



BRADYGAMES®
OFFICIAL STRATEGY GUIDE

TAKE YOUR GAME FURTHER®



SONIC

GENERATIONS™



THIRTIETH

COVERS XBOX 360® AND
SONY PLAYSTATION® 3 COMPUTER
ENTERTAINMENT SYSTEM

SEGA®

Dan Birlaw

Sonic & Friends

Thanks to "generations" of support and development, Sonic the Hedgehog is no longer just a lone blue animal who set out to prevent Dr. Eggman from gathering the Chaos Emeralds to take over the planet. He is now one of the most highly recognizable video game characters in the world, with almost 60 game appearances. During the last 20 years, Sonic has made new friends, who now aid him in all his adventures.

While playing *Sonic Generations*, you can unlock these characters by completing certain stages of the game, as detailed herein. Once unlocked these characters stand near certain stages, and will provide clues for mastering that stage and finding hidden items.

Classic Sonic

Modern Sonic

So

First App

Sonic the Hedgehog also made appearances in *Chuzzle* (1991), *the Giant Egg* (2001), *Mario & Sonic at the Olympic Games* (2008), and *Sonic & Sega All-Stars Fight!* (2011). With the fabric of the present era, so, they'll have it.

Dr.

First App

Dr. Eggman is a g... was executed the... grew up seeking... grew into a self... self-resupplying... which he plans to...

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Miles "Tails" Prower

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

Unlocked In-game: Clear Green Hill Acts 1 & 2

Miles Prower, better known by his nickname "Tails," is Sonic's best friend and sidekick. He is an 8 year old orange-yellow fox cub with twin tails, with which he is able to spin in the air and therefore fly like a helicopter. Because of his unique characteristic, Tails was often bullied before he met Sonic, a blue hedgehog who could run faster than the speed of sound. He has a fascination with all things mechanical, and often works to repair important devices in need of fixing.



Amy Rose

First Appearance: *Sonic CD* (1993)

Unlocked In-game: Clear Chemical Plant Acts 1 & 2

Amy is a pink female hedgehog who is desperately in love with Sonic. But no matter how hard she chases him, she just can't keep up! Nevertheless, Amy doesn't let it get her down. She maintains a positive attitude and vibrant energy, and helps Sonic defeat the forces of evil however she can.



Knuckles the Echidna

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

Unlocked In-game: Clear Sky Sanctuary Acts 1 & 2

Knuckles is a heroic and powerful guardian who lives on Angel Island, the sky island homeland of echidnas, where he protects the Master Emerald. Since his race was previously thought extinct and Angel Island is quite remote, he tends to be a bit of a loner. This can make him a bit stubborn at times, but his lack of access to information can also make him gullible. For instance, he once believed that Dr. Eggman was trying to protect the Master Emerald and that Sonic and Tails were trying to steal it. He's formed something of a friendly rivalry with Sonic, ever since.



Cream the Rabbit

First Appearance: *Sonic CD* (1993)

Unlocked In-game: Clear Speed Highway Acts 1 & 2

Cream is only six years old, making her the youngest alongside Charmy. A very polite and overly considerate girl, she shares an inseparable bond with a Chao named Cheese, who follows her everywhere. Cream met Sonic when he rescued her after she was kidnapped by Dr. Eggman. Since then she has been Amy Rose's best friend and sidekick, and tries her best to help her friends with whatever they need as they struggle to protect the world.



Rouge the Bat

First Appearance: *Sonic Adventure 2* (2001)

Unlocked In-game: Clear City Escape Acts 1 & 2

Rouge is a nefarious treasure hunter, thief, and sometime government agent for G.U.N., who plans to one day own all the jewels and treasures of the world, including the Chaos and Master Emeralds. Rouge once made a deal with Dr. Eggman to steal and split up the set. But once her involvement in the scheme was uncovered by Shadow, she changed sides. She outwardly displays a seductive feminine charm, but only to cover her underlying cunning and willingness to do whatever is necessary to achieve her goals, regardless of the personal cost to herself or anyone. She appears to have a crush on Knuckles, but it is unknown whether this is only because he protects the Master Emerald.



Espio the Chameleon

First Appearance: *Knuckles Chaotix* (1995)

Unlocked In-game: Clear Seaside Hill Acts 1 & 2

Espio is an expert ninja and master of ninjutsu. He thrives in dangerous situations and uses stealth skills as well as his natural concealing abilities to distract and elude enemies. He can walk on walls and ceilings. He tends to be a bit more wary and thoughtful than his partners in the Chaotix Detective Agency, Charmy and Vector.



Blaze the Cat

First Appearance: *Sonic Rush* (2005)

Unlocked In-game: Clear Crisis City Acts 1 & 2

Blaze is a princess from another dimension where she is the appointed guardian of the Sol Emeralds, despite not understanding their true power or purpose. Born with pyrokinesis, the ability to make flames, she endured a lot of teasing from other children due to her initial inability to control her gift. Seeing her abilities as a "curse" she became shy, withdrawn, and self-reliant. Blaze first appeared in Sonic's universe when Dr. Eggman attempted to steal the Sol Emeralds. Sonic helped her to retrieve them and understand their nature, and she returned to her own dimension. But Blaze later appeared again in the future, fighting the forces of the fire demon Iblis alongside Silver the Hedgehog.



Vector the Crocodile

First Appearance: *Knuckles Chaotix* (1995)

Unlocked In-game: Clear Rooftop Run Acts 1 & 2

Vector is the bossy and self-appointed "head honcho" of the Chaotix Detective Agency. His scaly exterior and aggressive attitude can make him a bit intimidating, but in crisis situations he often displays deep kindness and generosity, which he desperately tries to cover up. While he tends to make everything about money, he always lends aid to his friends when they're in need of his particularly unique brand of assistance.



Charmy Bee

First Appearance: *Knuckles Chaotix* (1995)

Unlocked In-game: Clear Planet Wisp Acts 1 & 2

Charmy is a six year old bee, making him among the youngest of Sonic's friends. Hyperactive, playful and able to fly, he often buzzes all over the place and comes up with ideas and plans no one else thinks of... nor *would* think of. He and Sonic first met when he was captured by Dr. Eggman during a surprise attack on Carnival Island. He is one of the founders and the "flight mission coordinator" of the Chaotix Detective Agency, alongside Espio and Vector.



Met

First Appearance

When Sonic is a small child, he is kidnapped by the evil Dr. Eggman. He is rescued by Sonic, who is then kidnapped by the evil Dr. Eggman. He is rescued by Sonic, who is then kidnapped by the evil Dr. Eggman.

Sha

First Appearance

Shadow is an artificial hedgehog created by Dr. Eggman. He is a powerful character who is often seen with his red and black fur. He is a member of the Black Arms, a race of evil creatures.

Silv

First Appearance

Silver is a hedgehog from the future. He is a powerful character who is often seen with his silver fur. He is a member of the Silver Arms, a race of evil creatures.

Metal Sonic

First Appearance: *Sonic CD* (1993)

Metal Sonic is a creation of Dr. Eggman, physically modeled after Sonic himself, programmed to mimic the heroic hedgehog's moves and speed. He even mimics the smallest of Sonic's telltale gestures, such as his confident finger wag. Like Sonic, he tends to prefer a challenge, and therefore often fights with unorthodox methods, including challenging his nemesis to a race rather than a straight-up fight just to prove he can go as fast as Sonic.



Shadow the Hedgehog

First Appearance: *Sonic Adventure 2* (2001)

Shadow is an artificial "Ultimate Life Form" created fifty years ago by Dr. Eggman's grandfather in an attempt to make an immortal, thereby solving the world's problems. When G.U.N. invaded the space colony ARK where Shadow was created, one of the scientists ejected his capsule and sent him to Earth. Eggman's grandfather went insane and programmed Shadow to gather the seven Chaos Emeralds and use them to crash the ARK into the planet. When Dr. Eggman released Shadow fifty years later, the dark hedgehog betrayed his maker's grandson and attempted to destroy the planet. But after Amy Rose triggered a memory of his maker's original desires for Shadow, he used his reality warping skill Chaos Control to move the ARK back into orbit. Since then, he keeps his own counsel. He wears hover shoes that allow him to travel at speeds rivaling Sonic's, and in spite of his black fur he bears a striking resemblance to the blue hedgehog as well. He is an anti-hero, working with either Sonic and friends or Dr. Eggman, depending on how he feels regarding the present circumstances. His strong sense of purpose and dark sense of destiny have made Shadow an enduring favorite among Sonic fans.



Silver the Hedgehog

First Appearance: *Sonic the Hedgehog* (aka *Sonic 2006*) (2006)

Silver is a hedgehog from an alternate timeline future where the planet has been all but destroyed by a fire demon named Iblis and its minions. Unable to defeat the all-powerful Iblis in his own time, Silver travels back to present day with Blaze to attempt to prevent the event that released the demon. Deceived by Mephiles, he believes that Sonic is the reason for Iblis' release, and tries to eliminate him. He possesses powerful telekinetic abilities that allow him to levitate and manipulate large objects, and throw them with great force. He can also release psionic shock waves. Though not as fast on his feet as Sonic, he can use his powers to fly at such speeds that he seems to vanish from one place and appear in another, instantaneously.



Gettin' There Faster

Mastering *Sonic Generations* is a about speed, agility, sharp reflexes, good timing, and foreknowledge of the map layout. Except for map layout no strategy guide can teach you these things in advance; they are matters of practice and repetition. While you can't expect to read a book and become a platform-jumping pro, there are certainly some basic skills, tips and knowledge that when put to good use can save you a lot of frustration and help you reach that expert player level faster. That's what this chapter is all about; a complete guide from getting started with the game to mastering it, all in preparation for tackling the stages ahead.

Read It Here First

Many of the game features and strategies defined and explored in this chapter are considered "common knowledge" in the walkthroughs. So if something you read on subsequent pages sounds confusing, you'll find it here.

Object of the Game

Aside from having a blast, the overall goal of the game is to save the universe and repair reality by clearing stages from the past in order to "restore" them. Each stage must be cleared twice in two Acts: in Act 1 by Classic Sonic in a side-scrolling view and in Act 2 by Modern Sonic in both 3D and side views. By doing so, you'll also unfreeze Sonic's friends that are trapped in the White Space (the dimension that exists in the absence of time), who will then gladly provide assistance and tips for each stage. For each three stages fully restored, Sonic can then access 30 challenge stages in order to acquire three Boss Gate Keys that appear around the White Space. Using these keys at a boss gate, Sonic must defeat a powerful unique "boss" enemy and gain access to three new stages. The process repeats twice over until Sonic has defeated three bosses, at which time you can then defeat the final boss, Time Eater, and figure out what his beef was all along.

Story

Today is Sonic's birthday! Sonic the Hedgehog has been entertaining people and saving the world for a long time. But just as he's about to enjoy a nice relaxing day, picnicking with his friends, a mysterious new villain tears a hole in the fabric of space-time. With reality as we know it destroyed, Sonic must navigate the White Space, a strange realm between dimensions that holds the universe together. In this mysterious place, he finds doorways to familiar places and moments from the past and present. Sonic must use these doorways to determine what happened to reality, and put things back the way they were.



Controls

Menu Controls

While some menus have special controls (as displayed at the bottom of the screen), the following controls are universal when using all menus in-game:

PLAYSTATION 3	XBOX 360	FUNCTION
Left Stick/D-pad	Left Stick/D-pad	Move the cursor
		Choose/Confirm selection
		Go back/Cancel changes
	RB	Next tab/screen of options
	LB	Previous tab/screen of options

Stage Controls

The following controls are standard for both Classic Sonic in Act 1 and Modern Sonic in Act 2:

PLAYSTATION 3	XBOX 360	FUNCTION
Left Stick/D-pad	Left Stick/D-pad	Walk/Run
		Spin Jump
START	START	Pause

Walk/Run

Tilt the Walk control left or right to move Classic Sonic, or to move Modern Sonic in side-view areas. When controlling Modern Sonic in 3D area, tilt the Walk control up to move forward.

While either Sonic is moving, tilt the Walk control in the *opposite* direction of where he's going to Stop. Sonic stops better with the Power Brake Skill equipped.

Spin Jump

Press and hold the Jump button to make Sonic jump high in the air, or tap the button for a low "hop." Sonic spins when he jumps, and can take out any enemies he touches while spinning. Modern Sonic does not spin during a low hop.

Pausing the Game

Press the START button to pause the game and bring up the Pause Menu. From this pop-up, select whether to continue playing (or press Cancel to return to play), start over from the beginning of the stage (casts a Life), view the current controls or quit and return to the White Space.

Classic Sonic Controls

Playing as Sonic in Act 1 stages, use the following button presses to navigate, avoid danger, and defeat enemies:

PLAYSTATION 3	XBOX 360	FUNCTION
Left stick/D-pad up	Left Stick/D-pad up	Look up
		Crouch
		Spin Dash

Look Up

Tilt the Walk/Run control up to make Sonic look above.

Crouch

When stopped, Classic Sonic crouches in position. Use this move to avoid low projectile attacks fired by enemies. You can also crouch by tilting the Walk/Run control down.

Spin

By pressing down, you can make Sonic spin while running. This is useful for taking out enemies too close for comfort when a Spin Jump isn't possible.

Spin Dash

Press and hold the Spin Dash button to build up speed and Spin Dash off in the direction Sonic faces. As long as he keeps spinning Sonic takes out enemies in his path and achieves great speeds. The Spin Dash can be used in combination with curved ramps to achieve great heights, as well.



Modern Sonic Controls

Playing as Sonic in Act 2 stages, use the following button presses to reach the goal line and leave Badniks in the dust:

PLAYSTATION 3	XBOX 360	FUNCTION
		Quick Jump/Spin Jump/Homing Attack
		Crouch/Slide/Stomp
		Boost/Air Boost
		Lightspeed Dash/Action
	RB	Quick Step to the right
	LB	Quick Step to the left
	RT/LT	Drift (either button plus Move left or right)

Homing Attack

When in the air, Sonic automatically targets nearby enemies directly in front of him. A crosshairs appears on the targeted enemy. Press Jump while midair to zip at the enemy and destroy them. Kicking enemies into other enemies destroys them as well.

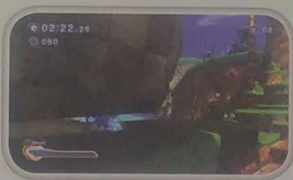


Crouch

Like Classic Sonic, Modern can crouch down low.

Slide

Hold the Slide button when Sonic is running to make him slide across the ground. When used in side-view areas, Sonic slides even from a dead stop. This is useful for moving through low spaces quickly. Failure to press the Slide button in time means Sonic will slow down.



Boost/Air Boost

Press the Boost button when Sonic has power remaining in the Boost Gauge to break the sound barrier and travel fast. Collecting Rings and hitting enemies refills the Boost Gauge, even while Sonic is Boosting.

Quick Step Left/Right

Press the top shoulder buttons to Quick Step to Sonic's left or right. This is useful for slipping over to an opening to collect Rings while running through barriers, bombs, enemy groups, and other obstacles.

Drift

Press either of the lower shoulder buttons while turning to Drift in the opposite direction. By spinning, Sonic can not only take out enemies, but also turn more sharply on long curves where gravitational force is pulling him off to the side.

Grind Step

While grinding on a rail, tilt the Walk/Run control to the side to jump from one rail to a parallel rail beside it.

Lightspeed Dash

Lines of glowing Rings marked with an Action button icon indicate places to perform a Lightspeed Dash. Jump toward the line and press Action with the right timing; Sonic flies through the Rings, collecting them all.

This is also useful for crossing separated platforms quickly, and taking shortcuts above areas.



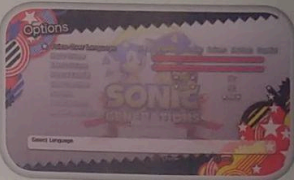
Wall Jump

Modern Sonic can stick to black walls with red lining. These are known as Wall Jump Panels. By jumping onto one of these, Sonic can then jump the opposite direction. However, waiting too long causes Sonic to start sliding down the wall. When two Wall Jump Panels are placed opposite each other, Sonic can jump back and forth quickly, rise to the top, and leap off in either direction.



Options

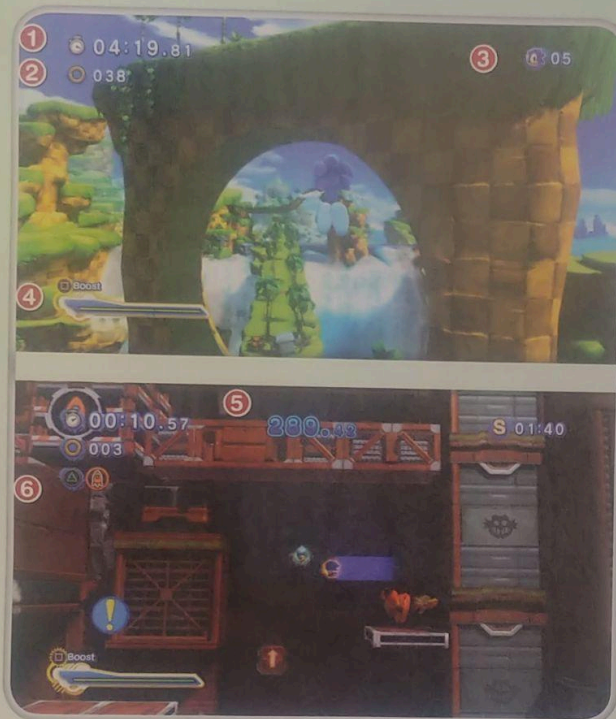
From the start menu, select "Options" to change game settings. Change the language the characters speak in, activate subtitles, adjust the volume levels (in case you want to hear Ornochoo better), toggle tutorials and hints on/off, and adjust brightness and stereoscopic 3D settings.



Playing Online

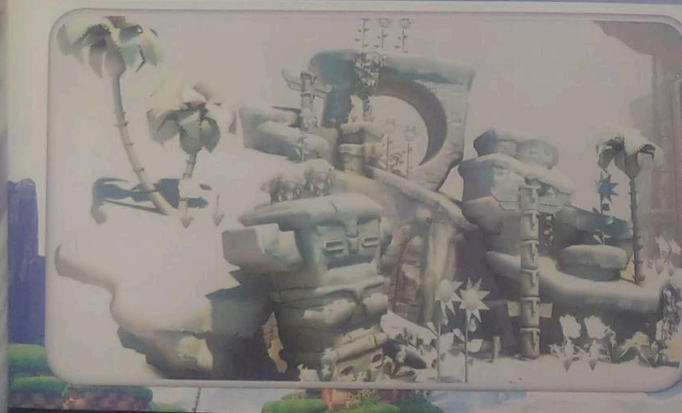
With an Internet connection, you can enter Online Mode (PlayStation 3) or Xbox Live to play with friends and compete for the best ranking in Acts. "Ranking Attack" mode allows you to clear Acts and register the time with your friends' game consoles; the best time for a stage becomes the best time for all! "30 Second Trial" mode places a marker at the spot where you made it to in a stage when time is up. Your marker appears on your friends' consoles as well.

Onscreen Display



- 1 **Time:** In minutes and seconds. The faster Sonic completes an Act, the better rank he achieves and the more points he scores.
- 2 **Rings:** The number of Rings Sonic has collected (by touching them). With zero (00) Rings in possession, any damage sustained will reduce Sonic's Lives by one.
- 3 **Lives:** Sonic starts the game with five lives. He loses a life any time he falls into a trap, a pitfall, or takes damage without any Rings in possession. With lives remaining, he restarts at the last Star Post. If Sonic dies with zero (00) lives in possession, he must restart the stage at the beginning with five new lives.
- 4 **Boost Gauge:** Appears in Act 2 stages only. Sonic can Boost to high speeds as long as power remains in the gauge. Refill the gauge by collecting Rings and defeating enemies.
- 5 **Time Limit:** In seconds. Only appears during certain Challenge Acts. Complete the objective before time expires. The display changes colors as time draws short.
- 6 **Active Power:** Displayed in stages and challenges where Sonic can perform special actions, or sometimes only when he possesses certain items. Pressing the Action button while this is displayed activates the item.

The White Space



After completing the first stage, Green Hill, Sonic and his friends encounter a mysterious creature that destroys the space-time continuum. They are pulled into a strange location called the White Space. This domain acts as your central hub for visiting other stages and completing various challenges.

Switch Characters

Press the Action button to switch from Classic Sonic to Modern Sonic or vice-versa while in the White Space. You can also switch characters while viewing any of the menus here, such as at the Skill Shop or when entering one of the stages. Note that some portions of the stage are easier to navigate as Modern Sonic, so switch characters if you're having trouble getting around. The White Space is always presented in side-view, regardless of switching characters.

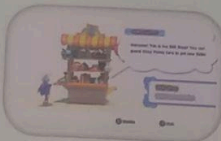
Camera Zoom

Press the bottom shoulder buttons to zoom in or zoom out for a better look at the complete White Space stage. Use zoom to help locate stages and the Challenge Act Gates that appear above them.



Skill Shop

Running to the right from the Green Hill stage, you'll encounter Omochao at a little sales cart. Move in front of Omochao until an icon appears, and then tilt the Walk/Run control up to speak to him. Redeem points earned by clearing stages and earning a high rank in exchange for new Skills. Use the Skill Customization menu to create Skill Sets and equip Sonic with new abilities. Skills are extremely helpful in helping Sonic reach areas he previously couldn't, to survive more easily, or to score a higher rank. More detailed information regarding the Skill Shop and a complete list of Skills are all contained in **Chapter 3: Ya Gotta Have Skills!**



Information Pod

To the left of the Skill Shop is an interesting little robot that offers information about playing the game and your current objective. You can also view your best times, records, and overall progress.

Collection Room

The Collection Room is at the far left end of the White Space. Here you can view extra content unlocked by completing Acts and Challenge Acts.



Movies: Review movies that have already played during the game. Further progress unlocks more movies to watch.

Art: Concept artwork, designs, sketches and promotional materials used in the creation of Sonic Generations. Unlocked by collecting Red Star Rings during Acts, and by catching blue music notes after ringing Bonus Bells above Challenge Act Gates.

Music: Background music played during Acts and Challenge Acts. Unlocked by collecting Red Star Rings during Acts, and by catching gold music notes after ringing Bonus Bells above Challenge Act Gates.

Characters: View profiles of Sonic and his favorite pals. Unlocked by unfreezing characters in the White Space, and by defeating Rival Bosses.

Know What You're Looking For

A handy guide to bonus materials and unlocking them is contained at the back of this book, in **Chapter 6: Easy Reference.**

Statue Room

You'll be able to access Statue Room from the Collection Room. Herein you'll be able to enter passcodes obtained from a website to unlock action figures of all the characters.

What's a Sega Genesis Doing Here?

A Sega Genesis console is located on the platform above the Green Hill stage in the White Space. To activate it, purchase the Sega Genesis Controller from the Skill Shop for 7777 points. Thereafter, you can purchase Infinite Continues for the Genesis for another 1000 points. Revisit the console afterward to relive Sonic's original outing as packaged with the Genesis. Twenty years later, *Sonic the Hedgehog* is still a fantastic game that stands the test of time!



Casino Night



Post-release, Sega intends to make Casino Night available for download through online console networks. You may access this area within the little brick nook above and to the right of the Sky Sanctuary stage entrance. In this mode you can play a classic game of pinball with Sonic as the ball. Press the Jump button to launch the pinball and use the top shoulder buttons to operate the flippers. Bump the left stick quickly in any direction to nudge the table; but don't tilt!

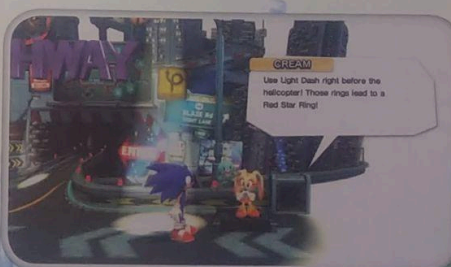
Entering a Stage

After clearing Green Hill Act 1 and Act 2, you may enter available stages in any order you like. To enter a stage, move through the White Space until Sonic stands in front of the entrance. An icon appears at the bottom of the screen, indicating that you must tilt the Walk/Run control up to enter. Doing so brings up the Act selection screen. While viewing this screen, press the Action button to switch characters (and thereby switch Acts). You can also enter the Skill Customization screen without having to run back to Omochao to do so. After clearing an Act once, you may also select different background music to play, provided you've unlocked some in the Collection Room.



Freeing Sonic's Friends

On the right side of every stage stands a frozen character. Enter the stage and complete Acts 1 and 2 to unfreeze Sonic's friends. After an ally is unfrozen, he or she can be spoken to. An icon over a friend's head indicates that they have a tip to share, and what kind. A light bulb means that Sonic's friend is ready to share tips for scoring a better rank during the Act. A Red Star Ring icon over a friend's head means they will provide tips on their locations. These tips become more helpful as you collect these items, since friends will only comment on Red Star Rings remaining, if any.

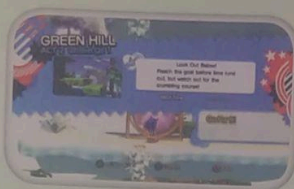


Acts

As stated, each stage has two Acts. Act 1 allows you to play as Classic Sonic in side-view, and Act 2 as Modern Sonic in both side-view and 3D. Complete both Acts of all three stages available to proceed in the game. The main Acts are covered in complete detail, with maps and Red Star Ring locations highlighted, in **Chapter 4: Main Stages**.

Challenge Acts

Completing all Acts available causes fifteen Challenge Act Gates to appear on the levels over the stages. Through these portals you can revisit previously cleared stages and play under different circumstances, usually within a time limit and with some kind of handicap or extra requirement, or just a whole bunch more enemies. The stage maps are altered slightly to make navigation more challenging. Challenge Acts sometimes also allow you to call upon unfrozen allies for aid. Several additional Skills can be unlocked by clearing specific Challenge Acts. All the information you need to complete Challenges is contained in **Chapter 5: Challenge Stages**.



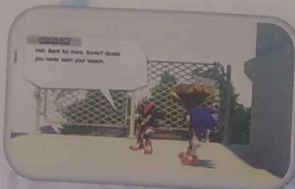
Bonus Bells

By clearing any Challenge Act, a Bonus Bell appears above the gate regardless of whether you complete Act 1 or Act 2. Jump up and hit the bell to ring it, releasing a music note that travels around the area for twenty seconds. If you can catch the note before it evaporates, you'll unlock extra artwork or music in the Collection Room. **Hint:** zoom out before ringing the bell!



Rival Battles

At the same time the Challenge Act Gates appear, so too does one of Sonic's powerful rivals. Rivals such as Metal Sonic, Shadow, and Silver appear on the platforms above certain stages. Speak to them to initiate Rival Battles. By defeating these additional boss enemies, you'll gain extra Chaos Emeralds and be able to complete the game.



Boss Gate Keys

When the Challenge Act Gates appear, three Boss Gate Keys also appear; one above each of the main stages. To obtain the Boss Gate Key above a stage, you must complete one of its challenges. After completing any one Challenge Act, the black ring around the Boss Gate Key vanishes. You may then jump up to collect it. When you have three Boss Gate Keys you may unlock a Boss Gate and fight a unique boss monster.



Bosses

After clearing one challenge for each stage and collecting its Boss Gate Key, proceed to the Boss Gate at the far right end of the White Space. The keys automatically unlock the gate. Enter the stage to confront and defeat a powerful unique "boss" enemy from Sonic's past, such as Dr. Eggman in one of his dangerous inventions, or Perfect Chaos. Defeating bosses removes the black cloud blocking the right portion of the White Space, allowing access to all new stages, Acts, and challenges. Keep defeating bosses and restoring stages and friends to complete the game.



Acts

Now for a deeper look into what to expect while inside a stage, during an act. Classic Sonic and Modern Sonic each face their own challenges.

Standard Gimmicks

"Gimmicks" include environmental features that may be helpful or hurtful to Sonic while he's just passing through. Get to know the various gimmicks by site, and use them to your full advantage.



Boosters



Boosters appear mainly in Act 1. Stepping between them fires Sonic into the next area at greater speed.

Dash Panels



Dash Panels appear in Act 2 stages only. When Modern Sonic steps on a Dash Panel it launches him in the direction it points. Using these Sonic can travel faster than the speed of sound without consuming the Boost Gauge.

Dash Rings



Dash Rings appear in both Acts. Jumping through these launches Sonic to a new area.

Egg Springs



These devices created by Dr. Eggman and placed in inconvenient spots bounce Sonic in the wrong direction, preventing him from proceeding. Sometimes, the result of bouncing from one of these is instant death. Wherever you see these, try to avoid them and find another way around.

Goal Posts/Goal Rings



Each Sonic has his own unique design of finish marker. Touching these objects means you've completed an Act.

Grind Rail



Modern Sonic can step on any rail and grind along it at high speeds. Sonic grinds on the rail all the way to its end unless you jump off first. Since some rails end near pitfalls, jumping off before the end is a wise idea. When multiple rails run parallel, you can switch rails by tilting the Walk/Run control left or right. Rail travel is slightly faster than running, though on some rails you may still want to use Boost to maintain momentum.

Jump Panels (Act 1)



Jump Panels appear in Act 1. Running across these boards bounces Sonic high and far, usually across to another platform.

Jump Panels (Act 2)



Jump Panels appear in Act 2. Stepping on these launches Sonic high and far, at the same speed as Boost but without cost to the Boost Gauge.

Rainbow Rings



Rainbow Rings appear in Act 2. After launching from a Rainbow Ring, Sonic can perform a midair combo. Tilt the Walk/Run control in a different direction each time to rack up the combo count, and then press the shoulder buttons to make a big finish.

Signs



As a public service (to hedgehogs) someone has been nice enough to post warning signs at locations where dropping from a ledge proves instantly fatal. Blue signs with an exclamation mark indicate spots where you might want to try some kind of action, such as using a Wisp Capsule or a shield type of Skill.

Spring Poles



Spring Poles jutting from walls launch Sonic high in the air when he jumps on them. Use these as a means to reach new areas far above.

Springs



Springs come in a few varieties: short domes with one star and long pods with three stars, known as Wide Springs. Stepping on one of these launches Sonic in a new direction at high speed. Angled Springs can launch Sonic to new

areas or in strange directions. Modern Sonic can target these and use Homing Attacks to bounce from them.

Red springs tend to have a little more "oomph" than yellow ones, so choose wisely dependent on the situation.



Star Posts



Star Posts appear in Acts 1 and 2. Passing through these dual posts marks Sonic's progress. If he loses a Life somewhere down the road, he restarts from this location.

Trick Jump Panels



Running up a Trick Jump Panel launches Sonic to a new area with quite a bit of power. While midair, Sonic can perform a Freestyle Trick. Tilt the Walk/Run control in a different direction each time to rack up the combo count, and then press the shoulder buttons to make a big finish. Performing combos temporarily extends the length of Sonic's Boost Gauge.

Zip Lines



These appear in both Acts. Sonic can use his Homing Attack ability to fly onto one of these. Once Sonic grabs hold the Zip Line carries him all the way across an area, unless he jumps off. Sometimes another Zip Line to the side may look a little more favorable...

Benefits of Speed

The title of this chapter reveals it all; the way to master Sonic games is to get there faster. As Sonic runs, he gains momentum and settles into a high rate of speed. Always build up to a good speed beforehand to power Sonic through loops and inverted runs whenever necessary. Even though enemies and spikes and other obstacles get in his way, the idea is to memorize where these things are located and to get past them without letting Sonic slow down. A stationary hedgehog is a dead hedgehog!



By building up a little speed, Sonic can also jump farther and higher, making it possible to reach certain platforms where a normal jump just won't do. If you're having trouble getting onto a platform, try backing up a little bit and run a short distance before the jump. You'll be surprised what Sonic can reach with a jump powered by a little extra speed.

Classic Spin Dash

Use Classic Sonic's Spin Dash ability to cut through areas quickly and also to mow down enemies and breakable objects in his path. Press and hold the Spin Dash button until Sonic reaches maximum spin, then release to Spin Dash in the direction Sonic faces.



Modern Boost

Modern Sonic's Boost ability works very differently than Classic's. The availability of Boost is dependent on the Boost Gauge, displayed in the lower left corner of the screen during Act

2 stages. Sonic starts each Act with a full Boost Gauge. Press and hold the Boost button to break the sound barrier and move incredibly fast.



The Boost Gauge gradually depletes for as long as Boost is maintained. When the gauge runs out, Sonic stops Boosting and quickly returns to normal speed. Tripping or suffering damage also causes Sonic to stop Boosting. Dying causes Sonic to begin his next life with an empty Boost Gauge. If Sonic strikes an enemy while Boosting, they're toast. Sonic can also do a short Boost after a jump, allowing him to fly forward in the direction he faces. Use this ability to cross chasms and pitfalls, and to knock enemies out of the way while on solid ground.

Refilling Modern Sonic's Boost Gauge

Refill the Boost Gauge by collecting Rings or defeating enemies. You can also maintain a Boost for longer than normal by collecting Rings and hitting enemies while moving.

Defeating Enemies

In all Acts, Sonic encounters enemies who seek to block Sonic's progress. Some attack with gunfire or slow-moving projectiles. Collision with an enemy will inflict damage to



Sonic, either making him drop Rings or lose a life. The way Sonic can deal with enemies is determined by Act:

Classic Spin Jump or Spin Dash

Classic Sonic destroys enemies in Act 1 stages with the Spin Jump and Spin Dash attacks. He performs Spin Jump every time he jumps, or Spin Dash every time he spins along the ground. But make sure that Sonic is still spinning when he touches an enemy; otherwise, he takes damage. While dropping from a great height Sonic may stop spinning and simply fall. And during a Spin Dash, Sonic spins at first but soon reverts to running normally, albeit at fantastic speeds. Just before attacking an enemy, check to make sure that Sonic is still spinning; if not, jump!

Modern Homing Attack

Modern Sonic auto-targets enemies whenever he jumps while facing them. A target lock icon appears on the enemy, indicating that a Homing Attack is possible. Press the Jump button while still in midair



to perform a Homing Attack. Sonic typically knocks the enemy backwards into the air, and if they strike another enemy anywhere along this arc then that enemy dies too. Modern Sonic also uses his Homing Attack to target gimmicks such as springs, grind rail starting points, springs, and more, allowing you to reach these stage features more easily. Remember that Sonic must be facing the enemy or object in order to target it.

Modern Boost

If Modern Sonic strikes an enemy while Boosting, he will destroy the enemy without harm to himself. This also refills the Boost Gauge, extending the amount of time he can Boost before reverting to normal speed.

Bouncing to Higher Ledges

One of the benefits of destroying enemies for both Classic and Modern Sonic is that after hitting a foe, Sonic bounces high into the air behind them. This extra bounce can be useful, similar to the effect of a "double jump" typical of other games, giving Sonic a chance to reach a high platform that he couldn't otherwise. In Act 1, the key to maximizing the effectiveness of this extra bounce is to make sure that Sonic lands *on top* of the enemy, so that he bounces upward from the contact point. Sometimes you may have to hit two or three enemies in a row just to land on a high ledge. Time your runs and Spin Jumps accordingly.



In Act 2 the typical scenario encountered is a line of flying enemies hovering in the air over a pitfall, forming a "line" of sorts to another platform behind them. By locking onto and Homing Attacking the enemies in rapid sequence, Sonic bounces across the chasm to within range of the far platform.

Items

While exploring stages, Sonic can find and utilize helpful items to help him in various ways.

Classic Sonic Items

The following items can be found during Act 1 stages, appearing as small grey boxes. Jump on top of an item to break open the box and collect it.

1-Up



Adds another Life to Sonic's count. Losing a life while Sonic has lives remaining allows him to restart from the last Star Post.

Power Sneakers



Enables Sonic to run slightly faster for a short period of time, usually around 15-20 seconds. Also increases the background music for the duration.

Aqua Shield



Prevents drowning when Sonic is underwater. Pressing Jump twice in a row causes Sonic to bounce higher on the second time, like a beach ball. Aqua Shield evaporates when Sonic takes damage from a non-water attack.

Skateboard



Increases Sonic's downhill speed, but prevents Sonic from stopping. Vanishes if Sonic hits an obstacle or takes damage.

Flame Shield



Prevents damage from flames and fire-based attacks. Pressing Jump twice in a row causes Sonic to perform a midair spin dash in the direction he faces. Flame Shield puffs out when Sonic takes damage from a non-fire attack.

Super Ring



Adds ten Rings to Sonic's Ring count. Sometimes hidden in interesting or hard-to-reach locations.

Invincible



Sonic becomes invulnerable to damage for a short duration (approx. 15-20 seconds).

Thunder Shield



Prevents damage from electric and shock-based attacks. Pressing Jump twice in a row allows Sonic to double jump, gaining a little extra height. Thunder Shield deactivates when Sonic takes damage from a non-electric attack.

Modern Sonic Items

Items that are not found in Act 1 stages. They are not contained in small grey boxes, but rather appear as floating icons.

Unobtainable in Sonic's count. Losing a life while Sonic has lives remaining allows him to restart from the last Star Post.

Adds ten Rings to Sonic's Ring count. Usually hidden in side paths or hard-to-reach spots.

Found in Act 1 and Act 2 stages. Sometimes hidden in interesting or hard-to-reach locations.

Unobtainable in Sonic's count. Losing a life while Sonic has lives remaining allows him to restart from the last Star Post.

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Modern Sonic Items

The following items can be found during Act 2 stages. They are not contained in boxes. Touch an item to collect it for immediate benefit.

1-Up



Adds another Life to Sonic's count. Losing a life while Sonic has lives remaining allows him to restart from the last Star Post.

Super Ring



Adds ten Rings to Sonic's Ring count. Typically located on side paths or hard-to-reach spots.

Rings

Rings are common to both Act 1 and Act 2 stages. They protect Sonic from enemy attacks and dangerous objects, such as spike traps or flames. Taking damage will knock Sonic back or knock him down, but he will not die as long as he has just one Ring in possession. Upon taking damage, Sonic drops some Rings. Dropped Rings bounce around the area for about five seconds, allowing time to recollect them. For each 100 Rings collected, Sonic gains an extra life.



Red Star Rings

Large red Rings Star Rings are found in both Act 1 and Act 2 stages. There are five of these in each Act. They are sometimes located in off-route, hard-to-reach locations and usually require special consideration and actions to obtain. Each Red Star Ring found unlocks something in the Collection Room. Collecting all five Red Star Rings in an Act unlocks a new Skill. Skills unlocked by collecting Red Star Rings x5 in Act 1 stages can only be equipped by Classic Sonic, and Skills unlocked during Act 2 stages can only be equipped by Modern Sonic. **Chapter 4: Main Stages** shows Red Star Ring locations on the maps provided, and the walkthrough also describes special tactics required to obtain them.



Time Bonus

This small clocklike icon appears during Challenge Acts only. Adds additional time to your time limit. May appear in various colors.



Wisp Capsules

Found on Planet Wisp only. Adds new dynamics to the game. Each Wisp capsule contains an alien life form that lends its power to Sonic for a short duration:



Pink Wisp Capsule

Found in Act 1 only. Upon collecting one of these, a small icon appears under Sonic's Ring Count in the onscreen display. Press the Action Button to activate the Wisp whenever desired. Sonic transforms into a spiky pink ball. While in this state, Sonic can stick to walls and ceilings. Spin Dash to full speed to roll faster, and even jump between platforms. Prolong the duration by collecting more Pink Wisp Capsules or by breaking glowing pink crates. By jumping onto pink gears at certain locations, Sonic can move left or right and roll the gear to activate nearby machinery or reach new areas.



Orange Wisp Capsule

Found in Act 2 only. Upon collecting one of these, a small icon appears under Sonic's Ring Count in the onscreen display. Press the Action Button to activate the Wisp whenever desired. Sonic transforms into a rocket and flies straight up. Can be used to break through special platforms marked with the Orange Wisp icon. Look for areas with three lines of Rings aligned vertically; these spots indicate good locations to transform and fly up.



The Results Screen

Upon successfully reaching the goal, the Result Screen is displayed. Your completion time determines your score, and any Rings carried to the goal line add bonus points. Your score is divided by 100 and awarded to you as points you can spend in the Skill Shop. Completion time also determines ranking, which is displayed at the bottom. Completing a stage without dying results in a Perfect Clear, and bumps your rank up one full letter grade. Though A Rank appears at the end of the scale, it's possible to achieve an S Rank by completing the stage in the fastest time possible without dying. Sonic does a special victory dance for each letter grade. If you failed to achieve a good rank, then check the "To Next Rank" box at the bottom of the screen, which indicates how much faster you must be in order to rank higher.



