow and swing Sonic over to the platform at left.



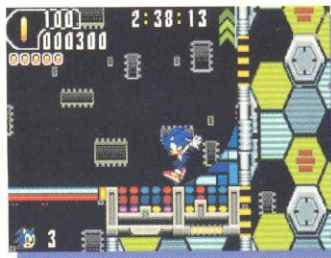
Launch Sonic off the spring there, and use the Big Air trick to squeeze between two sets of spikes.



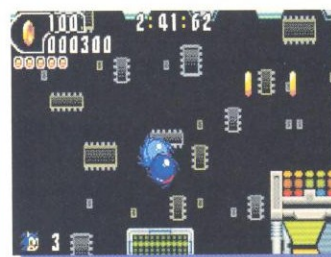
A few more steps to the right, and a rail pops into view. Board it and grind it out to the right.



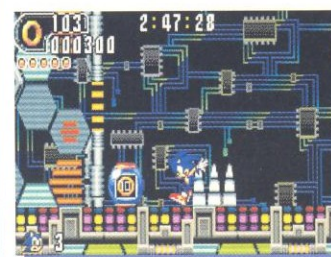
At the rail's end, you keep moving forward into a wall-mounted Speed Boost, and shoot up the side of a wall.



This is tricky. You want to jump far enough out to the left to land between the rail and the curve leading up the wall. Hold \Rightarrow when you hit the floor.



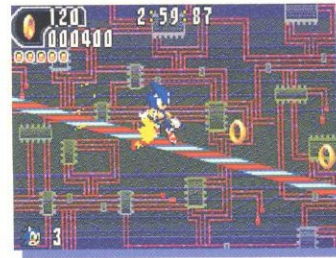
Spin dash to the right, toward the bend and into the Speed Boost. This sends Sonic sky-high. This time, hold \Rightarrow to land on the floating platform at right.



Head over the spikes and down the left side of the chasm, hugging the left wall, and you land on or near a 10-ring container.



Hop over three sets of spikes to the right (ignore the springs), then send Sonic screaming over the lip.

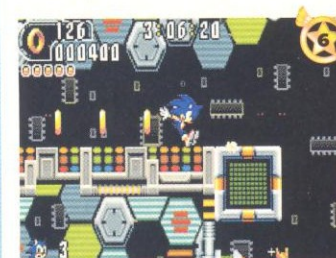


He's deposited squarely on a rail. Ride it out to the right, snagging rings along the way.

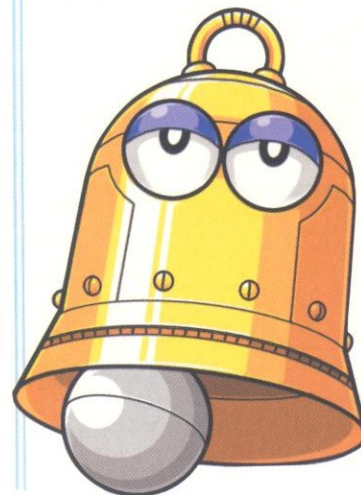
Checkpoint



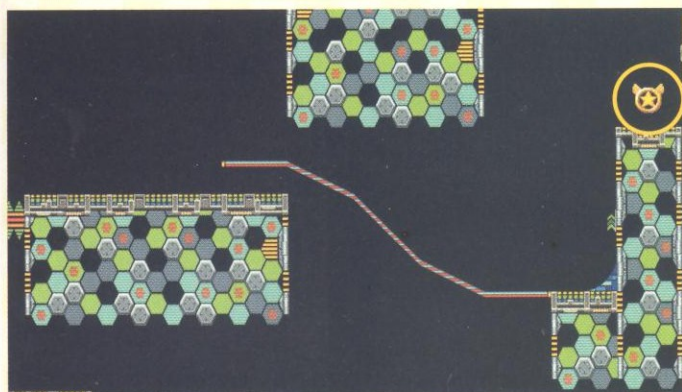
That takes Sonic up to the checkpoint.



Dash over to the right and note the three rings over a chute heading down. Head down the chute. As soon as you hit the ground, hold \Rightarrow to hit the brakes.

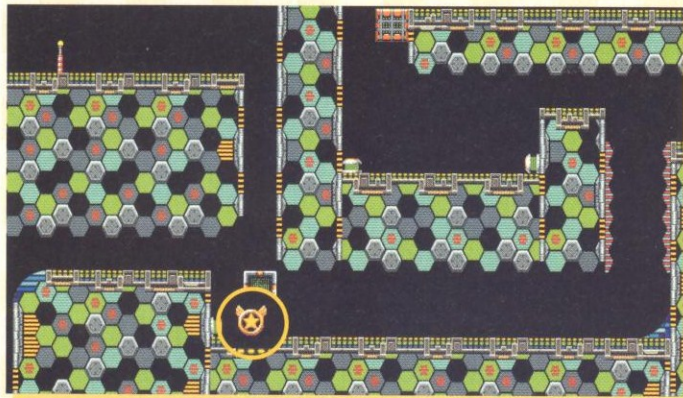


SPECIAL RING #5

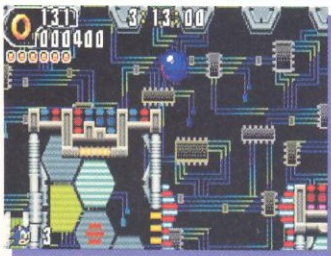


On your way down, you land on Special Ring #5.

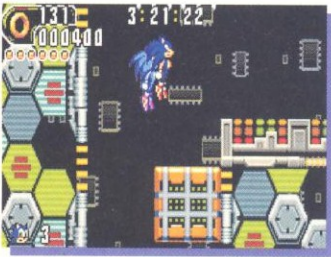
SPECIAL RING #6



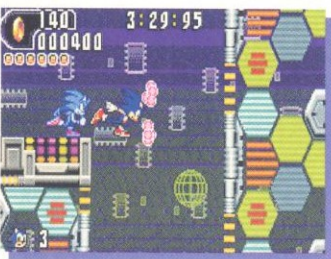
Walk over to the right and fall off the box to collect Special Ring #6.



From there, send Sonic off the spring to the left, up the wall, between the bumpers, and up to the left ledge.

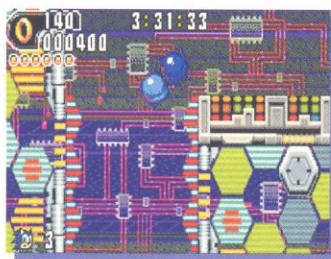


Head over the ledge, then bounce off the spring. Careen to the left off another spring, then to the right over the moving box.

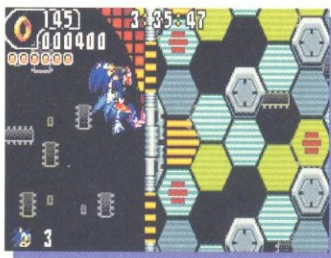


Now dash right, hop over the spikes, and head full throttle

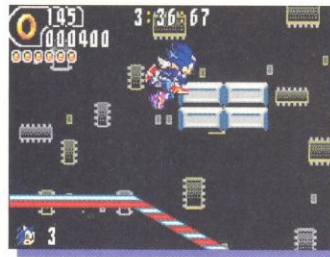
down a steep slope. At the bottom, Sonic collides with a wire-frame sphere, which sends him flying upward.



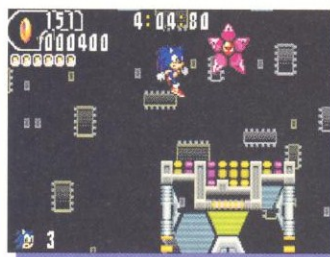
He climbs out of the shaft by bouncing from wall to wall, then heads right and down over the lip.



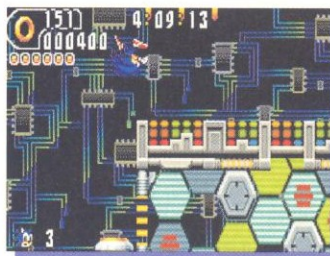
Keep hanging on ⇨ as Sonic heads down, right, up, and around the horn like a bolt of blue lightning.



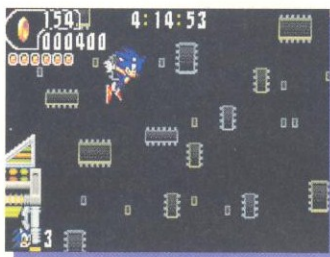
Once his feet leave the ground, he quickly passes a rail. Use the gray bouncing blocks to hop backward and onto the rail.



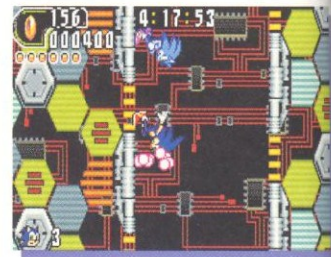
Ride the rail to the right and run into another spring that sends Sonic up and face to face with a flying badnik.



Smash the baddie, then head over the right side and let the springs do their thing. Keep holding ⇨.



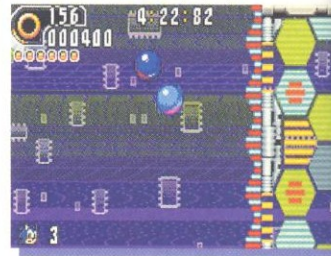
After a short jolt from a spring, you come to rest on a platform. Run to the right and leap off the ramp there.



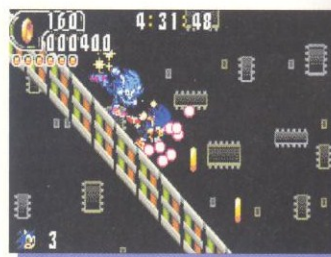
Keep running and send Sonic over the lip, where he engages Boost Mode if he isn't in it already.



Sonic is at the mercy of several sets of springs. Let him get knocked back and forth, gradually making his way up and to the right.



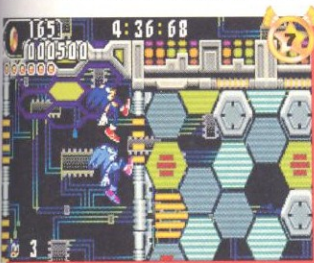
Still pressing ⇨, run full steam ahead. He's sent skyward once more into a rubber wall and off another set of springs.



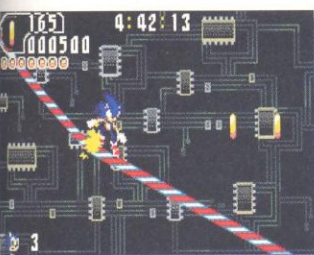
Soon enough he's barreling down this slope at scandalous speeds. Keep all his pistons firing as he races along.



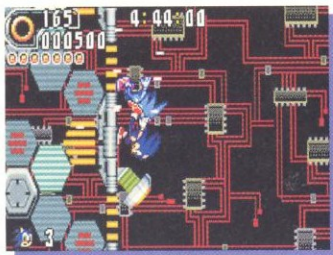
After that slope levels off, he comes in, white hot, toward a spring. Hit the brakes, hop over the spring, then leap over the chasm leading right.