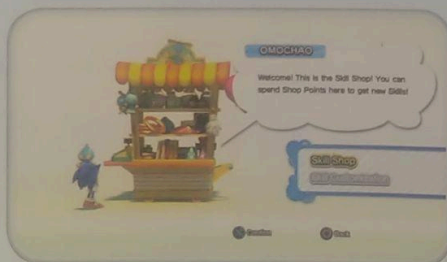
Completing a Challenge Act, the Result Screen does not show score but points are earned nonetheless.

Ya Gotta Have Skills!

Both Classic Sonic and Modern Sonic's abilities can be improved by purchasing and equipping new Skills. Points earned at the end of each stage can be exchanged for new Skills. You can then use the Skill Customization screen to equip new Skills on either Classic Sonic or Modern Sonic. This chapter explains these features, provides a list of known Skills and how to acquire them.

Purchasing Skills

After completing Acts 1 and 2 in Green Hill, Sonic can then explore the mysterious White Space area, which not only provides "portals" to various historical events and stages but also features a Skill Shop run by Omochao. Find this little cart by running to the left from Green Hill. Move in front of Omochao and tilt the Walk/Run control up to talk to him. Omochao offers two options: "Skill Shop" or "Skill Customization." Choose Skill Shop to enter the purchase menu and see what's for sale. You must have the points required to purchase a new Skill. Omochao also sells Life +1 items for 500 points each.



Act 1/Act 2 Skills

While viewing Skills in the Skill Shop screen, notice the color-coded Act 1/Act 2 icons to the right. This indicates during which Act(s) the skill can be equipped. Act 1 Skills can only be equipped by Classic Sonic, and Act 2 by Modern. Skills marked Act 1/Act 2 can be equipped by either, and are known as "Common" Skills herein. The Act 1/Act 2 designation does not apply to Challenge Acts; Skills are only valid during one of the main stage Acts.

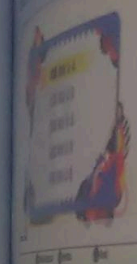
The Sega Genesis Controller

Another item of curiosity on the Skill Shop list is the Sega Genesis Controller for 7,777 points. Purchasing this item allows you to activate the Sega Genesis console system located on the level above the entrance to Green Hill. With this, you can play the original classic, *Sonic the Hedgehog*! Furthermore, upon buying the Sega Genesis Controller, the Infinite Continues item is added to the menu. For an extra 1000 points you can die as much as you like while playing *Sonic the Hedgehog* on the Sega Genesis, without fear of a Game Over.



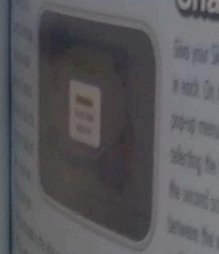
Skill Customization

Skill Set



After purchasing a skill, you can equip it to either Classic Sonic or Modern Sonic. The skill set screen allows you to see which skills are currently equipped and to swap them out if needed.

Cha



After purchasing a skill, you can equip it to either Classic Sonic or Modern Sonic. The skill set screen allows you to see which skills are currently equipped and to swap them out if needed.

Skill Points

Skill points are earned at the end of each stage and can be used to purchase new skills. The number of skill points earned varies by stage and difficulty.

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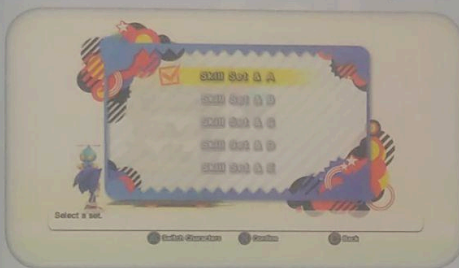
Skill points are earned at the end of each stage and can be used to purchase new skills. The number of skill points earned varies by stage and difficulty.

Skill Customization

The other option in Omochao's menu, Skill Customization, allows you to equip Classic Sonic and Modern Sonic with available Skills. You can create Skill Sets to make changing your Skill load faster, prior to entering a stage.

Select a Skill Set

Upon selecting the Skill Customization option, the Skill Sets screen appears. You can customize, rename, and equip five different Skill Sets of your own design.



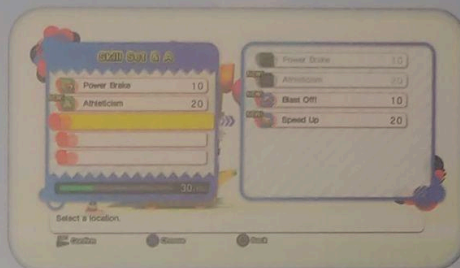
Note that you can switch characters with a press of a button. In all menus Classic Sonic's display is yellow and Modern Sonic's is blue.

Choose a Skill Set and press the Confirm button. A pop-up choice menu allows you to Customize or change the Skills in the set, change the Skill Set's name, or equip the set. The last option lets you see how handy this system is: after setting up several Skill Sets, you can then equip them fast and continue playing.



Customizing Skills

Select a Skill Set and then choose "Customize." The Customization screen displays the Skill Set on the left, and available Skills on the right. Each Skill Set may contain up to five Skills. Select an open slot on the left, and then choose a Skill from the right. You can also remove Skills from a set to make room.

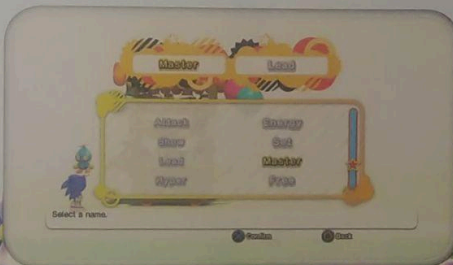


However, each Skill requires Skill Points to equip. For example, Power Brake requires 10 available Skill Points, and Athleticism requires 20. The Skill Points available are displayed at the bottom of the Skill Set on the left side of the screen. If you don't have enough Skill Points remaining, then you can't equip a Skill that requires more. For example, Safety Net requires 40 Skill Points and Last Chance requires 50. If you equip both of these you'll use up 90 Skill Points and have only 10 remaining. Therefore you can't equip Sure-Footed, which requires open 20 Skill Points. But you can equip Power Brake for only 10, bringing the total to 100. Even so, it would be better to equip five Skills rather than just three.

After putting together a desirable Skill Set, press the START button to confirm your choices. Press the Confirm button on the subsequent screen to go back to the Skill Set screen.

Change Skill Set Name

Give your Skill Sets unique identifiers to remind yourself what Skills you equipped in each. On the Skill Set screen, select a set and choose "Change Name" from the pop-up menu. You may choose two words or phrases from a provided list. Start by selecting the first word or phrase, then the second. Confirm your naming choice on the second screen. Unless one of the choices is a letter, an ampersand (&) is placed between the words chosen. So you can name your set things like "Master & Lead," or "Booster & Pace." The first name might be good for a set that improves Sonic's attacking and natural speed, whereas the second name might describe a set that improves speed and Boost. Have fun with it.



Equipping Skill Sets

Choose a set to equip, and select "Equip Set" from the pop-up menu. Setting up several Skill Sets beforehand makes switching out much easier before starting an Act.

Customize at the Starting Gate

When entering one of the main stages, you can customize your Skill Sets without having to return to Omochao's shop.

Common Skills

The skills listed in the table below are marked Act 1/Act 2, meaning they can be equipped or used by either Classic Sonic or Modern Sonic. Skills marked with the price "Auto" are acquired automatically after achieving the acquisition method.

ITEM NAME	PRICE	ACQUISITION	SKILL PTS	DESCRIPTION
10-Second Rings	1500	Initial Shop Item	30	Dropped Rings take 10 seconds to disappear.
Athleticism	200	Initial Shop Item	20	Lose less speed moving uphill and in water.
Infinite Continues	1000	Purchase Sega Genesis Controller	NA	Get infinite continues on the Sega Genesis!
Last Chance	2000	Initial Shop Item	50	Get an extra life when you're out of lives.
Power Brake	Auto	Owned at Start	10	Stop on a dime, regardless of your speed.
Safety Net	1000	Initial Shop Item	40	Begin with 10 Rings after a restart.
Sega Genesis Controller	7777	Initial Shop Item	NA	Play "Sonic the Hedgehog" on the Sega Genesis.
Super Sonic	Auto	Clear Game	100	Collect 50 Rings to become Super Sonic.
Sun-Footed	500	Initial Shop Item	20	Land on your feet after getting damaged.
Time Brake	5000	Clear Game	80	Slows down time temporarily.

Classic Skills

The skills listed in this section can only be equipped by Classic Sonic. Skills marked with the price "Auto" are acquired automatically after achieving the acquisition method. Acquisition listed as "Red Star Ring" x5 means collecting all five items in a stage unlocks the Skill automatically, no purchase required.

ITEM NAME	PRICE	ACQUISITION	SKILL PTS	DESCRIPTION
Aqua Shield	5000	Clear Chemical Plant Challenge 3 Act 1	70	Enables Bound Jump and underwater breathing.
Breath Holder	Auto	Chemical Plant Act 1 Red Star Ring x5	20	Stay underwater longer.
Flame Shield	4500	Clear Crisis City Challenge 4 Act 1	70	Shield enables midair dashes.
Hercules Muscles	Auto	Crisis City Act 1 Red Star Ring x5	10	Push movable objects faster.
Homing Attack	Auto	Planet Wisp Act 1 Red Star Ring x5	100	Enables the use of Homing Attacks.
Invincible Start	Auto	Seaside Hill Act 1 Red Star Ring x5	40	Start the stage with temporary invincibility.
Long Spin Dash	Auto	Rooftop Run Act 1 Red Star Ring x5	30	Your Spin Dash will carry you further.
Power Sneakers	Auto	Speed Highway Act 1 Red Star Ring x5	60	Run faster, plain and simple.
Ring Time	3500	Clear Sky Sanctuary Challenge 4 Act 1	60	Turns enemies into Rings for a short time.
Shield	1200	Initial Shop Item	60	A Shield protects you from a single hit.
Boardmaster	Auto	City Escape Act 1 Red Star Ring x5	70	Always moves forward. When damage is received, skateboard is lost.
Thunder Shield	4000	Clear City Escape Challenge 3 Act 1	70	Enables double jumps, but invalidates thunder attack.
Treasure Scanner	Auto	Green Hill Act 1 Red Star Ring x5	40	Allows you to see hidden items and Springs.
Twin Spin Attack	Auto	Sky Sanctuary Act 1 Red Star Ring x5	30	Allows you to attack in mid-jump.

Classic Skills

In this section, skills can only be equipped by Classic Sonic. Skills marked with the price "Auto" are acquired automatically after achieving the acquisition method. Acquisition listed as "Red Star Ring" x5 means collecting all five items in a stage unlocks the Skill automatically, no purchase required.

PRICE	ACQUISITION	SKILL PTS
5000	Clear Chemical Plant Challenge 1 Act	
Auto	Chemical Plant Act 1 Red Star Ring x5	
4500	Clear Crisis City Challenge 4 Act 1	
Auto	Crisis City Act 1 Red Star Ring x5	
Auto	Planet Wisp Act 1 Red Star Ring x5	
Auto	Seaside Hill Act 1 Red Star Ring x5	
Auto	Rocton Run Act 1 Red Star Ring x5	
Auto	Speed Highway Act 1 Red Star Ring x5	
2500	Clear Sky Sanctuary Challenge 4 Act 1	
1200	Initial Shop Item	
Auto	City Escape Act 1 Red Star Ring x5	
4000	Clear City Escape Challenge 1 Act 1	
Auto	Green Hill Act 1 Red Star Ring x5	
Auto	Sky Sanctuary Act 1 Red Star Ring x5	

Modern Skills

The skills listed in this section can only be equipped by Modern Sonic. Skills marked with the price "Auto" are acquired automatically after achieving the acquisition method. Acquisition listed as "Red Star Ring" x5 means collecting all five items in a stage unlocks the Skill automatically, no purchase required.

ITEM NAME	PRICE	ACQUISITION	SKILL PTS	DESCRIPTION
Acceleration	Auto	Green Hill Act 2 Red Star Ring x5	10	Increases speed when starting to run.
Auto Gauge	Auto	Speed Highway Act 2 Red Star Ring x5	30	Boost gauge fills automatically over time.
Blast Off	100	Initial Shop Item	10	Press a button when "GO!" appears for a free Boost.
Boost Gauge Up	2200	Clear Green Hill Zone Challenge 5 Act 2	60	Extends the length of your Boost Gauge.
Direct Jump	Auto	Seaside Hill Act 2 Red Star Ring x5	30	Increase the speed of your Wall Jumps.
Endless Boost	3000	Clear Rooftop Run Challenge 4 Act 2	70	The Boost Gauge stays full but you can't get Rings.
Gauge Rebooter	Auto	Sky Sanctuary Act 2 Red Star Ring x5	30	Begin with a full Boost Gauge upon restart.
Serial Homing	Auto	Crisis City Act 2 Red Star Ring x5	40	Perform sequential Homing Attacks faster.
Power Stomp	800	Clear Crisis City Challenge 1 Act 2	30	Create a shockwave when stomping on the ground.
Quick Slide	Auto	City Escape Act 2 Red Star Ring x5	30	Enables Quick Step while Sonic is riding a skateboard.
Ring Energy Bonus	Auto	Planet Wisp Act 2 Red Star Ring x5	40	Collecting Rings fills the Boost Gauge faster.
Sneaker Bonus	Auto	Chemical Plant Act 2 Red Star Ring x5	30	Breaking enemies, etc. fills Boost Gauge.
Speed Up	300	Initial Shop Item	20	Increase Sonic's speed.
Trick Mastery	Auto	Rooftop Run Act 2 Red Star Ring x5	60	Perform tricks faster.



Ya Gotta Have Skills!

CHAPTER 3

Chapter 4 Main Stages

All main stages of the game are covered in this portion of the guidebook. Calling this chapter a "walkthrough" would be misleading, since you'll be racing at the speed of light through these levels. For this reason only major obstacles and hidden bonus locations are detailed in the text, along with helpful maps and the most useful tips.

Each stage has two versions: Act 1 and Act 2 stages. Act 1 stages can only be played with Classic Sonic from side view, and Act 2 levels are played with Modern Sonic in 3D. The first stage, Green Hill, must be played first with Classic Sonic in Act 1 and then with Modern Sonic in Act 2. Thereafter, you'll enter the "White Space" stage, where you can switch characters and play each Act in whatever order is desired. Typically both Act 1 and Act 2 must be completed before the next stage becomes available.

As much as possible, stages are presented in the order unlocked by playing through the game. At various points you must also complete Challenge Stages in order to grab the Boss Keys necessary to proceed. Challenge Stages typically involve returning to the same stages you've already cleared and clearing them again by fulfilling extra criteria at the same time. Challenge Stages are covered in more detail in the next chapter of this guidebook.

Get Familiar with the Basics!

This chapter covers only the PlayStation3 and Xbox 360 versions of the game, and assumes that you've already familiarized yourself with the controls and the basics of playing, including using all of Classic Sonic's and Modern Sonic's trademark moves. If not, please flip back two chapters and read "Gettin' There Faster" before proceeding.

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Green Hill

The Green Hill stage has appeared in most Sonic games, dating back to the original *Sonic the Hedgehog* on the Sega Genesis system. Because the original game was included with the console, Green Hill was the first stage seen by new Genesis owners and therefore became easily recognizable. The stage is always designed with grassy areas, flowers, only minor enemies and hazards, and trademark checkerboard rock walls.

Green Hill: Act 1

MAP KEY

-  Red Star Ring
-  Super Ring
-  Power Sneakers
-  1-Up

Maps of Green Hill: Act 1

1A-1

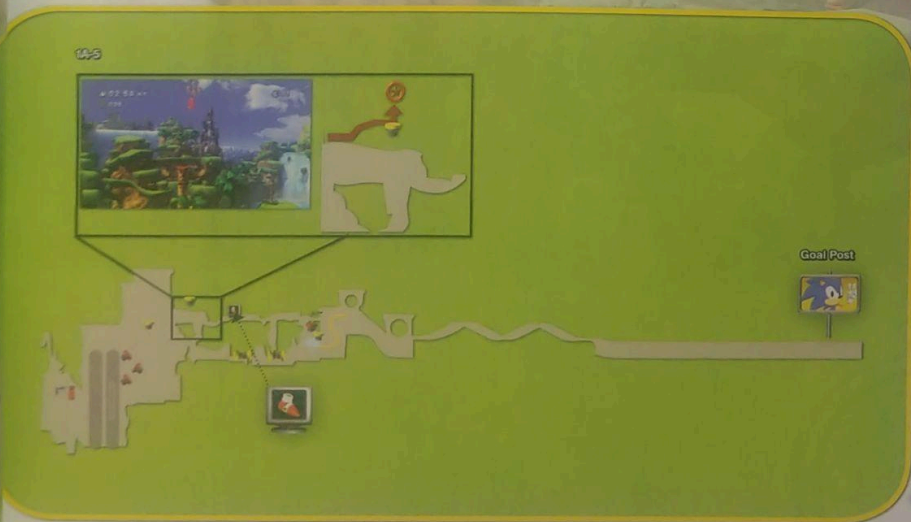


1A-2



Start!

ct 1



Goal Post

ACT 1 Green Hill

Enemies Encountered



Seemed Like Such a Pleasant Day... UNTIL!

Today is Sonic's birthday! And he plans to spend it doing what he does best: dashing through Green Hill as fast as possible. Start by moving Sonic to the right and press the Jump button to collect the rings overhead. Continue to the right, collecting more rings along the ground. Sonic accumulates speed as he continues moving.



The Importance of Rings

As long as Sonic has rings in possession, he won't die if attacked or damaged. Getting attacked causes Sonic to drop all his rings, and you may try to gather them up again before they vanish after three seconds.

Enemy Mound

Sonic comes upon a two level mound where a Buzzer flies above and a Moto Bug grazes below. Jump and land on top of the Moto Bug to destroy it. Use your Left Stick to guide Sonic through the air until he lands. Jump again if necessary to land on the upper level, where a **Super Ring Item Box** lies. Land on top of this box to break it and release 10 rings. Deal with the Buzzer by jumping up in the air to hit it while spinning, avoiding energy blasts fired from its tail.



Just past the bi-level mound is a palm tree. A yellow Spring is hidden within its leaves. Jump onto the top of the tree and Sonic is propelled straight up to collect more rings.



Chopper

Chopper is a bird-like enemy that flies in a zig-zag pattern. It can be destroyed by hitting it with a spin attack or by using a Super Ring.

Route 1A

Red Star Rings are first time you play through to the first Red Star Ring. The Chopper bridge. Simply stop on the bridge and jump up to get the Red Star Ring.

Notes on Red

Red Star Rings are found in Act 2 of Green Hill. You can reach the White Spring and reach the White Spring. The number of Red Star Rings available is 10. The number of Red Star Rings in each stage is 10.

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Chopper Bridge

Run up the next hill and jump to grab rings while crossing the bridge. Careful of Chopper fish enemies that leap up from below to attack. Knock them out of the air by jumping and hitting them with a Spin Jump, hitting them as they flip over the bridge.



Route 1A-1

Red Star Rings will not appear in Green Hill the first time you play Act 1, so just worry about getting through to the finish line. When replaying this stage, the first **Red Star Ring** hovers directly over the middle of the Choppers' bridge. Simply stop on the wooden platform between the two bridge sections and jump up to grab it.

Notes on Red Star Rings

Red Star Rings also do not appear the first time you play Green Hill: Act 2. You must go through both stages and reach the White Space stage. From there you can replay Green Hill Act 1 and 2, and **Red Star Rings** will then be available to collect. All other stages have **Red Star Rings** available the first time you play them. The number of **Red Star Rings** found and remaining in each stage is displayed above the stage's title.

Each **Red Star Ring** found and carried to the goal line unlocks a new piece of artwork or background music in the Collection Room within the White Space, depending on the accumulative number acquired. For example, the first **Red Star Ring** unlocks the first piece of art; the second **Red Star Ring** unlocks the second art piece; and so forth. However, the eighth **Red Star Ring** found unlocks a song at the record player. Refer to "Chapter 6: Easy Reference" for lists of bonus items to be unlocked.

If Sonic loses a life, any **Red Star Rings** acquired since passing the last checkpoint marker are lost; you'll have to acquire them again and carry them to the finish line for credit.

Sharp Incline and Hidden Bonus Rings

Over the next hill you'll encounter a sharp incline. If you failed to build up enough speed to top it, then press and hold the Spin Dash button to build up speed and release it to shoot up the curve and over the ledge. Continue moving right to land on top. With enough speed, you may knock a **Super Ring Item Box** out of the palm tree above the landing area.



Divergence of Paths

Continue to the right, jump and land on the Crabmeat on the rise while spinning to destroy it. The attack bounces Sonic onto the ledge above, where you must quickly jump and Spin Jump again to take out another enemy. Jump and Spin Jump again to take out a Buzz Bomber hovering to the right. If done with the proper timing, Sonic bounces from the attack onto the upper level. If not, then you missed a chance to tour the upper level and acquire another **Red Star Ring**.



The Upper Route

The key in bouncing to the upper level is to wait at the right edge of the platform where the second Crabmeat usually stands. Wait for the Buzz Bomber to fly off screen to the right. As soon as it hovers back into view, jump toward it, hit it with a Spin Jump and bounce off, and continue moving right to fly up onto the highest level. Once you're up there, stop and hold Spin Dash to build up spin, then release it. Sonic rolls over a collapsing log bridge and flies through a loop, collecting a **Red Star Ring** along the way (**Route 1A-2**). Coming out of the loop you'll hit a red Spring and fly over to the long ramp leading to the jump to the second part of the stage.



The Lower Route

If you failed to bounce from attacking the Buzz Bomber to the upper level, then enter the tunnel. Sonic gains tremendous speed, allowing him to plow through a bridge loaded with Moto Bugs and into another tunnel. Coming out the other side with enough speed, you should fly high into the air and find yourself just above a red Spring. Guide Sonic to land on the Spring repeatedly, jumping up to collect a triangle-shaped swarm of rings over head. If you drop to the ground far below simply use the two Springs to get back to the upper level.



The Star Post and the Shortcuts

Follow the curving upward slope to a red Spring that launches Sonic over an immense gorge. Bet you never saw that on Sega Genesis, huh? Just after landing, Sonic passes through the first Star Post, which means he can restart from



here if tragedy strikes later. Beyond the Star Post you'll notice some raised rings that you can jump and Spin Jump to reach, beyond which is a raised platform. Jumping onto the platform and then from there to the next basically allows you to skip the next area, shortening your stage time immensely. This route takes you across a collapsing ledge and through a ring-laden tunnel. Emerging from the tunnel, you'll want to jump to the next level up and then jump up again to reach another shortcut.



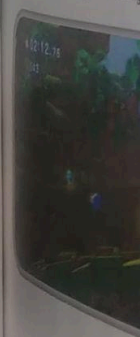
However if you landed at the bottom of the area below the platform, then run left and hit the red Spring to propel Sonic to the right, helping him speed up a sharp upward curve. Keep moving left or perform a Spin Jump at the top to fly over a set of spikes. Jump up to grab rings as you hop from platform to platform over more spikes. Stop at the edge and wait for the swinging platform to move your way. Jump on it and ride it over a set of otherwise impassable spikes. Jump from the swinging platform on the right side to hit a yellow Spring that should propel you to the top.

Quick Thin

Hit the Spin Dash button and use the Spin Dash to jump over the tunnel, then jump down and try to jump over the yellow Spring Ring described in a little bit.



Hit the yellow Spring propels Sonic back to the tunnel, then jump down and try to jump over the yellow Spring Ring described in a little bit.



Star Post and Shortcuts

Quick Thinking

Hold the Spin Dash button and use the Spin Dash to break through the rock blocking the tunnel. Upon emerging from the tunnel, tilt the Walk/Run control left to start slowing down and try to jump over the yellow Spring to grab a Red Star Ring and also take a shortcut. If you fail to do so in time, there is a way to still obtain this Red Star Ring described in a little bit.



Hitting the yellow Spring propels Sonic backward onto a collapsing platform that drops him into a pit with a red Spring. Use the Spring to speed through the tunnel opposite and onto another red Spring at the end, which propels Sonic up. Land on the high ledge and head right to keep going.



ACT 1 Green Hill

ACT 1

Route 1A-3

Failing to jump over the yellow Spring

immediately after emerging from the tunnel to grab the **Red Star Ring** on the ridge, you have another chance after bumping back to the upper level. Simply move a few steps to the right, turn left, jam on the Spin Dash and then let go. Sonic flies back across the gap and grabs the **Red Star Ring**. Only now you must navigate through the lower tunnel and the red Springs again to continue.



Bounce and Swing To the High Ground

Spin Dash downhill and through two loops.

Continue running uphill and jump onto the platform before the dip.

Failing to do so, you can use the red Spring on the ground below to get back

up. From the grass platform you can jump over to a wooden platform in the center and collect rings. But by using Spin Dash to hit the red Spring at the bottom you'll be launched high enough to land on a swinging platform. This platform swings to the right and pauses just below a **Red Star Ring**; jump up to grab it (Route 1A-4). When the same platform swings left you can jump to a yellow Spring that propels you to a shortcut path high above.



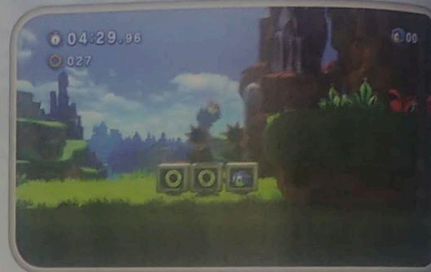
Spiky Path to the Rocket Silo

If you can't reach the shortcut path, then there's another exit to the far right that you can use the second swinging platform to reach. Jump over the Spring, then turn, build up Spin Dash, and Spin into it. The ricochet should propel you



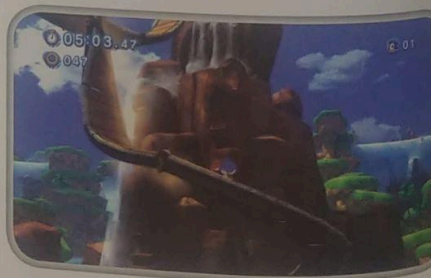
up a tall grassy curve and over the top. Hit the yellow Spring there to propel Sonic over some spikes, then jump again immediately after landing and spin into a Moto Bug scooting around. Jump

over more spikes to a raised ledge as you continue right. At the base of the next ledge you'll find a couple of **Super Ring Item Boxes** and a **1-Up**, granting Sonic an extra life. Jump onto the next ledge, jump again and spin into a Crabmeat, and then hit the Spring to propel Sonic up to the top level.



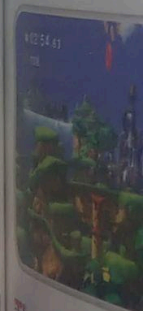
On to the Final Zone

Either way that you escape from the wooden scaffold area, Sonic winds up running through a wooden loop and spiral, proceeding through another Star Past. Just keep tilting the Walk/Run control right so that Sonic runs across a wooden bridge and up a sharp curve. After running upside down to the left for a short distance the path stops, and Sonic falls nicely to the left and hits a series of red Springs. Flying high after the last Spring, you'll spot a vertical line of three rings and a Buzzer. Tilt the Walk/Run control back to the left a little bit in order to guide Sonic through the air to land on the tiny platform below the three rings. Then quickly jump up to spin attack the Buzzer, which when successful should propel you higher.



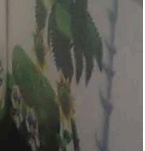
The Final Ring and Super Sneak

After running a yellow Spring on the highest ledge, where another Super Ring, Buzzer, and a 1-Up are waiting, you can find a short way up the right side of the spiral to the right to the yellow Spring concealed in a palm tree. This is the **Red Star Ring (Route 1A-5)**. Spin Dash to the right edge. This should propel you on through the Bug and some **Power Sneakers** and down the construction building frame. Stop at the bottom and use the Spring to propel you up and over the next set of spikes to the Crabmeat.



The Crabmeat

After a battle from reaching the Buzzer in the previous zone, you must first follow this lower path. Spin Dash to the right edge. This should propel you on through the Bug and some **Power Sneakers** and down the construction building frame. Stop at the bottom and use the Spring to propel you up and over the next set of spikes to the Crabmeat.

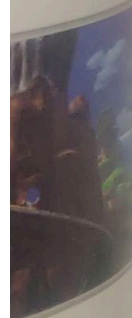


ledge as you continue right. In the
per Ring Item Boxes and
the next ledge, jump again and
Sonic up to the top level.



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the wooden scaffold area, Sonic
proceeding through another Sea
to that Sonic runs across a wooden
side down to the left for a short distance
left and hits a series of red Spring
vertical line of three rings and a blue
little bit in order to guide Sonic
the three rings. Then quickly you
successful should propel you higher.



The Final Red Star Ring and Some Power Sneakers

Bounce from a yellow Spring to the highest ledge, where another Buzzer patrols. Avoid or destroy this enemy and jump from a short slope up the left slope up and to the right to hit a yellow Spring concealed in a palm tree. This propels you straight up to collect another **Red Star Ring (Route 1A-5)**. Spin Dash to break through the boulder blocking the right edge. This should propel you over a couple of platforms and through a Moto Bug and some **Power Sneakers**, which increase Sonic's speed and shorten his momentum buildup time. Stop as soon as you collect these, then Spin Dash and release to fly uphill and over the next gorge, through a loop and down to the Corkscrew.



Corkscrew. Or you can take a longer route and jump from the second swinging platform at its highest point on the right to land on a higher ledge, and use the Springs and Spring Poles to reach the grass loop at the top.



The Corkscrew to the End!

Tilt the Walk/Run control to the right and propel Sonic faster and faster through the over and over of the Corkscrew, without slowing or stopping to Spin Dash. Then just continue along the straight shot to the finish line!



The Crabmeat Pits

Failing to bounce from attacking the Buzzer to the yellow Spring and then to the upper area, you must then follow this lower path. Spin Dash and then fly to the right to speed through an underground tunnel. Jump onto the first swinging platform, and then jump to the next. Missing it means you must contend with the Crabmeats poised in the pits, and use the Springs to roll out. Reaching the right end, you can either speed up the curving slope and onto the lower ledge, where you can then Spin Dash and smash through a boulder to enter a tunnel and come out at the



ACT 1 Green Hill

Green Hill: Act 2

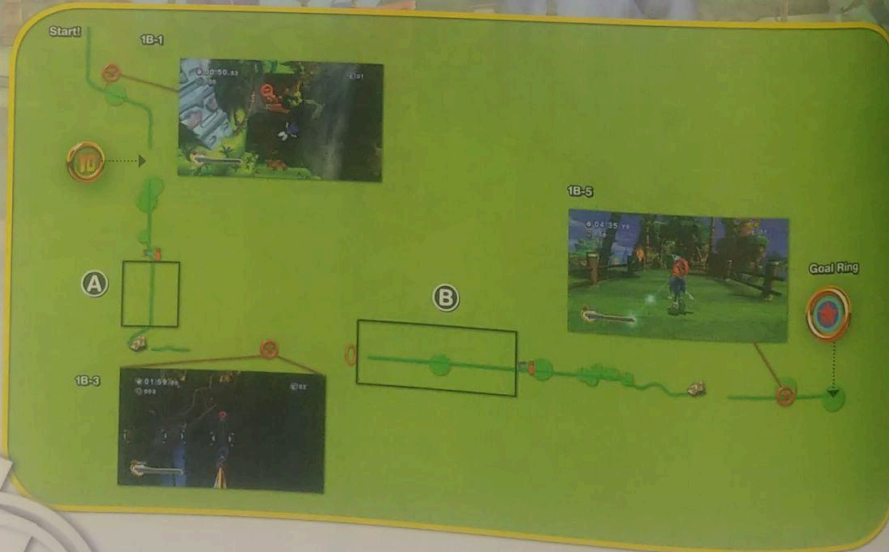
MAP KEY

-  Red Star Ring
-  Super Ring

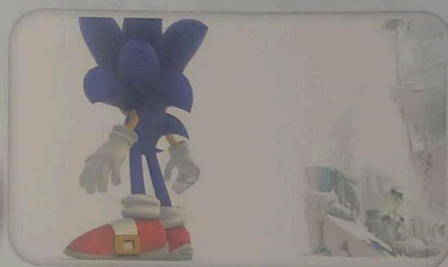
Enemies Encountered



Maps of Green Hill: Act 2







Modern Sonic finds himself at the entrance to his version of the Green Hill stage. At this point you can explore a little ways off to the left and right, but your only option for progression is to enter Green Hill and clear it as Modern Sonic.

Unlike Classic Sonic's side-scrolling 2D world, Modern Sonic explores a mostly 3D version of the same stages where he moves not just left or right, but in any direction you tilt the Walk/Run control. Prior to the beginning of the stage, Modern Sonic automatically runs down a long straightaway, building up momentum. As the camera moves in to a position directly behind him, take control by tilting the Move stick upward. This prevents Sonic from losing any of the momentum he's built up. Soon the "READY" and "GO!" signs appear, at which point you're in control.



Act 2 stages feature Dash Panels at various locations. When stepped on, these devices automatically send Modern Sonic into Spin Dash. Stepping on any of the Dash Panels near the starting point sends Sonic flying up the ramp beyond, letting him see the ledge.

As in Act 1, **Red Star Rings** do not appear in Green Hill during your first visit as Modern Sonic. You must clear the Act 2 stage and replay it later. The first **Red Star Ring** hovers way high up in the air above the first ramp. To reach it, you'll need to steer Sonic straight down the path's middle and hit the Boost button just before touching the Dash Panels. The combined speed of the double boost sends Sonic flying high enough to reach the **Red Star Ring**, which he should fly directly through and collect if you were steering close enough to the center previously.



Modern
Sonic's Boc

More About Mo Sonic's Boost

Jump Target

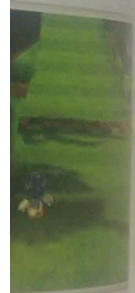
Enemies in 3

ings

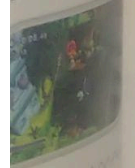
version cannot be killed on the ground, keep Sonic in the midair.

Panel's

various locations. When stepping on a Spin Dash, keep Sonic in the midair. When flying up the ramp, boost.



Star Rings do not appear on the first visit as Modern Sonic. The first visit is a replay of the first visit. The first visit is a replay of the first visit. The first visit is a replay of the first visit.



Modern Sonic's Boost

After hitting the first Dash Panels and clearing the ramp, Sonic flies high in the air above a deep area. If you allow him to land at the bottom, you'll lose time trying to jump out to higher ground. Instead, as soon as Sonic comes out of his Spin Dash and is upright, press the Boost button to fly forward through midair. If done while Sonic is still high enough, you should fly over to the higher ledge.

More About Modern Sonic's Boost

As you may have figured by now, Modern Sonic's Boost works quite differently than the Classic version. Sonic doesn't have to stop and build up Boost in order to achieve great speed; instead, he can Boost at any time, whether he's moving, flying through air, or standing still.

The Boost Gauge displays in the bottom left corner of the screen while playing as Modern Sonic. Using Boost consumes energy, as indicated by the gauge. If Sonic's Boost is depleted, then pushing the Boost button does nothing. Modern Sonic's Boost energy is replenished by defeating enemies or collecting rings.

Jump Targeting

When jumping above the high, wide ledge at the top of the pit area, a green targeting icon appears on a nearby Spring. Press the Jump button while this crosshairs is visible to make Sonic Homing Attack toward the target. Sonic hits the Spring and flies high above the next ridge, where his jump targeting is about to come in handy against...

Enemies in 3D

As Sonic flies above the grassy ridge, a green target appears on the first of four Moto Bugs in a line across the subsequent bridge. Press Jump while still airborne to Homing Attack toward the first Moto Bug, destroying it. After bouncing off the first Moto Bug, you should be able to target and Homing Attack the next three enemies in rapid succession.

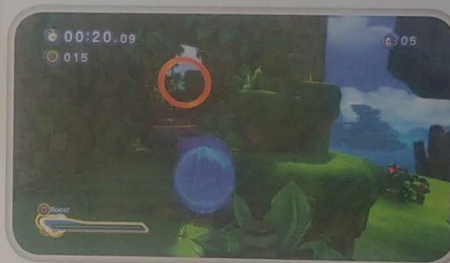


Fight Combat Malaise with Boost

If Modern Sonic isn't running on foot, he's not picking up speed. Therefore after Homing Attacking several enemies in a row, Sonic has to regain his former momentum. Boosting immediately after defeating the final enemy in an area can help you regain lost time and maintain your chances of achieving an S rank for the stage. Just pay attention to what's ahead, and don't boost if you're about to encounter a tricky obstacle, or anything else you might not want to collide with at top speed.

Jump for Dash Rings

Beyond the first set of enemies lies another long ramp downward. Nearing the bottom, you'll notice a bright ring hovering over the ground on the right side of the ramp. Steer Sonic to the right as you approach and jump at the last second to fly through the ring. Dash Rings provide Sonic with a midair boost, usually flinging him



onto a more advantageous area. Therefore **any** time you see a Dash Ring, aim to jump through it. For example, the first Dash Ring throws you onto a higher platform, allowing you to skip past jumping up a couple of platforms and Homing Attack a Moto Bug and Buzzer, saving a good deal of time. The Springs at the end of the platform bounce Sonic onto a rail, over which hovers a **Super Ring**.

The end Spring on this rail throws you over to the main rails.



ACT 2 Green Hill

ACT 2

Rail Jumping

While sliding along rails, hit the Walk/Run control left or right to make Sonic jump to the next rail over. With the right timing, you can catch three rings on the left rail, then jump over to the right rail to collect three more before hitting solid land again.



Cluttered Path

The rails dump Sonic on a very narrow path. Skinny ramps without much room to maneuver usually mean one thing: enemies blocking the path! Continue moving forward at a decent speed, but not so fast that you collide with a Moto Bug before even seeing it. Try to keep Sonic in the center as you run to collect 15 rings. When you hit the shaded area of the narrow path, just before the next five rings, that's where you'll encounter the first Moto Bug. Press and hold the Boost button to smash through the enemies without needing to slow down. Continue down the next hill to find more Moto Bugs, grazing closer together. Boost through the first Moto Bug to knock it down the path into the one behind it, taking out both. Continue taking out Moto Bugs as you go over the next hill.



Side-scrolling Modern Sonic?

After hitting the Dash Panels and the loop, the camera moves out to the side as Sonic continues. Occasionally Modern Sonic hits areas such as these, where the perspective switches to a classic side view. Walk/Run control changes to right or left only, but jump targeting and modern Boost are still handled the same.

While guiding Modern Sonic through side-view areas, it's critical that you jump to higher and higher platforms to get through faster. If you fail to jump in time, you'll have to take the "low road" and must often resort to time-consuming platform jumping to get back on track. The higher route in most side-view areas usually carries Modern Sonic through faster, and is critical to achieving S rank in Act 2 stages.

For example, just after the perspective switches you'll go over a small hill. At the bottom you'll notice a ledge above. Without losing speed you must jump onto the upper ledge and then jump again before the end to go through a two Dash Rings and a Rainbow Ring that fires Sonic like a cannonball over the area. Failing that, you'll drop to one of the lower paths and reconnect with the multi-level rails on the other side.



But successfully hitting the two Dash Rings and a Rainbow Ring propels Sonic onto a high ledge with a Dash Panel shooting him onto a Spring that launches him straight up into the air in front of a Buzzer. Horning Attack the next three Buzzers perfectly in sequence to bounce forward to the next ledge. Run downhill, hitting a Dash Panel on the way. When the Slide button appears onscreen, press the button indicated to slide under the gap at the base of the massive totem pole without losing any speed. If done properly with the right timing (as close to the last minute as possible) Sonic should shoot out from the base of the totem and land on the next upper level platform, which provides a shortcut to the next area. Sliding too soon or too late causes Sonic to lose too much speed, and he drops to the area below and has to work his way back up using a wooden ramp with a loop.



Route 1B-2

Successfully jumping to the higher ledge, through the two Dash Rings and a Rainbow Ring, and Horning Attack the three Buzzers in rapid succession to reach the highest ridge in the area, where another event occurs.

The Lower out of Side

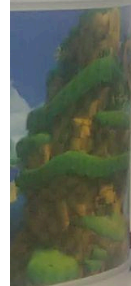
If you fail to jump for the higher ledge or the time that's away chance you'll hit the bottom ledge. You must hold the Slide button to skim the gap along the path. If you can't maintain speed, you can jump just before the end of the path that will carry you to the ground. You jump to the upper rail in time. Only continue to platform-jump your way out, losing

Scrolling in Sonic?