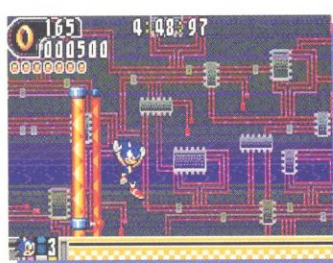
A short hop over the spikes in front of Sonic lands him on a Speed Boost that sends him up the nearby wall at warp five.



All rings accounted for, drop down and board the rail at right on your victory lap.



Sonic races over the onrushing lip into a chaotic series of springs that sends him every which way but up—until the last one.



You know you're set when Sonic cruises through one last Boost Ring and lands over the finish line!



That's Act 1 all clear, 'hog! Time for some Special Stage mania!

SPECIAL STAGE!!



NOTE

Rules Addendum: The rings are more tightly clustered at this point, so your laps have to be more precise. To get the maximum number of rings in the fewest trips, slow up on sharp turns.

The rules:

1. Never stop moving.
2. Race around the tracks in ever-tightening circles. They're usually arranged that way.
3. If the robot gets too close, jump and hit him. Sonic flies away, and the robot stays at bay.
4. Use Speed Boosts and trampolines only when necessary to escape the robot or to reach a few badly needed coins.
5. You only need 300 rings. Don't kill yourself getting them all.



Tricky turns.



Less than 10 seconds!



Hey!



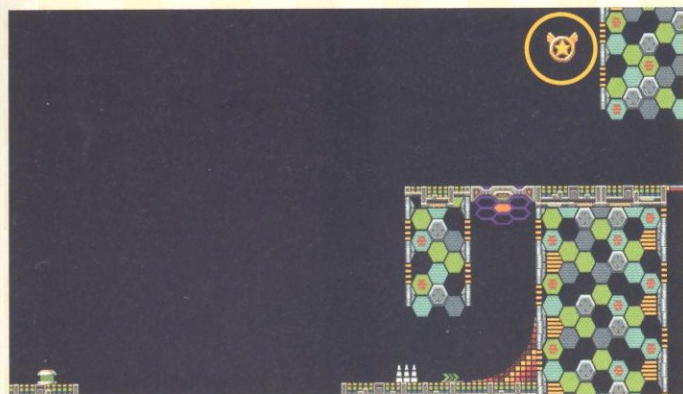
FAST FACTS

While you now know that Sonic was, upon a time, more popular than Mickey Mouse, you probably don't know who exactly Sonic's creators had in mind when they designed him. Would you believe, Mickey Mouse?

That's right. Sonic was, in part, spawned by Disney's arch-mouse and corporate mascot. They both have black noses; flesh-colored faces; one solid body color; big shoes; gloved hands; three heads tall, etc.

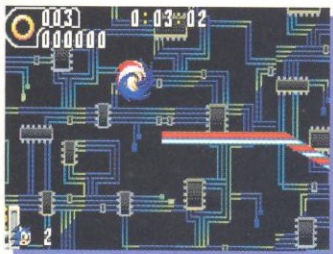
Coincidence? Not according to the creators themselves. If you look closely you'll also note that he shares traits, attitude-wise, from Felix the Cat in how he carries himself.

SPECIAL RING #7

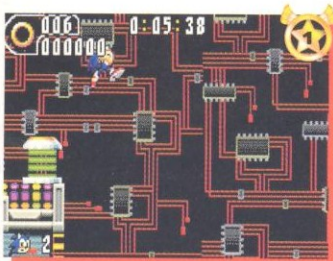


After he lifts off, hold \Rightarrow and steer him into the final Special Ring!

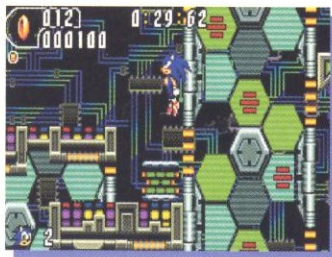
ACT 2



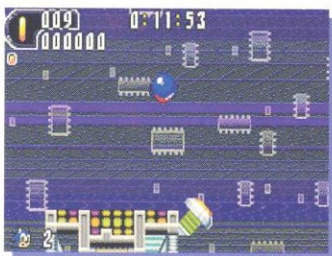
To start off Act 2, start loping right. You come upon a rail. Do what hedgehogs do to rails.



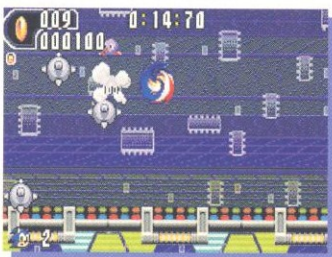
Take the upcoming spring in stride and leap out into space, but be prepared.



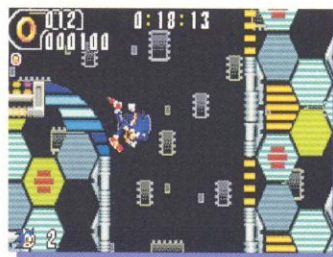
Head over to the right and drop onto a small, green, spongy thing to send Sonic upward and onward.



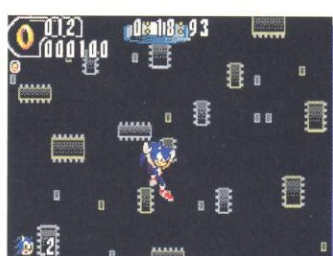
Once you get up top, jump over the spring there, and fall.



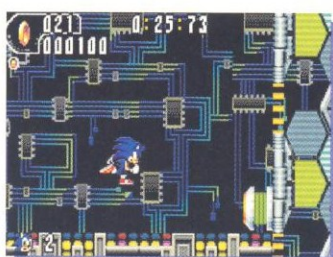
Continue moving right and take out the bird-based badnik with a quick Jump Attack.



Continue heading forward, over the oncoming lip and straight into a white-knuckled, vertical dive.

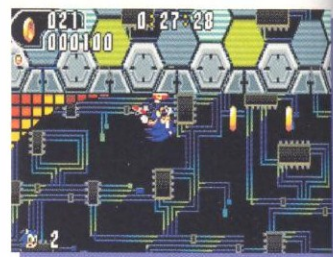


Sonic runs right off the edge, slicing through the middle of a Boost Ring and onto a waiting rail.

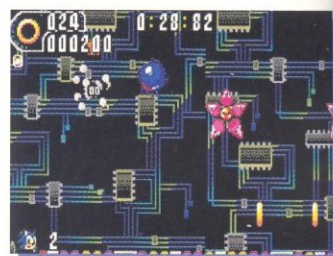


Keep barreling along to the right, run off the edge and

into a spring that sends you backward, then up.

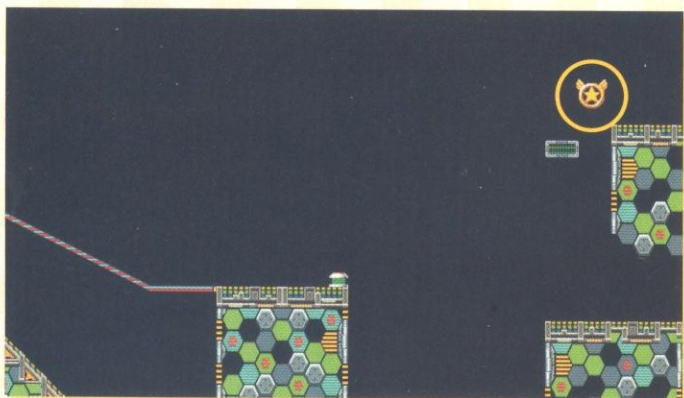


Motor up and around the bend, through three rings and into a bounce wall that propels Sonic upward.



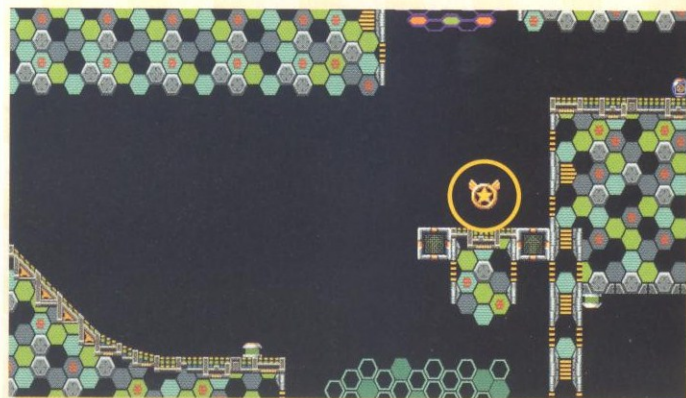
If you come out at the right angle, you can bounce from badnik to badnik to badnik, taking them all out without touching the ground.

SPECIAL RING #1

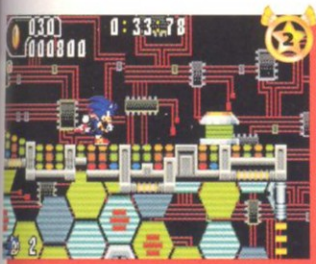


Maneuver Sonic onto the upcoming floating platform. Just above it is the first Special Ring. Don't dawdle—go and get it!

SPECIAL RING #2



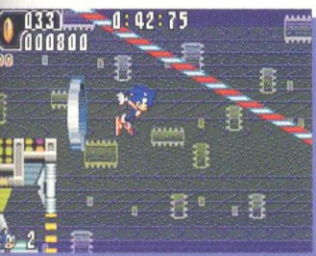
You clear a lift and land beneath Special Ring #2. Grab it, and then board the elevator at left.



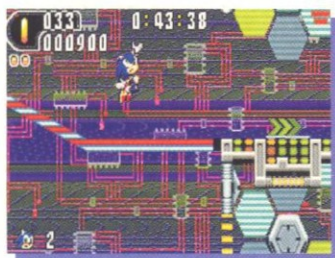
Spring down the hill that slopes downward to the right, and dive headlong into a spring. Hold \Rightarrow as you soar through the air.



The elevator sends Sonic straight up. Hold \Rightarrow to land on the nearby Speed Boost.



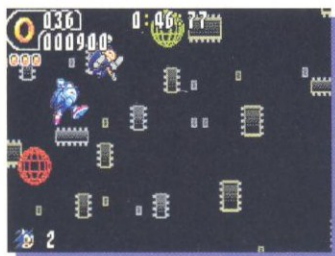
That sends you on a quick roller-coaster ride that culminates in a trip through a Boost Ring.



Use the Big Air to get over the edge of the rail and onto the ledge at right.

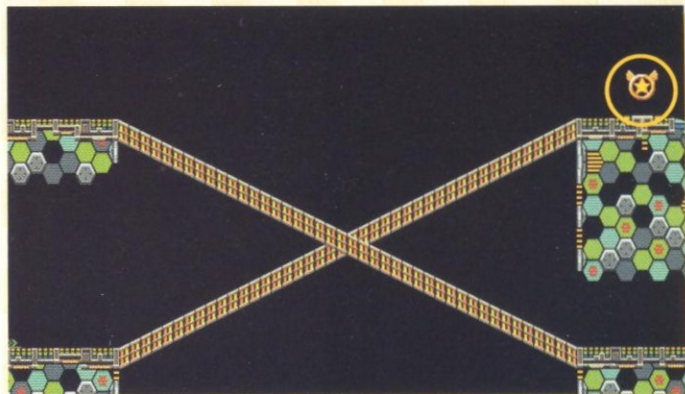


Hit the next Speed Boost, rocket up the incline, and launch yourself through the air.

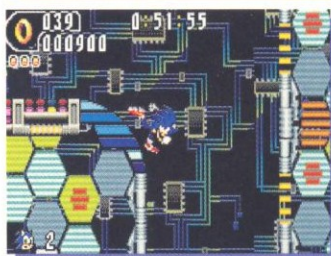


Ring in tow, you collide with two wire-frame globes that keep Sonic alive and moving right.

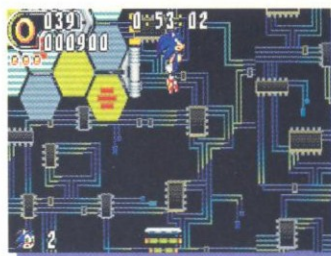
SPECIAL RING #4



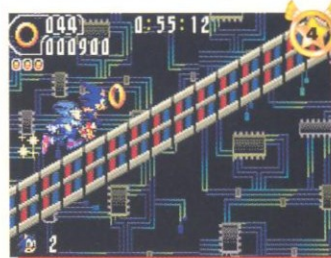
As you round the top, you come across Special Ring #4. It's all downhill from here.



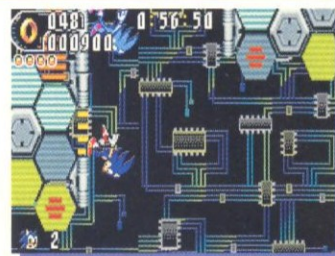
Keep striding forward, zipping over the onrushing lip and once more into a vertical dash.



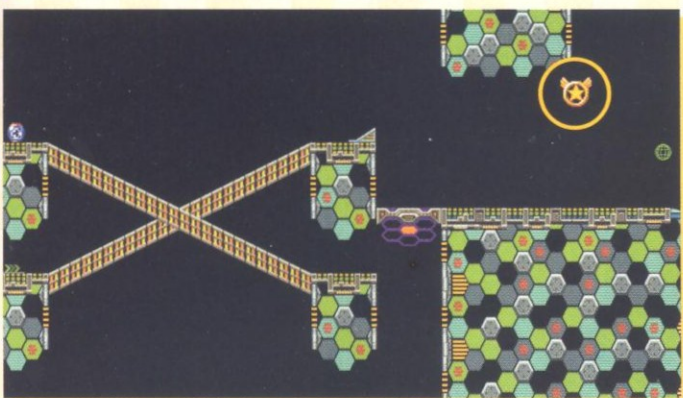
At the bottom, he's launched back up by a sponge pad. Hold \Rightarrow to make sure he gets where he needs to go.



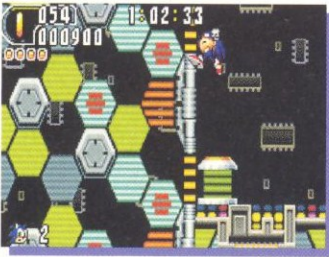
Hit the Speed Boost lying in wait on the next platform, and tear up the turf as you accelerate up the slope.



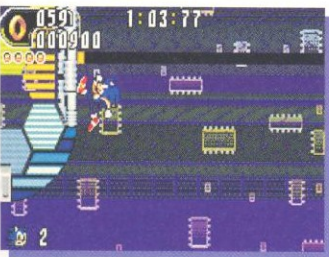
Race over the lip to the right, diving like an eagle after its prey.



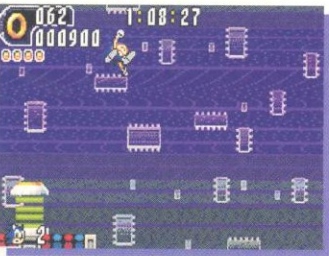
In the middle of Sonic's flight path, he dives right through the second Special Ring.



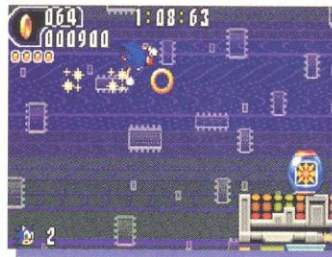
You land on a Speed Boost that sends you screeching to the right, up another steep incline. A spring awaits at the top.



That speeds Sonic on his way, across the ceiling and up a wall to a rail.



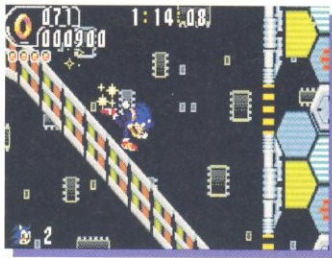
As he exits the rail, Sonic heads toward a spring. Bounce off it and hold \Rightarrow to guide Sonic to safety.



As soon as Sonic hits the first ring, hold \Leftarrow to slow his fiery return to earth. Mind the badnik above and shatter the Invincibility container.

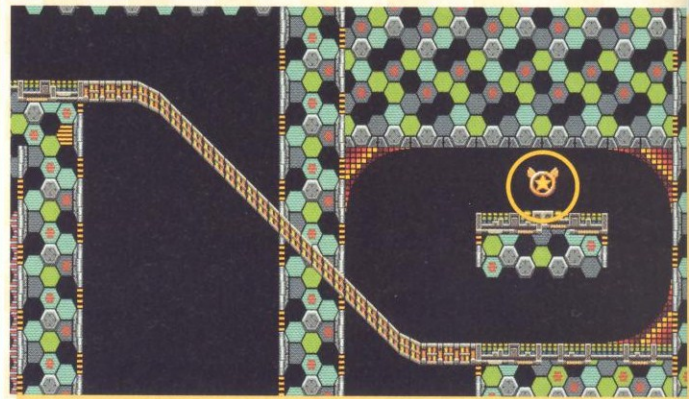


Another spring keeps him moving in the right direction. Watch out for the badnik bird on your way forward.

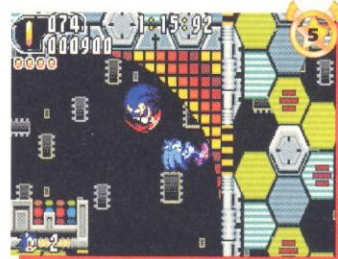


Continue racing to the right, down a steep incline. Prepare to make a quick reverse up a wall.

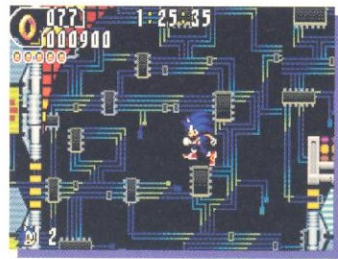
SPECIAL RING #5



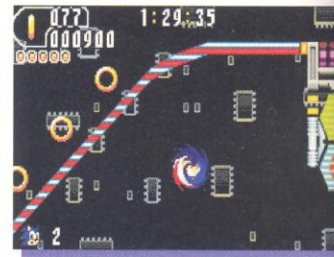
Time it correctly and you get a nice surprise: Special Ring #5!



Just as Sonic is about to hit the curve that will send him upside down, press Δ and hold \Rightarrow to leap away from the wall.



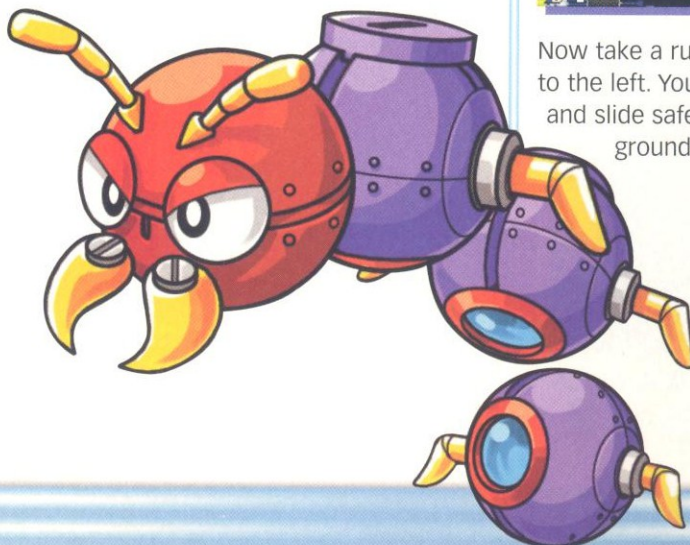
Now take a run off the ledge to the left. You hit the wall and slide safely to the ground.



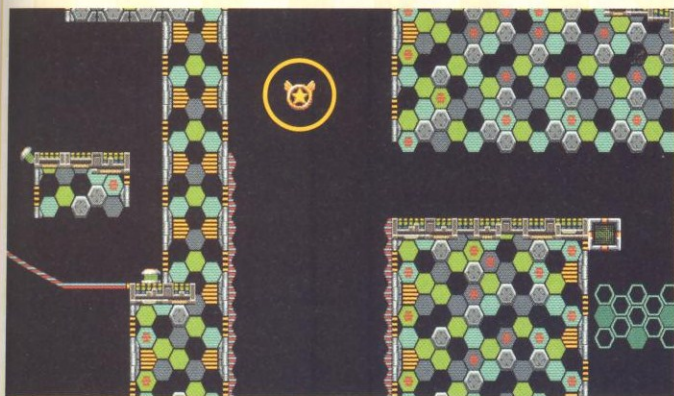
You've two choices to get down: Either hit the rail and gradually work your way to the bottom level, or yell "Geronimo!" and take a short hop around the rail and fall all the way down.



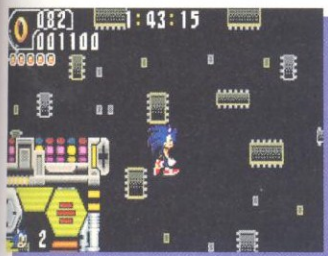
Having opted for the speedier route (right?) watch out for the badnik flitting to and fro. Head right and up the spring.



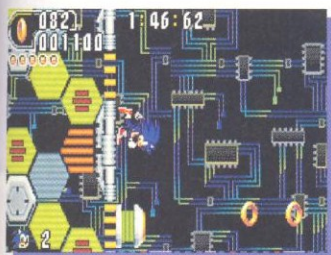
SPECIAL RING #6



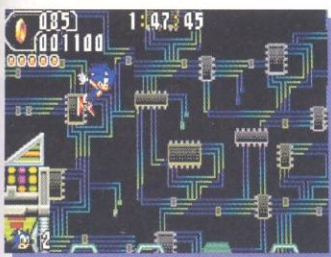
At the outlet of that wide alleyway, you find Special Ring #6. Keep holding \Rightarrow to come in for a safe landing.



You come upon an energy bridge. This time, fall through it.