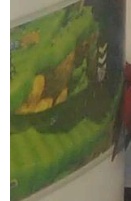
the loop, the camera moves
by Modern Sonic hits over and
side view. With Run control
Modern Sonic will handle the

through side-view areas. It's not too
rough factor. If you fail to jump in time,
often resort to time-consuming platforming
in most side-view areas usually can
achieving 5 rank in Act 2 stages.

active switches you'll go over a rail
ave. Without losing speed you must
before the end to go through a trick
like a cannonball over the next
rings and reconnect with the main



gs and a Rainbow Ring propels
m onto a Spring that launches the
Attack the next three Buzzers
ge. Run downhill, hitting a Dash
screen, press the button and
tem pole without losing any speed
least minute as possible. Sonic
d on the next upper level platform



Route 1B-2

Successfully
jumping to
the higher ledge, through
the two Dash Rings and a
Rainbow Ring, and Homing
Attack the three Buzzers in rapid succession carries Sonic to the
highest ridge in the area, where another **Red Star Ring** can be claimed
in reward.



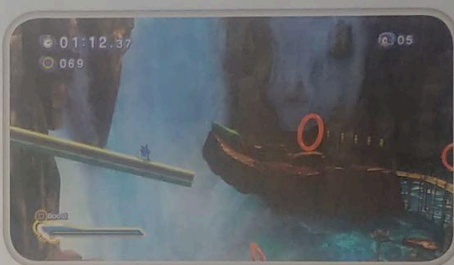
The Lower Route out of Side-View

If you failed to jump for the higher ledge or the two Dash Rings and a Rainbow Ring
in time, there's every chance you'll hit the bottom level. Continuing to the right,
you must hold the Slide button to skim the gap below the low-hanging rock. With
enough speed maintained, you can jump just before the downhill slope on the other
side and land on a rail that will carry you to the wooden loop platform out of here,
provided you jump to the upper rail in time. Otherwise, you'll drop to the area below
and have to platform-jump your way out, losing considerable time.



The Waterfall Decks

Coming out of the multi-level side-scrolling area, if you're anywhere on the lower
level then you'll need to run through a wooden loop-d-loop in order to be launched
backwards onto the same stretch of green where you would've ended up had you
navigated the upper path. (Hence, both paths converge here.) After hitting a Star
Post and a Dash Panel you'll be racing down another wooden platform. As ever,
watch for the rings floating high above the first platform's edge and jump onto the
rail using jump targeting and the Homing Attack. Otherwise you'll fall below, and
waste time platform jumping out. Also watch for Dash Rings that you can use to
shoot back up to the higher levels in express elevator style, and to snatch extra rings
from high in the air.



Trick Jump Panel

Clearing the decks near the waterfalls, you'll finally return to true 3D view just in
time to hit a Trick Jump Panel that fires Sonic high into the air and through the
waterfall. While Sonic flies, tilt the Walk/Run control in any one direction to
attempt a Freestyle Trick.



Green Hill

ACT 2

Chopper's Cave



Route 1B-3

Bypassing the Dash Rings area, you'll enter a long stretch with just the three rails. Use the Walk/Run control to

jump to the right outer rail. At the end of the straight area, you'll collect a **Red Star Ring** just before the loops.

A screenshot from the game showing a character in a blue suit and helmet running on a narrow rail. The environment is dark and industrial, with various pipes and structures visible. The character is positioned on the right side of the rail, moving towards the left. The game's HUD is visible at the top of the screen, showing a timer and other indicators.

Can't Catch Me, Chopper!

At the end of the Chopper's Cave Sonic skates through a couple spiraling loops, after which the Giant Chopper begins gobbling up the rail behind him. Just keep tilting the Walk/Run control to keep Sonic grinding.



More 2D To Do

After Sonic hits dry land and the Chopper falls harmlessly back into the sea, you'll race downhill and through a Star Post. Be ready to jump on an overhead rail in order to catch the shortcut through the area, or else you'll end up at the bottom of the area trying to platform your way out.



After a quick dive in the track, Sonic slides through a straight area divided by a single rotating spike machine. Jump with the right timing to avoid losing all your rings, and clear the spikes.



Route 1B-4

Another **Red Star Ring** hovers over the rotating spikes. Jumping over them with the right timing should let you collect the item with little trouble.

Quick Step to the Right, Quick Step to the Left

Either path drops Sonic back into the last straightaway and another 3D run. Just beyond Dash Panels and a Star Post are Crabmeats blocking the center. But since the path is wide enough, it's faster to avoid a Homing Attack and simply Quick Step left or right to go around them. Press either of the shoulder buttons to accomplish this.



Slide Down, and Further Down

A ways beyond the Crabmeats, you'll find a low overhanging rock. Slide below it, build up speed to the next, and then continue holding Slide all the way down the hill so that Sonic smashes through several boulders. Jump over the subsequent purple ledge to avoid tripping, and hit the Springs for flight time.



Final Foes

Homing Attack the three Buzz Bombers in rapid succession and hit the next Dash Panel to launch Sonic through the loop. Afterward you get to enjoy a long run to a Trick Jump Panel, giving you another chance at performing midair stunts. Immediately afterward you'll want to Quick Step left or right and then back to center to collect rings. But after hitting either of the Dash Panels along the sides, you'll want to stay to that side to avoid a line of Moto Bugs in the center of the next path section. After that it's a straight run to the finish, so use up your remaining Boost and get there!



Route 1B-5

Immediately behind the last series of Moto Bugs, the final **Red Star Ring** lies in the center of the path. Slide to the center to collect it on your way to the finish.

Green Hill

ACT 2

White Space

Map of White Space



Green Hill Revitalized And Tails!

Following the run through Green Hill, Modern Sonic's stage, having completed both Green Hill and the previous stage, "unfrozen," regaining his ability to move and talk. After the cut-scene, Tails is transported to speak to him. Tails will give you, including hints to the location of the next stage. The clues Tails provides will lead you to either Classic Sonic or Modern Sonic.



Switch Between So

After keep up to our next point, press the Switch button (X on Xbox 360) to change between Classic and Modern Sonic. Switching between changes the conversations you have in the game, and several other interactions.

Green Hill Revitalized... And Tails!

Following his run through Green Hill, Modern Sonic returns to the strange White Space stage. Having completed both Green Hill stages, Acts 1 and 2, the stage entrance becomes "unfrozen," regaining its color as well. Furthermore, Sonic's friend Tails, who previously stood frozen to the right of Green Hills, also regains his ability to move and talk. After the cut-scene, you may approach Tails and tilt the Walk/Run control upward to speak to him. Tails provides clues on mastering the Green Hill area, including hints to the locations of Red Star Rings in now available in both Act 1 and Act 2. The clues Tails provides change depending on whether you speak to him as Classic Sonic or Modern Sonic...



Switch Between Sonics

...Which brings us to our next point; press the Switch Character button (PS3, X on Xbox 360) to change between Classic Sonic and Modern. Switching characters changes the conversations you'll have with other characters in the White Space, and several other interactions.

Chemical Plant and Sky Sanctuary Available

Since the White Space is always presented from a side view, travel toward the right side of the screen to find a new stage available, and another beyond. The stage next to Green Hill is the Chemical Plant from *Sonic the Hedgehog 2*, and the furthest is the Sky Sanctuary from *Sonic & Knuckles*. You may play the stages in any order you like, and can also try Act 2 before Act 1 (although Act 1 is usually easier). For better organization, this guide continues to present the stages in the order they appear from left to right in the White Space, and Act 1 before Act 2. But you don't have to play them that way!

Enter a Stage

To enter any stage, simply approach the center of an entrance; an icon appears beneath Sonic's feet. Tilt the Walk/Run control up to activate the Stage Selection menu. Play each stage with your choice of either Classic Sonic (Act 1) or Modern (Act 2). The stage map and perspective of play change based on the Act chosen. The Act offered first depends on which character you are using in the White Space. However, you can switch Acts in the Stage Selection menu simply by pressing the Switch Character button. Note that you can also change the background music to play during the stage. Boss stages also feature a Hard Mode for a more difficult challenge than previously experienced.



Stage Warping

While viewing the Stage Selection menu, note the shoulder button icons to either side. Pressing the shoulder button displayed warps Sonic to the next or previous stage. This feature allows you to enter a stage quickly without having to walk through the entire White Space area to reach the entrance. Also use this feature to warp around the White Space more quickly!

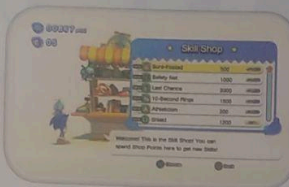
White Space

ACT 2

The Skill Shop is Now Open

Traveling left from Green Hill in the White Space, you'll come upon a small sales cart manned by Sonic's mysterious friend and advisor, Omochao. Stop near Omochao and hit the Walk/Run control up to enter the Skill Shop. The first menu choice allows you to enter the Skill Shop, where you can spend points earned on new

skills, or you may enter the Skill Customization screen and equip both Classic Sonic and Modern Sonic with helpful skills you've bought.



Below is a table of the skills available for purchase. Additional skills become unlocked by completing certain challenges or by collecting certain numbers of Red Star Rings. Skills listed as Act 1 can be equipped by Classic Sonic, and those listed as Act 2 can be equipped by Modern. Skills for both Acts can be equipped by either.

SKILL SHOP LIST

NAME	POINTS	ACT	SKILL POINTS	DESCRIPTION
Sure-Footed	500	Act 1/Act 2	20	Land on your feet after getting damaged.
Safety Net	1000	Act 1/Act 2	40	Begin with 10 Rings after a restart.
Last Chance	2000	Act 1/Act 2	50	Get a last chance when you're out of tries.
10-Second Rings	1500	Act 1/Act 2	30	Dropped Rings take 10 seconds to disappear.
Athleticism	200	Act 1/Act 2	20	Lose less speed moving uphill and in water.
Shield	1200	Act 1	60	A Shield protects you from a single hit.
Blast Off	100	Act 2	10	Press a button when "GO!" appears to get a free Boost.
Speed Up	300	Act 2	20	Increase Sonic's speed.
Sega Genesis Controller	7,777	Act 1/Act 2	—	Play "Sonic The Hedgehog" on the Sega Genesis!
1-Up	500	Act 1/Act 2	—	This gives you one extra life.

Relive 2D Glory with the Sega Genesis



Genesis console! Standing at the console, tilt the Walk/Run control up to use the controller, and play the classic 2D Sega Genesis version of the original Sonic the Hedgehog... the full game!

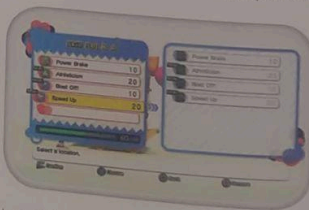
Purchase the Sega Genesis Controller for 7,777 points. Then use the wooden platform to the left of Green Hill's entrance to reach the ledge above, where you'll see an actual Sega

Starting with Skill Customization

Purchase a few skills from the Skill Shop. Some of the best early buys include Athleticism, Blast Off and Speed Up. Then exit the Skill Shop and select Skill Customization to equip Sonic with new abilities. The game provides five skill sets to customize differently, enabling you to equip Sonic with completely different skills instantly just by switching sets.



Select one of the skills sets to customize ("Skill Set A" should do nicely, for now!) and press the Confirm button. From the pop-up choices (Customize, Change Name or Equip Set), select "Customize" to view the skills in that skill set.



In the Skill Set screen, select slots on the left and then fill them with skills from the right. Equipping a skill consumes a set number of Skill Points, displayed by the bar at the bottom. Sonic can only equip up to five skills with Skill Points totaling 100 or less. So going by the table above, you could equip Sure-Footed (20 SP), Safety Net (40 SP), Athleticism (20 SP), Blast Off (10 SP), and Acceleration (10 SP) for a total of 100 skill points.

Upon setting skills the way you like, press the START button to save the Skill Set. On the following screen, press Confirm to equip the Skill Set you just created.

Naming Your Skill Set



Before you can equip a specific array of skills, you must name the Skill Set. To name a Skill Set, press the Skill Set Name button. Then, enter the name of your Skill Set in the text box. Press the Confirm button to save the name. You can also use the Skill Set Name button to change the name of your Skill Set at any time.

Equip BOTH

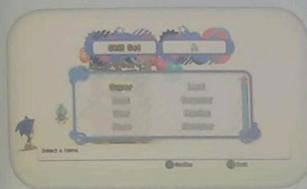
When in the Skill Customization screen, press the Switch button to toggle between Classic Sonic's Skills Sets and Modern Sonic's Skills Sets. This allows you to equip both Classic Sonic and Modern Sonic with the same skills at the same time.

Remind Yourself of the Information



When in the Skill Set information screen, press the Skill Set Name button to change the name of your Skill Set. Press the Confirm button to save the name. You can also use the Skill Set Name button to change the name of your Skill Set at any time.

Naming Your Skill Set



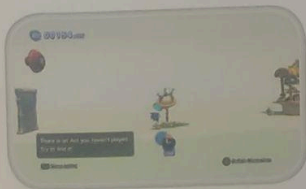
At the start of the game, you won't have many skills to equip and will therefore want to equip all of them. But as you buy and unlock more skills, you'll want to customize the other Skill

Sets so that you can equip a specific array of skills to better meet the challenges of a stage. Since names like "Skill Set A" and "Skill Set B" fail to indicate what skills the set contains, you can rename your Skill Sets with a variety of pre-programmed word choices. Simply enter the Skill Customization screen, select the set you want to rename, and select "Change Name" from the subsequent pop-up choices. Each Skill Set name can have two words of your choosing, such as "Super" and "Booster" to indicate a "Super Booster" set that enhances Sonic's speed and Boost abilities in several ways, or maybe "Catch" and "Master" for a Skill Set that enhances Sonic's ability to collect and retain rings.

Equip BOTH Sonics!

While in the Skill Customization screen, press the Switch Character button to change between Classic Sonic's Skills Sets and Modern Sonic's. The background color of the menu changes to indicate which character is being customized: yellow for Classic Sonic and blue for Modern Sonic. Make sure to set skills on both characters before proceeding.

Remind Yourself at the Information Pod



Continue left from the Skill Shop to find the Information Pod. Taking a long break from *Sonic Generations* may cause you to forget how to play the game, requiring a little refresher before

resuming. Thankfully the Information Pod in the White Space provides a menu of topics to help you review the basics, see tutorial pop-up screens again and also to learn new information as you progress in the game.

Cherish Achievements in the Collection Room

At the far left end of the White Space stage, walk through the sideways door to enter the Collection Room. In this comfy living space you'll be able to replay movies from the game, view concept artwork and listen to music tracks, and read up on Sonic and his friends. Unlock more movies for review by progressing in the game. New artwork and music tracks became unlocked by collecting Red Star Rings in stages or by completing Challenge Stages (which appear later). New characters bios become available as you "unfreeze" more of Sonic's friends in the White Space.



What's Next?

At the far right end of the White Space you'll find a massive black cloud blocking further progress, and a Boss Gate. To access the boss gate, you must complete Chemical Plant Act 1 and Act 2 and Sky Sanctuary Act 1 and Act 2. You should also consider replaying Green Hill Act 1 and 2 to collect Red Star Rings, earn more credit points, and buy higher-price skills.

After completing all Acts at least one time, the Challenge Stage gates and Boss Gate Keys appear. Five Challenge Stages appear on the platforms above each stage entrance. You must complete at least one Challenge Stage for each Main Stage, meaning one Green Hill challenge, one Chemical Plant challenge, and one Sky Sanctuary challenge, either Act 1 or Act 2. Completing any Challenge Stage allows you to collect the Boss Key from that area. For example, clearing any Green Hill Challenge Stage allows you to collect the Boss Gate Key above Green Hill, and clearing any one Chemical Plant Challenge allows you to take the Boss Key above Chemical Plant, and so forth.

After collecting all three Boss Gate Keys you may then unlock the Boss Gate to the far right. Challenge and defeat the boss, and upon your return to the White Space the black cloud blocking the right dissipates, allowing access to three new stages. Continue clearing Main Stages and Challenge Stages in the same manner to collect Boss Gate Keys, defeat bosses, and work your way to the end of the game.

Chemical Plant

Chemical Plant: Act 1

MAP KEY

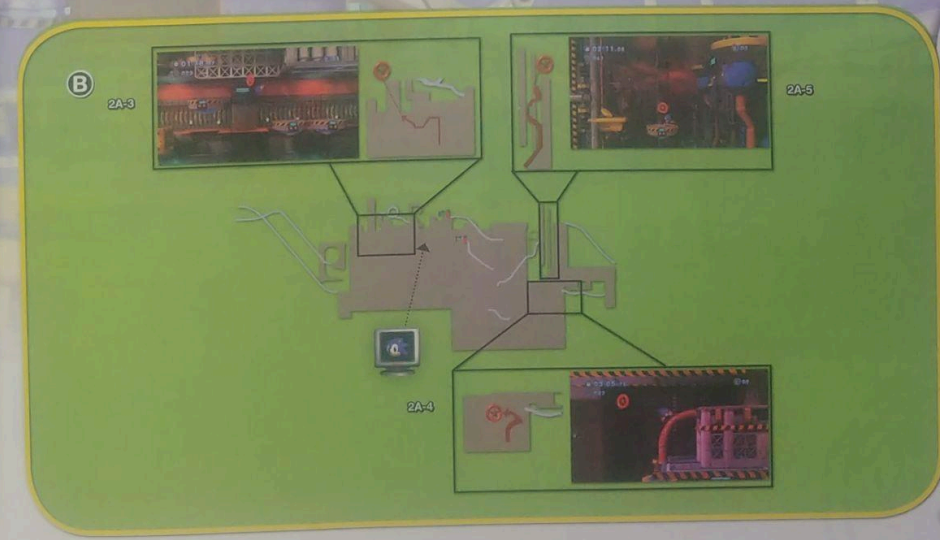
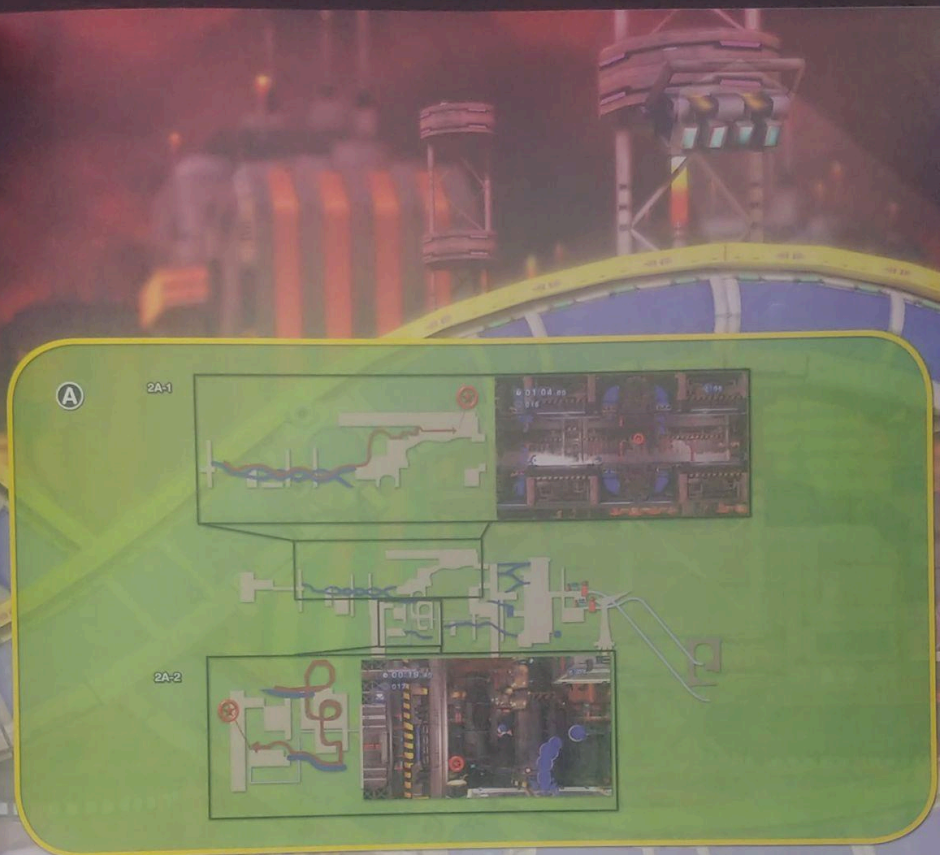
-  Red Star Ring
-  1-Up

The Chemical Plant was the second stage to appear in Sonic's second outing, *Sonic the Hedgehog 2* for Sega Genesis. The stage is always located inside an industrial site filled with toxic waste, mechanized enemies, and chemical tubes that Sonic can traverse to either beneficial or detrimental new areas. The rising pink water reduces Sonic's speed and can cause drowning, unless the hedgehog finds the surface or inhales an air bubble in time. Several of the platforms in the stage are made up of rotating blocks that Sonic must jump to stay on top of as they move, since in some cases these provide the only access to higher areas above water. But if caught beneath rotating blocks, Sonic is crushed instantly! The Chemical Plant also features blue jelly spouts that fire a bubbly fluid back and forth, which Sonic cannot afford to touch. The original stage in *Sonic the Hedgehog 2* ended with a boss fight against Water Eggman. This boss was Dr. Eggman in a hover vehicle that employed toxic waste weapons, taking place on a series of collapsing platforms above pink waters. Therefore Sonic could die from the boss's attacks or might just fall to his death at any second.

Maps of Chemical Plant: Act 1



Plant was the second most dangerous of outing. Sonic the Hedgehog is always around in the toxic waste, mechanical areas. Sonic can traverse the new areas. The company can cause drowning, the surface or inside of the platforms in the area. Sonic must stay in the area in some cases. Sonic is crushed under the blue jelly spouts that the Sonic cannot affect in the area. The Hedgehog 2 must be a eggman. This area was a large employed toxic waste area. Sonic could die from the back of the bath at any second.



Enemies Encountered



Grabber



Spiny

A Familiar Smell...

Understand something important about the Chemical Plant stage: like previously experienced in Green Hill, the path divides into an "upper" path that is somewhat faster to navigate (provided Spin Dash is used at opportune times) and a "lower" path that is somewhat slower to navigate, especially with the threat of rising chemical water to slow down Sonic. The difference is that Chemical Plant's upper/lower path diversion happens much sooner... as in immediately!

Immediate Divergence in Paths

Running to the right, you'll go up a ramp onto a higher ledge. Stop at the right edge of this ledge where you see the start of a blue chemical tube path curving downward. Directly overhead hovers a platform that moves up and down, and another to the right that moves side to side. This is where a major path split occurs. Following the lower path (the blue chemical tube) leads Sonic deep into the depths of the Chemical Plant, which takes longer to emerge from and where speed is required to stay above rising pink waters. However there is a Red Star Ring down there, making this a valid path to take during one of many run-throughs.



The express-speed upper path is reached immediately, by jumping onto the platform that moves left and right above the blue chemical tube. Stay on the platform until it reaches its right-most point, then jump over to the next moving platform, traveling up and down. This platform lowers Sonic next to a non-moving ledge connecting to another wavy blue tube Sonic can navigate, which zigzags up and down like the other route.

Continue reading for some notes regarding the faster upper route, or skip down to "First Area: Lower Route" to navigate the depths.

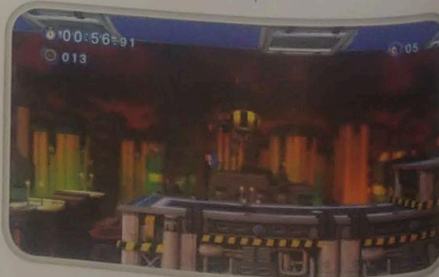
The Upper Route in the First Area

Use the moving platforms near the start point to reach the platform above the first blue chemical tube. This leads to another blue chemical tube that follows a wavy pattern to the upper levels of the stage's first part. Spin Dash to full speed and then tilt the Walk/Run control right to carry Sonic across this wavy tube super-fast, so that he launches from the ramp at the end and reaches the uppermost level. Otherwise at slower speeds you'll fall to a lower level where two blue chemical tubes shoot a geyser of damaging slime back and forth. If this is the case, move past the Bubble Trap between gouts cascades, and use the Red Spring to bounce to the higher level.



Dodge the Grabber

A Grabber hangs above the highest ledge, waiting to zip down and grab Sonic. After restraining Sonic for a moment, the Grabber will inflict damage and cause Sonic to drop his rings (or die). Avoid this by wiggling the Walk/Run control left and right to break free, also destroying the Grabber in the process.



Blue Bubble Tr

When you reach the right edge of the ledge, avoid the yellow...
...the subsequent corridor is full of chemical...
...and for warning gaskets that emanate...
...that, and pass through only immediately of...

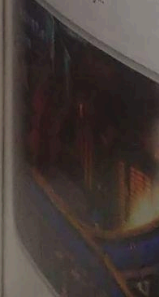


Route 24-1

A Red Star Ring hangs in the third and fourth blue Bubble Trap...
...may collect while navigating th...

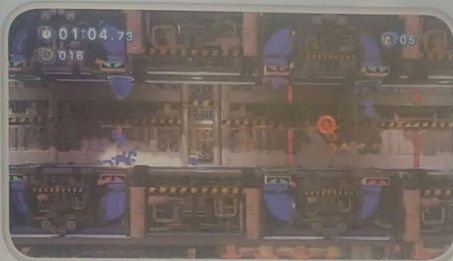
Jump Down to the Next Area

When you reach the right edge of the ledge, avoid the yellow...
...the subsequent corridor is full of chemical...
...and for warning gaskets that emanate...
...that, and pass through only immediately of...



Blue Bubble Trap

Jumping up the higher ledges to the right, avoid the yellow Spring by jumping early to fly clear over it. The subsequent corridor is full of chemical tubes firing blue Bubble Traps up and down. Look for warning splashes that emanate from the tube ends just before a geyser fires, and pass through only immediately after a geyser has finished or when clear.



Route 2A-1

A Red Star Ring hangs in the air between the third and fourth blue Bubble Trap tubes, ready for easy collection while navigating the upper route.

Bump Down to the Next Area

Past the corridor full of geysers, Sonic emerges on an open strip. Spin Dash and run right to collide with a red Spring that knocks Sonic to the level below. Tilt the Walk/Run control left and right so that Sonic continues speeding from one Spring to the next, descending along blue chemical tubes. At the bottom Sonic hits a Booster, which fires him in the opposite direction. This carries him onto a Jump Panel, which flings Sonic upward as he continues to the right.



The Jump Panel launches Sonic onto a long strip. Run to the right, looking for a Spiny atop a red gantry in the path. Jump just before hitting the Spiny to avoid it, otherwise a collision will stop Sonic in his tracks and possibly kill him. Just beyond is the Star Post on the upper level (refer to the map above). Run through this post and down the long sloping chemical tube afterward to enter the second part of the stage via the upper route.



First Area: Lower Route

Running naturally along the first encountered blue chemical tube from the starting point, Sonic is headed toward the lower levels of the first half of the stage. Simply keep tilting the Walk/Run control right, and Sonic's natural momentum gain and a speed turnstile along the way will Spin Dash him into a double loop that carries him into the depths. At the end of the second loop, Sonic runs across another blue chemical tube, at the end of which is a switch and a red Spring. Jumping over the switch and Spring at the last second allows you to follow a shortcut out of the lower level that is much quicker. Hitting the switch and the Spring lowers the blue chemical tube, knocking Sonic back down to the left and even deeper down into the chemical plant.



ACT 1 Chemical Plant

ACT 1

Use the Tube as a Shortcut

At the end of the realigned blue chemical tube is a different red Spring that, with enough speed, fires Sonic up to the curved ceiling overhead. Running along the ceiling, Sonic flies over a blue Bubble Trap and lands near a Tube hatch. Spin Jump into this hatch again if necessary to break it, and then stand on the Tube opening. The Tube pulls Sonic through a series of right angle turns to a higher point in the first area, from which he can leave the first half of the stage more quickly.



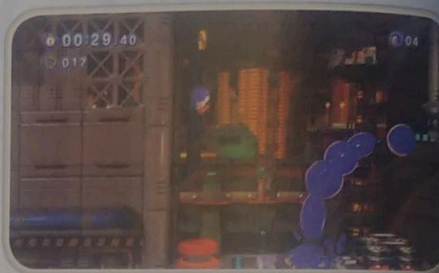
Route 2A-2

A Red Star Ring overs over the Tube hatch, waiting for easy pickings before you break the cover and enter the tube.

Getting Back to the Upper Level

Taking the Tube from the lower left corner of the stage delivers Sonic to another point, where a red Spring automatically covers the Tube exit. Bounce from the Spring straight up to collect several Rings, then drop to the ground immediately beside the Spring. Stop and Spin Dash while waiting for blue slime to geyser in an arc from one tube to another, then run through the Boosters along the subsequent chemical tube to a Jump Panel, from which Sonic flies to another platform with another Jump Panel, which lands near a red Spring that flings Sonic to the upper most route of the first area. From here, you may go left to return to the lower route out of

the first half of the stage, or continue right through the Star Post to enter the second half of the stage via the speedier upper route.



Section B: The Upper Route

Having followed the uppermost sloping chemical tube out of the first half of the stage, you might think you've taken a wrong turn at first since the ramp leads down to the deepest part of the stage. However, with enough Spin Dash beforehand and extra from the Boosters along the route, Sonic hits an upward curve at the bottom

of the long slope that fires him back up to a corridor in the upper portion. (Without enough speed, he might land on the lower route.)



Jump over the ledge to hit the Spiny enemy poised above. Guide Sonic through the air following the bounce from the first Spiny to hit the next, and then land on the uppermost ledge. Spin Dash to full power in order to crash through the blue slime container blocking the path. Hitting two more Jump Panels afterward, Sonic should land just before an upward-curved ramp. On the ledge above this ramp to the right, you'll find two **Super Ring Item Box** and **Power Sneakers Item Box**. The Power Sneakers are especially helpful for getting out of this area quickly, but are guarded by a Grabber hiding amid ceiling rafters. Jump up to destroy the Grabber midair when headed for the bonuses.



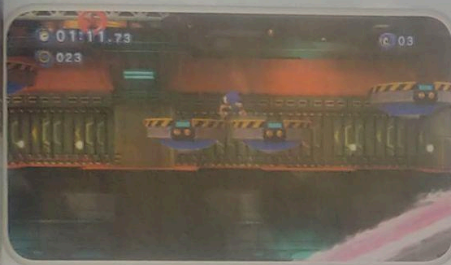
...or continue right through the...
...the spider case case.

Section B: The Lower Route

...slipping, chemical tube and...
...a wrong turn at this junction...
...However, with enough Spin Dash...
...route. Sonic hits an...
...at the...
...in the...
...the right...
...lower...

...army passed above. Guide...
...first Slinky to hit the...
...power in order to...
...ing three more Jump Panels...
...of rerun. On this...
...them. (Bonus: Use Power Sneakers...)

With the Power Sneakers activated, jump to the bottom of the lowest ramp again. Spin Dash to full speed and the fly up the ramp past two moving platforms (which you must use to climb the room otherwise). Guide Sonic to the right while flying upward to hit a yellow Spring, which flings him to the left and onto the second platform above a pink Water Slider. The Water Slider carries Sonic down into the depths of the stage, where additional time is required to get out. Therefore stick to the platforms above the falls. (If you fall, refer to "Section B: The Lower Route" for directions out.)



Run across the raised platforms to the two placed together in the center, then jump from the very edge of this duo to the raised one on the left. Run from here over to a platform with a yellow Spring, bounce up to a red Spring, and then to the highest part of the stage. Run to the right through a chemical tube loop, under a curved ceiling, and then through a series of yellow Springs that carry Sonic to the uppermost Star Post, and the start of a long blue Water Slider...

Skip down to "Critical Jump from the Water Slider" to continue following the upper route.



Route 2A-3

A Red Star Ring hangs in air over the pink Water Slider, requiring you to navigate the upper route of the second half of the stage. You must also jump across the suspended platforms above the pink water and grab the Red Star Ring midair while leaping to the left.

Section B: The Lower Route

Of the two chemical pipes that run from section A to section B of the Act 1 Chemical Plant, you know you're headed for the lower route if you took the lower tube out of the first area. On this tube, Sonic runs uphill and then down, at which point gaining momentum is a great idea. The lower route tube leads to a double loop, from which Sonic hits a steep ramp. With enough speed built up, he'll collect the Rings high above the ramp and then you may guide him down to the next short downward slope ending in a Jump Panel. Spin Dash before continuing so that Sonic flies from the Jump Panel over a pool of pink water and through a breakable slime container blocking the next path; otherwise without speed, you might sink into the water, land near the container and then have to build up Spin Dash to continue, which takes more time.



ACT 1 Chemical Plant

ACT 1



Critical Jump from the Water Slider

Heading right from the Star Post on the upper level, Sonic falls down a *Water Slide* and begins to fly downward. When the *Water Slider* flattens out at the bottom, it's critical that you hit *Jump* at the last second. If done with proper timing, *Sonic* flies across a chasm and lands on a ledge. Though this ledge ends in a loop and a *water slide* that carries *Sonic* to a low area, *Springs* down there help him shoot back out to a series of platforms that are easy to navigate with speed. Hit the yellow *Spring*



Jump from a red Spring up to a red gantry. Hit the red Spring to the left to be fired right and up a ramp. As you lift off the ramp, guide Sonic to the right to hit a yellow Spring that fires him to the upper route at the last Star Post. Failing that, you might land on the ledge at the top of the ramp, but hopefully you will not

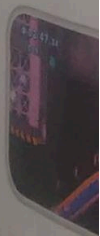


on the top platform to fire Sonic onto the ledge. From there, all you have to do is Spin Dash and then run downhill on a slope into a double loop that practically fires Sonic at the finish line marker!

Route 2A-4

A Red Star Ring hangs in the space between the last two suspended platforms in the area described above. Though it is easy to grab with a jump, you'll never reach this area unless you jump from the long waterslide with the right timing!

The Depths of the Waterslide



on the Tube there and fall in. At the
the Chemical Plant, which is also
pink waters.

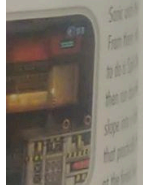
The Depths Below the Waterslide

Having failed to jump from the long Water Slider at the last second, you'll follow the waterfall down. A short angle of descent carries Sonic directly to the bottom of the stage, where hitting another Water Slider headed down to the left deposits him in what we'll call "the basement" since it's the lowest point in the stage. Even if you hit the red Spring on the ledge below the waterfall, Sonic is fired through a short corridor to the right only to emerge on an insurmountable ramp that also carries him down to bottom level.



Jump from the Water Slider

on the upper level, Sonic hits another Water Slider running out at the last second. If done with proper timing, edge. Though this ledge ends in a corner, Springs down there help him navigate with speed. Hit the



2A-4
Red Ring hangs in the area below suspended platforms in the area. Though it is easy to grab with a power area unless you jump from the

After plunging into the pink waters that have flooded the bottom area, step on the switch to the right to realign the blue chemical tube to the left. Run down this tube, then down the auto-adjusting blocks to the right. Spin Dash and dash along this ramp to propel Sonic from the end so as to fly over a couple of moving block platforms. Carefully guide Sonic back a bit to land at the edge of the platform, and then quickly jump again to take out the nearby Spiny. Otherwise it might blast you down into the pit, where you'll have to use the yellow Spring and rotating blocks to get out. Jump onto the platform above the top Spiny's location, Spin Dash, and dash below a Grabber and through the Boosters to the right; this carries Sonic up a two ramps to a ledge above water.



Route 2A-5



A **Red Star Ring** is located above the first of the two ramps Sonic can use to get above the water. Due to the position of the Booster directly below it, you must allow Sonic to fly up the ramps. Upon stopping (hopefully soon, especially with the Power Brake skill) you can then turn around and drop back onto the ledge before the second ramp. From here you can jump to the left and hopefully grab the **Red Star Ring** from the air near the Grabber.

From the Depths to the Exit

After riding the two ramps with Boosters out of the pink slop, Spin Dash and crash through the slime container to the right. Continue to the right across a wavy blue chemical tube. Sonic hits a yellow Spring at the end of this that fires him backwards to the left, into a room high up with **two Super Ring Item Boxes**, and a Grabber. The Grabber here can be a little tough to avoid, so wiggle the Walk/Run control left and right to break free if caught. Use the yellow Spring to bounce onto a higher ledge to the left, then Spin Dash to full speed before running vertically up the next ramp. Full Spin Dash should carry Sonic across the ceiling above a long row of spikes, landing in a room full of slime containers. Spin Dash to full power again and crash through them. Continue tilting the Walk/Run control to the right to carry Sonic through the last double loop and Jump Panel, which fires him at the finish line.



Chemical Plant

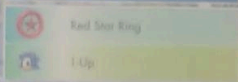
ACT 1

Chemical Plant: Act 2

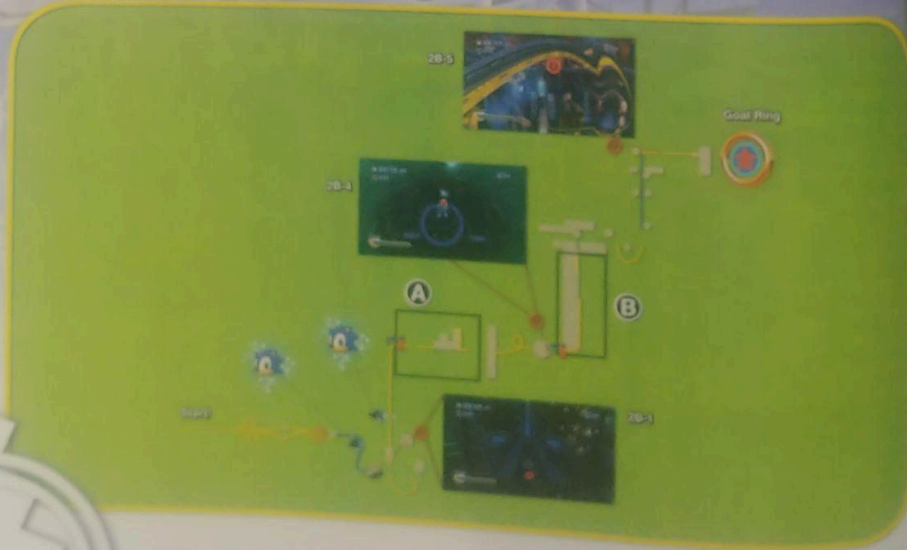
Enemies Encountered



MAP KEY



Maps of Chemical Plant: Act 2



Act 2

A

2B-2



2B-3



B

Goal Ring



ACT 2 Chemical Plant

Race through Disaster

As the camera moves in behind Modern Sonic as he races through the starting point, tilt the Walk/Run control upward to maintain his forward momentum. Continue down the hill until Sonic is shot from red Springs over a chasm, landing on the opposite platform as a bridge is raised. As you go down a slope and up the next hill, notice the Dash Ring and Rainbow Rings high above the track. To reach them you must Boost at the bottom of the hill and continue until Sonic reaches the top. Then jump, then immediately Boost again to reach the Dash Ring and Rainbow Ring. However, this only propels Sonic farther down the track to where the Spiny enemies await. Missing the Dash Ring and Rainbow Ring only adds a second or two if you simply continue to the end of the track, jump and Boost midair to cross the gorge, and bounce from the triple-star Springs on the other side.



Side Paths!

You're not seeing things; those are alternate tracks to your left and right! They're rather hard to follow, and so we don't recommend taking either until your skills improve. To reach either alternate path, jump over the side immediately after the "GO!" vanishes from screen. Do a Boost midair and then guide Sonic onto the side track.

Jump over the right side if you wish to follow a track that ends at a Spring which launches Sonic within sight of a pulley. Press Jump to Homing Attack forward and grab the pulley. The pulley flings Sonic above the subsequent street area, and you must press Jump again as soon as Sonic targets a Spring below. Hop across two more Springs and Sonic is shot above a high tower to collect a 1-Up.



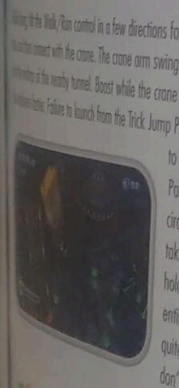
Jump over the left side immediately after "GO!" to reach a track that leads to a couple of Springs off to the left of the main track. **Note that this route requires Sonic to have most if not all of his Act 2 Speed and Boost-enhancing skills to navigate.** The Springs launch you high above the silos running alongside the street area. When Sonic is aligned with a Rainbow Ring, hit Boost to shoot through it. Target and Homing Attack across Springs to reach a domed top where a Super Ring lies. Now comes the tricky part: you must jump from the dome top, fly forward and hit another Dash Ring and Rainbow Ring. This propels you



through a series of rings and over to the long uphill slope after the crane/rail choice coming up, and you'll also capture a 1-Up along the way.

Street Level

Control during Attack to take out targeted Spiny. When the first shoulder button to veer to the left side of the track to hop onto a yellow rail on the left side of the track. Press the bottom left shoulder button to drift in the air and you'll hit a nifty Trick Jump Pad.