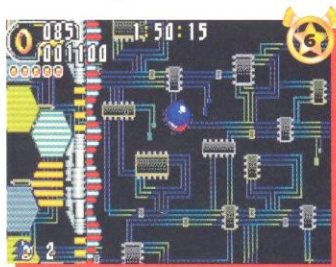


Once down, head right at full speed, over the lip and off a spring below.

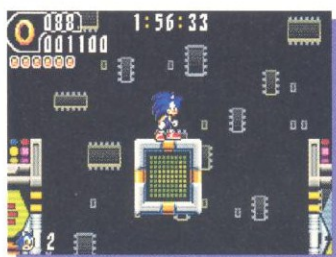


From there, cruise off the ramp and through electrified

air to the right, where you find solid ground.

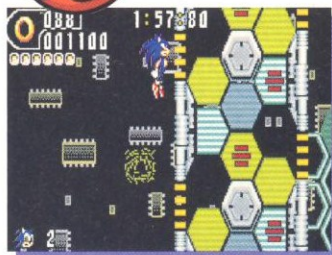


Keep holding \Rightarrow , and Sonic blasts off from a spring and into the walls, which toss him back and forth like a spiky blue baseball.

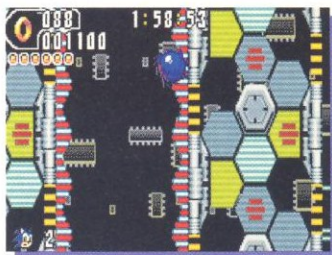


Onward and upward: Set off at a gallop to the right. Sonic rides a horizontal lift across a large abyss.

TECHNO BASE



As he makes his way up the oncoming wall, he gets a boost from a wire-frame globe.

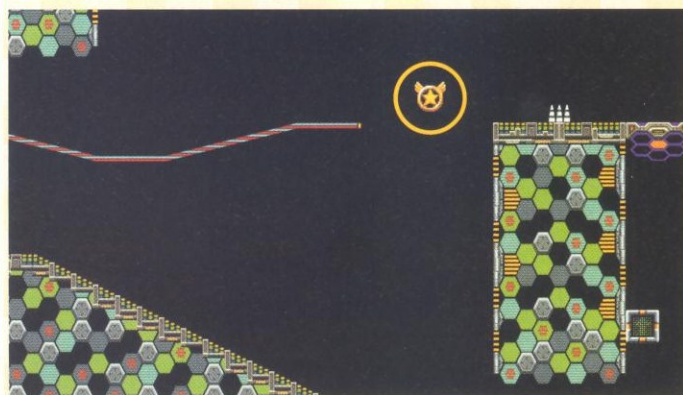


Up he climbs, into another rubber-rimmed passageway and to the right.

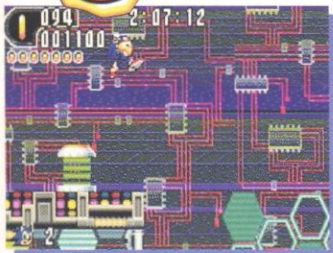
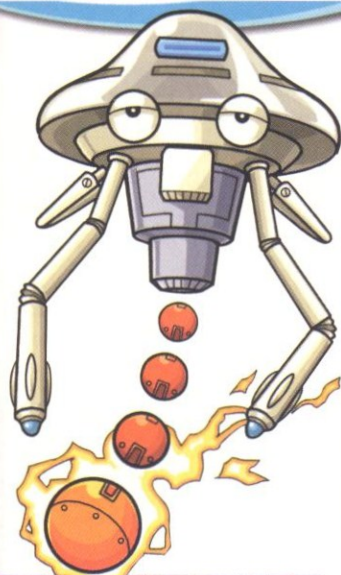


There, he finds a spring that sends him rocketing skyward for a date with a hot rail.

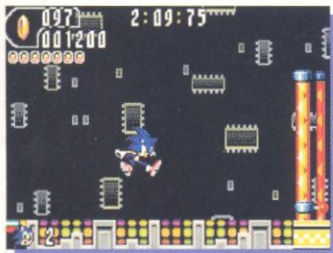
SPECIAL RING #7



At the tip of the rail, Sonic's mission is virtually complete. That's Special Ring #7!



Keep moving along to the right till Sonic flies off a spring. Keep holding \Rightarrow , and execute a Big Air at the apex of his hang time.



Say hello to the finish line! That's all she wrote for Act 2.



After a brief diversion on the Special Stage, it's time for another shot at cracking the Eggman.

SPECIAL STAGE!!

The rules:

1. Never stop moving.
2. Race around the tracks in ever-tightening circles. Nine times out of ten, they're arranged that way.
3. If the robot gets too close, jump and hit him. Sonic flies away, and the robot stays at bay.
4. Use Speed Boosts and trampolines only when necessary to escape the robot or to reach a few badly needed coins.
5. You only need 300 rings. Don't kill yourself getting them all.



Which one first?



A triple treat.



That thumb gets a lot of work.



FAST FACTS

In addition to the staggering number of Sonic games currently in circulation, there are a few that didn't quite make it to primetime:

Sonic Xtreme

This Sega Saturn game was to be the first fully 3D Sonic game ever made, long before the advent of *Sonic Adventure*. It was far enough along for there to be several images and movies from the game released and all was looking good with a team in the United States putting the game together. Unfortunately, it was quietly canceled for unknown reasons.

Sonic Crackers

This was the working title for what was going to become *Sonic The Hedgehog V* (Sonic&Knuckles being part IV). It featured Sonic and Tails tethered together by a ribbon of energy that acted as a rubber band allowing them to toss one another around the various stages. Sound familiar? It's what eventually became the Sega 32X game *Knuckles Chaotix*.

Sonic the Fighters

Yes, this game did come out in arcades but it ended up not making it to Sega Saturn even though it had been scheduled. Why? Because Sega wasn't keen on having their flagship character get the snot knocked out of him (Note: The home and arcade divisions were different animals at Sega at the time).

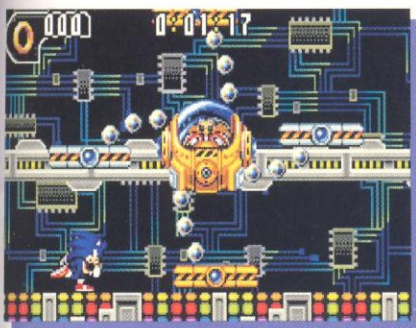


TECHNO BASE: BOSS

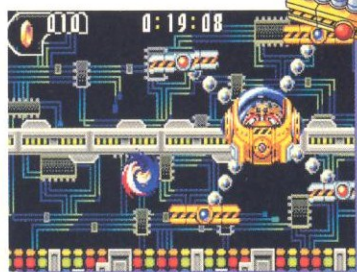
ROUND 6

Having taken the biomechanical badniks down in the Techno Base zone, Sonic and company are but a step away from bringing down the curtain on Eggman's evil enterprise.

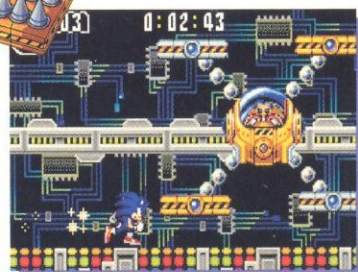
But before they can give him the hook they have to suffer a few more appearances. This time, Robotnik's got the Egg-Go-Round, a psuedo-octopus gadget that's less fearsome than the Egg Saucer.



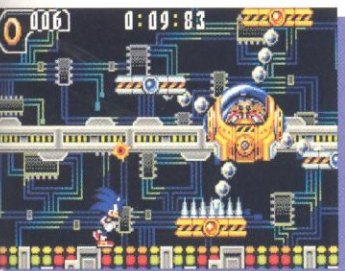
No. of Hits: 8 (cockpit)
Difficulty: Moderate



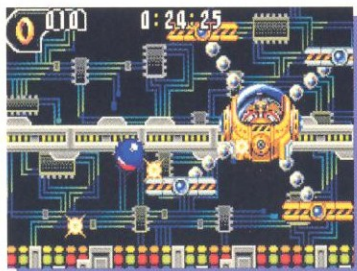
The Egg-Go-Round intimidates, with its quadruple spiked and spinning arms, but its bark is worse than its bite.



Note the blue lights on each platform: When they turn red, don't be standing on them. They spin like blades, tossing Sonic and buddies willy-nilly.



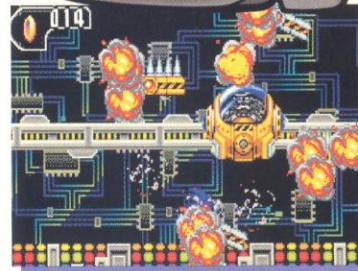
Worse yet, sometimes they sprout blades while you're standing on them. You have to be on them, but make it a short stay.



The last thing up the Egg-Go-Round's multiple sleeves are bullets it shoots from a center unit. These are slow-moving, so you haven't much to fear from them.



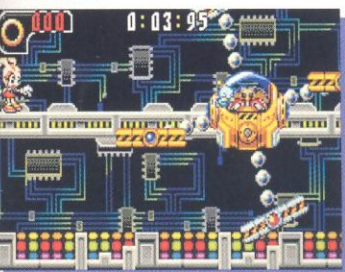
Destroying this quadropus is simple. Mount the platforms and attack the glass part of its "face."



As usual, eight hits send it away, a smoking, fire-belching ruin.

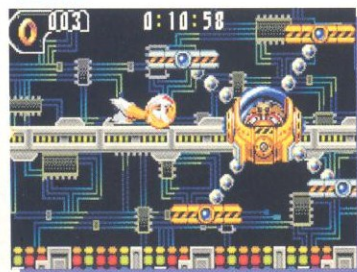
Additional Character Strategy

Cream



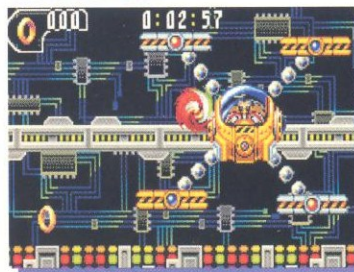
Pretty soon this series is going to be called Cream's No Surprises Adventure. Stand back, mind the bullets, and whack it to death with Cheese.

Tails



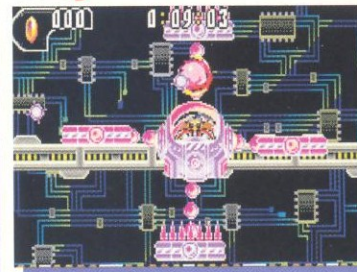
By now you should know precisely what to do. (Psst! Copy Sonic.)

Knuckles



Whatever pride Knuckles once had in his boss-battling abilities must be nearly stripped away by now. No matter, do as the hedgehog and fox do, and he emerges A-OK.

Amy



Consistency is good. And it is with consistency that Amy will, once again, carry the day.

EGG UTOPIA

ACT 1



This is the home stretch. You carried the battle to the outer edge of Eggman's defenses, and it's time to get back at him.



Lace up those sneakers, check your sick bags, and buckle in tight. These are the last two full-fledged acts of the game.



Run to the right, into open space, and hitch a ride on a rail. Zip to the right.



Continue right, leap over the spikes blocking your way, and take the Red Spring skyward.