Route 2B-1

The first Red Star Ring of the act is at the end of the track after taking the tunnel roof. Taking the route entirely miss the item entirely. The Red Star Ring is on the opposite side of the track.



Street Level

Jump and Homing Attack to take out targeted Spyns. Continue down the track. Press the top left shoulder button to veer to the left side of the track, then jump and Homing Attack to hop onto a yellow rail on the left side of the track. This rail makes rounding the sharp bend ahead a little smoother. As you head for the next curve (to the left) hold the bottom left shoulder button to drift in that direction. By sticking to the left side of the street you'll hit a nifty Trick Jump Panel.



Quick Step Left and Right to Avoid Barriers Uphill

Whether Sonic takes the rail into the tunnel or takes the crane to the tunnel rooftop, he winds up on a steep hill filled with Rings and barriers. Press the left and right top shoulder buttons to Quick Step left and right as necessary to grab Rings and avoid the barriers.



While flying, tilt the Walk/Run control in a few directions for midair somersaults and tricks and then connect with the crane. The crane arm swings around, flinging Sonic onto the rooftop of the nearby tunnel. Boost while the crane is swinging to make the experience faster. Failure to launch from the Trick Jump Panel means you have



to take the ordinary Dash Panels, and arrive on a circular grind rail. The rail takes longer unless you hold the Boost button the entire time. But that's quite a waste of Boost, don't you think?

Entering Side-View

At the hilltop, the track curves to the right. Dash Panels below Sonic's feet propel him faster into a side-view area. As Sonic begins to follow a blue chemical tube downhill, a clearly visible divergence in path occurs. Jumping and Boosting to the upper path eventually carries Sonic to the upper portion of the area, and a faster path out to the next 3D area. Sticking to the lower path provides a few more hurdles to overcome and takes a little more time.



Route 2B-1

The first **Red Star Ring** of the stage hovers at the end of the track after taking the crane arm to the tunnel roof. Taking the rail into the tunnel means you miss the item entirely. Jump over a medium size gap and grab the **Red Star Ring** on the opposite ledge, along with some more Rings. Jumping over the **Red Star Ring** by accident can be fixed with the Power Brake skill, simply by tilting the Walk/Run control down to make Sonic go back and get it.



Route 2B-2

A Red Star Ring hovers at the edge of the upper blue chemical tube path. To reach it, you must jump as soon as it comes in sight on the right, and then Boost while midair to reach it. Continue following the same path to the upper portion of the 2D part of the stage.



The Upper Route: First 2D Section



To hit the upper route, you must jump and Boost to the higher blue chemical tube as soon as you see it. Though there's a Dash Panel on the tube near the beginning, this provides insufficient power to reach the upper route. As soon as you see the end of the tube, hold Boost to shoot from the end of it and reach the upper green-lit corridor for certain!

Tilt the Walk/Run control right while landing to take Sonic up the next vertical ramp until he's running on the ceiling. Two subsequent Springs should fire Sonic into a hallway with very little of your help. Continue left and up another vertical ramp to the ceiling again. Shooting from the ending Spring, Sonic runs up a ramp only to hit a solid wall. Sonic drops onto a tenuous platform floating in pink water that collapses soon if not left. Quickly jump and Homing Attack the Grabber nearby. Bouncing to the right after the attack should carry Sonic to another Breakable Platform; jump and Boost midair from there to reach a permanent platform thereafter.



Wait on this platform until the next one, which moves left and right, comes your way. Then jump onto it, ride it to the right, and jump onto another Breakable Platform to collect Rings. Jump and Boost midair to reach dry ground to the right. This path leads to the upper Star Post, beyond which is a Spring to propel Sonic into the next 3D area.

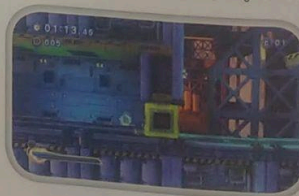


The Lower Route: First 2D Section

Taking the regular chemical tube or failing to reach the upper corridor, you're stuck on the lower path. With a properly timed last-minute Boost, you can fly directly across the surface of a pool of pink water to the other side. Failing that, you must jump and Homing Attack a couple of Spinys down in the murk, then hit a Dash Panel that propels Sonic under and over a curving track back up to the surface. Either way you cross the pool, quickly jump up and Homing Attack the Spiny on the other side.



Run to the pit and stop to avoid blue Bubble Trap shooting back and forth; proceed when clear. Drop into the next pit and Homing Attack three Spinys in a row. Then approach the yellow block barring the passage at the end. Press Boost to knock it out of the way. Then jump onto the block, then onto the platform above it, and then jump onto the ledge above when blue slime isn't flying.



Route 2B-3

Hovering directly above in this area is another platform to its high position. Unfortunately a Spiny attached to it, so Homing Attack it first if necessary.

Climb Up and

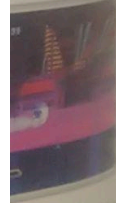
Jump from the rising platform onto the left ledge. It and ride it to the top, then jump to the right. Hop up onto the platform to the right, then drop over the wall to roll at the end and Sonic into a Water Slider.



ne, which moves left and right, and jumps onto another boost midair to reach the platform beyond which is a Spring.

Route 2B-3

reach the upper corner of the route Boost, you can fly over the side. Failing that, you can use the murk, then hit a Dash Panel.



up shooting back and forth. Attack three Spiny at once at the end. Press Boost to jump onto the platform, it, and then use the ledge above the blue slime up the

Run to the top of the ramp to hit a switch and a Spring that simultaneously raises the path behind Sonic and sends him that way. Boost along the path to fly up a ramp and bounce from a red Spring. While flying high, Sonic targets a Grabber nearby, Homing Attack the Grabber to destroy it and then guide Sonic onto the platform above and behind it. Wait for the next highest platform to dip, then jump onboard and ride it up.



Route 2B-3

Hovering directly above the rising and falling platform in this area is another **Red Star Ring**. Simply ride the platform to its high point and jump up to grab it.

Unfortunately a Spiny attached to the nearby wall makes this difficult, so Homing Attack it first if necessary.

Climb Up and Out

Jump from the rising platform onto the left ledge. Jump on the lowest rotating block and ride it to the top, then jump to the right. Hop up the subsequent stair-style platforms to the right, then drop over the wall to collect rings. Homing Attack a Spiny and then run up the ramp to the right. This passes through a Star Post, and a Spring at the end fires Sonic into a Water Slider.



The Water Slider and the Swan Dive

Either way Sonic navigates through the first 2D area, a final Spring shoots him into a water tunnel that follows a swirly path. Shooting from the exit, Sonic flies into a massive silo and flies down through the middle. While in freefall, use the Move stick to glide through the air in the desired direction.

Move to avoid geysers of blue slime shooting from jets in the walls. However, try to stay near the top of the silo so that Sonic collects Rings on his way down.



Route 2B-4

A **Red Star Ring** hovers at the bottom end of the second string of Rings as you fly down the silo. Hover near the top of the silo as much as possible,

regardless of damage sustained, to grab it on your way down. There's no second chance at this one except to restart Act 2!



No Choice But Down

Upon landing at the silo's bottom, hit the Dash Panels and press the Slide button when displayed to slip under a closing shutter door without losing speed. Sonic runs down a curving slope, gaining speed. As the view moves out to the side near the bottom, notice the rail just above Sonic's head. Quickly jump onto it for a slightly quicker route through the second side view area. Either way, you wind up on the lower path.



The Lower Path: Second Side-View Area

Having failed to hit the railing after the long spiral slope, you'll fall down and to the left into pink water. You must get out of the water fast to avoid drowning, and Boost is the answer. Move to the right until a yellow block bars your path. Press Boost to hit the block and shove it into the Spiny beyond, eliminating it. Proceed to the right and jump over the block. When Sonic targets a Grabber some distance away, press Jump again to Homing Attack it.



Continue to the right and use rotating blocks to jump over the next wall. Target and Homing Attack the Spiny on the wall to gain some speed, and then drop to the bottom level while floating right to catch an all-important air bubble. Jump onto the right end of the motionless yellow blocks to grab a **Super Ring**. The blocks



activate, flinging Sonic up. Jump as the blocks reach their zenith to gain some real air, and fly to the right over some spikes. Hit the Dash Panel to fly up and get some air.

The corridor above is half-filled with pink water, meaning that all you have to do to avoid drowning is jump. However, as you proceed down the hallway you'll notice Spiny enemies on the ceiling. This is also one time when you should ignore the game's advice to Boost, since Boosting in water causes Sonic to rise up to the surface, where he might collide with a Spiny. Simply run through this corridor as directly as possible.



Leaping out of the water at the right end, you must Boost in order to propel Sonic vertically up a long wall. It's a long shot, but if you continue holding Boost the entire way up you should gain enough height afterward to land on a yellow block suspended high up.

Jumping to the right from here provides a very short and unnecessary shortcut through this area, so don't retry this too often.



Without landing on the high yellow block, jump to the right over some rotating blocks above a spiked pit. Homing Attack to hit a Spring at the end, propelling Sonic up high enough to reach a platform to the right. If the Grabber above moves down into your way, even better; simply Homing Attack the Grabber to reach the platform with ease. Jump up and do the same to the other Grabber, and then bounce from the attack over to a red Spring that knocks you onto the red gantry above. Follow the red gantry to the left to obtain **Super Ring**, then Boost to the right. The Dash Panel shoots Sonic through a double loop and then up a ramp to a Spring, propelling him up a corridor opening.



Head to the right and through a Star Post. Jump at the end and Homing Attack a Grabber hanging over the pink water; otherwise you're going for a dive, in which case landing on the rightmost yellow block should propel Sonic back out. After bouncing from the Grabber or the yellow block, Homing Attack two Spyns on the two subsequent ledges to reach a ramp that goes vertical and then left to fling Sonic onto a series of three platforms together. At this point, the pink water in the room begins to rise; time to hurry!



Run left under the last secret and jump to the top. Attack a Spiny to collect Rings. Bounce Spring again.



Without landing on the high yellow block, jump to the right over some rotating blocks above a spiked pit. Homing Attack to hit a Spring at the end, propelling Sonic up high enough to reach a platform to the right. If the Grabber above moves down into your way, even better; simply Homing Attack the Grabber to reach the platform with ease. Jump up and do the same to the other Grabber, and then bounce from the attack over to a red Spring that knocks you onto the red gantry above. Follow the red gantry to the left to obtain **Super Ring**, then Boost to the right. The Dash Panel shoots Sonic through a double loop and then up a ramp to a Spring, propelling him up a corridor opening.



Need Back Forth on High

At the end of the corridor, Sonic bounces back to the start of a room back. Boost it down the corridor and on the rail or take the slightly faster



View Area

At the end, you must Boost a moving ship, but if you continue through high height afterward to lose some

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03:55.97

back, jump to the right and

back to hit a Spring at the end

the right. If the Grabber attacks

Homings Attack the Grabber to reach

to the other Grabber, and then

backs you onto the red gunny

per Ring, then Boost to height

up and then up a ramp to a Spring

L >>>

Jump at the end and then

otherwise you're going far to the

should propel Sonic back

back, Homings Attack two

two subsequent

reach a ramp

vertical and

Ring Sonic

three platforms

At this point, the

water in the

to rise, then



Run left and jump at the last second to reach another three platforms, and jump to Homings Attack a Spring and fly up to collect a string of Rings. Bounce from the Spring again and fly to

the right onto a platform. Stop and wait here for the rotating blocks to the right to align themselves properly, then jump onto them when the lowest block extends your direction. Ride the blocks to the top, where you have a choice of routes: the micky but quick route is to the left, where you must run across collapsing platforms, bounce up to a rail and jump through a Rainbow Ring to reach the high corridor on the right. Otherwise, simply ride the blocks to the right, jump and Homings Attack the Grabber, bounce from there onto a small platform that soon moves to the right, and jump. Leap over spikes onto a rising platform, hop onto a blue block to the right, and jump into the corridor. Continue to the right to hit a Star Post.



Bounced Back and Forth on High

Shooting from a Spring at the end of the corridor, Sonic bounces back and forth until he automatically catches hold of a crane hook. Boost if desired to speed the crane hook's swing. When the crane hook stops abruptly, Sonic is flung toward a rail and another crane hook. Either land on the rail or take the slightly faster route by Homings Attack to grab the crane hook at the last second, as soon as Sonic targets it. The crane hook flings Sonic a little farther down the next street.



Running up the street and hitting the Dash Panels along the way, Sonic flies high over the next three-level area. Avoid landing on the lowest level entirely, since getting up to the midlevel is hard.

Avoid blue Bubble Traps on the midlevel and Homings Attack the crawling Grabbers to eliminate them. **Super Rings** are located on the midlevel and the top level. From there you can bounce above the top level, Homings Attack the Spiny's there, and hit the Wide Spring to race down the next section of track. However, there is a rail high above that is more advantageous. To reach it, hit the boxes covering the red Springs in the back left corner of the midlevel. Then bounce high above the area, target the rail and Homings Attack to reach it. The rail takes Sonic directly to the finish zone, whereas the street takes a couple of dips and rises, and then you must jump up some ledges to reach the finish marker.



Route 2B-5

A **Red Star Ring** hovers on the underside of the rail that runs above street level and carries Sonic directly to the Goal Ring. You must use the covered

Springs on the midlevel of the enemy-infested area to reach the rail, and then ride it to the Goal Ring to obtain the item.



ACT 2 Chemical Plant

ACT 2

Sky Sanctuary

MAP KEY	
	Red Star Ring
	1-Up

The Sky Sanctuary was the final stage or second-to-last stage (depending on which character was played) in *Sonic & Knuckles* or in *Sonic 3 & Knuckles* (the lock-on cartridge). While Knuckles was weighed down in a series of boss fights, Sonic's objective for the stage was to race through the level—avoiding instant deathtraps, pitfalls, and Eggrobo badniks—to reach the newly constructed Death Egg before it soared too high in orbit. Then Sonic had to fight his own evil robot doppelganger, Mecha Sonic, in several battles. In *Sonic Generations* the stage generally follows the same course as Sonic, with the exception of the final collapsing spiral ramps being divided into three separate paths and no final boss fight.

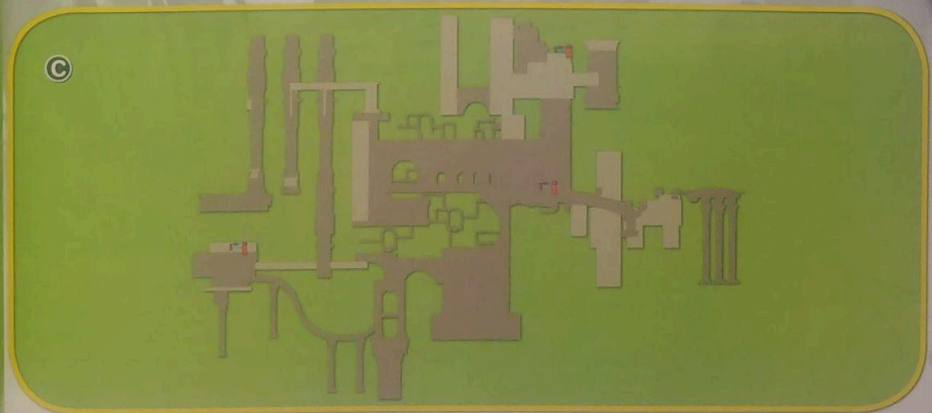
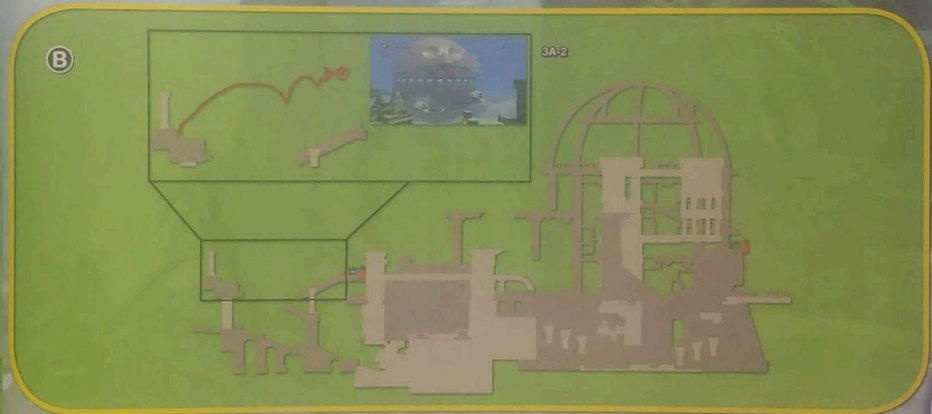
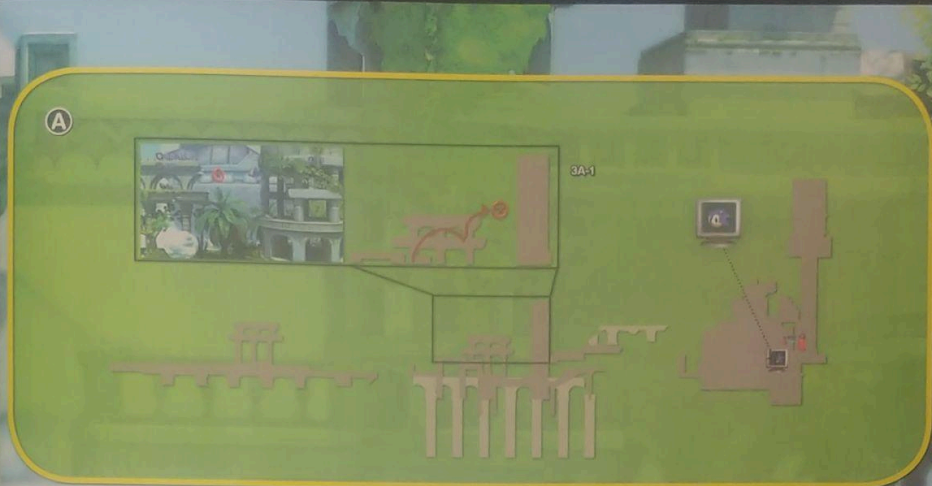
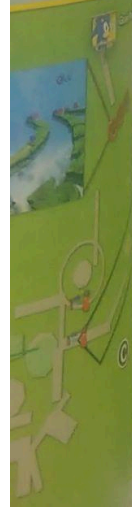
Sky Sanctuary: Act 1

Maps of Sky Sanctuary: Act 1



y Sanctuary was the final stage
 depending on which character was
 e. Knuckles or in Sonic 3 & Knuck
 e). While Knuckles was responsible
 fights, Sonic's objective for the
 the level—standing on the top of
 erbo train—no need for a
 g before it saved the day. In
 ght has own evil robot character
 several battles. In Sonic Generations
 ically follows the same course of
 tion of the final collapsing area
 no three separate parts and in this

t 1



ACT 1 Sky Sanctuary

Enemies Encountered



Start of Confusion

Run to the right, collecting Rings. A large crate blocks the path. Be aware that when you jump onto or over it, an Eggrobo will aim and take fire. Therefore do not hesitate, either jump from the crate onto the Eggrobo and try to bounce across the gap, or drop over the side of the crate and step on the Switch to extend a bridge. Then spin jump through the Eggrobo to destroy it.



Continue right. To get over the Spikes, jump up to grab the Pole Elevator that is moving up and down while it is low. While Sonic is attached to the bar you may shimmy left or right using the Walk/Run control; shimmy right. As the fluttering bar reaches its zenith, jump to the right while tilting the Walk/Run control right to clear the Spikes below. Hop over another small set of Spikes on the level above.



The path diverges into upper and lower, and as usual the upper path is faster and slightly more advantageous. To take the lower path, simply continue right. Start on the upper path by

jumping onto the first hovering platform. Spin Dash to full speed, and then shoot to the right. Sonic flies into a small white Cloud that bounces him through a tower to the upper route, where you'll also find three Super Ring Item Boxes. Jump from platform to platform to the right, and then jump to the central of three floating white Clouds and bounce onto the next tower. Jump across a few more platforms to the right to where the upper and lower paths converge.



Route 3A-1

While bouncing from the white Cloud

through the tower you probably noticed a Red Star Ring hanging in the air above. To obtain it, simply backtrack to the left from the three Super Ring Item Boxes through the tower. Jump from the edge of the tower high and to the left, and you should pluck it from the sky with little trouble.



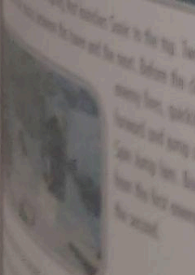
Lower Path N

The path diverges into upper and lower, and as usual the upper path is faster and slightly more advantageous. To take the lower path, simply continue right. Start on the upper path by jumping onto the first hovering platform. Spin Dash to full speed, and then shoot to the right. Sonic flies into a small white Cloud that bounces him through a tower to the upper route, where you'll also find three Super Ring Item Boxes. Jump from platform to platform to the right, and then jump to the central of three floating white Clouds and bounce onto the next tower. Jump across a few more platforms to the right to where the upper and lower paths converge.



Make a Bounce

The path diverges into upper and lower, and as usual the upper path is faster and slightly more advantageous. To take the lower path, simply continue right. Start on the upper path by jumping onto the first hovering platform. Spin Dash to full speed, and then shoot to the right. Sonic flies into a small white Cloud that bounces him through a tower to the upper route, where you'll also find three Super Ring Item Boxes. Jump from platform to platform to the right, and then jump to the central of three floating white Clouds and bounce onto the next tower. Jump across a few more platforms to the right to where the upper and lower paths converge.



The Lower Path Near the Start

Taking the lower path or falling from the upper route means navigating the bottom. Hit Spin Dash and then fly to the right across a series of Breakable Platforms. With the right timing and Spin Dash speed, it is possible to jump from the end of the Breakable Platforms in order to fly up and bounce on top of the low-hanging third of three hovering white Clouds, from which you can return to the upper route. Failing that, you must drop into a narrow area with another Eggrobo; after landing, jump at it immediately to destroy it with a Spin Jump as it prepares to fire. Move through the tower's base and jump onto the white Clouds to bounce up to the middle level. Jump onto the lowest Cloud while tilting the Walk/Run control to the right in order to end up on a tiny platform where a 1-Up lies. Collect it and the drop onto the same Cloud again, but tilt the Walk/Run control left to bounce to the next Cloud and up to the platform. Run into the Spring on the left to fire Sonic right, where he falls off the platform onto another white Cloud and flies to the right.



Quite a High Bounce

The upper and lower routes converge at the tall poles where a Pole Elevator flutters. Jump onto it and shimmy to the right. On a downward dip, Sonic's feet should break the Super Ring Item

Box below. Hang onto the bar as it rises and jump to the right, through the first Star Post.



Enter the skinny tower to hit a red Spring that launches Sonic to the top. Two Eggrobos hover in the spaces between this tower and the next. Before the closest enemy fires, quickly run forward and jump up to Spin Jump him. Bounce from the first enemy to hit the second.



Upon bouncing from the second enemy, it may be possible to land on a Breakable Platform high up in the next tower. If so, you'll gain access to an extended shortcut. The key to reaching the high platform is to run toward the first Eggrobo and jump so as to hit it from above and almost behind; this should bounce you far enough toward the second Eggrobo so that you hit it directly on top, if not a little behind it as well. Then you should have no problem bouncing up to the Breakable Platform. Race through the tower quickly to avoid falling.

Upper Path

At the end of a short run you'll hit a Spring propelling you upward onto a moving Pole Elevator. Ride the bar to the top and jump off to the right. Wait for the nearby Eggrobo to fire, then jump up to Spin Jump it. Bounce to the right following the attack to grab another Pole Elevator; if you miss it there is a stationary safety bar at the bottom to grab, from which you may jump to the moving bar. Shimmy to the left on the moving bar and jump as it reaches the top. Bounce from a white Cloud onto a high narrow ledge. Run



across the ledge before Breakable Platforms collapse. Then speed downhill to rejoin the main, singular path at the first Spinning Platform.

Lower Path

Missing the temporary high platform behind the two hovering Eggrobo's, you must then take the lower path. Run through the tower's base and downhill. Cross the Breakable Platforms to the left and jump onto the platform at the end. Jump over the center of the next gap so as to collect four Rings on your way down to the ground. An Eggrobo moves into firing range on the left; wait until he fires over Sonic's head, then move to the right into a small niche where a **1-Up** lies. Jump on the item to break it open between the Eggrobo's shots. Then return to the round platform and jump to Spin Jump the Eggrobo. Bounce from the attack onto the next platform, and jump from



there to the vertical ramp. However, there are several Rings and a **Super Ring Item Box** on the lower level, which makes falling in this area not such a bad thing.

Landing at the base of the ramp, Spin Dash to full speed in order to shoot upward and land on a Breakable Platform. Quickly jump across and up the three collapsing platforms before they fall. Ascend the upward ramp to a Booster that shoots Sonic to the next drop, where the paths converge.



The First Spinning Platform

Regardless of taking the upper or lower path, they converge just before a drop off that Sonic must fall into. Steer him into the center while falling to collect Rings on the way down.

Drop onto the Spinning Platform. In Act 1 Sonic does not spin with the Spinning Platform; the device rotates underfoot while he remains stationary. The items on the Spinning Platform, however, rotate with the whole. So while the central **Super Ring Item Box** is easy to break open since it is stationary, the other **Super Ring Item Box** and the **Power Sneakers** fall out of reach whenever they rotate to the foreground or back. If you wish, move Sonic to the innermost white ring on the Spinning Platform and wait there until the items line up, then jump across all three to collect.



Platform Necessity

Continue left to the end, jumping up to eliminate three Eggrobo's in the way. Then enter the tower at the left end to hit a hidden Spring that bounces Sonic up to the top. Carefully jump across the platforms to the right. You must hit the first tiny platform, but then it is okay to drop to the platform just below, especially since another Eggrobo snipes from the left end. Use the white Cloud to bounce onto the Breakable Platform above, then quickly jump up and hit the Eggrobo to eliminate it. Bouncing from the Eggrobo, guide Sonic to the right and onto the first Warp Point. The platform is active and waiting to transport Sonic to another area.



Stairway to the Clouds

Jump from the Warp Point exit through the Star Post and then fly all the way downstairs and up a ramp to the right to land on a platform right in front of the enemy and bounce onto the platform above. Hop over the short gap at the quickly rising and falling platform and Spin Dash to fly left up the platform lower release Spin Dash to fly left up the side of a high platform guarded by another Eggrobo.



many round surfaces to the left. Quickly jump again to the right and land directly behind the platform over the **Super Ring Item Box**. If you miss, simply go through the platform and jump up through the middle, and "bait" the enemy to make him vulnerable to attack.

Stairway to the Clouds

Jump from the Warp Point exit through the Star Posts and stop. Spin Dash to full speed and then fly all the way downstairs and up a ramp. Steer Sonic through the air to the right to land on a platform right in front of an Eggrobo. Jump to the right to destroy the enemy and bounce onto the platform behind it, where a yellow Spring knocks Sonic to the level above. Hop over the short wall to the left. Move to the edge of the quickly rising and falling platform and Spin Dash to full speed; next time the platform lowers release Spin Dash to fly left up a short flight of stairs to the base of a high platform guarded by another Eggrobo. Jump up and land in the same

spot to "bait" the Eggrobo into firing, and then jump up through him to break him. Land on the platform behind the Eggrobo and hit the yellow Spring to fly to the right.



Sonic lands on the first of three small white Clouds. Carefully steer Sonic through the air from Cloud to Cloud using the Walk/Run control, then try to bounce from the last Cloud on top of the

mossy round surface to the left. Quickly jump again and Spin Jump the Eggrobo to the right and land directly behind the platform over which it hovers to hit a **Super Ring Item Box**. If you miss, simply go through the base of the mossy round platform and jump up through the middle, and "bait" the Eggrobo overhead into firing as before to render him vulnerable to attack.

Route 3A-2

The second **Red Star Ring** in this stage hovers high up between the first two small white Clouds above the stairs. Collect it by carefully jumping

from Cloud to

Cloud, steering Sonic through the air with the Walk/Run control between jumps. The item is quite easy to grab by jumping from the lower Cloud to the higher.



The Spinning Top Dock

Continue right and Spin Jump another Eggrobo.

Proceed through the base of the next mossy round building and down a steep curve into a vertical. Hit the red Spring at the base of the vertical to dash onboard a Spinning Top.



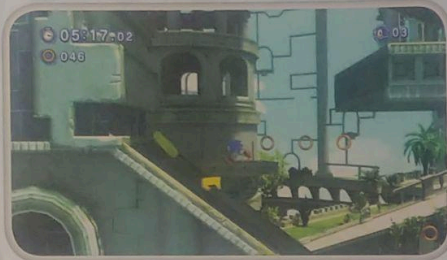
Once Sonic boards a Spinning Top he becomes locked in place. Press Jump if you wish to exit the Spinning Top. Control the Spinning Top by running left or right. Running to the right causes the Spinning Top to move diagonally upward to the right. You may also Switch directions and run left to raise the Spinning Top up and to the left; however, you must first run to the right in order to disconnect the Spinning Top from its docking point.

Three Completely Different Finishes!

Note that the path diverges sharply at this point, carrying Sonic into three completely different areas of the stage. While all paths lead to the finish, what we're calling the "Middle Path" is the fastest route to the finish and the one you should shoot for. However, there are also three Red Star Rings at the ends of the three paths. Only one of the three can be collected during a run of Sky Sanctuary Act 1, so you must play this stage at least three times to get them all. Follow the three path sections below to reach each Red Star Ring and the finish line with less confusion.

The "Left" Path

Fly the first Spinning Top up and to the right until you reach a clearing. Then Switch directions and fly up and to the left until Sonic is above a yellow Spring on a slope. Jump straight up from the Spinning Top, drop on the yellow Spring to fly right. Spin Dash and crash through three glass boxes blocking the path.



Sonic goes through a Star Post and hits a crate. Hop over the crate and onto a Spinning Platform with a large wedge missing. Move to the far side when the missing wedge allows and jump across the white Clouds to a tiny platform with a yellow Spring that will shoot Sonic over to the "Middle" path. Failing that (most likely) you'll fall to a Spinning



Platform below with a yellow Spring that propels Sonic up to a different small white Cloud in a separate line of Clouds. Bounce from Cloud to Cloud over to a Warp Point exit.

Proceed along the path and through another Star Post, uphill to a ramp, and into a close encounter with an Eggrobo. Stop below the Eggrobo until he fires, and then jump through him onto the ledge beyond. Continue to the right, into a downhill slope leading



to a vertical with a Booster. This should propel Sonic to the far left and into another Eggrobo encounter. Defeat it, continue downstairs to the right, and drop onto a small broken ledge. Jump from the right side of the ledge and guide flying Sonic into an alcove with a **Super Ring Item Box**.



Drop from the alcove onto a moving Pole Elevator, then jump to the left platform. Drop again through the opening against the wall to land on a Switch that extends a bridge to the right (and brings in another Eggrobo). Spin Jump it and bounce onto a high ledge with another Star Post.



Spin Dash to shoot under the low overhang and onto another Spinning Top. Fly the Spinning Top up and to the left, to the top of a dividing wall. Jump from one Spinning Top to the next, and fly the new craft down and to the right. To make the craft descend, start it moving that direction and then take your thumb off the Walk/Run control. As soon as Sonic passes under the inverted Spikes, start running to the



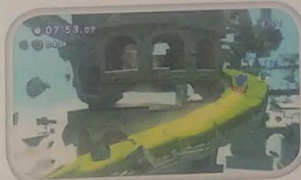
right in order to pilot the Spinning Top upward into a narrow rise. Jump from the Spinning Top onto a Warp Point.



Jump from the Warp Point exit, cross the bridge and Star Post, and run downstairs. Jump onto the grassy lower ledge and collect Rings as you build momentum running to the right. With enough speed, Sonic burns through a dip into a vertical run up a wall, landing on a platform overhead. Hit the **Super Ring Item Box** to the right, wait for the Eggrobo on the left to shoot, and then jump onto the enemy. Bounce from attacking the Eggrobo to grab the Pole Elevator moving up and down. Reaching the top, jump to the right and Spin Jump through another Eggrobo.



Hit the Boosters to speed up a ramp into an upside-down ceiling run that flings Sonic onto a ramp to the left. However, this ramp doesn't go anywhere; instead turn around and jump to the next platform

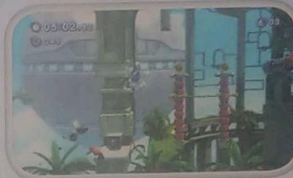


on the right. Go through the Star Posts and downhill to a red Spring that flings Sonic onto a crumbling spiral ramp. Tilt the Walk/Run control right to race up the ramp. Run off the end onto a white Cloud, bounce onto another platform, and jump across a tiny gap onto another collapsing spiral ramp. Hit the Boosters and continue moving right to race up the ramp ahead of destruction. Collect the "left" **Red Star Ring** at the end and hit the red Spring, which propels Sonic through the Goal Post.

The "Right" Path

Reach this path by taking the first Spinning Top up and to the left, where you find an **Invincible** and a **Super Ring Item Box**. The Invincibility item gives you 20 seconds of imperviousness to gun fire, Spikes, and collisions with enemies. This means you don't have to jump to attack enemies either; simply run straight through them to break them apart.

Jump across the raised platforms and a couple of Eggrobos' heads to reach a ramp with a Booster that shoots Sonic onto a Spinning Platform with Spiked Iron Balls and Springs.



Bounce from a red Spring on the Spinning Platform to the yellow Spring on the box overhead, causing Sonic to fly down a ramp on the level below. Hop over a ledge and continue right

through a Star Post. Jump on a high platform to hit a yellow Spring. Fly along a ramp to the base of a platform with a red Spring. Hit the red Spring to fly up and to the left to land on an **Invincible**. While this is active, jump across the two white Clouds, bounce to the higher level and plow through three Eggrobos. Ascend the stairs, hit the red Spring at the top and fly.



A screenshot from the video game 'The Legend of Zelda: The Wind Waker'. It shows a boat on a body of water, with a large, green, rocky island in the background. The game's interface is visible, including a clock showing 09:23 and a score of 100.

A screenshot from the game 'The Sims' showing a character in a room. The character is standing near a desk with a computer monitor. In the background, there is a clock showing 07:40:33 and a calendar showing the date 005. The room has a blue wall and a window with a view of a city.

A screenshot from the video game Super Mario Bros. Mario is shown in mid-air, jumping over a brick block. The background features a blue sky with a large, dark, curved structure. The score "0079000" and the level number "0-227" are visible in the top left corner.

The “Middle” Path

Once you're on the "middle" path, continue to the right. Jump over a crate, bounce from a white Cloud back onto the path and go through a Star Post. Continue to the end of the platform, and bounce from the springboard onto a Breakable Platform. Jump before the platform collapses and Spin Jump the Eggrobby that smashes through the nearby window to attack. Continue off the right edge of the platform to grab a moving Pole Elevator. Jump from one bar to the next lowest.

Ride the second bar to the top and jump up to grab a Zip Line that lets Sonic crash into a building full of Rings in the background. Continue right to get out.

A screenshot from the video game Sonic the Hedgehog 2. Sonic the Hedgehog is shown riding a blue Zip Line towards a large, multi-story building. The building has a sign that reads "RINGS" and is filled with many rings. The scene is set in a city-like environment with other buildings and a street visible in the background. The game's HUD at the top shows Sonic's health (3 hearts), rings (100), and time (03:03.98).

A photograph of a construction site. A worker wearing a red safety vest and a hard hat is visible in the background. In the foreground, there is a blue and white striped barrel and a red diamond-shaped warning sign with a black symbol. The image is framed by a black border.

A screenshot from the video game 'The Sims' showing a swimming pool with a slide and a small boat. The pool is surrounded by a fence and has a small boat in the water. The game's interface is visible at the top of the screen.

Sky Sanctuary: Act 2

Enemies Encountered

Eggrobo

MAP KEY

- Red Star Ring
- 1-Up

Maps of Sky Sanctuary: Act 2

Enemies Encountered

Eggrobo

Maps of Sky Sanctuary: Act 1



MAP KEY	
	Red Star Ring
	1-Up

 Red Star Ring 1-Up

Maps of Sky Sanctuary: Act 2



Maintain Momentum



Sliding down the entrance rail, Modern Sonic hits a Dash Ring.

Upon landing, tilt the Walk/Run control upward to maintain forward momentum. Jump high into the air to target the trio of Eggrobos, and then Homing Attack each of them, one by one.



Run to the edge of the next platform and jump to bounce from a white Cloud onto the next; it's faster than taking the stairs! Then enter the tunnel and hit the Trick Jump Panel to launch Sonic to the next area. Again, tilt the Walk/Run control different directions and finish big to add Boost to your gauge.



Take the Invisible High Road

Upon landing you are faced with a short divergence in paths; taking the "high" road is harder but shaves some valuable time off your run. The "low" road takes a little longer to navigate and Eggrobos will slow you down. To take the "high" road, jump from the back edge of the landing area and land on a suspended platform. Immediately jump again and Boost midair to enter a raised tunnel. Jump and Boost midair from the rear edge of the tunnel to enter a series of Dash Rings that carry Sonic high above the area and deposit him on a platform. From there, you can jump across the remaining platforms to the raised exit.

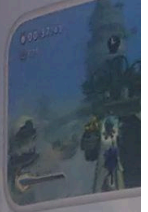


Route 3B-1

The first **Red Star Ring** of this level hovers in the air above the raised platforms over the second area. After emerging from the Dash Rings, wait for the platform that moves left and right to move right, then jump and Air Boost to intercept it. Stand in the middle of the platform; as it moves under the **Red Star Ring**, Sonic will pluck it from the air. Then you may jump and Boost to leave the area.



Hit the High Ground Quickly



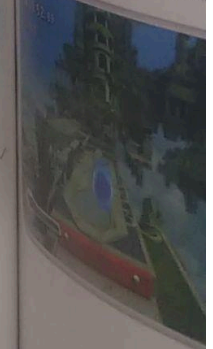
Another **Red Star Ring** hovers high beyond the Rainbow Rings. Jump to the Rainbow Ring on the left to grab it as Sonic flies.

Route 3B-2

Another **Red Star Ring** hovers high beyond the Rainbow Rings. Jump to the Rainbow Ring on the left to grab it as Sonic flies.

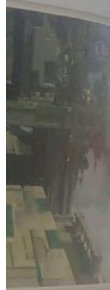
Quick Bump a Choice of Path

When you see a red double-bump, jump to avoid it. Immediately choose in navigation, to go right or left. The right is the

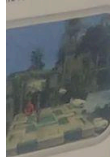


High Road

divergence in path; using the...
 remove all your run. The "low" path...
 show you down. To take the "high" path...
 area and land on a suspended platform...
 to enter a raised tunnel. Jump down...
 enter a series of Dash Rings. From there...
 on a platform. From there, you can...
 and exit.



Ring of this level hovers...
 raised platforms over the...
 erging from the Dash Rings...
 moves left and right to move...



Hit the High Ground Quickly

Use the white Clouds and/or triple star Spring and Rainbow Ring to reach the upper level, or take the "high road" as previously described. Run through the first Star Post and continue to the end, where you must jump to hit one of three Rainbow Rings that propel Sonic to the next portion of the stage. Remember to perform a stunt combo before landing!



Route 3B-2

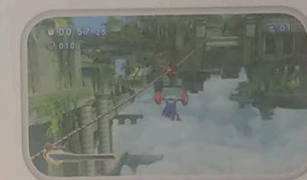
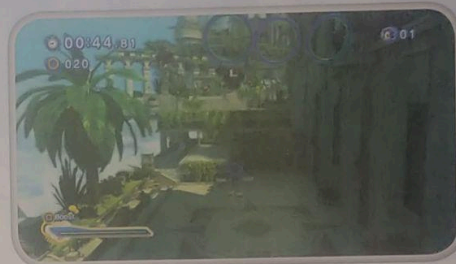
Another Red Star Ring hovers high in the air beyond the Rainbow Rings. Jump through the Rainbow Ring on the left to grab it automatically as Sonic flies.

A Quick Bump and a Choice of Paths

Directly ahead is a red stumble-bump; jump to avoid it. Immediately afterward you must make a choice in navigation, to go right or left. The right is much faster.

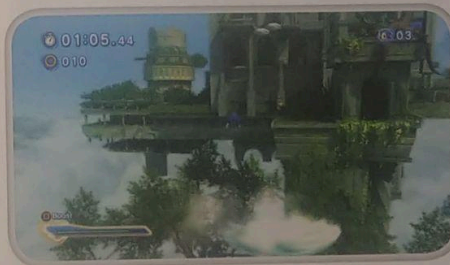


On the left, you have the option of taking a shortcut by jumping up and Boosting midair to fly through one of three Rainbow Rings. Shoot for the Ring on the left; otherwise you'll wind up semi-trapped at the base of the multi-level staircase. Jump and Homing Attack the two Eggrobos stationed here and step on the Boosters to fly onto a rail that will carry you to the next area. However, instead of the Rainbow Rings, you can jump down to the left to find a 1-Up on a small platform underneath. After collecting the item, step on the red Spring at the back corner to bounce back out to the top. Note that this item isn't very easily grabbed on the fly, and if you're looking for a 1-Up there's another one coming up that is much easier and faster to obtain.



To the right lies the ultimate shortcut! You must jump and Homing Attack to reach a Breakable Platform. Jump off before the platform collapses. Continue down to the end and jump onto the Zip

Line to fly up to a high platform. Run to the end, jump up a level, and bounce from the Wide Springs. Take out the Eggrobo high in the air and land on the round ledge behind him. Jump again and bounce from one big white Cloud to another, and then to a small raised platform with a Trick Jump Panel. Jumping from this panel carries you directly to the interior of the next area near the 1-Up; no platform hopping! Be sure to use this window-crashing path when going for an S Rank.



Climb That Tower! If Needed

Having taken the grind rail or the upper story Springs to the massive central tower, you must then navigate up the side of the building using moving Pole Elevators and platforms. Jump and Homing Attack the Eggrobs in quick succession to get over the high platform, and drop to catch a lower Pole Elevator. Jump from the bar onto the platform to the left, and step on the Boosters to fly into the interior.



Homing Attack Enemies to Land on the Fountain Top

The interior is guarded by an Eggrobo and two rocket-launching Eggrobs. Ignore them for the moment and explore the forefront of the room (meaning, run *towards* the camera) to locate a **1-Up** sitting out in the open and a **Super Ring** in a side alcove. If you entered this area by crashing through the front window, you'll land practically on top of these.



As you may notice by moving around the room, there are two exits on two levels at the back.

While the lower level exit is easy to reach, the upper level exit can only be reached by Homing

Attacking at least two of the enemies in the area. Homing Attack one of the lower enemies, then target and Homing Attack the flying foe. Bouncing from the aerial Eggrobo, guide Sonic to land on top of the fountain behind it. From there you can jump and Boost to reach the upper level, which leads to a ramp Sonic can traverse a little faster thanks to a Dash Ring.



Route 3B-3

A **Red Star Ring** hovers over the top of the fountain. To reach it, you must target and Homing Attack one of the lower enemies, then the one

hovering at the top of the fountain. After destroying the higher foe, guide Sonic onto the top of the fountain to collect the item.



Fastest Route through Several Platforms

Both ramps leading out of the fountain room carry Sonic to the same area (the upper ramp simply has more Rings to collect). Upon running the long grassy strip, the camera swings out to side-view. Continue your momentum to the right as Sonic crosses a couple of slopes made of Breakable Platforms. At the end you'll hit a red



Spring that knocks you to the upper levels, and you must then hop across a series of platforms and white Clouds to reach the top.



Having taken the nearby Eggrobo, land on the Breakable platform, jump through the Dash Ring. This Rings Sonic to the top of the tower. Although there is a lower exit from the same area, the highest exit into the tunnel is far more advantageous, giving another Red Star Ring, just ahead.

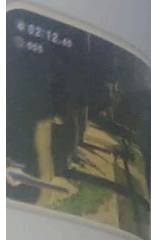


Extremely Tricky, But Beneficial, Still

Going to pass via the lower rail, simply jump across the rail and land at the end to fly to the next area. Don't forget the Dash Ring!



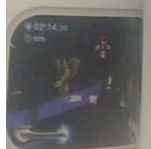
When the rail ends in a straight part, you'll see a series of platforms. Jump through them. This launches Sonic onto a series of platforms. Homing Attack the Eggrobo in sequence, and then jump through the air to the right onto the end of the world. You'll see a Dash Ring.



ies in the area. Homing Attack the flying foe. Bouncing from the fountain behind it. From the level, which leads to a ramp Sonic can

3B-3

Star Ring hovers over the top of the. To reach it, you must target and hit the lower enemies, then the



oute
veral!

carry Sonic to the same area. Upon running the long path, use your momentum to the right to the Platforms. At the end you will see a Spring that launches Sonic to the upper level. You must then hit a series of platforms to reach the top.



A much faster way is to jump **over** the red Spring and spin jump across the next gap to reach a Warp Point. The Warp Point sends Sonic directly to the top of the area. Immediately Homing Attack the nearby Egrobo, land on the Breakable Platform behind it, and immediately jump through the Dash Ring. This flings Sonic into the tunnel to the next area. Although there is a lower exit from the same area (just down the wall a bit) the highest exit via the tunnel is far more advantageous in terms of speed and getting another Red Star Ring, just ahead.



Extremely Tricky, But Beneficial, Stunts

Entering this area via the lower rail, simply jump across the platforms and use the Trick Jump Panel at the end to fly to the next area. Don't forget to pull off some combos midair!

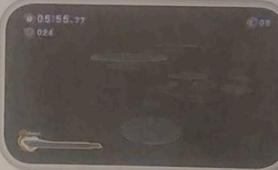


However, if you slid into this area via the upper rail, you must react quickly to stay on the "upper" path. Otherwise you'll drop to the lower with no means to return to the top. As you slide down the rail and enter a straight part, you'll see a series of Dash Rings. Jump and Air Boost to go through them. This launches Sonic onto a raise platform. Quickly jump again and Homing Attack two Egroboes in sequence; upon bouncing from the second, guide Sonic through the air to the right onto a hovering platform. Missing the platform isn't the end of the world as there is a small white Cloud below, allowing you to bounce back up. From the platform, jump and Boost midair to reach

a long straight path. At the end of this path you'll encounter two Rainbow Rings, one above the other. Jumping through the lower one takes you to the "lower" path in the next area (negating all your recent stunt work). Instead, jump up and spin jump or Boost through the upper Rainbow Ring. This propels Sonic high and into the upper level of the next area.



Dark Hall: The Upper Route



Having taken the "upper" route from the previous area, Sonic passes a Star Post and continues forward. Run across four Breakable Platforms and jump from about the center of the

last one. While midair, target and Homing Attack the nearest hovering Egrobo; bounce from this enemy onto the turn table behind him. Note that in the 3D world of Act 2, Modern Sonic **spins with** the Spinning Platform. Therefore stay near the edge where you land until Sonic spins around toward the next small platform. Jump onto it and then quickly jump again to Homing Attack another Egrobo. Bouncing from this enemy typically carries Sonic farther than the next platform, and if this happens you merely need to do another Air Boost in order to reach the next Spinning Platform. Let the Spinning Platform rotate Sonic around to the edge of a high corridor, and then jump and Boost to enter the passageway and proceed.



ACT 2 Sky Sanctuary

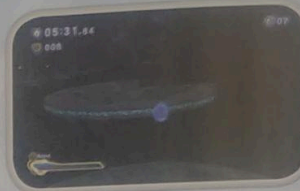
Route 3B-4



Another **Red Star Ring** hovers above the tiny platform behind the first Spinning Platform when entering the dark Hall via the "upper" route.

This can be tricky to get since you must jump onto the platform from the Spinning Platform without Homing Attacking or being shot by the Eggrobo positioned directly behind it.

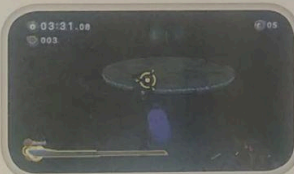
This area can still be accessed even if you took the lower route. Once you use the Zip Line to reach the suspended corridor, simply turn around and Boost off the platform, at an angle to the right. This should carry you onto the last Spinning Platform. From there if you jump and Homing Attack from the forward edge, you'll hit the second platform. Jump and Homing Attack slightly to the left and you might be able to shoot over the next platform, collecting the **Red Star Ring**. It's even trickier than the upper route, but there won't be any Eggrobos to deal with (they'll drop downstairs to attack). It can be done!



From here you could jump from the top block to grab a Pulley that carries Sonic to the highest corridor in the room. From there, Boosters would carry you to the platforms off to the left side of the east.

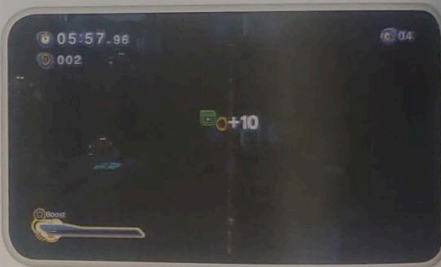
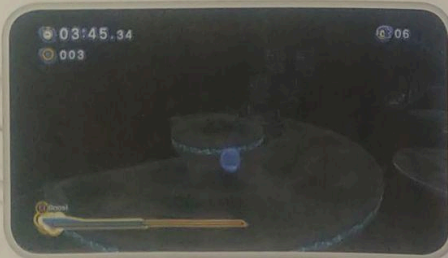
but it's not the fastest route. The fastest route through this area is to jump and spin dash from the top Spinning Platform off the right side. Guide Sonic through the air onto another Spinning Platform below. Cross the center of this Spinning Platform and jump to the next, using Air Boost if it looks like you're going to fall through the wedge in the circle. Allow the wedged Spinning Platform to carry Sonic around to the far side, then jump and Boost through a Star Post and onto a rail that carries Sonic directly to the upper level. While midair, target and spin dash to land on the top rail out.

Dark Hall: The Lower Route



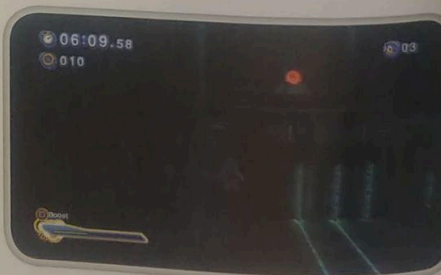
Entering the dark Hall via the lower entrance, you must jump across two long Breakable Platforms. Try not to drop into the room below or you'll fall between a triangle of Eggrobos and have

to bounce your way out. Instead, Boost to fly over the Breakable Platforms and Homing Attack the two Eggrobos who drop down from the level above to attack. Bounce from the second enemy onto the Spring pads to the right and bounce up to the ledge above. Collect the **1-Up** on the next level up and then jump onto the nearest Spinning Platform. Allow it to carry Sonic around to the other side, and jump on another Spinning Platform. Quickly jump onto the center circle and the Switch, which activates a series of black "steps" when stepped upon.



Remainder of the Dark Hall

Just before the end of the grind rail, the fastest way through the next part is to jump and guide Sonic to the right to land on a Breakable Platform. While running diagonally across the collapsing surface, jump again to the right to land on the upper level. Run to the back and jump onto the Warp Point to beam out of the Dark Hall.



Mid-Zip!

From here you could jump from the top block to grab a Pulley that carries Sonic to the highest corridor in the room. From there, Boosters would carry you to the platforms off to the left side of the east.

Route 3B-5

After jumping from one Zip Line to the next, ride directly through a **Red Star Ring** hovers over the side path.

Flowing Shortcut

After jumping from one Zip Line to the next to the right as you see a small falling to the path below. Jump onto the small to a Spinning Platform missing a wedge. Run clockwise



Bail Out, Mid-Zip!

Run forward from the Warp Point exit to hit a Booster that carries Sonic directly onto a Zip Line. Riding the Zip Line all the way to the bottom carries Sonic to a relatively safe but slow path to travel. About halfway down the Zip Line, you'll notice another

Zip Line handle to the right. Jump off the Zip Line midflight, guide Sonic to the right, and watch for Sonic to auto-target the other Zip Line. As soon as he does, hit Jump to grab on and slide to a shortcut through the next area.

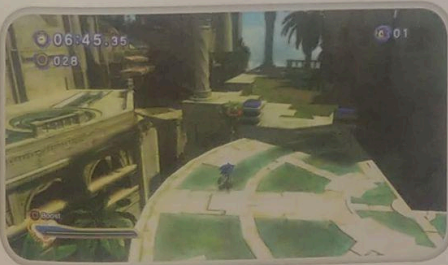


Route 3B-5

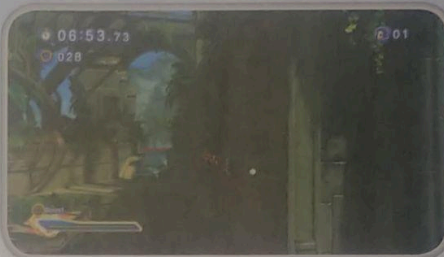
After jumping from one Zip Line to the next, Sonic rides directly through a **Red Star Ring** hovering over the side path.

Following the Shortcut

Just because you defied death to jump from one Zip Line to the next to reach a better path doesn't mean it'll be easy to stay on. Veer to the right as you run down the first stretch to avoid falling to the path below. Jump onto the small blue path to the side, and then onto a Spinning Platform missing a wedge. Run clockwise around



the Spinning Platform and jump onto the grassy platform on the far side. Jump from there onto the top of a round tower, and then jump and Boost to land on a grind rail covered with rings higher up on the right-hand wall. Sonic flies off the end of this onto a short run ending in another stumble-bump. Jump over it and activate a prolonged Boost to shoot over the next area, toward the Star Post on the raised path at the end. Otherwise you'll drop to the bottom and have to jump your way out.



Quick Step Left and Right to Avoid Falling Death

Pass through the Star Post, hit the Booster to the right and shoot down the long blue slope. Press the left shoulder button as displayed to Quick Step left onto the next path; then slide to the right again further down. Repeat to the bottom end, where Sonic hits a rail and grinds briefly.



Tilt the Walk/Run control left to maintain momentum so that when the rail ends, Sonic flies past a couple of platforms and moving Pole Elevators. Continue maintaining momentum



to the top of the stairs. Jump just before the top and Boost to fly across the gap and hit a Spring. If you miss the ledge with the Spring, use the Booster at the base of the vertical ramp to fly to the same objective.

A Misleading Switch

Bounce across the white Clouds to the left, land on the platform and stop as abruptly as possible. Though there is a Switch to the right that opens the path forward and creates a Cloud to a path further up. Though this erects safety bridges to either side so that Sonic can no longer fall, it also releases an Eggrobo that flies up and seals off a shortcut before you can reach it! Instead, jump from the platform to the right onto the Pole Elevator high, ride it to the top, jump onto the white Cloud, and bounce to the right. Dash to the right to pass through a Star Post and hit a rail carrying you to the next area. If you pressed the bottom Switch and an Eggrobo sealed off the shortcut, you must jump a level higher and cross a more laborious path to proceed, adding seconds to your clear time.



A Triple Homing Attack Challenge

Upon exiting either grind rail, run forward and Homing Attack four Eggrobos in rapid succession. Jump onto the round platform with three Rings and three red Springs. Touch the Springs to bounce around the area and onto a platform that begins to crumble.



The truth is that more likely to seal parts of the platform bouncing from above below means he and try to Homing right and keep

Time the

Proceed to the along a collapse red Springs S Goal Ring.

80

Bounce across the white Clouds to the left, land on the platform and stop as abruptly as possible. Though there is a Switch to the right that opens the path forward and creates a Cloud to a path further up. Though this erects safety bridges to either side so that Sonic can no longer fall, it also releases an Eggrobo that flies up and seals off a shortcut before you can reach it! Instead, jump from the platform to the right onto the Pole Elevator high, ride it to the top, jump onto the white Cloud, and bounce to the right. Dash to the right to pass through a Star Post and hit a rail carrying you to the next area. If you pressed the bottom Switch and an Eggrobo sealed off the shortcut, you must jump a level higher and cross a more laborious path to proceed, adding seconds to your clear time.



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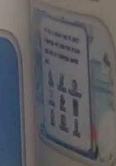
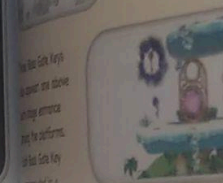


Time to Catch the Death Egg!

Proceed to the Boosters at the back of the room and touch the nearest one to shoot along a collapsing spiral ramp. Boost to stay ahead of destruction. After hitting two red Springs Sonic grabs onto a Zip Line to a straightaway leading directly to the Goal Ring.



Challenge Act Gates



The icons shown next to each gate indicate what kind of challenge it presents. These icons change if you Switch from Classic Sonic to Super Sonic while viewing the Challenge Act menu screen without having to Switch characters.

Belgangers: Like old and new players alike, this game is the closest to complete. The game is a controlled version of Sonic to the limit. There are no minor changes to the game in the main stages. Use this knowledge to your advantage and beat the other Sonic games. Challenge for Green Hill and the other stages. Challenge for Sky Sanctuary and the other challenges for Sky Sanctuary.

Challenge Act Gates Appear!

After completing Acts 1 and 2 of Green Hill, Chemical Plant and Sky Sanctuary, fifteen Challenge Act Gates appear on the platforms above the stage entrances. Each of these leads to a unique Challenge mission, and can be

played in either Act 1 or Act 2. This means there are a total of 30 challenges now available!

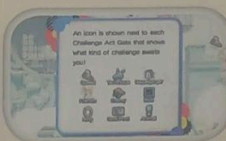


Three Boss Gate Keys also appear: one above each stage entrance among the platforms.

Each Boss Gate Key is enshrouded in a protective barrier



that prevents Sonic from collecting it. To remove the barrier, you must complete any one of the Challenge Acts in that area. So to obtain the Boss Gate Key above Green Hill, you must complete one of the Challenge Acts above Green Hill; to obtain the Boss Gate Key above the Chemical Plant, you must complete any one of the Challenge Acts above the Chemical Plant; and to obtain the Boss Gate Key above Sky Sanctuary you must complete... You get the idea!



The icons shown next to each gate indicate what kind of challenge it presents. These icons change if you Switch from Classic Sonic to

Modern Sonic. As with the main stage entrances, you can also Switch Acts while viewing the Challenge Act entrance screen without having to Switch characters in the White Space.

Challenge Acts are covered in Chapter 6: **Challenge Stages**. Refer to that chapter for brief tips on completing each.

Clearing a Challenge Act causes a Bonus Bell to appear above a Challenge Act Gate. The Bonus Bell remains regardless of whether an



Act 1 or Act 2 Challenge was cleared. Jump up to hit the Bonus Bell to make it ring and produce a ghostly-looking Music Note that flies around the area briefly. Catch the note to unlock new pieces of artwork or music in the Collection Room. Certain notes display a countdown showing the seconds that they will remain onscreen as long as Sonic continues pursuit.



Upon clearing a Challenge Act, the protective barrier surrounding the nearby Boss Gate Key should have vanished. Simply jump up to grab

the Boss Gate Key out of the air. When you have all three Boss Gate Keys, proceed to the far right side of the White Space to the Boss Gate, and stop directly below it. Boss Gate Keys automatically fit into the keyholes surrounding the gate, and unlock it. When all three locks are undone, the Boss Gate opens. Jump into the portal to commence with the Boss Fight. Defeating the boss unlocks the area to the right, providing access to three new main stages.

Beat Those Doppelgangers!

For both series veterans and new players alike, the Doppelganger Challenge Acts should prove the easiest to complete. The goal of these challenges is to beat a computer-controlled version of Sonic to the finish marker. Unlike other Challenge Acts, there are no minor changes to the stages; the courses are exactly as encountered in the main stages. Use this knowledge and your familiarity to hit all available shortcuts and beat the other Sonic to the finish line. The Act 1 Doppelganger Challenges for Green Hill and Chemical Plant and the Act 2 Doppelganger Challenge for Sky Sanctuary are highly recommended for ease.



RIVAL BATTLE: METAL SONIC



Metal Sonic first appeared as one of Dr. Eggman's creations in *Sonic CD* for the Sega CD attachment for the Sega Genesis. A popular antagonist, he has gone on to appear in another 21 games since then, including *Sonic Rivals* where he is actually a playable anti-hero. He is usually an evil robot under Eggman's control, designed to move and attack like Sonic... with some frightening modifications. Looks like Metal Sonic has appeared in the White Space in order to challenge Classic Sonic to a little rematch of their classic race in Stardust Speedway!

Metal Sonic appears at the same time as the first set of Challenge Act Gates, on the platform directly above the entrance to the Chemical Plant. You may challenge him at your leisure as Classic Sonic in order to obtain the purple *Chaos Emerald* behind him. The only recommended skills you should equip are Athleticism and Power Brake, and optionally Last Chance.



As the race among rivals begins, tilt the Walk/Run control to the right to run, building up your momentum. Keep an eye on Metal Sonic in pursuit; when he glows and starts to corkscrew toward Sonic

at high speeds, jump to dodge his attack. If possible, land on top of him to make him crash.



After that Metal Sonic hovers directly above Sonic even as he continues running to the right. Watch Metal Sonic power up and unleash a blast on top of Sonic. It's difficult to know when he will release the blast, since he gives little warning and you must continue right anyway due to the collapsing platform. He will mostly likely hit Sonic and cause him to drop collected rings; just make sure you don't touch the electric field again after that to avoid dying. Do not continue running right until Metal Sonic drops his electric field and hangs smoking in the air. Jump up and Spin Jump him at this point to proceed.

As the battle moves into a tunnel, Metal Sonic moves off to the side and hurls giant containers onto the track. These will hover above momentarily before bouncing on top of Sonic. While the container is hovering, hold Spin Dash to build up speed and release it just before the container hits the track.



Continue along the track and jump up as soon as you see Rings above. Metal Sonic floats just ahead, exhausted again. Spin Jump him to knock him down again.

The death race continues, with Metal Sonic lagging behind momentarily to power up another corkscrew attack. A light blue track appears overhead; jump onto it to run a straighter, faster route with fewer hills. This helps you stay ahead of Metal Sonic as he tears up the track behind. Metal Sonic continues corkscrewing toward Sonic until he either catches up or runs out of juice, at which point he makes a burst drive. Again, jump over the corkscrew attack to avoid damage and then jump up to hit the exhausted Metal Sonic from behind. Failing to do so, you may have to repeat the part of the challenge over and over until you hit the exhausted Metal Sonic from behind and end the battle.



BOSS FIGHT DEATH EGG

Having completed one Challenge Act, you can now proceed to the White Space and proceed to the Boss Gate on the far right. The three keys will unlock and open the gate. While standing beneath, tilt the Walk/Run control upward to begin.



Head taking more than you need for the moment: the idea is to be invincible, and you only need one hit. Death Egg Robot approaches, so move toward the boss. That way you're not cornered. Immediately it targets Sonic and back to slam one of its arms to end this attack.

Immediately afterward, quickly run toward Death Egg Robot again in anticipation of its follow-up. Heaps of attack. Run toward it as it jumps so that it lands on top of you. It has the bomb lands you and then see a weak spot. Run around to knock Death Egg Robot around to repeat the entire strategy on the next stage of the battle.

Metal Sonic first appeared as one of Dr. Eggman's creations in *Sonic CD* for the Sega CD attachment for the Sega Genesis. As a popular antagonist, he has gone on to appear in another 21 games since then, including *Sonic Battle* for the PlayStation 2. He is usually an evil villain under Eggman's control, designed to attack like Sonic... with some extra looks like Metal Sonic has appeared in order to challenge Classic Sonic to a classic race in *Starline Speedway*.

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g, hold Spin Dash to build up before the container hits the ground. Continue along the path and jump up to see Rings and Metal Sonic. Run ahead, excitedly Spin Jump him down again.

ues, with Metal Sonic trying to power up another container. Back appears overhead, jump higher, faster route with Metal Sonic ahead of Metal Sonic. Stay ahead of Metal Sonic until he either catches up to you or you can jump over the corkscrew and jump up to hit the enemy.

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BOSS FIGHT: DEATH EGG ROBOT

Having completed one Challenge Act for each of the previous main stages, collect the three Boss Gate Keys in the White Space and proceed to the Boss Gate on the far right. The three keys will unlock and open the gate. While standing beneath, tilt the Walk/Run control upward to begin.



Looks like it's up to Classic Sonic to take out the Death Egg Robot with his old-school abilities! Jump up to grab a couple (but not all) of the Rings hovering over the center.

Avoid taking more than you need to preserve Sonic's life for the moment; the idea is to survive as many hits as possible, and you only need one Ring in possession for that. Death Egg Robot approaches until Sonic is within range, so move toward the boss to make it stop sooner; that way you're not cornered at one end or another. Immediately it targets Sonic with a laser and then winds back to slam one of its arms into the ground; jump away to avoid this attack.

Immediately afterward, quickly run toward Death Egg Robot again in anticipation of its follow-up leaping attack. Run underneath Death Egg Robot as it jumps so that Sonic winds up behind it. As the boss lands you will then see a weak spot exposed on its - ahem - . Jump up and Spin Jump the weak spot to knock Death Egg Robot down. The boss then spins around to repeat the same series of attacks; repeat the entire strategy one more time to proceed to the next stage of the battle.



The Death Egg Robot first appeared at the end of *Sonic the Hedgehog 2* for Sega Genesis. It is a massive battle suit piloted by Dr. Eggman himself. The battle was notoriously difficult as there were no Rings to pick up in the entire stage. A similar boss appeared recently in *Sonic the Hedgehog 4: Episode 1* for current generation consoles. In both previous battles Sonic had to be wary of the enemy's leaps and robot punches to survive; how will this encounter be different?

Sonic leaps onto a series of platforms surrounding Death Egg Robot in the center. From Sonic's landing point, run around the corner to the left and wait until the boss targets Sonic. Then drop onto the platform below, specifically onto the Switch. This triggers an exploding Dimensional Bomb to appear. Stand near the Dimensional Bomb until the targeting marker disappears, indicating Death Egg Robot is about to extend its arm in attack. Then quickly jump away from the Dimensional Bomb, back toward the Switch. When Death Egg Robot hits the Dimensional Bomb it explodes, freezing the robot arm in place. Jump onto the arm and quickly run up its length. Jump from the shoulder to Homing Attack the Death Egg Robot's head.



length. Jump from the shoulder to Homing Attack the Death Egg Robot's head.

Sonic leaps back to the surrounding platforms, and the battle resumes. Repeat the exact same strategy with other Dimensional Bombs in the area. Collect Rings only after being hit by the punch strikes. Goad Death Egg Robot into hitting another Dimensional Bomb so that you can deliver another Homing Attack to its head and finish this battle!



ACT 2 Boss Stage: Death Egg Robot

Speed Highway

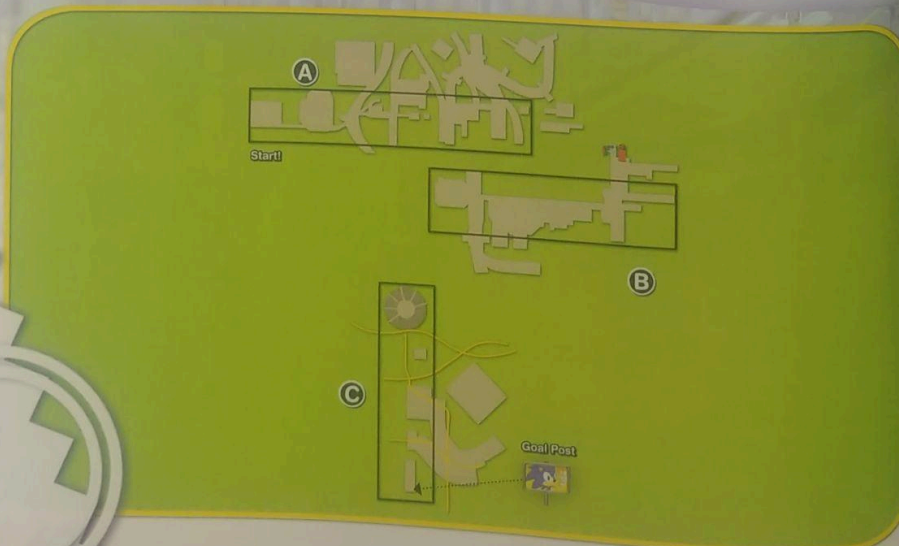
The Speed Highway originally appeared in *Sonic Adventure* for Sega Dreamcast back in 1999. The design of the stage is a combination of influence from Tokyo, New York City, and San Francisco. The stage is set among the raised highways above Station Square, and is full of enemies created by Dr. Eggman to police the population under occupation. Sonic must use the highways and streets to reach the finish line, and must often cross dangerous intersections.

Speed Highway: Act 1

MAP KEY

-  Red Star Ring
-  1-Up

Maps of Speed Highway: Act 1

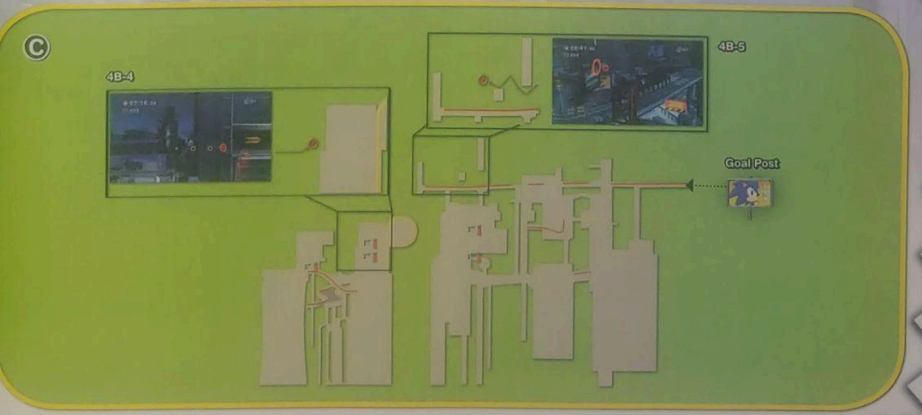
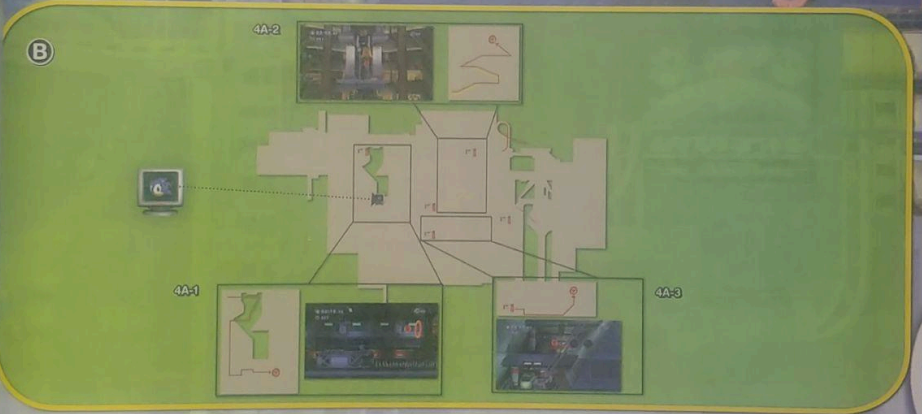
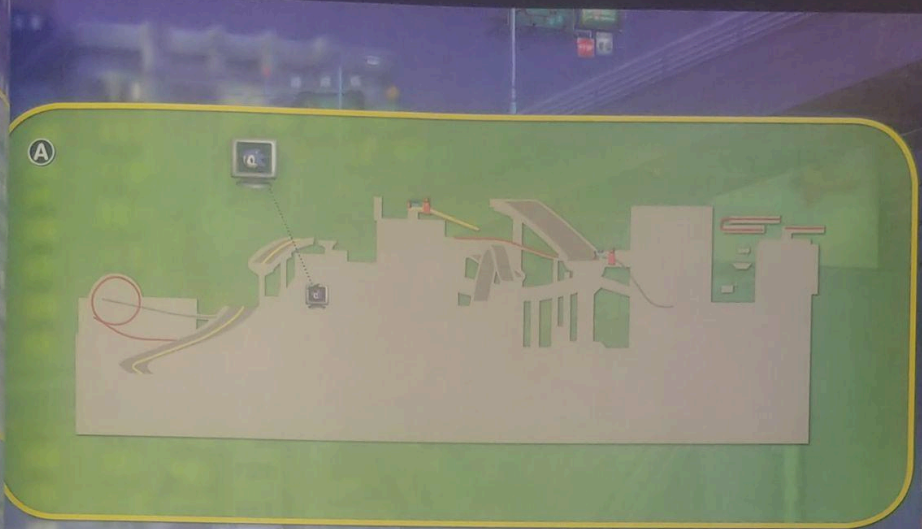


The Speed Highway
 Adventures for Super Mario
 design of the stage is
 from Tokyo, New York
 The stage is set among
 Station Square, and is
 by Dr. Eggman to make
 occupation. Some
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Act 1

at Raps!
 JUICE

B



Enemies Encountered



Balloon Blast to the Upper Path

The path splits right away, as indicated by balloons overhead. Otherwise, a downhill run into a Loop takes Sonic to "lower" route. Jump up to hit the orange or yellow balloon and bounce to the "upper" route.



The Lower Route

If you stay on the lower route, you'll fly through a wide Loop and then come to the end. Jump before the end to hit a Dash Ring that provides a shortcut. Otherwise you'll fall into an area patrolled by a Cop Speeder. Jump to Spin Jump the Cop Speeder, then Spin Dash and run to the left to go up a ramp that curves at the top, flinging Sonic backwards through the Dash Ring overhead.



Spin Dash and fly up the curved ramp to the right. With enough speed you might fly high enough to take a shortcut by landing on the Breakable Platforms hovering above. Otherwise you'll land on the ledge above the ramp and have to deal with two Cop Speeders. Spin Jump them and bounce toward the right corner of this platform where you'll find a **Super Ring Item Box**, a **1-Up** and a yellow Spring. Use the Spring to bounce upward, and then bounce from a Spring Pole onto the Breakable Platform above. Quickly move off the platform to the right before it flips over.



Hit the Booster to fly across two rooftops. At the end of the second rooftop you can jump up to hit a Spinner and possibly reach a higher level shortcut. Otherwise you'll land on a third roof where drum barrels block your path. Spin Dash to full speed to crash through them and then fall into a backhoe bucket that flings Sonic high to the right and above a double platform.



Cross the platform and jump onto a temporary one. Jump from this onto a red Spring to the right that bounces Sonic up to a series of platforms rotating in a rectangular pattern. Ride this platform to the left, and then jump onto the lowest right platform of another series of moving platforms. Ride this platform up until it reaches the top, and jump from it onto a high platform. Bounce from the yellow Spring at the end of this short walk onto the highway above and through the first Star Post.



Cross the highway quickly but avoid traffic. Run down a curved girder off the right side that becomes a long slope into a ramp. Fly off the end of the ramp fast enough and you'll land on top of a 24 hours Coffee sign. Be careful, there are enemies below.



Run the top of the sign and jump onto a higher rooftop. Spin Dash and Spin Jump to the right and up a curved ramp that flings Sonic back to the left onto another girder. Run to the top of the girder and jump up to the right to hit a Dash Ring, which flings Sonic onto another girder.



You must stop before the top of the slanted girder to avoid hitting a wall of Spikes; jump up to the left just before the top to fly through another Dash Ring.

Sonic lands on a yellow Spring that flings him above a platform that moves up and down. Land on the platform and jump onto the nearby road, or ride the platform to the top and jump to another platform that moves left and right above the road. Jump from the platform as it slides right to land on a Switch that moves the backhoe bucket from the road in the far distance over to the end of the road below you. Then run to the right and into the bucket to be carried to the back road.



The bucket flings Sonic onto the road with some speed, which you can use to run left, under the road into an upside down run to the right, dropping Sonic onto the rooftop below. Run to the right to grab a Rocket that carries Sonic into the next area. If you failed to reach the Switch or step on it, then simply run off the right end of the road and continue to find another Rocket that carries Sonic to the same area, different level.



The Upper Route, From the Start



Having jumped from the entrance ramp and bounced from a popping balloon to the upper track, hit the Booster to fly into a Loop and then a vertical ramp down. The ramp curves into a flat

stretch ending in a red Spring that knocks Sonic high up above some Spikes. Guide Sonic through the air to the right and land on the closest moving platform. These platforms rotate in a rectangular pattern. Stay on the platform until it rises on the right side, and then jump onto another Breakable Platform that rises at an angle.

Jump off the Breakable Platform before it flips over. If you jump at the right time you'll hit a red Spring above and behind that knocks Sonic to the next rooftop. Otherwise, cross the lower rooftop, carefully jump over the Spikes and land on the yellow Spring to go up.



From the right side of the highest roof, jump up to Spin Jump a Spinner. Bounce from the first enemy to another, and then bounce up to a Dash Ring high in the air.

Sonic lands on a Breakable Platform. Jump onto the left edge of the one above and immediately jump to the suspended platform. Jump to the highest one moving left and right, ride it a little ways to the right, and jump onto a small stretch of highway overpass that drops off on the main route behind the cross traffic. If you fall from the Breakable Platforms, you'll either die or land on one of the rotating platforms near a highway.

If You Fell From the Rooftops...



Falling from the platforms, you'll slide down into a backhoe bucket which throws Sonic inside a glass corridor with some speed. Continue to the right and up a ramp into a vertical

wall-walk. Flying upward from the top, stop and land on the small ledge. From here you can jump to a suspended yellow Spring or drop down on the other side and get a boost high into the air by running into a red Spring on the right. Bounce from the first suspended yellow Spring to another, up to collect some rings on a ledge. Move right and jump up to fly through a Dash Ring up to a higher level. Jump on the moving platforms to the right, ride them around, and jump off on the street.



Crossing the Street

Jump off the moving platform on the highway side, avoid cars, and drop onto the second street. Hit the yellow Spring on the far side and try to stop on top of the street light



with Rings (Power Brake is pretty handy, here). Jump onto a Breakable Platform and quickly jump high and curve to the right to Spin Jump a Spinner, and then bounce from it onto the high road. The shortcut above drops Sonic just past the Star Post.

Speed down and across the next highway, hopefully without getting killed, and bounce from the springboard on the other side. Sonic flies onto a rooftop and proceeds along a girder extending from the side. Jump before the end to fly through a series of Dash



Rings for a shortcut, otherwise you'll fall to the ground and have to bounce from a Spring Pole to get back up. Cross the roof and grab the Rocket to proceed.

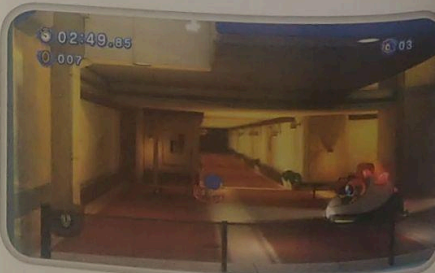


The Skyscraper



The Rocket drops Sonic to the floor as it crashes into the building. After passing through a Star Post you must then jump over the gap at the end to continue through a shortcut. If you make it, continue to the

end and jump through the glass window to land on one of the moving platforms in the main lobby. Otherwise you'll drop into the lobby side area below where two Cop Speeders wait. Take them out and collect the **Super Ring Item Box** before one of the Cop Speeders destroys it, or you get nothing.



The Ramp

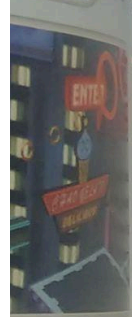
Bounce down the corner Ramp through the and with enough speed Jump off the platform land on the center ramp



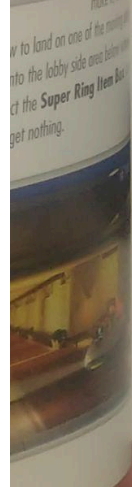
Also, when going down side with the right time chute into the area below



next highway, hopefully without any trouble. Sonic flies onto a platform on the other side. Sonic flies onto a platform on the other side. Jump before the end of the highway.



Scrapper
The Scrapper is the boss of the lobby side area. He must be defeated to get the Super Ring Item Box.



Run up the escalator to hit a yellow Spring that flings Sonic onto a platform moving up and down. Jump to another oscillating platform and then another on the left. Then jump to the highest moving platform on the right, and jump from the top of that to a high ledge where a Cop Speeder waits for a Spin Jumping.

The Back-curved Ramp

Bounce down the corridor to a Booster that speeds Sonic into a downward curve. Running through the lower hallway, Sonic crashes through the window at the end and with enough speed flies over an Spinner onto a platform moving up and down. Jump off the platform before it rises to the top, where Spikes point down. If you land on the center ramp, you can Spin Dash and shoot up to take out the Spinner.

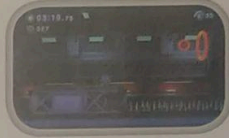


Also, when going down the ramp if you're fast enough or if you jump from the right side with the right timing, you'll fly through a red-lined panel and down a hidden chute into the area below. Otherwise drop onto the slanted roofs below the curved ramp. Sonic slides onto a glass walkway with segments missing. Jump over the openings to stay on the glass walkway and still get to the Hanging Bell tower area, or drop through to the basement.



Route 4A-1

Access the hidden side chute in the area with the backward-curved ramp as described above. This drops Sonic into a corridor. Jump across platforms until you encounter Spikes. Leap up and high to the right to collect a **Red Star Ring** and shoot through a Rainbow Ring to get to the Hanging Bell tower area.