Execute a Big Air at the height of the spring jump and grab the nearby Swing Bar to send Sonic up and left.



Hit the Speed Boost and rocket up and around the bend. As you come around the ceiling, leap off to avoid the badnik lurking up top.



Board the next rail. Slide down and right.



The rail tosses you into a nearby wall. Execute another Big Air to make it atop the platform at right.



Continue running to the right, into a catapult that tosses Sonic into a Red Spring.



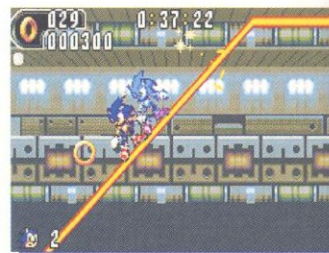
Catch another spring and make your way, spider-like, along the ceiling till Sonic collides with a set of spikes.



Grab the green shield at your back, then hit the next catapult to Sonic's right.



Sonic soon finds himself going around a Swing Bar. Hold as he continues.

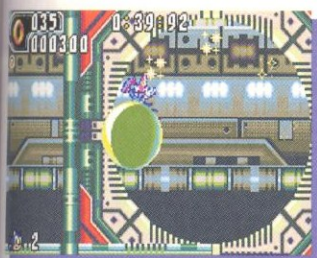


Sonic cruises into Boost Mode, slipping and sliding down a nearby rail.

SPECIAL RING #1



Head toward the first slope leading downward, and leap left to claim the first Special Ring.



Another Swing Bar sends Sonic screaming off to the right, through a loop, and off a ramp.



Coming off the ramp, execute a Big Air as Sonic begins his descent and stay to the right to grab the pole that's otherwise out of reach.



Keep booking after you touch down with your booty, then

hit the oncoming spring, which tosses Sonic toward another set of poles.



Make your way from pole to pole. Smash the floating badnik on your way over and down.



Head right up a short slope, then over the edge to take a ride on a large sled-like device.



Ride the sled till it launches into the air and has a close encounter with rail. This is your transfer point.



A brisk rail ride later, Sonic bounces off a spring to sail toward two more rails. Take the lower one.



As soon as you pass the tip of the ramp to your left, leap off the rail and down.



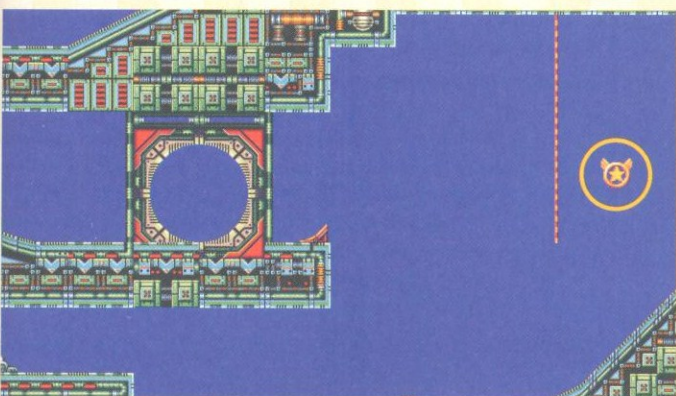
Crush the lurking badnik, hop over the catapult, and mount the nearby Swing Bar.



Release the Swing Bar at this point, then hold \leftarrow to glide up and to the left.

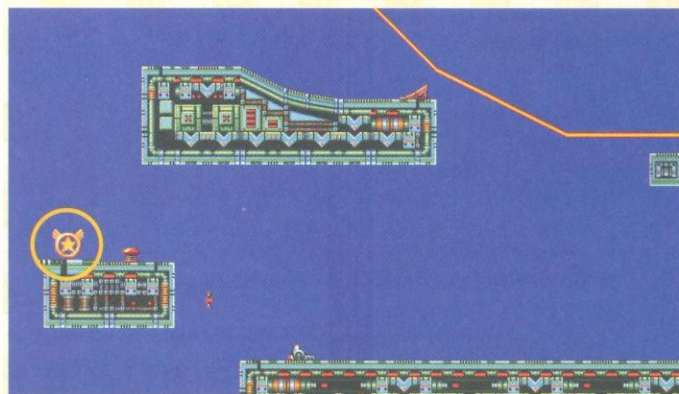


SPECIAL RING #2



Swing down the pole for a rotation or three, then leap to the right to claim the second Special Ring.

SPECIAL RING #3



Say hello to your new friend, Special Ring #3! After admiring your new bauble, head back and down to the right.



Make a mad dash to the right, blowing by the anti-gravity machine and heading straight for the ceiling. Hold on to your lunch.



Keep heading right and falling up, over to a spring and a 5-coin container.



A few steps to the right, gravity returns to normal. Hop on the spring planted there and execute a Big Air before reaching out for the rightmost pole.



Slide down the pole, then launch Sonic at a surly badnik floating nearby. Crunch!



Continue motoring through a narrow tunnel, then drop gently over the ledge to grab an Invulnerability capsule.



Sprint forward like a shooting sapphire, off a ramp and over a completely oblivious badnik.



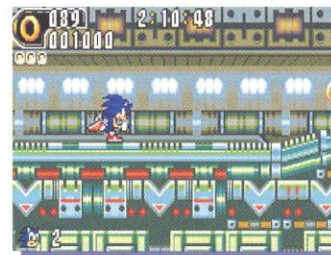
Zip up the nearby hill. As it levels off, head into a spring that sends Sonic sprinting the other way.



Another spring to the right sends Sonic up and away. Keep the D-pad neutral so that neither the badnik nor the spikes can take a chunk out of our hero.



Nudge Sonic onto the tip of the ledge, past the badnik, and onto the catapult.



The catapult sends Sonic through a three-spring circus and back to the ground, heading right at high velocity toward a Speed Boost.



Boosting at lightning speed, Sonic gets acquainted with another spring, then screams up a nearby rail.



Keep zipping left. A catapult sends Sonic through the middle of a 10-ring container.

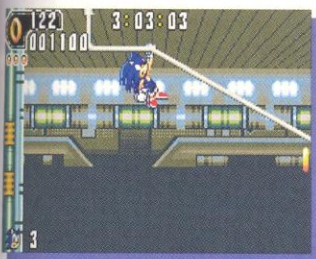


Rings pocketed, keep holding \Rightarrow . Sonic barrels through a loop and toward another spring.



A couple of quick course corrections later, you find Sonic virtually flying down a very steep grade.





That sends Sonic sailing straight up to get hold of an overhand rail that he can ride to the right, peacefully.



As Sonic zips off a zip line, he's held up by a set of spikes. Watch out for the nearby badnik wasp.

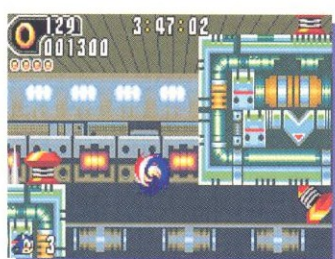


Now backtrack in the opposite direction, dive over

the spikes, and ride the floating platform down to a Speed Boost.



That sends Sonic zipping right. As soon as you hit a rail, jump off and hold ⇨.



After touchdown, continue forward and hop over the set of spikes and springs in Sonic's path.



Down you plummet, past numerous springs to a nice hard floor.



Hit the Speed Boost to the left, then let the springs do the walkin'. They send Sonic flying down a rail.

Checkpoint



Barreling off the rail, you're tossed hither and yon as you continue to hold ⇨ and arrive at the checkpoint.



Drop down the hole to the right of the checkpoint to catch a sled on a one-way trip into space.



After the sled deposits Sonic safely on the other side, shatter the handy Invulnerability capsule.



As he lopes along to the right, gravity is reversed once more. Sonic rips a steep slope upside down.

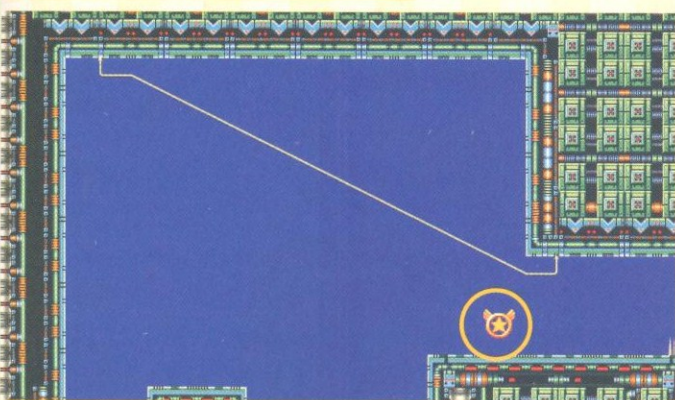


Newtonian physics are soon restored. You find Sonic racing down a long, steep hill.



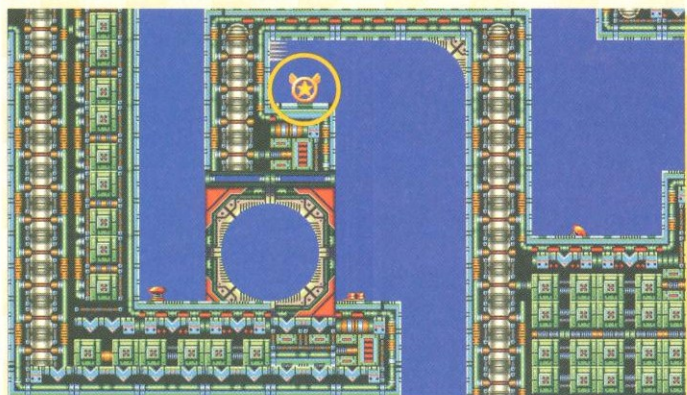
You go vertical, barreling into a wall and climbing at a fantastic rate of speed. If you're not still invulnerable, make sure you leap as the track curves into the ceiling.

SPECIAL RING #4



A quick backtrack is rewarded handsomely. Four Special Rings down, three to go.

SPECIAL RING #5



That takes you to a cul-de-sac and the fifth Special Ring. A mere two to go.



Now walk off the right side. You fall directly onto a Speed Boost that sends you screaming through a loop.



After striking the spring, hold \Rightarrow to make sure you don't get speared by the spikes overhead.



You land on catapult that sends Sonic into a spring and down to the floor.



Use the spring to make it to the outside world.



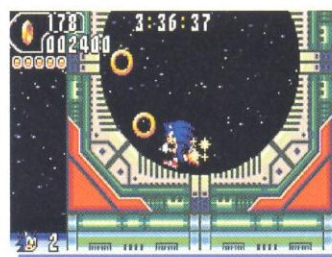
Continuing right, you bound off a spring and grab hold of a Swing Bar to head up (or use the Big Air).



Up and over you go, and into a cannon. Use Δ to launch Sonic at precisely the angle shown.



Sonic hits the ground and slides by an anti-gravity machine that sends him onto the ceiling in the midst, potentially, of the moonwalk.



Continue right, upside down, and race through the loop as Sonic picks his way along.