The Hanging Bell Tower

This area is reached by going through the secret passage into the lower corridor where a Dash Ring shoots Sonic across the gap below the backhoe bucket that would otherwise carry him to the basement. In flight, you pass through a Star Post and start going up an escalator. Run to the top and bounce from the red Spring over to another, which fires Sonic up another escalator to the left. The red Spring at the top of this escalator propels Sonic onto a platform above that begins moving. Ride the platform to the right, and jump to the next mover. Ride the second platform to the right, jump onto the yellow girder and use the yellow Spring to reach the Hanging Bell platform.



Route 4A-2

A **Red Star Ring** hovers underneath the Hanging Bell. You can also jump up to hit the Hanging Bell and make it drop Rings three times.



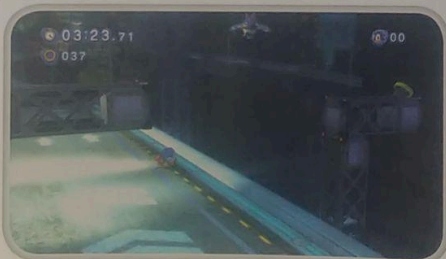
ACT 1 Speed Highway

Ascend Out of the Hanging Bell Tower



Jump onto the platform to the left, run under the Spinner and jump to the next. Jump to the yellow Spring on the wall above. This flings Sonic over to a platform with a Star Post. Jump onto a Breakable

Platform to the right and quickly run across. Leap onto solid ground and go through the doors to the outside. Run up the ramp and into the Booster, which shoots Sonic through a Loop and down onto a highway. After bouncing back and forth, jump before flying off the right side of the highway to take a slight shortcut, crossing a small platform to a yellow Spring that flings you onto the next roof. Or, dropping from the roof, Spin Dash and hit the red Spring on the left to go up the ramp to the right onto a helipad. The red Springs at the end of the helipad fling Sonic onto the Helicopter to the next area.



The Basement

Dropping from the backward-curved ramp suspended above the slanted building sides, try to avoid hitting the Cop Speeder below. Take out the two Cop Speeders on



two levels down here. Then Spin Dash and spin into the tunnel below the ramp to find a hidden **1-Up**. Spin Dash and go the other way to crash through a stack of barrels.

Sonic flies across a gap and into a waiting backhoe bucket, which flips upside down to the left and drops Sonic into a waiting bucket below. This backhoe bucket flips and throws Sonic to the right, onto a platform with a Star Post.



Dropping off the right side of the platform, collect Rings on the way down to a platform that begins moving slowly to the right. Jump to Spin Jump the Spinner overhead, but only when

it's not shielded. Otherwise, ignore it. Press the Crouch button when the platform moves beneath a low overhang to avoid getting pushed off. The platform stops beneath another, which you should jump upon. This platform rises at an angle to the right, alongside a Spiked Iron Ball that moves up and down. Jump over the Spiked Iron Ball onto the next moving platform safely. The second platform carries Sonic through two Spiked Iron Balls that move left and right.



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damage!

Out o Baser Up th

Reaching the top of the
right platform's rise, jum
to Spin Jump and bound
from a Spinner onto
the road behind it. Pass
through the Star Post an
continue running to the
right across some neon
sign letters to reach ano
the curved order to the
onto a ramp.

Run up the ramp to the r
Hanging Bell and ring it,



Route 4A-3

A **Red Star Ring** hangs over the midpoint of the moving platform's slanted route; you must jump from the platform mid-route to grab it, then land on the platform again at a higher point to the right. Falling from

either platform drops Sonic onto a ground floor, where an **Invincible** and a red Spring lie. Use the Invincible to pass through the Spiked Iron Balls and grab the item without damage!



Out of the Basement, Up the Right Side

Dropping off the side of the... collect Ring... down to a... begins moving... to the right... Spin Jump to... overhead, hit... the Crouch button when the... pushed off. The platform... This platform rises at an... up and down. Jump over the... The second platform comes... right.

Reaching the top of the right platform's rise, jump to Spin Jump and bounce from a Spinner onto the road behind it. Pass through the Star Post and continue running to the right across some neon sign letters to reach another highway. Cross the street and hit the red Spring to fly up the curved girder to the left. Hitting the red Spring at the top of the girder flings Sonic onto a ramp.

Run up the ramp to the right and land below the gold Hanging Bell. Jump up to hit the Hanging Bell and ring it, releasing 10 Rings. Hit it twice more for 20 more Rings!



Jump on the moving platform to the left and ride it over to a yellow Spring. Hop on the Spring to fly up to another moving platform overhead. Jump off the left side of this platform to hit an angled yellow Spring that knocks Sonic up one level. Spin Dash to full speed and hit the red Spring on the right to Spin Jump left and up a ramp into a vertical run up to the ceiling. Sonic lands on the next rooftop. Spin Dash and hit the red Spring on the left to fly up the ramp to the right and onto a higher rooftop. Run across the helipad to hit the red Springs, which fling Sonic to the next area.



Helicopter Ride

Sonic hitches a short ride on a Helicopter and drops onto a rooftop. Run to the right through a Star Post and onto a street sloping downward.

Hit the red Spring at the bottom, guide Sonic onto the yellow Spring above, and land on the platform to the left. Jump up a level, hop to the left onto a ramp and hit the Booster to do an inverted run onto a higher platform. Run the full length from left to right and jump to the next platform, where you'll grab a **Red Star Ring** (Route 4A-4).

Missing the platform you'll fall just one level below, where a **Super Ring Item Box** lies, and can use a yellow Spring to get up to the higher level, giving you another angle on the item.



ACT 1 Speed Highway

The Tricky Part

Run right and hit the Booster to take the next ramp into a Loop that drops Sonic into a backhoe bucket that flings Sonic high over empty space. Guide Sonic into the next bucket to the right. This bucket flings Sonic up to the height of a Breakable Platform. Land and quickly jump onto the solid ledge.



Ride one of the circling platforms to the top, and jump onto another circling platform to the right. Ride this one to the top, cross two Breakable Platforms that flip above Spikes, and jump over to another line of circling platforms. Jump off the platform immediately to reach the level above, where a Star Post is visible. Otherwise if you hesitate, you'll have to ride the platform to the bottom and take the lower route. Cross this short stretch and bounce from a red Spring to a roadway high up. Maintain speed along this short roadway as it curves into a vertical with a small ledge at the top. Jump across the platforms to the right onto the moving one. Ride the moving platform left and jump off onto the yellow Spring.



Sonic lands on a platform near an Spinner. Wait for the enemy to activate and deactivate its shield, then jump up and Spin Jump it. Bouncing from the enemy, Sonic lands on the level above between two ramps. Spin Jump a Cop Speeder and Dash up the right ramp to collect rings. Then Spin Dash and run up the left ramp to reach the girders. From there you can hit the Goal Post pretty quickly.



Having Descended to the Lower Street Level...

Jumping off the long-descending platform at the bottom, you must then cross a street, hitting a Star Post on the way. Run across the Breakable Platforms stretching off the right side of the road and into a backhoe bucket. The bucket carries Sonic up and flings him to the left onto a platform. Due to the speed, you must jump quickly in order to hit the red Spring above and be flung back onto the upper route described above.

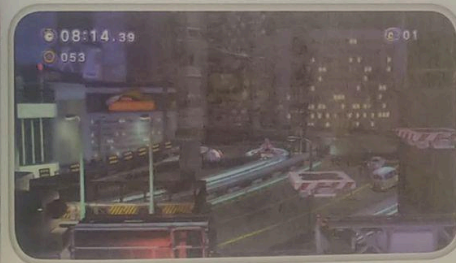


Wait for the enemy to
Spin Jump it. Bouncing
on two ramps. Spin Jump
Then Spin Dash and you'll
hit the Goal Post party zone.

Do otherwise, and you'll fall onto a wavy walkway below. Spin Dash and hit the red Spring to the left to speed your descent, and Sonic should fly over temp platforms and land on a rooftop. Continue speeding up a ramp, land on top the rise, and jump up to Spin Jump a Spinner. Bounce from the enemy onto the platform behind it, and jump up to a red Spring that shoots Sonic up to a yellow Spring that knocks him left onto a red Spring that bounces him onto a catwalk high above.

A Few More Hops to the Finish

Jump onto the ledge above, Spin Jump a Cop Speeder, then Spin Dash and go up the ramp to the right. The ramp curves back and flings Sonic through a Dash Ring onto a girder high above the stage. Follow this girder to the left and drop onto a platform below. Jump onto a Breakable Platform and immediately hop onto the next girder tower to the left. Jump up and off the left side to grab a **Red Star Ring (Route 4A-5)** and fly through a Dash Ring that flings Sonic to the far end of the street. Hit the red Spring at the end of the street and speed the other direction through the Goal Post. If you fall anywhere in this area you'll land on a rooftop. Jump up the ledges to the left and bounce from a red Spring to grab a Zip Line for a quick ride up to the finish lane.



scender
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the bottom, you must then
cross the Breakable Platform
the bucket. The bucket can
due to the speed, you must
be flung back onto the air



ACT 1 Speed Highway

Speed Highway: Act 2

Enemies Encountered

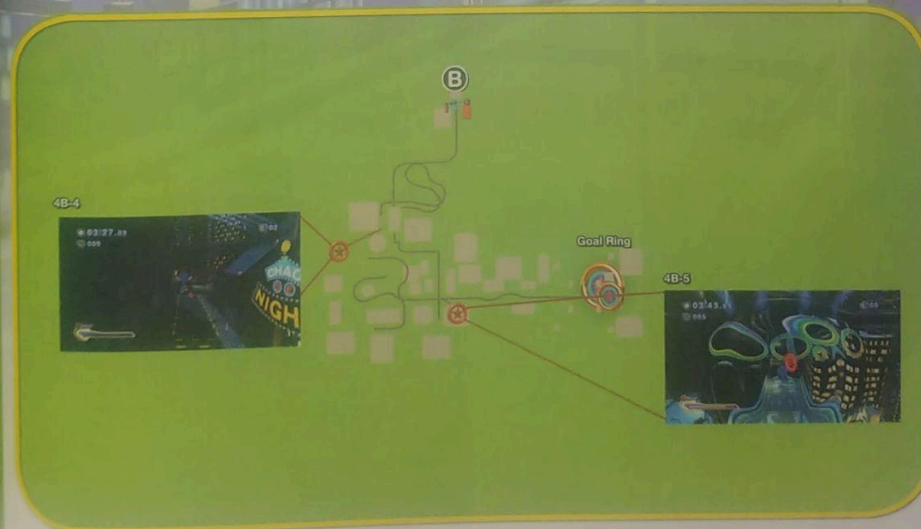


MAP KEY

	Red Star Ring
	Super Ring
	1-Up

Maps of Speed Highway: Act 2





Speed Limit? What Speed Limit?

Run out of the tunnel and downhill, gaining speed and collecting Rings. Right away there's a shortcut! Jump from the top of the first hill and Sonic should target a yellow rail high overhead. Homing Attack to land on this rail, which already shaves important seconds off your time. The rail ends at a short platform with Rings to the left; press the left shoulder button to Quick Step over and collect them as you jump off the end.



Route 4B-1

A Red Star Ring hovers over the edge of the first rail, just down the hill from the starting point

Loop into the Horizontal Wall Run



Without taking the shortcut rail, continue into the Loop with Dash Panels speeding you through. Jump from the end. Either Boost and Homing Attack to land on the next rail hanging over the next highway segment

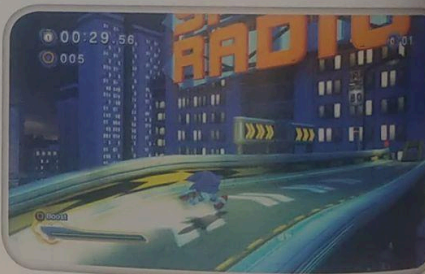
for a shortcut, or land in a backhoe bucket that flings Sonic onto the street. Drift into the turns until you hit Dash Panels that fling Sonic into a sideways wall run on the side of a skyscraper. Use the shoulder buttons to move up and down quickly to collect Rings and avoid barriers. Boost if forward momentum slows.

Falling from the horizontal wall run along the building drops Sonic into a courtyard filled with Cop Speeders. Homing Attack the ones in your way, work your way to the rise at the back of the area and jump onto it. Boost through the well-lit corridor to rejoin the main route. Drift to the right as you follow the long curve up the slope.



Quick Direction Switch

Follow the highway directly into a backhoe bucket that flings Sonic the other way on the higher level. Pass through a Star Past, hit the Dash Panel, and speed to the Tick Jump Panel at the end. Perform a Freestyle Trick as you fly into a bucket that flings you to the upper level corridor.



Boost to crash through windows blocking the corridor. When you get to the end, you can either drop down to take out a Spinner guarding a Super Ring below. Or, you can jump before the drop, Boost and fly through a high red panel and drop straight to the ground just to shave of a second.



Use the Lights

Drop to the bottom level, run to the right to hit a Dash Panel. Jump and Homing Attack (PlayStation) or Boost (Xbox 360) at the edge of the pit. Lightstep Dash over the Spikes and into a backhoe bucket that flings you to the upper level.

Run through the corridor, hit the Dash Panel, and speed to the Tick Jump Panel at the end to crash through the windows.



Use the shortcut by landing on the Dash Panel and flings you onto the upper level.

Constr

Homing Attack a Spinner and platform near some Spikes. Jump you should jump into the Dash Panel to shoot Sonic up and boost. Leap upward to the level and Homing Attack them, then just land Rings Sonic onto the top

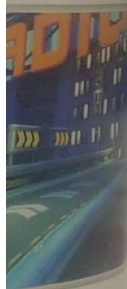




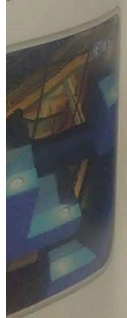
Boost through the wall! You follow the long curve up the stairs.

Switch

backhoe bucket that Rings Sonic the Post, hit the Dash Panel, and speed Freestyle Trick as you fly into a bucket.



corridor. When you get to the end, a Spinner guarding a Super Ring. Fly through a high red panel and



Use the Lightspeed Dash!

Drop to the bottom level, run to the right to hit a raised box. Jump and press (PlayStation 3) or (Xbox 360) at the edge of the pit to Lightspeed Dash over the Spikes and into a backhoe bucket that flings you into the lower level.



Run through the corridor, hopping over the stumbleSprings without jumping too high, and land on the Dash Panel at the end to shoot down the connecting passage. Boost again at the end to crash through the window.



Run along the blue walkway without falling over the sides. Entering another building, the Dash Panel flings Sonic to the right through a Star Post and several Rings. Jump at the EXIT sign to take a

quick shortcut by landing on a high platform; otherwise you'll drop into a bucket that swivels and flings you onto another platform to the far right.

Construction Zone

Homing Attack a Spinner and guide Sonic to the right, to land on the small platform near some Spikes. The Spikes drop into the floor occasionally, at which point you should jump into the Four-way Cannon above. The Four-way Cannon realigns to shoot Sonic up and onto another platform. Press Jump to fire this device. Leap upward to the left, wait for the Spikes on the ledge above to vanish, jump onto them, and then jump onto the balloons to the right. The combined burst flings Sonic onto the tower to the right.



Gonna Hitch a Helicopter Ride

Cross through the Star Post and hit the Spring to fly high enough over the next platform to line up with a series of floating Rings. Press and hold the Lightspeed Dash button to collect the entire line of Rings while flying onto the Helicopter pad. Hit one of the three Trick Jump Panels at the far end of the helipad and perform a Freestyle Trick while midair, before Sonic grabs onto the Helicopter again. Note that there is a 1-Up at the back right corner of the helipad; stop here long enough to grab it only if you need it.



Route 4B-2

A Red Star Ring is at the end of the line of Rings. You must successfully use Lightspeed Dash skill to fly straight through the entire line in order

to collect the Red Star Ring before hitting the helipad tarmac.



Rough Landing



Sonic drops onto another helipad. Note the platforms hanging in midair on the way down. By landing on one of these and then Homing Attacking a couple of Spinners in the air before hitting a Dash Ring,

you can reach the building entrance more quickly. However, falling all the way to the bottom is not such a bad thing. Grab the Super Ring in the center and hit the Dash Panels at the end to soar into a vertical climb. Hit Boost if you lose momentum toward the top. Homing Attack three Cop Speeders on the roadway leading inside the building and proceed.

ACT 2 Speed Highway

ACT 2

Hot Pursuit

Hold Boost to smash through windows and objects in the building lobby. Exiting, Sonic enters a vertical run down the other side of the skyscraper. Ignore the fleet of Cop

Speeders in pursuit. Press the shoulder buttons to Quick Step left and right as needed to avoid walkways in your path as Sonic crashes downward through the floors.



Route 4B-3

Upon approaching a wall of walkways with only a gap in the center while descending through the building, you must run through the first walkway on the right to collect a **Red Star Ring**.

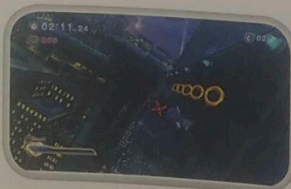


Choose Your Garage Exit



Upon landing in the lobby, don't wait for the Cop Speeders to stop colliding with the floor. Boost forward into the parking garage. Around the corner to the left is an exit covered with orange

construction beams; this is an alternate exit that leads to another horizontal wall run ending in Springs that propel Sonic into a shortcut. Otherwise you can follow the main path through the garage and hit the Dash Panels at the end. Sonic is flung back onto the highway.



Hit the Dash Panels on the highway for speed, and drift to the opposite side through long curves. Upon passing through a Star Post you'll next hit a Spring that propels Sonic into the next side-view area.

Route 4B-4

Taking the alternate path out of the garage, Sonic bumps onto a vertical wall run. Quick step up to the top of the wall to hit the Springs that fire Sonic onto the upper highway.

Follow this highway to the side-view area.



Sonic enters the side-view area on the upper level. Homing Attack the two Cop Speeders, then jump up on to the wall behind them. Though this feature hasn't been covered yet, this is a Wall Jump Panel. Sonic sticks to this surface momentarily, allowing you to jump to the Wall Jump Panel opposite. Jump back and forth to the top and land on the platform to the right. Jump up and perform a Lightspeed Dash through the line of rings. Hitting a Dash Panel on the other side shoots Sonic up to a red Spring that flings him back to the right. While hovering over a column of crates, press the Crouch button to Storm down through the crates below (another ability to be covered in a future stage). Quickly run to the right across the spinning platforms. Jump and Boost through a Dash Ring hovering above spikes.



Jump onto a suspended Breakable Platform with a **Super Ring**. Try to jump and Boost into the glass corridor beyond, or drop below and use the Spring to fly back up. Grab the rocket inside the glass corridor, which blasts off and drops Sonic onto a street with a quick loop. Jump from the end to hit another Rainbow Ring, or Boost onto the next rooftop. Jump up and Homing Attack a line of three Bladed Spinners and land on the next roof. Pass through a Star Post and run up the ramp to grab the rocket again.

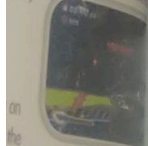
This rocket ride drops Sonic onto a short street that goes immediately into an alley. Jump and Air Boost at the end to land on a platform with a **Red Star Ring**. Continue off the end



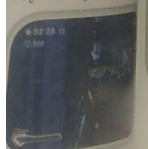
of the platform and Spin Jump to the next highway segment, which provides a shortcut to the Goal Ring. Unfortunately you'll miss quite a bit of the stage this way, and a few other Red Star Rings, but it's the only way to obtain this well-hidden item!

Route 4B-4

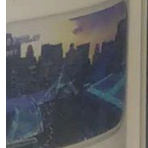
Taking the alternate path out of the garage, Sonic burrows onto a vertical wall and runs. Quick Step up the wall to hit the Springs for the highway.



on the wall behind them. Through the Wall Jump Panel, Sonic also runs up to the Wall Jump Panel opposite the platform to the right. Jump up onto the rings. Hitting a Dash Panel on the side flings him back to the right. When he hits the button to Stomp down through the structure stage. Quickly run to the right through a Dash Ring hovering above the



blasts off and drops Sonic onto a bed of three Rainbow Rings, or Boosts him up the ramp to grab the outer edge.



highway segment, which gives you a miss quite a bit of the road. It's the only way to obtain the

No Time for This!



Dropping onto a moving platform, ride it to the right and immediately jump to the right onto the moving Breakable Platforms before the permanent one descends. Now to save time you must quickly

jump to the top row and across before the platforms flip over. Jump from the top right platform onto the red Spring at the corner of the building. However, dropping from the platforms causes Sonic to land at the base of a red rail that he can ride across a higher platform to a stack of Breakable Platforms. Quickly jump to the top permanent platform, hit the red Spring there to go to the red Spring at the corner. The angled Spring fires Sonic to a high ledge on the left.



Jump onto the nearby moving platform at its lowest point. Ride it to the top, and try to jump up and to the left to touch a Dash Ring near the top that fires Sonic off to the right. Avoid jumping to the leftmost moving platform, since it carries Sonic up into a bed of Spikes hanging down.



Those Rockets Are Something Else

Run across a series of streets to a red Spring that fires Sonic high enough to catch onto a Rocket. The missile crashes through a building and flings Sonic onto the highway at a dead run. Quick Step left and right as needed to avoid slower traffic and drift in the opposite direction on the turns to maintain speed. Hitting a series of Dash



Panels near the end, Sonic is carried up the side of a building and propelled into running sideways along the wall onto a twisting road.



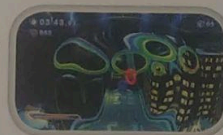
Hit the Springs at the street's end to fly above a building, and Homing Attack three Cop Speeders in succession before grabbing a Pulley up to another highway. Quick Step to the far

left or right side of the Cop Speeder quintet and Quick Step around them; do not lose time by stopping to Homing Attack them all. Hit the Dash Panels behind them to climb the next vertical and hit the Springs at the top, launching Sonic backwards onto the final highway section. Boost all the way to the Goal Ring!

Route 4B-5

Immediately after using the Pulley, run toward the Cop Speeders. Notice a line of three Rainbow Rings hanging in the air above them. Jump from the top of the hill and Boost to hit the center of the three Rainbow

Rings, in front of which hangs a Red Star Ring. The Rainbow Rings lift Sonic onto the highway above, creating an excellent shortcut.



City Escape

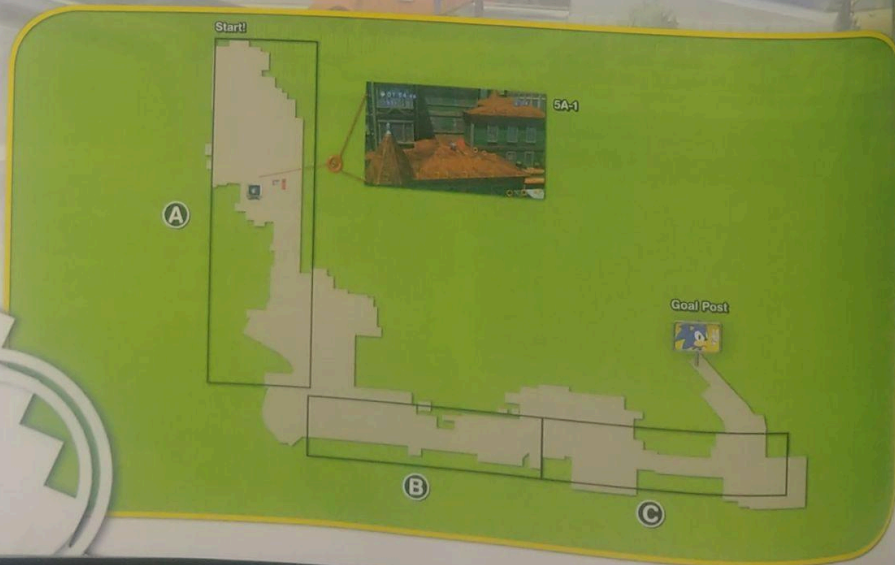
The City Escape stage first appeared at the beginning of the "Hero" story within *Sonic Adventure 2* for the Sega Dreamcast. In this game, Sonic was mistakenly marked as a thief and blamed mastermind by the G.U.N. organization (Guardian Union of Nations). That is why "GUN" appears clearly marked on the vanity plate of the black truck that chases Sonic throughout the stage. The original stage also had flying "Beetles" and running "Gun Hunter" enemies that pursued the world's most famous hedgehog, as well as a swooping helicopter.

City Escape: Act 1

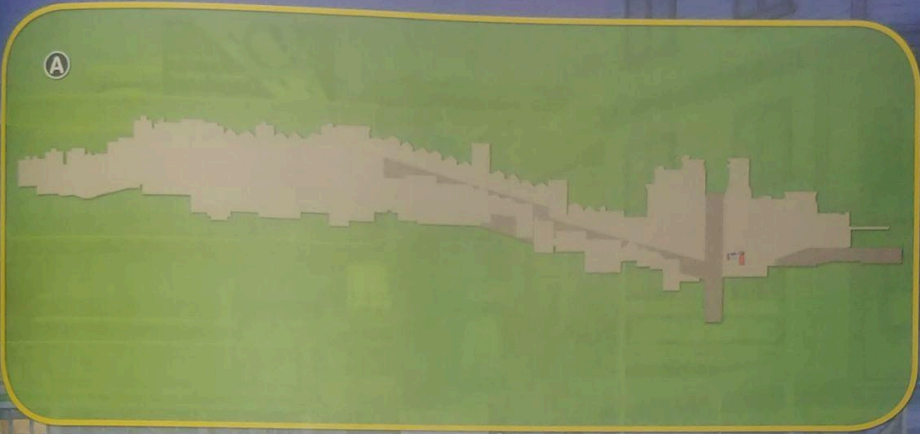
MAP KEY

-  Red Star Ring
-  Skateboard
-  1-Up

Maps of City Escape: Act 1



The City Escape stage first
of the "Hero" story with the
for the Sign Diagrams in this part
was mistakenly marked as a
mastermind by the S.W. N. group
Union of Nations. That is why
clearly marked on the map
that chooses Spine through the
stage also had flying "Beetle"
"hunter" enemies that pursue the
amorous hedgehog, as well as a



ACT 1 City Escape

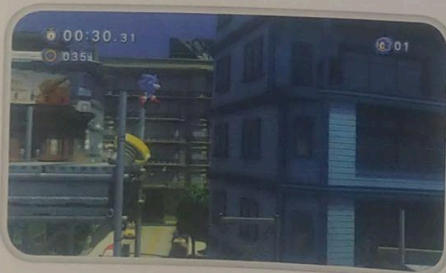
Enemies Encountered



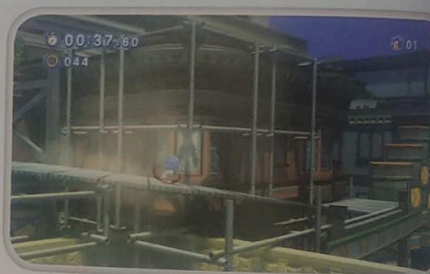
Immediate Three-Path Split

Spin Dash to soar uphill. Jump at the top to get on a rail. Immediately jump to the upper rail to follow the "upper" route, which follows the same path as the "lower" route but is much faster due to fewer platforms. However, there is a **third path**: At the end of the flat balcony rail you can also jump up to Spin Jump an unarmed Mono Beetle and bounce from it through a Dash Ring that flings Sonic full-speed

onto the highest platform, full of Rings. Maintaining speed, jump to the next platform; failure to build momentum shortens Classic Sonic's jump, making this move harder even though it's still possible.



The high platform has an angled yellow Spring that fires Sonic into the background, onto a building balcony. Jump to the next highest balcony to avoid the Gun Hunter below. Jump off the right side and bounce from a yellow Spring to the next rooftop. Collect Rings and run straight down the ramp from the other side. Jump up a series of three platforms, taking out the Gun Hunter that drops on the middle level with a Spin Jump.



Jump onto the next moving platform and Spin Jump onto the next rooftop, taking out another Gun Hunter. Jump over the next gap onto the high platform, but do not drop to the next. Instead jump directly to the next roof. Sonic automatically Spin Dashes down three brown rooftops and rejoins the main path just before the G.U.N. Truck's first appearance. Continue through the Star Post and move directly to the crates before a Gun Hunter lands on the platform behind Sonic. Quickly Spin Dash, crash through the crates, and fly up the ramp onto the street.



Bearing

In that pursuit, the G.U.N. Truck crashes through the house behind Sonic. No time for an insurance estimate; hit the Walk/Run control right to speed downhill. Sonic drops from one street level down to the next; do not just pass beneath a bridge, then re-jump before reaching the bottom. The truck has taken a detour and is



Battle of the Ove



Route 5A-1

The first **Red Star Ring** in the stage is only available in the shortcut route across rooftops behind the first portion of the stage. Sonic collects the item automatically while Spin Dashing down the brown rooftops on his way back to the main path. Even after collecting this item, you should always take the shortcut to score the best time.



of Gun Hunter robots. Using Sonic's accrued speed, quickly jump from the green platform onto the orange one to the far right and cross it before a Gun Hunter lands there. Jump to a moving platform and then Spin Jump a Gun Hunter on the ramp of the level above. Run up the ramp, jump over the Spikes and continue into a quick Loop back down to street level.



Bearing Down... Hill

In hot pursuit, the G.U.N. Truck crashes through the house behind Sonic. No time for an insurance estimate; tilt the Walk/Run control right to speed downhill. Sonic drops from one street



level down to the next; do no jumps or you'll lose speed! Continue until Sonic passes beneath a bridge, then remove your thumb from the Walk/Run control and Jump before reaching the bottom edge to land on a platform above. The G.U.N. Truck has taken a detour and is now about to plow through the platforms beneath your feet. You must jump up the platforms and on to the chimney of the house to the right before the G.U.N. Truck passes below.



The Big Left Turn



The G.U.N. Truck seems in a hurry to beat Sonic downhill, so you know you have to get there first. Let Sonic drop from the slope onto a platform with a table, then quickly jump from that platform to

the next. Ignore the Mono Beetle; run directly below it, jump onto the edge of the next platform. Then quickly Spin Jump the Gun Hunter on the suspended platform. Bounce from the Gun Hunter onto a different Mono Beetle behind it, and then fly across to the next platform. Failure to execute these exact moves puts Sonic at the wrong place at the wrong time one way or another: the truck will smash through the platforms and enemies, wiping out your ability to stay on the upper level. Upon falling to the lower level you'll need to cross the street, jump through some crates and climb a series of moving platforms, which slows down Sonic terribly!

Battle on the Overpass



Pass through another Star Post, run up the ramp and drop onto a red Spring. After the half-Loop, quickly jump up the three tiny platforms before they fall. Cross the overpass as the G.U.N. Truck drives by, releasing a horde

Route 5A-2

A **Red Star Ring** hovers over the street where the truck makes a left turn, smashing the platforms and enemies in the way. You don't need to do the double attack bouncing described above in

order to reach it; in fact, if the truck reaches it first then just stop on the starting side and let it pass. Back up a few steps to get a run and jump out to grab the item on your way down to the street level.



Jump Perfectly Up to the Skateboard



Whether you've come directly across the street or worked your way up from the platforms below, jump onto the yellow Spring. This triggers another race against time before the truck plows through the

area, destroying all the platforms. To collect the next Red Star Ring or even just to clear the next area faster, you **must** obtain the Skateboard item on the top platform before the truck destroys it. Bouncing from the yellow Spring, land on the steel girder platform to right, drop off the side onto another platform and run onto the next moving platform just as it settles. Ride this platform to the top, jump to the left and Spin Jump a Gun Hunter, and land on the platform above and behind it. Turn around and jump up to collect the **Skateboard**. Sonic immediately bounces from the red Spring to the right onto the next downhill street area. If you were too slow, use the red Spring at the base of the gray brick wall to the right to reach the rooftop, and bounce from there to the next street on foot.

Small Window to Higher Ground

A short ways down the next hill Sonic passes through a Star Past. Look for a series of Dash Rings immediately after, and jump to enter them regardless of whether you're on a Skateboard or not. Landing on



a platform, jump again immediately to collect Rings and land on a grind rail.

Route 5A-3

A **Red Star Ring** hangs in the air past the first platform after the Dash Rings. To collect it, you must jump in time to go through the Dash Rings

and then jump again with good timing right after landing on the platform.



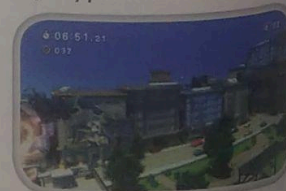
A Path Only Possible with the First Skateboard



Jump **before** the end of the grind rail to collect a Cloud of Rings from the sky above, and also to stay on the upper level. Ride across the platform to a Jump Panel. Unlike the Jump Panels appearing

in Act 2 missions, these only work in Classic Sonic's world when passing over them with a Skateboard and pressing Jump with perfect timing. Otherwise, they function only like a normal ramp. By pressing Jump with perfect timing on the Jump Panel, Sonic does an Ollie 540 and flies up to a much higher level; this is the **only** method of reaching this route! This short path ends in another Jump Panel that when jumped from properly flings Sonic **completely past** the next area and onto a ramp past some steel scaffolding.

Also, you'll collect a **Red Star Ring** mid-flight (**Route 5A-4**). After jumping this ramp, you'll lose the Skateboard.



The First Skateboard is Crucial!

Note that everything described in the section above is only possible if you obtained the first Skateboard item, from the top of the high platforms before the truck did its little stunt jump and crashed through them. Failing to get that first Skateboard means you can't do any of these things, not even with the other Skateboard located on the upper level just after the last Red Star Ring and the grind rail immediately thereafter. However, obtaining the second Skateboard does allow you to take a different Jump Panel to this area, though you'll wind up on the lower level and have to platform your way up through some scaffolding before the truck destroys it. Failing that, you must cross some treacherous temporary and moving platforms below the much faster ramp above. Thankfully there's a 1-Up in this area to help you recover from a fatal mistake.



through levels below, causing collapses. Get to the solid platform with **Power Sneakers** and collect them. Then jump over to the green gantry on the far right, connected to the next rooftop.



Route 5A-5

The last **Red Star Ring** in the stage hangs in the air among the first set of scaffolding. You must

jump up through the temporary levels and collect it before the truck destroys the entire series of platforms.



G.U.N. Must Have a Grudge Against Scaffolds...



When finally past the last intersection, jump to the highest ledge and pass through the last Star Post. The last area is still quite tricky, so don't relax yet. Bounce from the subsequent Jump

Panel and dash across the flat parking lot. As expected, the G.U.N. Truck falls in directly behind Sonic and begins crashing through the scaffolding ahead. Jump onto the scaffolding and leap up to the second or third level. Spin Jump a Mono Beetle hovering in the open middle area, land on the scaffold behind it, and continue straight across to a yellow Spring. Flying through a Dash Ring above, Sonic lands on one of the smaller platforms above. Quickly jump to the next one up and spin kick another Mono Beetle in midair. Failing that, drop to the ground, run to the left and begin jumping up the scaffold levels as quickly as possible while the truck smashes

Time to Park This Truck

Either Spin Jump the two Mono Beetles above the rooftop, or ignore them and proceed to the Jump Panel at the end. Sonic flies deep into the next downhill run with the G.U.N. Truck right on his heels as usual. Simply continue tilting the Walk/Run control to the right to blaze through the Goal Post.

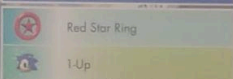


City Escape: Act 2

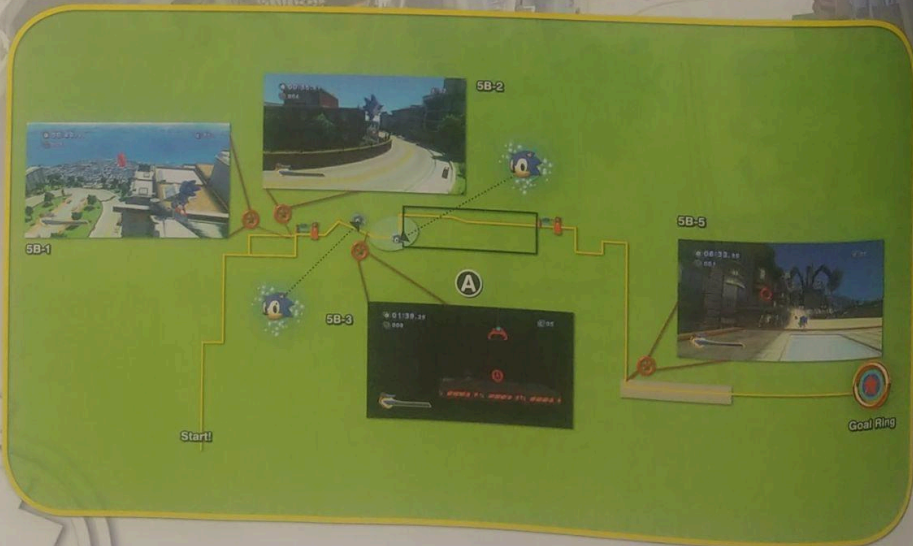
Enemies Encountered



MAP KEY



Maps of City Escape: Act 2





2

A



ACT 2 City Escape

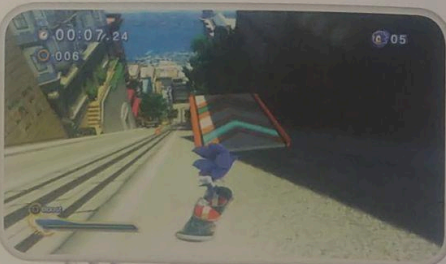
Wheels? We Don't Need No Stinking Wheels!

For the first half of the stage, Sonic rides a skateboard deck without wheels. While on this deck, he continually moves forward; there is no stopping. This means there's no turning around to go back for Rings or items you may have missed. You must look ahead, react quickly to obstacles and get familiar with the controls. Even though Sonic is constantly moving on the board, you can move even faster by tilting the Walk/Run control upward or a little slower by tilting it down. Boost is still available, and you can also Jump and drift into turns using the shoulder button triggers in combo with the Move stick.



Practice Trick Jumps with a Deck

Continue straight downhill from the start, collecting a few more Rings. Then begin steering to the left, where you see a Jump Panel. While Sonic is riding the skateboard deck you must press the Jump button at the moment of crossing the Panel to initiate a Trick Jump, causing Sonic to spin and rise higher than usual. After landing, steer to the right and try to hit the next Jump Panel for more practice.



Bank into Turns

Near the bottom of the hill, onscreen icons prompt you to hold the bottom right shoulder button or trigger while going around the next corner, to bank into the turn. If done soon enough before the turn on a wide enough trajectory from the corner, and then released immediately thereafter, Sonic won't lose much speed. On the other hand, a little reduction in speed can help regain control if fishtailing.



Hit Dash Rings for Shortcuts

As you approach the next left turn, steer toward the left side to find the edge of a rail. Jump and land on the rail to begin grinding. Stay on this rail and it will carry you to a street one level above which ends with three Trick Jump Panels. Hit Jump as you go over them to sail all the way to nearly the bottom of the next hill. If you were too wide or too far right to hit this rail, you can jump through the Dash Ring a little farther down the hill; this puts Sonic on the right side rail. Jump through the Dash Ring above this rail and Sonic will fly up to the same street end with the Trick Jump Panels. No bonus for this of course, just a whole lot of fun!



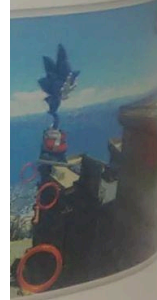
into Turns



in a wide enough trajectory from the cable. After that, Sonic won't lose much speed. In fact, he'll help regain control if he's falling.

sh Rings ortcuts

turn, steer toward the left side to hit the first one. To begin grinding, stay on this rail until you reach the end of the cable, which ends with three Trick Jump Panels. To hit this rail, you can jump through the building. This puts Sonic on the right side rail. From there, Sonic will fly up to the same street as usual. Of course, just a whole lot of fun!



Riding the High Cable



Nearing the bottom of the next hill you must bank to the right on the turn. Below you'll notice a couple of high Dash Rings on the right and a platform with Trick Jump Panels in the center. To

hit the rings you must jump from nearly the top of the hill and then Boost midair to hit the first one. Otherwise just steer onto the center platform and perform a Trick Jump, and steer to the left while midair. Either trick pulled off successfully has a strong chance of landing Sonic on a power cable running above the area. Grind on this cable all the way through a shortcut to the steep drop of a high hill. However, note that missing the cable means there's a strong chance of getting stuck on a side street and missing the shortcut entirely.



Route 5B-1

A Red Star Ring hovers at the bottom end of the cable running above the bottom of the long hill area. To reach it, you must either hit the Dash Rings or perform a Trick Jump to the left from the nearby panels, as described above. Ride the cable all the way to the end without jumping off to grab the item before dropping back to the ground.