Shortly thereafter, gravity reasserts itself. Sonic finds

himself running up on a spring. *Do not hit it!*

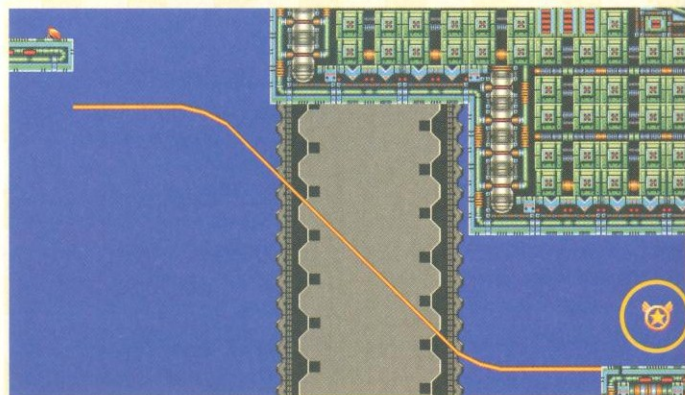


Carefully hop over the spring and ride the rail down and away.



Proceed up a gradual rise to the right and over the spikes. Then quickly and carefully hop across the two breakaway platforms to the right.

SPECIAL RING #6



Mind the badnik rat as the rail levels out. You're delirious with joy to find Special Ring #6!



You fling off a pair of springs and land near a Speed Boost that sets Sonic's soles ringing, echoing the metal floor's dinging.

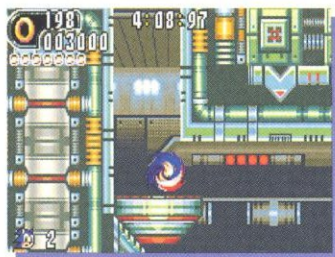


As you race along, you're tossed and jostled by a series of springs before you land near a slope that sweeps up a sheer wall.



Run up the wall, catch the Speed Boost, and pass through the rail. Then fall

upon a second boost to the left and, finally, leap to avoid a nasty set of spikes, all the while holding ⇨.



Continue over the edge to the right where a sled awaits.



Ride that puppy over the chasm, then beat feet across the nearby finish line.



That's Act 1! Now re-tighten those laces, it's time for some more Special Stage!!

SPECIAL STAGE!!



NOTE

Rules Addendum:

These last two cracks at the Chaos Emerald are trickier than any of the rest. You have to know how to ease on and off the gas (↑) at just the right moments to snare the most rings and avoid Mr. Robo.

The rules:

1. Never stop moving.
2. Race around the tracks in ever-tightening circles. Nine times out of ten, they're arranged that way.
3. If the robot gets too close, jump and hit him. Sonic flies away, and the robot stays at bay.
4. Use Speed Boosts and trampolines only when necessary to escape the

robot or to reach a few badly needed coins.

5. You only need 300 rings. Don't kill yourself getting them all.



Is he getting faster?



Few and far between.



Yes, I'm cool.

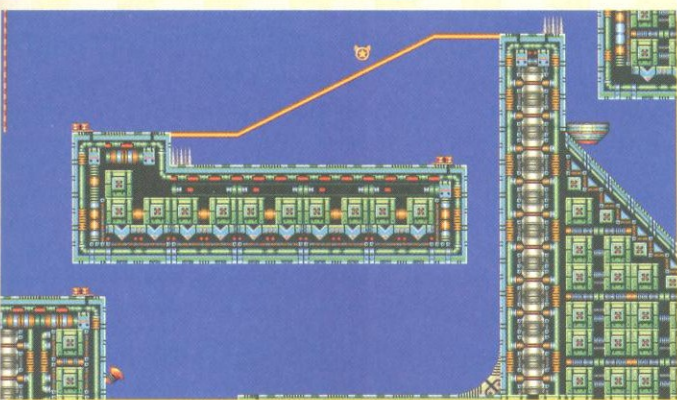


FAST FACTS

Here's a cluster of Sonic trivia:

- Originally Knuckles was to have a Jamaican accent.
- Sonic is the only video game character to ever get a Macy's Thanksgiving Day Parade balloon.
- The mini-3D stage in *Sonic Jam* (on Sega Saturn) was originally going to be a full-fledged 3D Sonic game.
- The Japanese edition of *Sonic The Hedgehog* had additional graphics not found in the North American addition (extra layers of scrolling).
- The Japanese band Dream Come True composed the soundtrack for the first two Sonic titles and one of their hits plays over the closing credits of *Sonic 2*.
- One of the Sonic titles was to have a boss that featured a hedgehog with a flaming skull but Sega nixed it because "you don't show Sonic's skeleton."
- This *Sonic Advance 2* strategy guide took well over 60-70 hours to create, play, write, and gather all the screens.

SPECIAL RING #7



With a meager amount of luck, you catch a boost that sends you ripping in the opposite direction, up a rail, and into Special Ring #7.

ACT 2



Right out of the blocks, grab hold of a nearby overhead rail and slide down.



Sonic flits past an anti-grav switch and into a softly humming catapault.



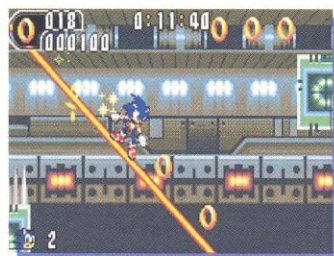
That sends him cruising out into space and onto a rail.



After a few furious pumps, you reach a pit with a spring and a mystery ring container. Grab the rings and use the spring.



Sonic passes through a Boost Ring that tosses him back to the ground. Mind the badnik hovering nearby.

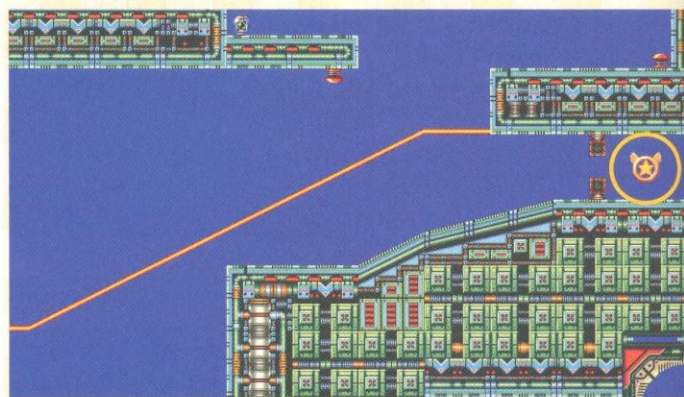


Take a ride on the next rail, gliding smoothly over a few rings on a steep slope.



Keep heading right, sticking to the low road. Sonic passes another anti-grav generator.

SPECIAL RING #1



One quick rail ride and it's show time for Special Ring #1. Run through the opposing anti-grav generators to gather it.

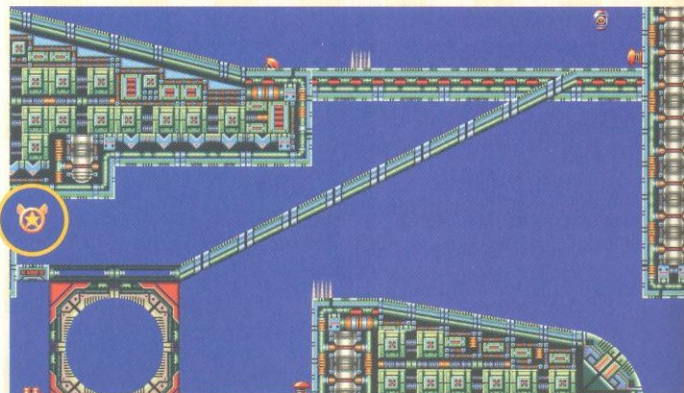


As you barrel ahead, gravity restored, note the spring in the road. Don't step on it. Hop over it (and the spikes, too).



Sonic comes upon a mystery ring container and a spring. Grab the rings and...well, you know the drill.

SPECIAL RING #2

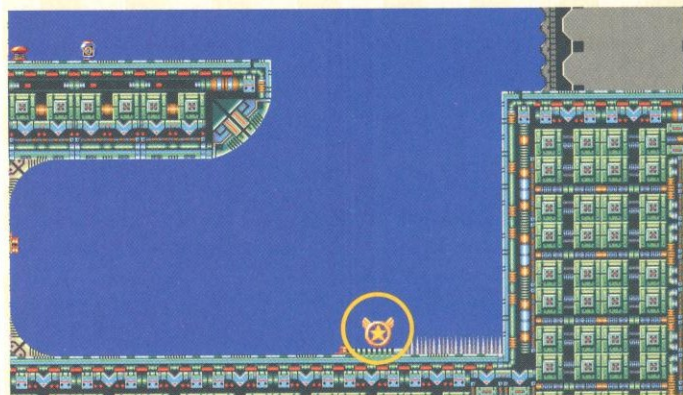


Now rocketing in the opposite direction, jump up and claim Special Ring #2 before the platform you're on drops.

EGG UTOPIA



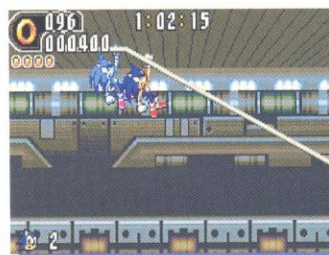
SPECIAL RING #4



With any luck, you land feet first on the next Special Ring. That makes four!



You transfer quickly to an overhand rail, but get off the instant you can. Hold \leftarrow as you fall toward the ground.



Hit the Speed Boost to the left to go up and around. Grab an overhand rail and take a brisk ride to the right.



Sonic quickly trades that overhand rail for some foot action as he rides the rail into a steep vertical climb.



After you collide with some spikes, hop over them and board the nearest catapult, which sends Sonic racing to the right. He soars through a loop.



That deposits you on a Speed Boost and sends Sonic whipping through the loop.



Keep zipping along to the right (mind the spring in your path). Hit the Speed Boost to carry Sonic across a rail.



As the rail levels out, hold \leftarrow to keep Sonic from zipping over the ramp. Instead, hop over it and catch the spring.



That sends Sonic skyward for a green shield and toward a tight passage leading left.

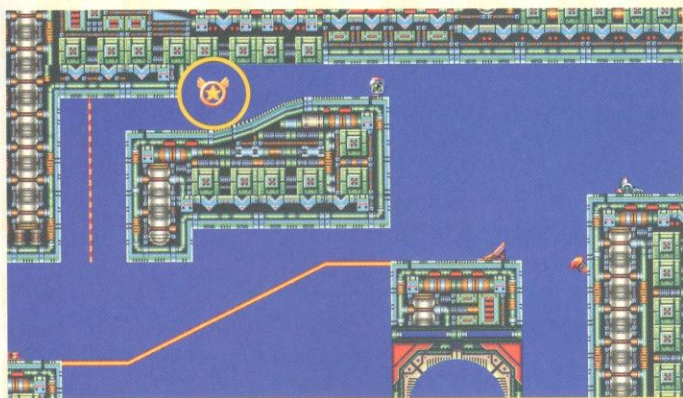


Head down the pole to the left, then proceed along to the right once more, through a loop and up a sheer wall.