The Loop

Missing the Dash Rings and the central Jump Panels at the location described above (or merely avoiding them if you wish), you must continue downhill to the left. At the bottom of this hill you'll encounter a Loop in the street that takes some time to get around, especially if you can't steer far enough left or right and collide with the central building. Avoid this by shooting for a shortcut that you have to start working toward at the top of the hill. Bank left and right repeatedly to slow Sonic down a bit, and also tilt the Walk/Run control down. Keep this up until you reach the next turn to the right, at which point you'll spot a small Trick Jump Panel at the bottom. Having slowed some, now tilt your Walk/Run control upward to the right to speed toward it. Press Jump as you hit the platform to perform a Trick Jump and fly onto the roof of the central building. Land on the central rise and perform another Trick Jump from the two panels at the far end.



Route 5B-2

A Red Star Ring hangs in space above the building. You **must** perform a Trick Jump from the panel near the bottom of the hill in order to get on top of the building; jumping from the panel normally just won't cut it. You must then perform **another** Trick Jump from the panels atop the building, or Sonic flies weakly right beneath it. This route also provides a shortcut through the area that you should try to hit **every** time.

The Ride's Over

However you got around the Loop area, by Boosting around it or flying over it, Sonic hits a major drop on the far side. Hitting the Dash Panels at the bottom causes Sonic to skid across a rooftop and hit the end portion of the side street which we previously advised not taking. Either smash through the trolley parked at the bottom or jump from the hill and Boost over it to hit the Jump Panels on the other side. Flying too high, Sonic loses his deck and lands in the park area. From here, you're on foot as usual.



Start Hunting Shortcuts

Pass through the Star Past and then either take the typical route; (grind up the rail on the left and doing Homing Attacks on the three Gun Hunters beyond the bridge, then jump up the platforms) or take the shortcut. For the shortcut, you must jump and hit the Mono Beetle with a Homing Attack. Immediately hit the Mono Beetle with a Homing Attack, and then Boost midair to hit the Dash Rings on the right. This flings Sonic over the bridge, at which point you can target another Mono Beetle on



the other side with a Homing Attack. Do not target the Gun Hunters with Homing Attacks, or you'll drop to the ground. Instead, bounce from the first enemy and immediately home in on the next. Afterward, Boost to the right to hit Dash Rings that put Sonic on scaffolding, ending in a Trick Jump Panel. Remember that now you're on foot, you can perform a midair Freestyle Combo to extend your Boost as usual. Missing the shortcut at any point means having to take out the ground enemies, jump the mess of platforms at the back and bounce back and forth to the street area. But there's another shortcut here, if you land on the red awning to the left, collect some Rings, and then jump and Boost through the Dash Ring on the fire escape. This will fling you way down the next area and provide another chance to lengthen the Boost Gauge.

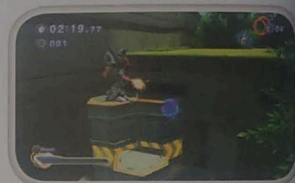


Useful Shortcuts Over the Reservoir, for Next Time



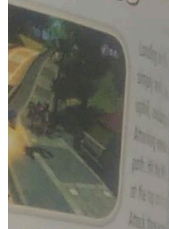
Landing on the street, simply work your way uphill, avoiding or Homing Attacking enemies in your path. Hit the Wide Springs at the top and Homing Attack three enemies in

rapid succession. On the way up, however, note the guarded platforms on the far left; these lead up to a platform where you can find a 1-Up and then jump through Dash Rings to land at the top of the hill, ready to proceed. Another Dash Ring hangs suspended just off the edge of the hilltop, and this leads to a shortcut over the next treacherous area. However, there's a Red Star Ring down in the area below, so you may not want to take the shortcut the first time. The shortcut requires you to Homing Attack three Mono Beetles in a row in order to get past without falling, anyhow.



Taking the low route, jump and Boost onto the central platform. Then jump and spin dash again to grab a Pulley back up to the ground level.

ul Shortcuts the Reservo ext Time



sh Ring hangs suspended just off the top of the reservoir, so you may not want to take the time to Homing Attack those Blue Rings, anyhow.



the central platform. Then jump off the ground level.

Route 5B-3

A **Red Star Ring** lies on the Breakable Platform directly below the Pulley. It's not terribly tricky to collect, but there are things that can go wrong, such as lingering too long before grabbing the Pulley out, or

missing the center, or missing the Breakable platform entirely. Usually when passing through here, you'll simply jump above the central platforms and then spin jump to the Pulley; not a possibility if you want the item.



Leave the Park

When emerging from the reservoir, run through the flowers, jump, and spin jump onto a stair rail to the left or right for a short grind. Veer to the side as you jump or fall from the end of the rail, as the long central flower planter is almost a roadblock to get around. Run up either stairs, jump over the patio furniture and begin Homing Attacking enemies repeatedly. Another **1-Up** makes for easy pickings on the topmost grassy level. Run to the stairs opposite this item, jump and grind the stair rail to the top. Note that there is a shortcut through this area, which involves simply running left from the reservoir exit through the grass.



Get Through the Side View Area Quickly

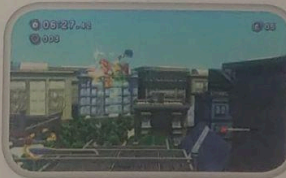
Run through the water channel, moving up onto the walls to hit Boosters all the way back. Sonic runs through a Loop and then down the side of a building. Hitting the street at the bottom, Sonic passes through a Star Post and then enters the only side-view section of this stage.



Hitting a Jump Panel, Sonic flies right onto a Horizontal Bar across the street. Sonic continues spinning until you press the Jump button to release. A small gauge shows



Sonic's feet swinging around the pole, with a blue area at the forefront. Use this to accelerate Sonic's dismount by pressing and holding the Jump button as his feet move through the blue part. This flings Sonic up onto a moving platform. Depending on the platform's height when you land, you can then jump again and hold the **○** (PlayStation 3) or **Y** button (Xbox 360) to perform a Lightspeed Dash through the line of Rings, cross another platform, hit the red Spring, Homing Attack the Mono Beetle and then float into a line of Dash Rings that shoot Sonic onto another high platform. Jump immediately and Homing Attack balloons hanging midair and bounce from the resulting pop, or jump from the second platform down onto a Spring Pole and bounce, to get on top of the Loop track from the area below.



Route 5B-4

A **Red Star Ring** hovers among a cluster of regular Rings on top of the Loop track. Use the shortcut described above to reach this area. If you can manage the Horizontal Bar dismount or other

tricks, then simply work your way from the ground up to the red Spring in front of the Rainbow Rings, and spin dash through them.



Keep Following That Shortcut

After getting on top of the Loop track rather than going through it, jump to the next platform to the right. Jump and Homing Attack two Mono Beetles in succession, and then spin dash after the second to reach a rooftop. From there you can jump to a balcony on the next building, which has a Jump Panel at the right end. Otherwise, you have to do a lot of time-consuming and treacherous platforming in the lower area to get to the same place.



Now for the Shortcut Out of Side View

Homing Attack the lone Gun Hunter on the rooftop where Sonic lands, and jump to the platform behind it afterward. Carefully jump on the next orange platform, and then onto one that moves back and forth above. Ride the mover to the right and jump off. Spin Jump onto the grind rail while midair.



Jump before reaching the end of the first rail and spin jump onto the next, or bounce from the red Springs below if you fall. The second rail turns into a Loop that gives Sonic speed through the next



flat area. Run up whatever stairs are directly ahead, bounce from the red Spring and spin dash to the next set of stairs. Run up the second stairs to the top, then Homing Attack one of the Gun Hunters to either side. Before landing, Homing Attack the Mono Beetle blocking the exit; trying to run under or around him isn't a good idea. Proceed up the next hill and run off the Jump Panels at the end.



Now for the Shortcut of Side View Sonic The Hedgehog, the G.U.N. Truck is After You...

Horning Attack the lone Gun Hunter on the platform behind it afterward. Crouch and then onto one that moves back and forth and jump off. Spin Jump onto the grid rail and

right wheel-less skateboarding was the thrilling part? You haven't seen anything. The G.U.N. Truck catches sight of Sonic and flies into a dangerous pursuit. As stated by onscreen help, you must press and hold the **Boost** button to avoid collision with the truck, since it moves so fast. Move to the center or sides as you collect Rings in the path, and refill your Boost gauge. From the second hill on, the truck extends massive saw blades that you must avoid; press the left or right **Slide** buttons to Quick Step sideways out of harm's way. However, try to run right down the center as much as possible to ensure you collect more Rings and stay full on Boost.



before reaching the first rail and jump onto the next, since from the red is below if you fall. and rail turns into that gives Sonic rough the next

Run up whatever stairs are directly ahead, then red Spring and spin dash to the next set of stairs and stairs to the top, then Horning Attack the either side. Before landing, Horning Attack the exit; trying to run under or around him then hill and run off the Jump Panels at the end.

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Route 5B-5

After jumping from a second set of Jump Panels and running over a couple rooftops, with the G.U.N. Truck still in hot pursuit, you'll notice a raised walkway along the left side of the screen.

Jump onto this and run straight down the center of it as best you can. The last **Red Star Ring** in this stage rests at the end.



Crash that Truck!

After running down a series of rooftops, you'll need to release and press Boost again to keep away from the truck's bumper and blades. Then Sonic and the truck hit a third and last set of Jump Panels. Thereafter the path slopes upward to the right until Sonic is running horizontally along a wall. Guess what? The truck is too! Move up to the center of the wall to collect Rings as you hold the Boost button again. This time the truck gains some extra speed, and the danger of running under its bumper is at its highest. But soon the mighty behemoth hits an impasse that only Sonic can fit through. Sonic's momentum carries him almost directly to the Goal Ring.



Seaside Hill

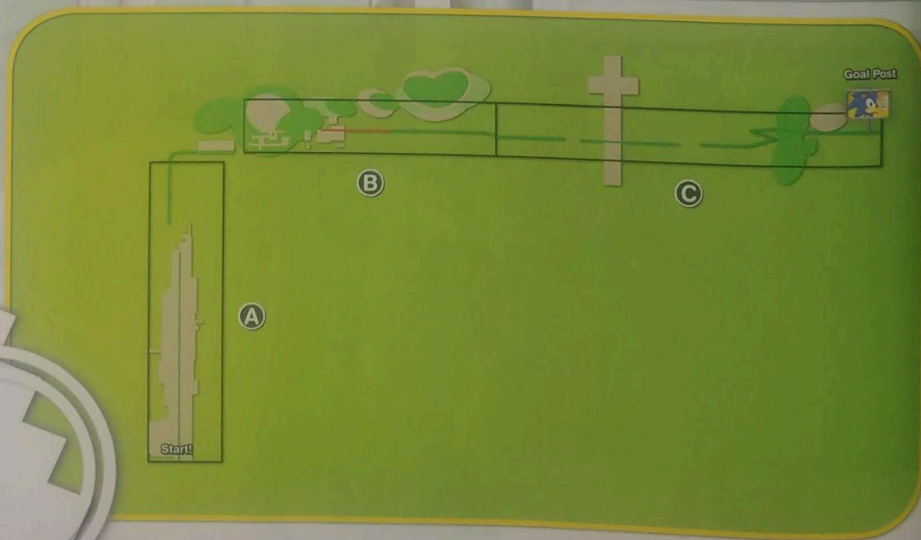
Seaside Hill is an ancient and abandoned theme park attraction in Sonic's world, and appears as the first stage in the game *Sonic Heroes*. Variations of this stage also appeared in *Mario & Sonic at the Olympic Winter Games*, and *Sonic & SEGA All-Stars Racing*. Set in a tropical location near an ocean, the theme park features a large array of aquatic animals who function as either helpful former show performers or nasty security agents. The theme park also once featured fun roller coaster rides (now vanished, though the tracks remain) and a go-kart racing track. Though Seaside Hill was an opening stage or a beginner's track in previous games, it is a much harder and more advanced stage to navigate in *Sonic Generations*.

Seaside Hill: Act 1

MAP KEY

-  Red Star Ring
-  1-Up

Maps of Seaside Hill: Act 1



: Act 1

A

6A-1



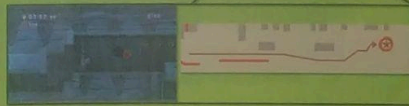
6A-2

B

6A-3



6A-4



C

6A-5



Goal Post



Seaside Hill

ACT 1

Enemies Encountered



It's a Watery World!

Run to the right, jumping to collect Rings. Jump onto the platform and Spin Jump on Egg Pawn, or jump completely over his head. Jump again to clear Spikes, collect more Rings, and drop into the deep water on the other side, where Omochao waits to deliver instructions.

Equip the Breath Holder Skill

Seaside Hill is an abandoned water theme park. So what can you expect to see there? Lots and lots of water, that's what! For this reason it's a good idea for Classic Sonic to be able to hold his breath a long time. The Breath Holder skill extends the time Sonic can hold his breath by at least 10 seconds. Obtain this skill by collecting all five Red Star Rings in Chemical Plant Act 1, which isn't very hard at all.

Good Luck Staying Dry

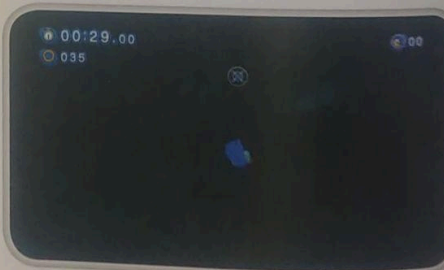


Here's where the first path split occurs, and it's quite a deviation. The upper path is really hard to reach, and is also filled with enough Breakable Platforms to make it hard to navigate afterwards.

So from the very back of the deep area, start running forward and then jump from the very edge. The extra speed widens Sonic's jump range far enough that he lands on a set of Breakable Platforms. Run straight across the platforms before they fall. Jump again from the very edge. Luck willing, you'll sail straight past or through a couple of flipping Choppers and land on the platform behind them, where you'll find **Super Ring Item Box x2** and **Power Sneakers**. Grab all three items.

Now that Sonic's speed is increased, you must continue quickly across the next platforms and utilizing the extra jumping range that running with Power

Sneakers provides. Jump onto another set of Breakable Platforms to the right and then onto a solid platform. Continue across the Breakable Platform to the right and jump to the next higher set of Breakable Platforms. Run across the four of these and jump from the very last to reach a Cannon perched high above a couple of Spinners. Press the Jump button to fire the Cannon, shooting Sonic through a high hole in the wall into the next room.

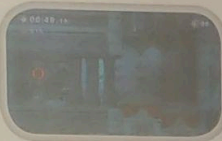


Sonic lands on more Breakable Platforms. Without a moment to waste, jump onto the solid platform to the right. Continue upward and Spin Jump on Egg Pawn armed with a lance. Drop down onto the twin colored columns to the right, and wait for them to descend to the level below. Step off the columns into the room to the right.

Route 6A-1



A **Red Star Ring** and **1-Up** can be found in the small secret underwater room, available only by navigating the treacherous upper level as described above. Furthermore, accessing this room is worth an Achievement or Trophy!



Continue to the Path Junction

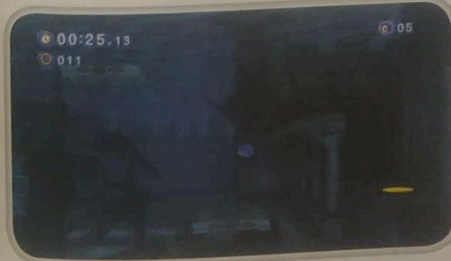


Wait in the underwater secret room for the columns on the right to descend, and ride them back up. Jump into the passage to the right and wait for another column to rise. Drop into the room

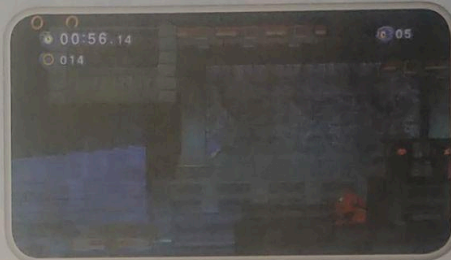
below it and drop again to avoid being crushed by the column. Wait for the column to the right to rise if needed, then jump past it. Notice the Egg Pawns with firearms in the background; they will snipe Sonic if he remains in one spot too long, so don't tarry. Quickly move to the right and jump onto a platform to ride out of the snipers' range. Jump on the next platform to the right to ride up to the surface. Proceed to the right and jump to the next platform. This is where the "upper" and "lower" routes meet.

The "Wet" Route

If at the beginning you failed to jump across the wide chasm and reach the three items near the Choppers, or if you fall from the Breakable Platform at any point thereafter, then you will descend into the watery depths. You must try to move through this area quickly as Sonic soon struggles to breathe. Remember that Sonic jumps much higher and farther in water also. Jump over the next column to land

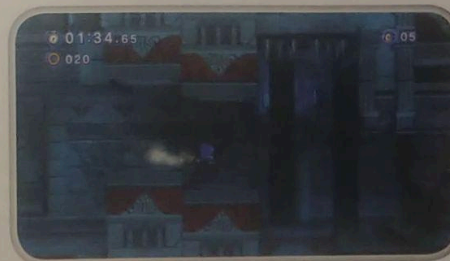


on a Breakable Platform below. Quickly jump to solid rock to avoid falling onto Spikes. Run across another series of Breakable Platforms and jump up to grab an Air Bubble. Jump onto the ledge to the right and move directly to the next ledge, with Spikes above. Jump onto the platform over the Spikes, then jump across to the wall. Stepping on a floor switch here causes the platform to the left to start rising up and down. Jump onto it and ride it up, and jump onto the next platform to rise to the surface. Jump onto a moving platform to the right, and then onto a solid ledge with an Egg Pawn and a Star Post.



Spin Dash and fly through the Star Post to shoot across the next chasm to reach a ledge with a **Super Ring Item Box** and **Power Sneakers**. Collect the items, jump above the surface to

catch a breath, and then dive into the chasm to the left. Drop to the bottom, Spin Dash, and roll down the spiral ramp. Coming out of the spiral, Sonic approaches a ledge; jump before reaching the ledge to fly over an Egg Pawn to the level behind it. Wait for the two crushing columns to sink low enough to create an opening, then jump into it. Move through the columns before they stop, as two more columns above are bearing down.





Drop into the hole on the right to collect 6 Rings, and then drop again. A Fan blows Sonic to the right. Jump over the ledge and continue to the right to catch an Air Bubble and more Rings.

Then jump back up to the higher ledge, and carefully jump up and to the right, avoiding the Spikes protruding from the left. Jump onto a suspended block with Spikes on the left side, and jump to the platform above with 8 Rings. A tiny platform moves back and forth above. Wait for it to slide under the wall to the left, and jump onto it as it emerges. Ride it all the way to the right, and wait for the platform above to start emerging from the left while your platform starts back. Jump up to the higher ledge and ride it to the middle, then jump up to the platforms on the right. This is where the "upper" and "lower" routes meet.



A Bounce from a Chopper Determines Route

The two routes described so far meet at a platform near a gate, which a Chopper swims through and jumps over endlessly.

From close to the ledge,

jump onto the Chopper as it passes beneath the gate. The resulting attack bounces Sonic onto the upper platform. He should stay on it, provided you release the Walk/Run control just before he lands. Back up to the left edge and run across this tiny platform before jumping to ensure you land inside the Cannon. Firing Sonic from the Cannon, he lands



on the concrete archway of the upper level. Jump onto the grassy ledge above to find an **Invincible**. Use this item to quickly jump across the upper level platforms. Spin Jump on Spinner regardless of its shielding, and continue until the routes converge again.



Route 6A-2



Spin Jumping and bouncing from the Chopper onto the platform above it successfully allows you to access the nearby upper route Cannon, which fires Sonic directly at a **Red Star Ring** on the upper level.



Missed the Chopper, Fired from the Other Cannon

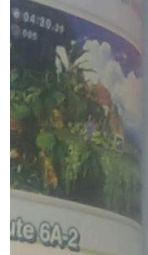
Having missed the upper platform after Spin Jumping the Chopper, you'll have to take the lower route and use the Cannon at the end. This fires Sonic to an area with more platforms that is a little slower to cross. Jump up the ledges, Spin Jump the Egg Pawn, and roll downhill. Wait for the Spikes on the ledge above to recede, then jump onto the temporarily flat surface and jump to the left. Run to the right and jump to the platform above. The next couple of columns begin to drop, preventing

you from reaching a **1-Up**. The Time Brake skill is required, so that Sonic may slow time enough to be able to hop across the columns to the item before they drop too low. This skill only appears in the Skill Shop

after clearing the game. With or without the item, jump onto the platforms above the Egg Pawn and use the yellow Spring behind it to fly over the next wall and onto a watery walkway. Follow this to another Spring and jump out onto dry land. Use the nearby platforms to reach the next ledge. The upper and lower routes converge here.



upper level. Jump onto the ground and quickly jump across the gap to the upper level.

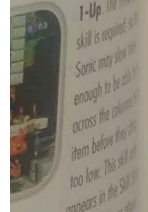


ite 6A-2
umping and bouncing from the platform above it successfully



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in Jumping the Chopper, you'll see at the end. This fires Sonic to an area. Jump up the ledges. Spin Jump the spikes on the ledge above to reach the top. Run to the right and jump to the left. Run to the right and jump to the left. Run to the right and jump to the left.



any, jump onto the platform above it to fly over the next wall and jump out onto dry land. The upper and lower routes

Keeping Up From Here On Gets Tough.

To the right you'll notice a large temporary platform. If you can jump across the upper route in this area, you'll reach one Cannon that will fire you to the more-advantageous



"background" of the next area. If you drop to the lower route at any point, you'll reach a Cannon that fires you to the "foreground." The key to crossing the upper route is to wait for the large temp platform to start moving away to the right. Jump onto it, take a couple steps across and then jump across two more Breakable Platforms before they fall. Landing on the third temp platform, you can walk or jump off the right side to land next to the upper Cannon. When loaded and locked, press Jump to fire Sonic to the "background" route.



The "Background" Route

After landing on the nearest platform in the "background" of this area, move right to the yellow Spring and bounce up high. Spin Jump the Spinner and bounce to the ledge behind it; the Cannon below only fires you back up if you miss. Jump over the Spikes and wait below the next ledge until an Egg Pawns with a lance moves into position on the level above, and stops. Hop up onto the same level, then jump and Spin Jump the lance. Bounce from the lance into the Cannon behind it, and fire Sonic to the next area. Sonic rolls through a half-pipe and lands on a high platform.



If you fell into the "foreground" part of this same area, merely proceed right to the Cannon, trying not to fall into the watery pit below to avoid losing time.

Route 6A-3

Having been fired from the upper Cannon to the next "background" section, Sonic rolls through a half-pipe and lands on a high platform where a Red Star Ring sits. Tilt the Walk/Run control to the

right as Sonic rolls through the half-pipe to ensure he does not lose speed, and accidentally fall to the mid-level. But if this happens you can of course drop into the half-pipe and Spin Dash up the right side for another try.



Defining "Background" and "Far Background"

Having reached the high platform above the half-pipe, determine how you want to proceed. The Cannon directly above will fire Sonic to a third layer of this area that we'll call the "far background." This route provides the fastest shortcut through the area, so use this route to make up lost time elsewhere. However, there is a Red Star Ring to be had if you continue following the "background" route we've been describing so far.

To reach the "far background," jump onto the moving platform to the right, and then jump to the higher moving platform. Jump up and Spin Jump the Spinner above and bounce into the Cannon behind it. Hitting some Springs on the way down, Sonic fires through another half-pipe. Move right to ensure that he maintains speed and flies up onto a temporary platform. To stay in the "far background," move to the right off the temporary platform quickly. Failure to reach the temporary platform or get off it in time drops Sonic into the water sluice, which carries him back to the "background" route, permanently. Otherwise, Spin Jump the Egg Pawn to the right and run through the Loop behind it. Jump across some platforms and then leap into Dash Rings to cut across the next area. Falling from this route at any time drops you to the "middle" route through the aqueduct.



Seaside Hill
ACT 1

To follow the "background" route, proceed right and drop into a half-pipe run full of Rings. Land on the other side and jump into the Cannon, which fires Sonic onto a different Looping track that takes him down into the submerged "middle" route through the aqueduct.



If you've fallen to the "foreground" route, you still have a slim chance to reach the "background" and "far background" routes. With the Power Brake ability equipped, it's possible to screech to a halt on the platform where Sonic lands in this area. Jump to the temporary platform above and then quickly into the Cannon to be fired to the level above. However, this is a really tricky platform not to fall off. If that fails, then proceed to the right and fire Sonic from the Cannon at the end, bouncing him to a Loop track that runs to the "lower" route through the aqueduct.



The Aqueduct's "Middle" Chute



Having been fired from the "background" area's Cannon to the middle Looping track, Sonic finishes the Loop by running through a Star Post and then falling in front of an underwater

Fan that blows him through a tunnel to the right. Do your best to "guide" Sonic upward through the water. Eventually he'll hit a Collapsing Pole and grab onto it. While he's holding the Collapsing Pole he slides upward, above a Spiked Iron Ball visible behind him. Press the Jump button to let go of the Collapsing Pole when Sonic is safely high enough to avoid the Spiked Iron Ball when he passes.

A Spiked Iron Ball will kill Sonic with a single touch, regardless of Ring count, so this is crucial. Sonic drifts to grab another Collapsing Pole, but the Spiked Iron Ball behind this one moves up and down.

The smart move is to hang onto the Collapsing Pole until the Spiked Iron Ball moves up, then press Jump to let go and sail beneath it.

Route 6A-4



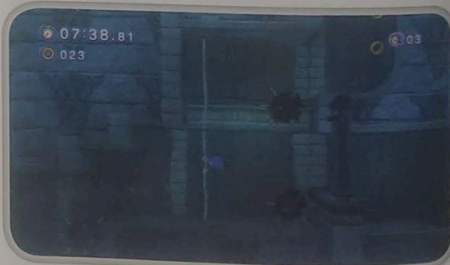
A **Red Star Ring** hovers in the center of the "middle" aqueduct route. Acquiring it is tricky and dangerous. As the moving Spiked Iron Ball floats upward, move Sonic down the Collapsing Pole

and then press Jump to let go. Tilt the Walk/Run control up as he passes beneath the Spiked Iron Ball, hopefully getting close enough to barely touch the **Red Star Ring** and collect it. Otherwise you'll hit the Spiked Iron Ball and die instantly.



The Lower Aqueduct Passage

Having fallen or followed the lower route, Sonic will be fired to a Loop that dives to the lowest level. As Fans blow him and the water to the right, he grabs Collapsing Poles that soon break. Move Sonic up the Collapsing Pole and press Jump when he is clear of Spiked Iron Balls behind him. At the second junction there are two Spiked Iron Balls near what appear to be two paths. However, the top path is incidental, so let Sonic float only high enough to clear the lower Spiked Iron Ball and then press Jump to drift above it, into what looks like the lower chute. This deposits Sonic in an area with Air Bubbles and a yellow Spring. Hit the yellow Spring and run up the wall to the top.



hovers in the center of the route. Acquiring it is the moving Spiked Iron Ball mic down the Collapsing

All Paths Converge

This is where the "middle" and "lower" routes collide, though the "far background" route keeps going above, over the top of the building, provided you hit the Dash Rings. From the "middle" or "lower" routes, build up enough speed to shoot up the wall to the right and out of the water. Landing on the other side you'll pass a Star Post and come upon an armed Egg Pawn. Spin Jump the enemy and bounce onto the grassy ledge above. The route across the rooftop drops Sonic at this same location.



Rolling Hedgehog Crushers

Bouncing from the yellow Spring below or dropping from the rooftop above, Sonic goes through a Booster and starts speeding down and up grassy hills. A Giant Sphere begins rolling after him! Do not stop to Spin Dash or jump, just tilt the Walk/Run control right and keep running. Another Booster farther ahead helps Sonic jump to a new grassy flat part, and then apparently helps the stone do the same. Continuing right, Sonic drops onto a stone road leading to a temple-like structure in the background. Cross the road and jump up the low ledges on the far side. Atop the grassy rise, large stone blocks stand in Sonic's way; only precise jumps made quickly will get you over the blocks before the Giant Sphere crashes through, flattening them as well as Sonic. Continue right to the best of your abilities. At the end, another Booster lifts Sonic up



a slope onto a flat part. Jump high in a wide arc to enter a series of Dash Rings that propels Sonic to the next area.

Another white Giant Sphere rolls down from the platform above, seeking to crush the hedgehog. Either continue racing to the right or jump immediately to shoot through two Dash Rings to land on a line of platforms. These platforms are in immediate danger of being crushed by the Giant Sphere, so use them quickly to jump up to the top and then through more Dash Rings to the center or background Loops if that's what you desire. Otherwise continue to the right on the same track until you encounter more blocks in the way. These blocks sit on top of wood crates that



Sonic can either Spin Dash through or jump through and then continue through the Loop. Bouncing from the Jump panel at the end, Sonic passes through the Goal Post.



Route 6A-5



The last Red Star Ring in this stage rests on the track just after the smallest or top level Loop. To reach it, you must shoot through the first two Dash Rings at the top of the previous hill upon entering the Loops area. These launch Sonic onto the platforms above the track, which are in imminent danger of being demolished by the next white Giant Sphere to roll through. Quickly jump up to the highest level platforms and jump into the top Dash Rings. Sonic hits a Booster that speeds him through the smallest Loop, and he'll grab the item on the other side just before he hits the Jump Panel that launches him to the Goal Post. You only get one shot at this each time you play this stage, and can't reach the top Loop by any means if the Giant Spheres crush the platforms. Also, it's a good idea to jump as soon as you land on the lower set of platforms so that Sonic has a couple steps on the upper platforms to get his footing before you jump into the Dash Rings.

Seaside Hill: Act 2

Enemies Encountered



MAP KEY



Red Star Ring



1-Up

Maps of Seaside Hill: Act 2



2

(A)

6B-2



(B)

2B-5



Seaside Hill

ACT 2

Danger Wonderland

As you might spot while bouncing high from the first Springs, the path splits immediately just over the first rise. To continue along the "regular" route, simply continue forward. You'll have to platform up a series of stone ledges to another Spring, run down the hill and launch from a ramp, and go through a stone Loop into the first side-view area.



Route 6B-1

The first **Red Star Ring** in this stage hovers above the top Loop of the double Loop near the beginning. To reach it, you must take an alternate route from the start. Bouncing from the first Spring,

guide Sonic to the left and Boost through the Rainbow Ring on that side. Guide Sonic onto the grassy column nearby as other columns rise from the sea. Jump to the next column **before** it rises too high to reach, then jump across the



others and volley from the ramp at the end. Sonic lands on a small green ledge. Jump onto the highest ledge at the back. The camera angles to the right, revealing an Egg Pawn and the **Red Star Ring** atop the top Loop. Target and hit the enemy with a Homing Attack, then gently guide Sonic onto the top Loop to collect the item. There's a rail here that he can use to take a fun alternate route to the beginning of the first side-view area.

The High Route Opens Behind You

Coming out of the first Loop, Sonic follows the curve to the left, runs up an earthen ramp and stops at a stone block. Do not proceed to the left across the bottom path. Instead, turn back to the right and drop off the ramp to find that columns have risen from beneath the water to form stone stairs, and enemies have settled above. Jump back to the top column, then turn left and Homing Attack the two Spinners and the Egg Pawn on the upper ledge in rapid succession.



Learn to Vertical Wall Jump

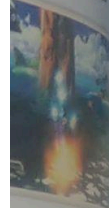
Pass through the Star Post, jump up a level to collect more Rings, and then Boost from this platform all the way to the left. This effectively shoots Sonic past a series of trap columns that descend to crush him as he passes through. On the other side, Omochao explains how Sonic can use Wall Jump Panels to leap back and forth quickly from wall to wall, making his way to the top. Jump back and forth until Sonic leaps over the Wall Jump Panel to the right.



Homing Attack the two Spinners in this area to prevent future disasters. Jump up the moving platforms to the left. Stop on a long platform full of Rings above a row of Spikes. You must jump

over the Spikes and land on a small metal crate, so aim carefully. Jump from the crate onto a large temporary platform, then quickly hop onto a moving platform above it. Jump to another temp platform and then onto the ledge above. Jump up and Homing Attack the Egg Pawn on the level above.

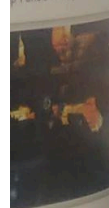
Route Behind You



Enemies have risen from beneath the ground above. Jump back to the ground, destroy the enemies and the Egg Pawn on the ground.

Jump

Collect more Rings, and then use them to effectively shoot Sonic past the enemies. He passes through the level and the Dash Panels to leap back and forth.



Homing Attack the two Spinners in this area to prevent future disaster. Jump up the moving platforms to the left, then on a long platform full of Rings above a row of Spikes. You must jump carefully. Jump from the platform onto a moving platform to the ledge above. Jump up



Route 6B-2

Another **Red Star Ring** hovers above the roof, in front of a Wall Jump Panel attached to the next building. To reach it, jump to the highest platforms in this area as directed above and Homing Attack the Spinner.

Afterward guide Sonic to land on the Wall Jump Panel behind it, collecting the item. With fast enough reflexes you can jump from the top of this vertical to one back to the right, and then jump again onto the rooftop. From there you can jump up through a series of Rainbow Ring to take a shortcut to the Star Post on the level above.



Cannons at the Ready!



Failing to hit the Rainbow Rings above the rooftop (which is quite hard) you'll fall to one of the levels below. Enter the building interior, destroy any enemies inside, and find Springs to bounce your way up to the grassy

courtyard. Take out the two Egg Pawns and jump onto the ledge with Rings next to the Cannon. Leap into the Cannon and fire Sonic onto the platform above. Hop up to another Cannon and volley the hedgehog up to the high ledge. Jump onto the ramp and pass through the Star Post. Flying from the ramp, Sonic leaps onto a large bridge across the water.



Route 6B-3

While crossing the bridge, jump and Boost to fly through any of the Rainbow Rings hovering over the edge. Perform a Freestyle Trick before landing on the high stone platform above the beach area.

Running across the stones, Quick Step left and right as needed to stay on the path. Hit the Dash Panel at the end, bounce from the Spring and Homing Attack the Spinner above. Pass through the Star



Post above, Homing Attack another Spina, and grab the Pulley behind it. Move to the edge of the next platform, wait for the Spinner hovering over the drop to lower its shield, and then Homing Attack it. Target and bounce

from the Spring behind it to shoot through Rainbow Rings onto a path with Dash Panels. Hold the Boost Button as you shoot into the ramp; this propels Sonic above the line of Springs on the raised panel, to where you can spot a temporary platform and some Springs beyond. Guide Sonic onto the nearest platform, jump before it falls, land on the next, then jump and target the rail in the nearby cave. When Sonic flies to the rail he collects a **Red Star Ring**. Consequently this rail takes Sonic to the dangerous inland area, where he must Homing Attack enemies along the right hand wall to get through quickly and safely. Bounce from the Springs at the end to reach the "upper" dirt road, as described below.



Seaside Hill

ACT 2

Wind in Your Hair, Sand in Your Toes



If you fall from the upper level, then you'll have to rejoin the lower route according to this description at whatever point you find yourself. Collect the hordes of Rings on the sandbar and use

the Dash Panels to fire Sonic across the water. Hold Boost to continue running across water and directly through a couple of Spines. Bounce from the Springs to the air above the higher ledge, and Homing Attack a couple of Egg Pawns. Then target and Homing Attack from the Springs. Fly over the ledge and hit the Dash Panels to travel at high speed down to the side beach. Take out more Egg Pawns in your way and jump into the Cannon at the back.



Work Those Rails for a 1-Up



The Cannon fires Sonic through a series of Springs to an aerial position just shy of the final platform. Quickly Homing Attack two Spinners to reach the grassy Dash Panels

and ride the center of three rails. Tilt the Walk/Run control right immediately to jump to the next rail over, and collect a 1-Up on your way to another platform. Hitting either Dash Panel on the next platform shoots Sonic onto another rail to the left, carrying him over to a Cannon on a platform.

Boost Onto the High Dirt Road



Any side beach Cannon fires Sonic high above two dirt roads. The

preferable road is the upper one, which you can still reach with a quick midair boost in that direction. Each of

these roads ends in a trio of tracks that go off to different destinations. The signs above the tracks change to indicate where that track will take Sonic: either to a Cart race track or to a tough series of platforms you must navigate at a sea turtle's pace (hence, the green turtle indicator). The tracks at the end of the lower dirt road give you two chances at the sea turtle platforms and only one chance to hit the Cart race. However, the upper dirt road's tracks provide two chances at the Cart race! **That** is why you want to be on the upper road.



If you hit the turtle platforms, simply make your way across. Homing Attack enemies to get across gaps you couldn't otherwise. Head through a beach cave, take out the Egg Pawn on the other

side, and Boost across the water. Climb over the layered levels and then Boost again across the water to reach the beach below the underwater temple. Boost again to break through the heavy stone doors





If you attain the Cart race, Sonic boards his vehicle immediately. Steer left and right to collect Rings. Use Dash Panels, Jump Panel and your own Boost to speed to the end. Hold either trigger or lower

shoulder button to drift into your turns, making them smoother and easier to control. Avoid Spiked Iron Balls along the track. At the end, Sonic crashes into a barrier and flies over it, finding himself on foot again.



The Underwater Temple

The route through this temple varies greatly depending on whether you entered via the upper or lower entrances, and whether you can stay on the upper level if you started there. It's

an extremely difficult area to cross, and nine times out of ten you'll end up in the underwater depths. The key to keeping Sonic alive is to Boost through underwater areas without hitting Spikes, and surfacing as soon as possible. If you can stay on the upper level and exit, then Sonic drops onto a beam leading directly outside; if not, or if you drop from the beam, then you must defeat three Egg Pawns around a Cannon and then fire yourself back to the upper level.



Route 6B-4



A Red Star Ring lies on the

left side of the Cart track. To collect it, don't go up the last Jump Panel; instead veer to the left without hitting the Spiked Iron Balls and drift left into the curve to scoop it up.



Leaving the Cart Track

Having finished the race and crashed into the area beyond the barrier, jump up and bounce from the red Springs nearby. Homing Attack an Egg Pawn on the level above to put Sonic back on solid ground. Then hit the Dash Panels and fly onto a rail. After a quick Loop the rail launches Sonic into a horizontal wall run. Quick Step left and right



ACT 2 Seaside Hill

ACT 2

Route 6B-5

The last **Red Star Ring** in this stage is located at the very top of the second side-view area. To reach it, you must enter the underwater temple through the upper entrance, via Rainbow Rings at the end of the horizontal wall run. Run up the ramp until Sonic launches onto a Wall Jump Panel. Jump back and forth until Sonic is at the very top on the upper sideways-moving column. Bounce onto a series of moving columns that quickly rearrange themselves to prevent Sonic from jumping right. Ride the platform up, jump off to the left, across two sets of Spikes while columns descend from the ceiling. The two rails lead directly to the Red Star Ring. Jump up to grab it, then drop down a level to exit.

Between the Rolling Wheels



Upon reaching the beam on the upper level, Boost to exit quickly and fly up the ramp. Massive Giant Spheres roll back and forth across the final roadway, hoping to crush Sonic.

Maintain boost, pick up

Rings along the way to prolong your burn, and zip through the wheels as safely as possible. Quick Step left or right to dodge incoming stones. The most dangerous part is inside a dark tunnel, so hopefully you have some Boost remaining to get through. Score some extra points at the end by hitting the Trick Jump Panels to the left or right and perform a Freestyle Trick before landing. Run up stairs to the Goal Ring to complete your vacation at Seaside Hill!



30 New Challenge Acts, 3 New Boss Gate Keys to Collect

Like last time, upon completing Acts 1 and 2 of Speed Highway, City Escape and Seaside Hill, fifteen new Challenge Act Gates appear on the platforms above the three stages. So too appears a new rival boss: Shadow. Like last time, you must complete one Challenge Act for each of the three newest stages, either Act 1 or Act 2. Each challenge completed allows you to Ring a bell above the gate and also to collect one of the Boss Gate Keys. With

all three Boss Gate Keys in possession, move under the Boss Gate to the far right to unlock it. You may then enter the Boss Gate to fight Perfect Chaos.



Though last time the Doppelganger challenges were the easiest to complete, we can no longer recommend them due to the improved AI of Sonic's alter-time double during these events. Instead we recommend Act 2 Challenge 1: Overdrift for Speed Highway. For City Escape Act 1 Challenge 1: Lord of the Board provides the easiest challenge.



For Seaside Hill we strongly recommend Act 1 Challenge 1: Rescue the Animals. The objective of this challenge is to press (and on) the release button on top of

Capsules where innocent little animals are being held. Open other chambers until you've freed 140 animals, and then rush to the goal. Five hundred seconds (8 minutes 33 seconds, roughly) is plenty of time in which to complete this easy task.