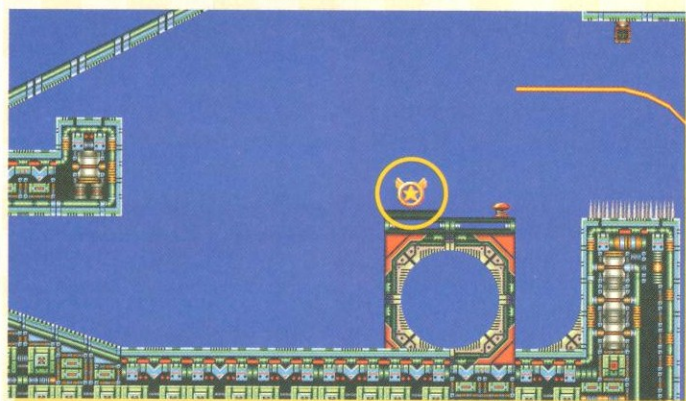
When you get bounced by the spring again, do a Big Air and hold \rightarrow to land on the catapult at right.

SPECIAL RING #3



Another one bites the dust. That's three in short order, and only four more to go—in the entire game.

SPECIAL RING #5



Sonic leaps off a wall at left to reach the fifth Special Ring. It's resting atop the loop he just ripped through.

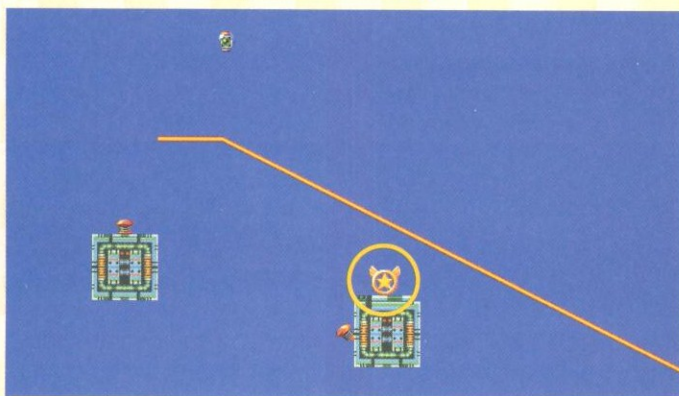


Use the spring at right to mount a rail overhead and continue on your merry way.



After a brisk ride, stampee into the waiting catapult and then into a series of springs heading up.

SPECIAL RING #6



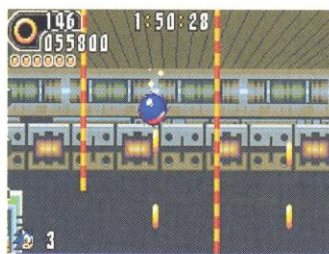
The first sends you left; the second sends you right. As you near the third, execute a Big Air to alight on a platform, where you find Special Ring #6.



Hitch a ride on the spring to the left, then take the next one up and to a rail at right.



Apply the brakes hard (hold ←) and come to a complete stop as the rail deposits you on another platform.



Walk right to the edge and jump from pole to pole to ledge.



Sonic collides with a Speed Boost, rips through an upcoming loop and exits the other side as gravity's grasp loosens.



Continue right and catch another Speed Boost. Blast down a vertical wall and then through a narrow gap.



Shortly after you shoot the gap, gravity returns, pulling Sonic down to a friendly neighborhood rail.

Checkpoint



A swift ride later, you find yourself at a checkpoint.



Jump to the right and launch Sonic off a nearby catapult, toward a waiting wall, rings, and Speed Boost.



Take the Speed Boost straight up the wall, riding from spring to spring until you emerge heading right.



Before long you come across a series of Boost Rings. Climb aboard and take to the sky in style.



Continue up the slope to the right (watch out for lurking badniks), then hop over the spikes and down a chute.



A sled breaks Sonic's fall and takes him across the gap to the right, safe and sound.



The sled deposits you on a Speed Boost, then takes its leave. Sonic rockets up the wall to the right.



You run smack into a set of spikes. Let Sonic go limp and fall toward the onrushing ground.



After absorbing the shock of a lengthy drop, smash the mystery ring container. Then hop over the side to the right, to another sled.



Hold \leftarrow to exit the sled, then continue down the steep slope. Go over (not on) the ramp and drop to the right.



On the next ramp, launch Sonic as far afield as possible while holding \rightarrow .



You come down on a rail that heads left and over a steep side. Hold \leftarrow to stay on the rail.



Run for dear life as the road twists hither and thither.



Eventually, you come to a stop near a set of spikes. Make your way right, minding the badniks. Get on a Speed Boost and zip off a nearby ramp.



Execute a Big Air to clamber atop the following platform, and continue right to a rail.



As Sonic steps off the short rail, head back to the left and off a spring that launches him toward a Swing Bar.

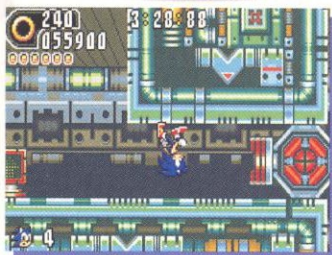


Around he goes. Make sure he releases somewhere around this point.



That tosses him directly onto another Swing Bar. Repeat the process as shown to clear the spikes to the right.





Now take a quick trip to the right, past an anti-grav unit and into a waiting cannon.



Press **A** at this point to prevent an unfortunate meeting with a large badnik.



Hold on to your pants and let Sonic do the work while you hold either **←** or **→**, depending on the direction he's traveling.



An unwelcome set of spikes may interrupt Sonic's mad dash. Hop onto the nearby Speed Boost and make your way up the wall.



Keep holding **⇒**. You hitch a final sled ride over one last gap and across the finish line.



That's it! You've cleared all the main zones. After one last Special Stage, it's time to rock and roll with Egg Frog.

SPECIAL STAGE!!

The rules:

1. Never stop moving.
2. Race around the tracks in ever-tightening circles. Nine times out of ten, they're arranged that way.
3. If the robot gets too close, jump and hit him. Sonic flies away, and the robot stays at bay.
4. Use Speed Boosts and trampolines only when necessary to escape the robot or to reach a few badly needed coins.
5. You only need 300 rings. Don't kill yourself getting them all.



Where'd all the rings go?

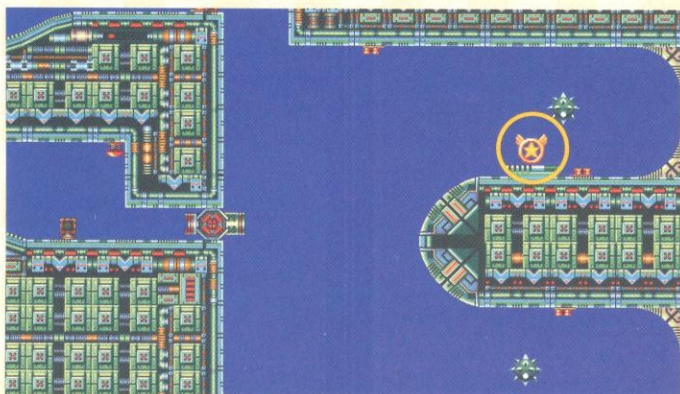


There they are!



...all she wrote, bucko!

SPECIAL RING #7



Past the badnik, down a wall and into Special Ring #7.

FAST FACTS

While Sonic is loosely patterned on a real-world hedgehog, Knuckles is based upon a funny-looking critter called an echidna.

An echidna is the Australian analog to a North American hedgehog and Sega didn't want to simply create another hedgehog.

Knuckles has a few similarities to an echidna with his spiky "dreadlocks" and his spiked knuckles (real echidnas have nasty-looking claws). But echidnas aren't as brightly-colored as Knuckles.

EGG UTOPIA : BOSS

ROUND 7

You're almost free of Egg Utopia. The only thing that stands between you and the blue wonder is the Egg Frog.

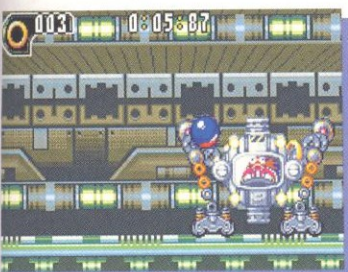
Eggman blew all his R&D money on the Egg Saucer and it's been one flop after another ever since.



No. of Hits: 8
Difficulty: Easy




The Egg Frog is named for its large, flexible legs, which allow it to leap from ceiling to floor and back again. Its primary weapon is a napalm attack that coats the floor. Watch your step after the Egg Frog drops the napalm, or you'll end up a really fast hedgehog with no feet.



Take the offensive with this boss. As soon as it squats down, launch an attack.



The instant you score a hit, leap into the air and hold  to head for the ceiling.



If you stay put, the boss drops caustic napalm. Not good.



That's about all it's got. Keep repeating the hit and floor/ceiling switch to rock the Egg Frog's world in eight hits.

Additional Character Strategy

Cream



A-ha! When Cream tries to use Cheese, she meets misfortune in dealing with the ceiling/floor switch. This time, she has to do things Sonic's way.

Tails



One last time, Tails has to mimic his hero to score a victory.

Knuckles



Move along, citizen, move along.

Amy



Ditto.



THE END IS NIGH



This is it—the final tumultuous showdown between Dr. Ivo Robotnik, aka Dr. Eggman, and Sonic The Hedgehog. Before you can take out Eggman's final form, you have to run through all his previous forms, one after the other.

The strategies to beat each form are the same as before, so go in there with confidence. It won't be long before you send the doctor back to school.

There is, however, a new mechanized monstrosity awaiting you at the very end of the line...

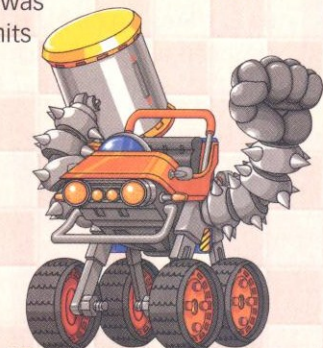
Egghammer II

You thought the Egghammer II was easy earlier? It only takes four hits to destroy.

No. of Hits: 4
Difficulty: Zzzz...



Not a chance in...



Next!

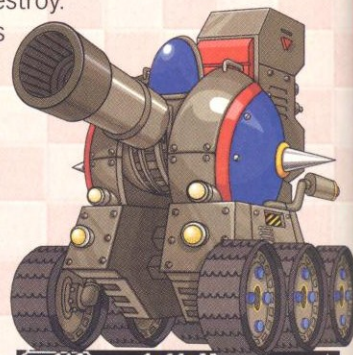
Egg Bomber Tank

No. of Hits: 4 (barrel), 2 (body)
Difficulty: No sweat

The Egg Bomber Tank wasn't taxing the first time around, but its cannon barrel still takes four hits to destroy. After that, a measly two blows to its body, and it's toast.



Off with its nose!



Shelled

Egg Totem

No. of Hits: 3x1 (Guns), 4 (Cockpit)
Difficulty: Simple

Like the two adversaries that precede it, the Egg Totem is out of commission after only four hits. Use the saucer pieces to climb up and put the Totem out of action.



Up you go.



Is that all?



Aero Egg

Soon enough, the Aero Egg zips over Sonic's head. Use the handy trampoline to pull it from the sky in four hits. Watch those pesky bombs.

No. of Hits: 4 (cockpit)
Difficulty: Featherweight



Boing!

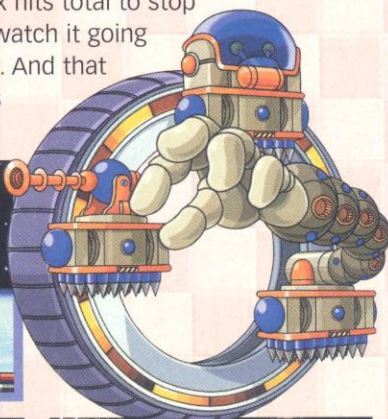


Going down.

Egg Saucer

Unlike the rest of Robotnik's tired menagerie, the Egg Saucer can still be a headache. The gun starts out cranked up (after all, it only takes six hits total to stop the machine this time), so watch it going high and low from the start. And that fist is just as aggravating as ever, so watch yourself!

No. of Hits: 2 (gun), 4 (capsule)
Difficulty: Still hard (grumble)



The sweet spot.



Burn, baby, burn!

Egg-Go-Round

It's the Egg-Go-Round's turn to be dismantled, and you're happy to oblige. This one is simple. You can score two blows in rapid succession by bouncing twice on its head. Be wary of the faster machine gun speed!

No of Hits: 4 (cockpit)
Difficulty: Slouch



Busting glass.

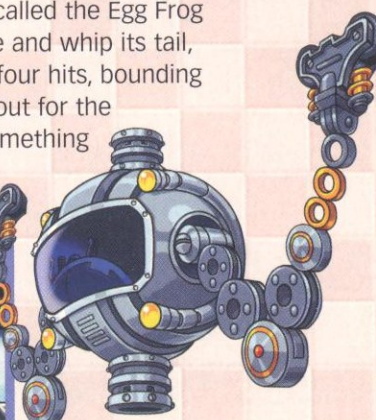


Egg-Go-Down.

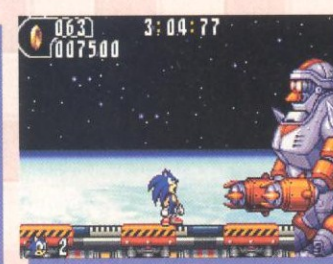
Egg Frog

It's hard to take something called the Egg Frog seriously, so just get in there and whip its tail, even if it lacks one. It takes four hits, bounding from floor to ceiling. Watch out for the napalm, then move on to something more taxing.

No. of Hits: 4 (cockpit)
Difficulty: Like the others: easy.



No escape.



Frog leg hors d'oeuvres.

Egg Bot

No. of Hits: 6x2 (arms), 8 (head)

Difficulty: Hard

Hopefully the preceding seven toddler's toys (excepting the Egg Saucer) didn't soften up Sonic, because now it gets *hard*.

The Egg Bot is one tough customer. It has firing fists, a deadly laser beam, and nasty platforms that drive Sonic straight into overhanging spikes.

This isn't going to be easy.



Note the three platforms in the ground. Before each starts moving upward, it shoots out a jet of gas. If Sonic is standing on the platform, he's knocked down and made an easy target.



Take out the Egg Bot's arms first. Stand behind the second platform from the right and watch the fists. Before they fire, the Egg Bot's claws rotate.



He soon fires from one arm. Make only low jumps. Jump too high, and the laser cannon in the robot's head fries Sonic.



Out comes one of his rocket fists. Jump up and hit it once, then settle down for the next.



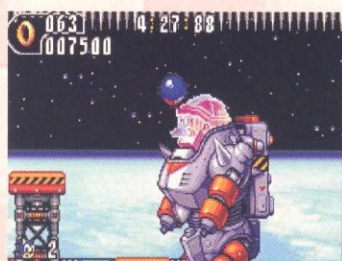
Repeat this process till you destroy both fists. They launch off like comets, trailing fire and rocket fuel. It should now be easy to topple 10-ton Tiny here. First, stand to the left of the platform nearest him.



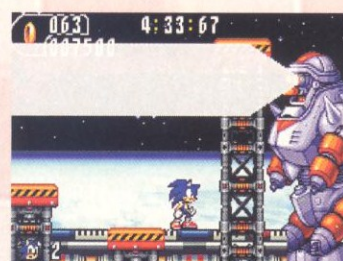
Watch it go up and see the robot fire his laser, hoping to catch a hedgehog who hasn't read Prima's Official Strategy Guide. Silly robot.



Strike when the laser recedes and the platform retracts. When the lift reaches the middle of the robot's chest, jump aboard.



Jump again to give that robot a Spin Attack clout on the noggin. The rest is child's play. The process repeats in order: Platform rises. Laser fires. Platform retracts to chest. Sonic jumps aboard. Sonic attacks robot's head. In seven more hits, you win!



WHAT NOW?

Now that Eggman's vile plot is destroyed, you'd think that would be the end of it. You can go back and use this guide to foil the doctor with the other four heroes, and there's also a way to find out what happened to that evil man.

Join us over in "Extras" if you're interested...

GOODIES

Tiny Chao Garden

How to Unlock: Collect all Chaos Emeralds with one character.

The Tiny Chao Garden, which debuted in the original *Sonic Advance*, makes a re-appearance. You can't link them up with your GameCube this time, but there are still new things to play with.

One neat addition is a minigame featuring Cream and Cheese. Cream wheels Cheese back and forth on a little cart and tosses him high into the sky to collect rings to feed to the Chao's kin in the garden.

As in *Sonic Advance*, *Sonic Advance 2* allows you to connect the Tiny Chao garden to *Sonic Adventure 2 Battle* on your Nintendo GameCube console. So fire up that well-worn disc, grab that GBA link cable and bring your SA2 Chaos into 3D.

EXTRAS

No Sonic game would be complete without a clutch of extras to round out the experience—especially when each character can collect all seven Chaos Emeralds.

Boss Attack Mode

How to Unlock:

Collect all Chaos Emeralds with three characters.

After you unlock the Boss Attack Mode, mosey over to the Time Attack section to tackle each boss, *mano a mano*, for best time and score.



Relive the Egg Saucer battle! Hone your abilities and get those times down—especially against the ultra-evil Egg Saucer.



Sound Test

How to Unlock: Collect all Chaos Emeralds with two characters.

Beat the game with two characters (and gather all Chaos Emeralds), and you can listen to all the game tunes, with Cream accompanying on the tambourine. Access it through the Options menu.

Amy Rose

How to Unlock: Collect all Chaos Emeralds with four characters.

Unlocking Amy and her powerful Piko Piko Hammer brings the running total of playable characters to five.

True Area 53

Unquestionably, the best extra in the game is the hidden True Area 53.



What's this?



Cream and her mother, reunited, enjoy a few calm moments alone after the hard-fought battle.



But something's amiss, as Eggman swoops in and carries Cream's mother away.



Only one hedgehog can save the day...



Super Sonic! Unleashing the unfathomable might of the Chaos Emeralds, Sonic explodes into his alter ego, Super Sonic!



Sonic follows Eggman as he makes one last desperate attempt to snatch victory from the jaws of defeat.



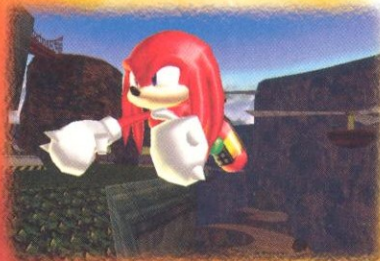
Sonic chases Eggman, with the earth hanging in the balance.



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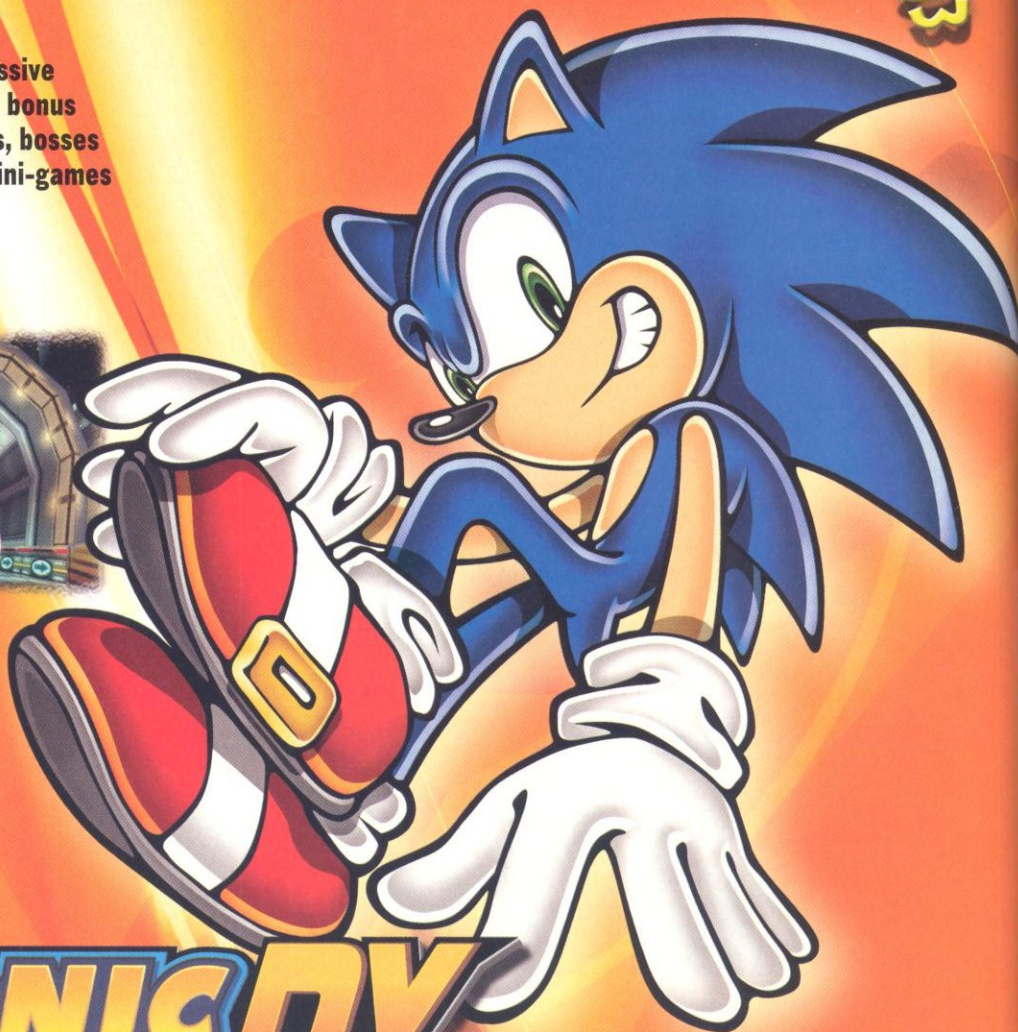


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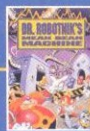


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Games/Action
Platform: Nintendo Game Boy® Advance



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