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Shadow waits above City Escape's entrance to challenge Sonic to a Rival Battle. The prize is the Yellow Chaos Emerald, which is required to complete the game. To reach Shadow's location, you must jump on top of the words CITY ESCAPE hovering above the stage entrance. Then jump to the left and Boost (as Modern Sonic) to reach the ramp. Hit the Booster to launch into an inverted ceiling run to reach Shadow's perch, and speak to him and press Confirm to initiate the battle.



The battle consists of racing Shadow to be the first one to collect two Energy Cores that fly far ahead. To beat Shadow, plenty of Boost power is required. Collect the

two lines of Rings directly ahead and continue to the end. Giant meteors block the tunnel ahead, and you must Boost in order to smash through them without taking damage.

Beyond the tunnel, continue at full Boost to catch up with Shadow or stay ahead. Collect more Rings to refill the Boost gauge and maintain ultrasonic



speed. Don't let Shadow get too far ahead or he'll fire Chaos Spears at your location. Dodge these by sliding left or right and keep going. You'll also come upon splits in the path; always take the high ground to collect more Rings and possibly hit a Trick Jump Panel, from which you can perform long combos and finish before hitting the ground again, practically refilling the Boost gauge at once.

If Shadow collects two Energy Cores before Sonic, he'll release a salvo of Chaos Spears that stick into the path. As if navigating a minefield you must Quick Step left, right and center to avoid these and proceed. In an emergency jump

Shadow first appeared in *Sonic Adventure 2* as one of three playable anti-heroes, including Rouge the Bat and Dr. Eggman. He has a long and storied past that is extremely difficult to summarize. Since this is Shadow from a previous time in history, the relevant point is that he was recently rescued by Dr. Eggman from fifty years of imprisonment via suspended animation in a G.U.N. holding facility. For that reason, he's agreed to aid Dr. Eggman's nefarious scheme but only insofar as it serves his own self-serving desires to take over the world. In subsequent games, including his own outing in *Shadow the Hedgehog*, Shadow recovered his memories and completed quests both noble and villainous in design. He is a loner, a rebel, a rogue agent; and once he determines what is "right" for his personal cause, nothing can stop him... except his perfect rival, Sonic!

over them, but avoid jumping too much as this slows you down. As you emerge from the minefield Shadow fires off a final shot; Quick Step to avoid this.



Outrace Shadow to collect two Energy Cores. He'll attempt to bump-draft you away from Rings and the like. Avoid this when you see him to either side by Quick Stepping

that direction, and bump him away from the Rings first! Do this a couple times and he'll drop most of the Rings he carries, allowing you to scoop up a fortune merely by trailing him momentarily.

When at last Sonic is the one to collect two Energy Cores first, he flips into the air and powers up. For several minutes thereafter Sonic automatically runs at Boost speed. Continue running down the track and hit the giant pink meteorites now dotting the path. Quick Step left and right to obliterate the pink rock and fling the pieces at Shadow, running ahead. *Hit all of the meteorites without missing a single one; only this will slow Shadow down enough for Sonic to catch up and hit him.*



Rival Battle: Shadow

ACT 2

BOSS FIGHT: PERFECT CHAOS

Perfect Chaos loves a stationary target, so get moving and stay moving to avoid energy homing missiles and the occasional sweep of a watery tentacle. Right away you'll notice a split in paths: the main path is directly ahead, but there's a shorter path over to the right. While either path works fine, just be sure to hit all Trick Jump Panels and perform as big a Freestyle Trick as possible, plus a finish, before landing again. You must start building up surplus Boost in your gauge in order to deal with situations set to arise later, and the default gauge just isn't going to cut it. Be sure also to collect Rings and make your way to the center of the area. Whenever water separates the platform you're on and the next, you must Boost in order to skim across the top of the water without sinking. Continue Boosting directly into Perfect Chaos's base and hold the Walk/Run control up to spiral up through its innards, completing your first attack.



In *Sonic Adventure* the being known as Chaos was originally a Chao, like Omochao. An encounter with the Master Emerald caused it to mutate into a liquid creature with godlike abilities. Chaos used its powers to protect the Master Emerald and the Chao. But when someone attempted to steal the Emeralds and thereby injured many Chao, this vengeful protector absorbed the power of the seven emeralds and transformed into Perfect Chaos. As this massive creature attempted to destroy civilization with floods, a tribe leader's daughter sealed herself and Perfect Chaos inside the Master Emerald. Since that time the jewels have all been known as the Chaos Emeralds. After 4,000 years, Perfect Chaos was released from the shattered Master Emerald by Dr. Eggman. Thanks to the time dis-continuum, Sonic must now face this creature again without the help of the Chaos Emeralds he has yet to collect!



Landing on a ruined highway after your first attack, proceed across the tops of the platforms. Collect as many Rings as possible to refill Boost, and jump to an upper platform and perform a Lightspeed Dash to collect an entire line of Rings. Hurry though, as Perfect Chaos's tendrils will soon smash through the raised platform, making these Rings impossible to collect on a second try. Jump quickly onto a cross-section of fallen bridge and then jump and Boost to reach the Rainbow Rings overhead, for a shortcut. The boss also smashes this platform and negates this route after the first try, but you can still get across the mid-level with an aerial Boost.

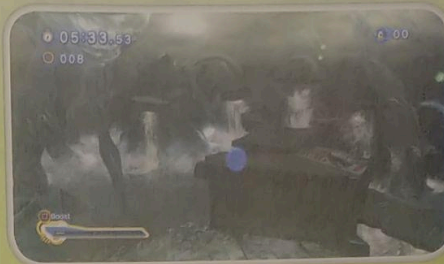
Bounce from red Springs through a Star Post, and continue to collect Rings. Continue working your way around the area and up a series of platforms inside a destroyed building until you reach the Springs at the top ledge, which fire Sonic at Perfect Chaos. When he comes within range of the head Sonic auto-targets the flaming nodule on the beast's head. Press Jump to hit it with a Homing Attack. Halfway done!



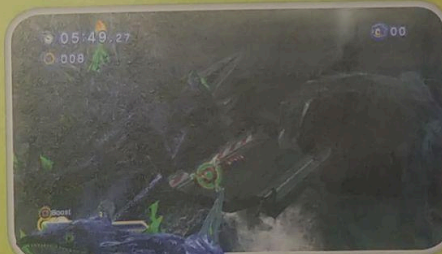
Upon landing on a sunken street section, move forward through the Star Post and then Boost across the water to



the next half-flooded segment. Either use the Trick Jump Panels on the right to refill Boost and follow the low path across the water's surface, or use the Zip Line to jump to the upper level. Once up there, be wary of jumping too high for fear of hitting the creature's tendrils and taking damage. Collect as many Rings as possible while making your way over to the platforms surrounding the monster's base, and fly into its center for your third attack.



Now comes the only true tricky part; Sonic lands on the first of a series of floating platforms. Collect Rings and bounce from the red Springs up to the next segment. The segment afterward moves up and down slowly, so gauge your jumps accordingly. You can take a route to the right and use Dash Rings to cross platforms, or simply follow the left. Both paths converge at a red Spring; jump from this to grab a Pulley overhead. Chaos smashes the platform before you can land on it, dropping you to a lower level. Jump up and to the left to target a Spring, Homing Attack to hit it, and then guide Sonic to the right platform. Jump up through three Dash Rings, Spin Jump to the Spring on the left, then Homing Attack the Springs on the highest floating platform. Sonic is now the same level as the creature's head nodule; hit it with a Homing Attack to defeat Perfect Chaos!



ACT 2 Boss Stage: Perfect Chaos

ACT 2

Crisis City

MAP KEY



Red Star Ring

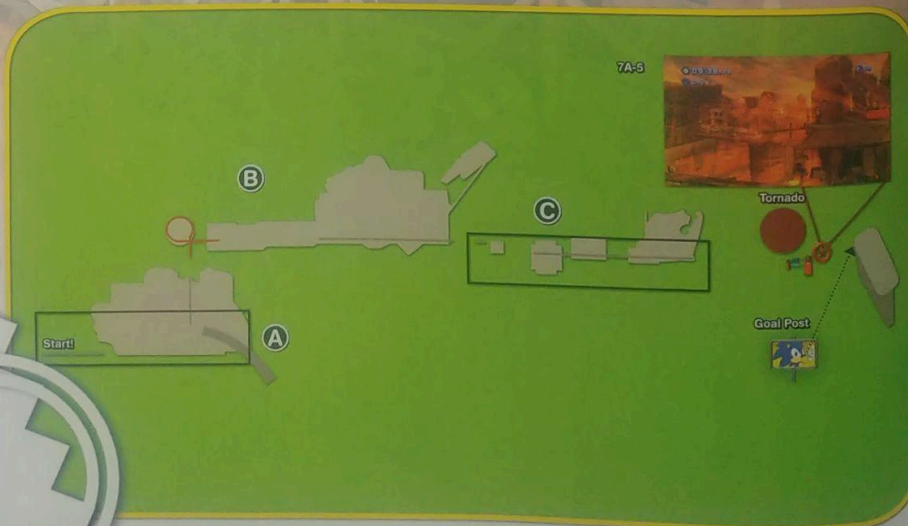


1-Up

Crisis City originally appeared in the 15th anniversary edition of *Sonic the Hedgehog*, also known as *Sonic 2006*. The stage is set 200 years in the future, in an alternate timeline where a giant monster named Iblis has been unleashed following the plane crash of Princess Elise III of Soleanna. Sonic's time travel and attempted rescue of Elise, which failed, is said to have triggered the release of Iblis and the world's ruin. Many assume that Crisis City is the ruins of Soleanna, though this has never been confirmed. Thanks to the self-sacrifice of an ally, Sonic and friends were able to defeat Iblis in the past, canceling out the destruction it would cause in the future. However, thanks to the doorway through reality in the White Space, Iblis and its minions have again overtaken the city and a giant fire tornado swirls at its center, stoking infernos everywhere. One of Sonic's most treacherous adventures becomes a whole lot trickier in this distorted version of a "universe that never was."

Crisis City: Act 1

Maps of Crisis City: Act 1





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...which...
...the worst...
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Tornado
Goal Post

ACT 1 Crisis City

Enemies Encountered



Urban Firestorm

Cross the bridge, collecting Rings to prevent instant death (which occurs frequently in this stage). Take heed from the background: portions of Crisis City are collapsing without warning. For instance, you'll miss the first shortcut if you fail to act quickly. Crossing a lighter-colored section of bridge, you'll notice a Dash Ring to the right. As soon as you're close enough to see it, the bridge beneath you begins to collapse. Continue running right and jump at the first motion of the bridge. Hitting the Dash Ring carries Sonic to a shortcut high above, which you can rejoin in the section below titled "Pass Through the Burned-out Building."



Watch for Explosion Trap Spots



Falling with the bridge, you must then jump onto a crate to break it, revealing a yellow Spring. Bounce from this up to a platform with a Explosion Trap, indicated by the glowing pockmark on the

ground. Run across it immediately before it begins to boil up. The boiling is a warning that a geyser is about to erupt. Standing on or near an erupting geyser inflicts damage and may knock Sonic backward into a magma pool or some other dangerous fall. Watch for Explosion Traps and avoid them throughout the stage.



Run from the back of the geyser platform and jump to Spin Jump on Iblis Taker hovering in the air, then bounce to the platform behind it for a shortcut back up to the upper levels where you belong. You

must proceed by dropping again and moving to the right, using platforms to cross a lava pit. Jump to the right from the platform moving up and down to proceed, or cross the Breakable Platforms to the left to gain another shot at the shortcut path above.

Pass Through the Burned-out Building

Having hit the Dash Ring before the bridge fell, and/or having successfully bounced onto the platform behind the first Iblis Taker after Spin Jumping it, you'll find yourself on the shortcut route. Proceed right up the slope until Sonic collects 3 Rings, then stop and Spin Dash in order to reach a vertical high from the subsequent ramp. Guide Sonic to the right and land on a burned out building floor full of Rings. Cross this level to the right and bounce from a yellow Spring to reach the next area quickly.



Route 7A-1



The first **Red Star Ring** in this stage lies right next to the yellow Spring on the shortcut through the blown-out building interior near the starting point.



Iblis Taker in a Tricky Position

Another Iblis Taker moves into position above the magma pit Sonic must jump over. It's best to ignore the enemy altogether, since Spin Jumping it usually carries Sonic directly into the magma. Merely hop onto the moving platform below it. However, if you happen to Spin Jump the Iblis Taker by accident, try to guide Sonic backward

and down onto the platform above the magma. Jump onto the platform moving up and down, and then bounce from the yellow Spring on the ledge above.



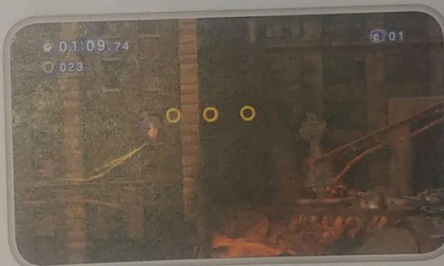
Guide Sonic onto the highest platform above. Run from the right edge of the platform all the way to the left and jump through 6 Rings to land on the beam on the other side. Run down the beam and through a loop that Boosts Sonic to the next area.



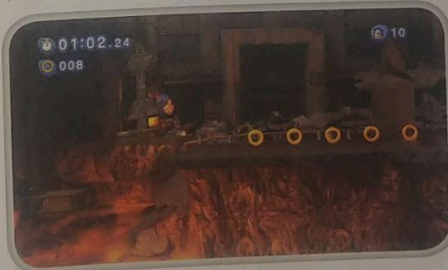
Some Long Gambles

Pass through the Star Post, jump onto the next level and jump immediately from its ledge to reach the shortcut above. Sonic lands on Breakable Platforms; quickly cross

to the right and leap high and wide to land on a bridge section. Maintain speed and jump from the edge of the bridge section to Spin Jump a Iblis Taker. Bounce onto the platform behind it. Run out along the beam and jump from its broken end onto another beam. If Sonic is caught Spin Dashing on this beam, simply jump repeatedly to the right. The second beam connects to a platform with a red Spring that launches Sonic onto the higher portion (the shortcut path) of the next round building.

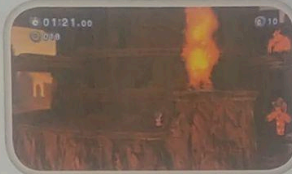


Falling from the shortcut path at any time means you must jump across moving platforms and Spin Jump enemies on the level below. Reach the broken street section to the right and bounce from the yellow Spring at the edge onto the lower portion of the next round building.

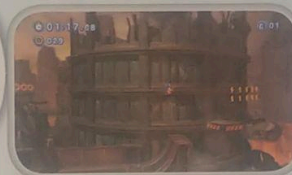


Around the Round Building

Landing on the upper levels of this ruined building means being able to follow a shortcut to the exit platform on the other side. Falling from the upper platforms or landing on the lower levels from the red Spring of the previous area means jumping



across the lower platforms and Spin Jumping enemies in your way. Also be careful not to jump onto ledges where a Explosion Trap is about to burst with magma.



The upper path is tricky indeed. Landing on a long ramp, use your forward momentum to continue up the curve at the end. Guide Sonic through the air to land on the next moving Breakable Platform.

Quickly jump to the next platform and then to the next Breakable Platform. If you don't collect many of the Rings hanging in the air don't worry about it; they're meant to make you stop and try again, but you shouldn't. You have to keep your speed up in order to hit the next moving platform, and then bounce far enough to Spin Jump the Iblis Worm jutting from the side of the building. Bouncing from the Iblis Worm, you must then Spin Jump a Iblis Taker, another Iblis Worm, land on a platform and Spin Jump another Iblis Taker to land on the platform above. Missing that, you'll have to drop to the lower level and bounce from the yellow Spring to reach the exit platform. Land on the crate to smash it and reveal another Spring. Bounce from



it on to the high moving platform above, and jump over to the rail that takes Sonic away from the round building.



Long Downhill Ends in Potential Disaster



Sonic enters a long downhill run across the sides of fallen buildings, which ends with a series of Breakable Platforms. A platform lowers into view, and you must jump on it immediately to stay on the

upper level. Otherwise you'll drop to the lower level and have to cross a nasty and slow series of moving platforms in order to continue. You also won't be able to access the shortcut path through the next area.

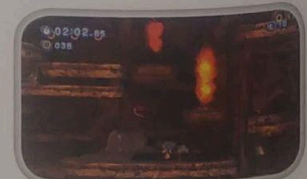


Surviving the Upper Levels



Having jumped from the Breakable Platforms to the moving one above in time, ride it to the top and jump off to the right. Spin Jump the Iblis Taker above and continue to the right. Avoid the Explosion Trap on the

next platform and jump to the ledge above. Though you see a Star Post on the right, you can access a faster route by jumping up to the left and Spin Jumping another Iblis Taker to reach the platform behind it. Failing that jump, go ahead through the Star Post and up the curved ramp beyond. This puts Sonic below two moving platforms with Explosion Traps on them. Anticipate when the geyser on the lower platform will go out, then jump onto it. Watch the geyser on the platform above and jump to it as it's going out. Jump to the right platform to collect **Super Ring Item Box x2**, then leap over the geyser platforms to the other ledge.



Ends Disaster

Sonic enters a long downhill run across the sides of fallen buildings, which ends with a series of Breakable Platforms. Sonic must jump on the platform lower, then the one immediately to the right.

Spot Your Landing Platform

Build speed, jump over the magma pit and Spin Jump an Iblis Biter on the other side. Bounce from the yellow Spring to the level above and take out another. Landing on the next ledge up, stop and allow the camera to pan out to a wider view of the magma pit to the right. Wait until you spot a platform descending behind the Iblis Taker that floats over the pit, then jump up and Spin Jump the monster and

land on the descending platform. Ride this to the top and jump off to the right. Carefully collect the **Super Ring Item Box x2** and **Power Sneakers**. Back up

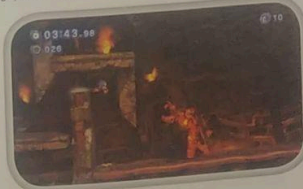


to the left edge of this platform, run toward the Spikes and leap over them to land on the fan below. Allow it to blow Sonic upward, and then guide him onto the next platform.



Always Try to Hit the Highest Shortcut

Run downhill and leap onto the next ledge you encounter. Continue right to a nook above a geyser. Wait for the geyser to stop flaming, then jump through the niche and run through before the flames start again. Spin Jump the Iblis Worm that rises in your path and continue up the next ramp, landing on the top ledge.



The next stretch is very tricky, and you'll have trouble staying on the upper shortcut route. Stop on the ledge and allow the camera to zoom out some, showing you the next platform to the right.



You must land on only a tiny beam, so run from the left edge of the platform all the way to the right before jumping to build up speed. Landing on the beam, jump immediately and Spin Jump the Iblis Taker. Bouncing from the attack, guide Sonic to the far right and Spin Jump the next Iblis Taker. Bouncing from the second enemy, land on the platform directly behind it. Hit the red Spring on this platform to fly onto the sightseeing balcony of the next building. The Springs on this platform fling Sonic onto a series of safer bridges to cross. The second one, however, collapses when you're halfway across.

Jump quickly to hit a Dash Ring that launches Sonic to a high platform into the next building; miss it and you'll drop to the lower levels.



Route 7A-2

Another **Red Star Ring** lies on the sightseeing balcony of the spire-topped building that Sonic would normally leap straight through on the lower-level route. To reach this item you must jump

across the platforms and Spin Jump the Iblis Takers perfectly, as described above. Sonic collects the item automatically while bouncing from Spring to Spring on this shortcut route.



Falling Bridges on the Regular Route

Falling from the upper route or taking the lower route through the entire building, you'll eventually hit a red Spring that bounces you up to an inverted ramp. Run to the right, Spin Jump a couple



of Iblis Worms in your path, jump over a broken wall and run along a beam. Top the ramp at the end and drop onto bridge section that begins to collapse; don't panic, merely follow the descending edge of the bridge down to the next platform. Cross the falling bridge in rapid succession and hit the red Spring at the end of the third segment. Bounce through the gutted lower floors of the next building to land on

Crisis City

ACT 1



more collapsing bridges. Continue right until Sonic lands on a rooftop. Cross it and Spin Jump the two Iblis Takers above for a slight shortcut. Otherwise drop to the bottom and fall below a moving platform into the

niche underneath to find Super Ring Item Box x2 and Power Sneakers. Then make your way up to the yellow Spring and bounce to the higher levels.

Shoot From the Moving Platform into the Small Right Niche

Bounce from the yellow Spring onto a ramp. Spin Dash up the vertical ramp. Sonic is launched backward onto the lowest moving platform of the next level up. Ride this platform to the top,



meanwhile facing right and Spin Dashing to full. When the platform stops at its highest point, release Spin Dash to shoot off to the right, into a small niche. Jump up into this niche to collect a 1-Up.



Get back onto the moving platforms, ride them to the top and bounce from a Spring Pole onto the upper level. Spin Jump or jump over the Iblis Biter, and

bounce from the red Spring to fly up to the rooftop.

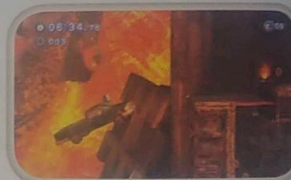


Fire Field of Hovering Debris



With the fire tornado of Iblis in full view and keeping several objects aloft with mighty winds, move through the Star Post and jump across the floating building segments. Jump onto

the tailgate of a floating pickup truck, then jump onto the hood and leap to the next platform. Falling from this, you'll merely have to Spin Dash through the tiny passage below to hit two Springs and bounce back up. Spin Dash and fly to the left to go up a ramp and through a grate to the higher level.



Route 7A-3

A Red Star Ring hovers high above this area. To reach it, you must get to the second "level" of the building to the right, at the top of the ramp that curves upward to the left. Land on the grate,

then hop onto the platform above. Build up speed by running across the raised platform and grate, and jump from the edge at the last second. Spin Jump the closest Iblis Taker, and bounce up and Spin Jump the next Iblis Taker.



Bouncing from the second Iblis Taker, you should rise high enough to grab the item.

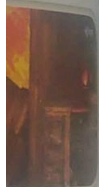


However, there is a bit of a luck factor with this since the Iblis Takers bob up and down while hovering; if they're too far down in their bob, you might not fly up high enough to touch the item. If this happens to you trying killing Sonic to restart from the last Star Post, or alternatively, better luck next time.

Furthermore, on a replay game you can still Spin Jump these two Iblis Takers in an effort to reach the Dash Ring above the second one, to the right. This is extremely tricky and you only get one shot, but if successful you can skip ahead quite a bit. It's worth a shot!

bris

With the five seconds of Iblis in full view, keeping several canals with might and move through the air. Post and jump onto the floating building segments. Jump onto the hood and keep to the Dash through the fire zone.



overs high above this one get to the second level right, at the top of the next left. Land on the grate.



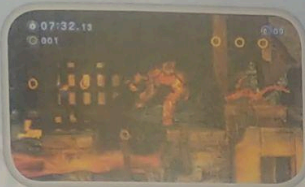
ing from the second level, you should rise high enough to grab the item.

ver, there is a bit of a factor with this since the makers bob up and down. If you might not fly or you trying killing Sonic, better luck next time.

Jump these two Iblis the second one, to the shot, but if successful

Perfect Those Spin Jump Attacks

After taking the ramp up through the grate, jump up the platforms to the right and Spin Jump a Iblis Worm. Descend the ramp behind it, jump over one magma pit and then another, Spin Jumping another Iblis Worm on the far side. Bounce from the attack and hit a Iblis Biter, which should bounce you onto a suspended platform.



Route 7A-4



A Red Star Ring lies at the corner of this path, on the lower platform right below where Sonic needs to ascend the platforms to the left.



A Goal Too Far

Jump up through the platforms just in time to see the Goal Post get torn off the side of the building and carried away. Guess you'll just have to chase down that marker! Another road segment hovers in the firestorm to the right; drop onto it and run across quickly. Wait for the trailer hovering overhead to rise, then run to the edge and jump to the next rooftop. Although there's a Super Ring Item Box



over the ledge to the right, it's a bit dangerous to try for unless you have many lives remaining. Otherwise, jump onto the pickup truck above, and then jump again onto the yellow Spring on its hood.

Landing on a hovering trailer, keep moving right and leap onto either the yellow Spring below or one of the Spring Poles and bounce back up to the right. Drop off the right side of this building onto a floating platform, then drop to the platform

below to collect another Super Ring Item Box. Use the yellow Spring to bounce back up to the edge of the platform above, where you will find a Cannon.



Route 7A-5



A Red Star Ring hovers high in the air above the cannon, off to the left. To reach it safely, you must jump to the cannon platform and come to a complete halt before Sonic jumps into the firing mechanism; the Power Break skill is useful in this. Jump high and to the left from the cannon platform and you should have no trouble collecting it. Just be sure to guide Sonic back to a safe landing, considering the pitfall below.



The Home Stretch

Firing Sonic from the cannon, you'll land at a Star Past. Proceed right, bounce from a yellow Spring onto a floating pickup truck, and wait for the truck to rise if necessary. Jump onto the beam to the right and hit the yellow Spring to reach another cannon.



The second cannon fires Sonic into the background. Wait a second for the camera to adjust, then carefully leap onto the tiny platform to the right. It's better to overshoot this platform than jump too weakly, so that you bounce back up from the yellow Spring below. Jump up the ledges and onto the tailgate of another floating pickup.



Leap to the beam jutting from the right wall, then onto the flat billboard hovering above. Fight the firestorm attempting to blow Sonic to the left, run across the billboard and jump onto the tiny platform moving up and down. Then jump to the Goal Post.

Crisis City: Act 2

Enemies Encountered



MAP KEY



Red Star Ring



1-Up

Maps of Crisis City: Act 2





A

7B-2



B

7B-3



7B-4





Warning! Act 2 is Even More Dangerous Than Act 1!

If you lost a lot of lives getting through Crisis City Act 1 and collecting all those Red Star Rings, you'll want to stock up on extra lives before attempting Act 2. For convenience, 1-Up Items can be purchased from Omochao at the Skill Shop. You can also obtain 1-Up items as much as you like by replaying easier stages.

Break On Through!

Run down the entrance ramp and across a short street segment to the edge of a magma pit. After grabbing the first Ring, jump immediately and Homing Attack the three Iblis Takers hovering over the pit to cross it, landing on the ledge behind them. Quickly jump again and use Homing Attacks against the three Iblis Worms. Jump



to the highest platform, pass through the Star Post and run up the Trick Jump Panels. Perform a Freestyle Trick and finish before touching down again.

Directly ahead is a choice of routes: you can either use Homing Attacks to cross the platforms to the right fairly safely, or jump to the platform on the left full of Rings. From here you can then jump to a moving platform and then grab a **Super Ring**



on the next. Then you must Homing Attack two Iblis Takers in order to reach the other side. Home in on the two Iblis Worms at the top of the next rise with Homing Attacks, then hit the Springs to fly to the level above.

High Above Street Level

In the next area, the upper route allows you to collect a lot of Rings, but certainly isn't faster. Jump along the platforms to the right, then run diagonally to the left, jump and Boost to the platform across the street. Hit the Dash Panels at the end to fly to the

next area. Otherwise you can quickly drop to the street, run to the far end, Homing Attack one of the emerging Iblis Worms and Boost to the platform behind it. Bounce from the Spring to the level above.



Rooftop Launch

Hit the Dash Panels to shoot off to the right. Jump before hitting the ledge of the rooftop and Homing Attack three Iblis Takers in a row. Drift through the air after the last one to land on the next street section.



Route 7B-1

The first **Red Star Ring** in this stage is high on the slanted wall to the left as you come off the Boosters. The trick to getting it is to hit the Dash Panel at the top of the platform; these shoot you onto a small section of twisted metal walkway that carries Sonic smoothly onto the wall. Quick Step to the left to move higher up on the wall, sail through the Rings and collect the item at the end. Hit Boost as you pass through the **Red Star Ring** to fly off the end of the slanted wall and land safely on the next street segment.



Bounce to the Building Top

Hit the Dash Panels at the start of the street to fly up through a Loop. Rolling off the subsequent Trick Jump Panel, perform an extended Freestyle Trick and Finish before Sonic lands.





Landing on the next street segment, you'll pass through a Star Post, run up into a vertical climb and bounce from Springs at the end. Guide Sonic forward to land on a platform. Jump up and Homing Attack the

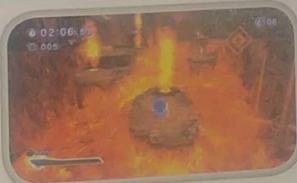
two Iblis Takers above with Homing Attacks. Drop onto the platform behind the Iblis Takers, Homing Attack the Iblis Worm in the magma to the right, and guide Sonic forward to safe ground. Proceed between the Explosion Traps and jump to the flat rock on the left. Pause, and then jump to the higher rock on the right. Then jump and Homing Attack the Spring on the far side. Sonic bounces back and forth and is carried to a higher area.



There Are Two Paths, You Can't Go Back

Another clear choice of paths lies before you. The path to the left is easier to navigate, while the path on the right has greater rewards, as indicated by the **Super Ring x 2** on the two

platforms. However, you can lose a life or two trying to get the timing of jumping to the platforms on the right. Then you must cross the Breakable Platforms at the end quickly and leap up through Rainbow Rings to reach the upper route of the round building. A **1-Up** is obtained upon landing. Once you get past the first few hurdles, the upper route around the round building ahead is much faster than the lower.



Otherwise cross the platforms to the left, pass through the Star Post on the back center platform, and bounce from the Spring to the higher ledge. Jump to the floating platform on the left, wait

for the Explosion Trap to abate, then jump to the next long segment. If you can stay on the upper platforms, then it is possible to Homing Attack one or two of the three Iblis Takers swirling

around at the end, and Boost from there to reach the balcony on the upper route with a 1-Up. Follow the platforms around the building to the left, jump into the Rainbow Rings and reach the platform beyond by targeting the Iblis Worm. On the lower route you also work your way around the building to the left, targeting Iblis Bites on moving platforms to get across. Hop the concrete levels on the other side and bounce from the Spring to reach the Iblis Worm's platform.



High Rise



Step on the Dash Panel behind the Iblis Worm to shoot inside the building, hit a Spring, and fly way up the side of the next skyscraper. Arriving at a torn-open area near the top, Sonic auto-targets the

nearest Iblis Biter. Defeat this one and the one above it with Homing Attacks, then land on the Boosters to shoot off to the right, into the first side-view area. Jump over the Dash Rings to collect the Rings above and land on the other side.

Learn to Stomp

Omochoo is waiting here to explain Stomping, which you must do to clear the crates jamming the top of your next drop. Simply jump above the crates and press the Stomp button (X on PlayStation 3, A on Xbox 360) to smash the crates downward. Sonic collects a **Super Ring** down below and eliminates the Iblis Biter!



ACT 2 Crisis City

ACT 2



Continue to the right and cross Explosive Platforms to reach another building. Jump up and bounce from the Spring to reach the area above a platform suspended by jetting magma. Collect the Rings up to the right,

and then jump over the suspended platform and Stomp to knock it down. Quickly move off the platform to the right before it rises again. Jump up to the next ledge, wait for a platform to descend, and jump onto it. The three Iblis Takers swirling in the sky above will fling spiky fireballs at Sonic. Stay on the platform and jump to dodge these, landing on the same platform each time. Then jump to the next platform moving left and right, and continue across.

Route 7B-2



A **Red Star Ring** hangs over the magma pit, and three Iblis Takers swirl around it. The trick to obtaining it is to bait the flying enemies into dropping their bombs harmlessly, as indicated above.

Then ride the platform to the top, and watch the Iblis Takers carefully. You must anticipate when they will swoop under the item, and jump up to Homing Attack one of them as they do. If you wait too long, the Iblis Takers flip upwards and fly out of targeting range, leaving you to fall in the magma. You have to hit the Iblis Taker well before the flip, bounce into the air above it and collect the item, and then Boost to the right to land on safe ground.



The Long Way Down is Safer

To the right of the magma area with the swirling Iblis Takers is a platform floating on a magma geyser. However, jump past it and stop on

the high ledge to the right. Jump to the moving platform on the left, ride it to the top, and jump over the high wall and Stomp the boxes below. This is a slightly longer but safer way to reach the red Spring at the bottom of the area that bounces Sonic into the next building.



Another Building with Nothing but a Side View

Landing in the next building with a side view area, you'll pass through a Star Post. Continue right, jump, Homing Attack the Iblis Worm, and land on the high ledge behind it. Proceed to the right, wait for the geyser on the higher ledge to stop, then jump onto it and quickly jump onto the moving platforms above. If it doesn't look like you'll reach them, then bail out and jump off the ledge before the next Explosion Trap. Jump from the moving platform, Boost to the Spring on the left side wall, land on the high moving platform and jump off to the right. Wait for the geyser on the ledge above Sonic to die off before jumping up, and do the same with

the stone block further up. Jump from the top of the block and home in on the Iblis Worm with a Homing Attack. Jump above the center of the double-column of boxes behind it and Stomp your way down.



Route 7B-3



Below the double-column of boxes you Stomp through, Sonic lands on a Explosive Platform and crushes a Iblis Biter. Quickly run left, jump to the next Breakable Platform, and jump again to the moving one above. Quickly jump to the left and Boost if needed to reach the thin ledge where a **Red Star Ring** hangs. Then jump off the left side and Stomp down through the long line of crates; you also achieve a very nice shortcut!

One Fiery Peril After Another

If you fell all the way to the bottom after Stomping the boxes, then jump and hit the Spring on the left. This propels Sonic over a set of Explosive Platforms; jump from the last one to land on the high ledge behind the magma. Jump up again to pass through a Star Post, and drop through the line of Rings down the other side.



Building Nothing but View

With a side view view, you'll see the track the Blue Wren, and you'll wait for the geyser on the right to jump onto the moving platform. When it boils out and jump off the edge to the moving platform. Boost to the next platform and jump off to the right to die off before jumping to the next.

The track is a double column of boxes. When Sonic lands on a Explosive Platform, this Biter. Quickly run left to the platform, and jump again to the right. Then jump off the left side of the crates; you also achieve a way down.

After Stomping the boxes, the next set of Explosive Platforms is behind the magma. Jump off the

After Stomping the boxes, the next set of Explosive Platforms is behind the magma. Jump off the

After Stomping the boxes, the next set of Explosive Platforms is behind the magma. Jump off the

Sonic faces a line of magma geysers lifting stone platforms. Jump onto the first one, but don't stomp it down. Instead, watch the next platform on a geyser and jump up to it when the first platform is at its highest point. Then jump to the next platform, and drop onto the strip between it and the last platform. The last two platforms on magma geysers will occasionally fly all the way up to the ceiling, and

if Sonic is standing on one at the time, he'll be crushed. Wait until the last platform hits the ceiling and then comes down. Then jump on it and quickly jump to the left. Use the Spring to fly to the level above.



Platforms Too Stubborn to Stomp

Whether you used the shortcut to get the Red Star Ring above or not, jump over the long column of crates and Stomp down through them. Sonic lands on a geyser platform that doesn't want to drop down. Jump and Stomp on it repeatedly until you can jump off the right side. Quickly run to the right across the Explosive Platforms and jump to the platform on a geyser to the right. This platform too occasionally smashes into the ceiling, so drop onto the solid ledge to the right and wait for that to happen. Then jump over the platform and Stomp it down until you can drop off to the right onto the bottom ledge. If you fell from the Explosive Platforms above then simply navigate to the right and wait for the platforms to align themselves in such a way that you can leap to freedom.



Jump over the small platform on a geyser to the right and land on the other side. Wait for this platform to slam into the ceiling, then drop onto it and quickly jump to the moving platform on the right, using Boost to prevent falling if needed.

Route 7B-4

A Red Star Ring hangs above the platform on a geyser. Stay on the platform and allow it to carry

Sonic up.

Jump off the right side to grab the item on the way down.



Through the Jaws

Wait for the platform to move to the right, then jump over the wall and Stomp on the platform below. This one does not slam Sonic into the ceiling, so keep jumping and Stomping it down

until you can safely jump and Boost through the Spikes to the right. Continue through the Star Post and hit the Trick Jump Panel. Perform as many Freestyle Trick moves as possible and finish before hitting the next street section.



Last Dash Out of the Fire



Run straight down the center of the street, collecting Rings. Explosion Traps erupt on either side and more do the same further down. Quick Step left or right to avoid geysers that shoot only as Sonic

approaches. Further down on the right side, you'll notice a ramp that goes up; make sure you're on it. Quick Step to the right repeatedly as the road segments shift that way. After collecting a line of Rings Quick Step to the left several times to follow more shifts. Directly ahead you'll spot the fire tornado in the distance, and a lone Explosion Trap off to the right. You must stick to the right edge of the highway and Quick Step right in order to get on the narrow ramp to the upper level. At the end of this roadway you'll find a Jump Panel that flings Sonic through a line of Rainbow Rings directly to the finish. This is the fastest route through the ending area.

Route 7B-5

The last Red Star Ring is on the highest street segment up and to the right, as described directly above.

You must

navigate onto the narrow side route then stick to the right side of the road. Go past the Jump Panel to collect the item, and then grind on the rail behind it. This provides yet another shortcut to the Goal Ring.



Rooftop Run

Rooftop Run, though unique in naming for *Sonic Generations*, is modeled after the Spagonia stage in *Sonic Unleashed* (2008). The appearance is heavily modeled on various locations throughout Europe, including London and Siena Italy. Unlike Sonic's last visit, you won't encounter any friendly citizens or have time for any shopping. It appears as though the streets are closed for a special celebration, except that Dr. Eggman's Badniks seek to disrupt the festivities. The latter part of the stage also features an appearance by a blimp resembling The Flying Battery from *Sonic & Knuckles*.

Rooftop Run: Act 1

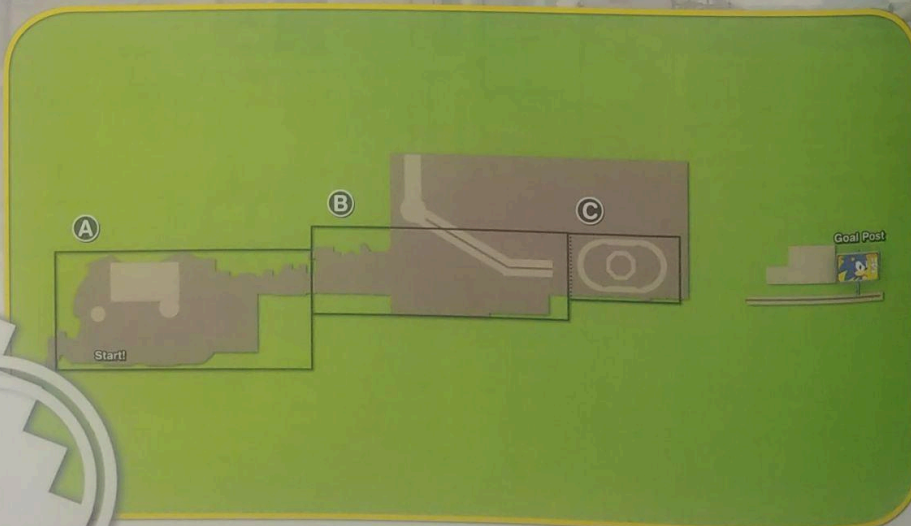
MAP KEY



Red Star Ring

1-Up

Maps of Rooftop Run: Act 1





A

BA-2

BA-1

B

BA-3

C

BA-4

BA-5

Rooftop Run

ACT1

147

Enemies Encountered



Warning! Enemies in Odd Places!

Rooftop Run is full of slow-moving enemies that tend to stand in awkward places, such as directly beneath low platforms that handicap Sonic's jumps. Therefore Spin Jumping enemies should prove difficult. The Twin Spin Attack skill is extremely useful throughout this stage for this very reason. If you haven't done so yet, obtain this skill by collecting all five Red Star Rings in Sky Sanctuary Act 1.



Complex Platform Navigation, Commence

Run up the stairs and Spin Jump the Egg Fighter behind the low platform by jumping at the last second, flying up through the enemy. You'll have to use the same tactic against many of the other enemies in this stage when low platforms overhead block Sonic's full jumping height. Land on the green awning behind the enemy and then hop onto the low central platform. Jump left onto the balloons, which pop and



firing Sonic higher onto a Breakable Platform. Jump up and Spin Jump the Egg Fighter on the level above, hopefully landing on the green platform overhead. An Egg Launcher in the far background occasionally

fires homing missiles at Sonic, so you can't stay here long. Jump to the moving platform overhead, ride it to the right, and jump off onto the brick platform with Rings.

If Only This Were a Vacation...

Run downhill collecting Rings. Spin Jump the first Egg Fighter encountered in order to land on the green awning behind it, covered with Rings. Jump from this awning to the next red one for more tokens. But if you miss these awnings, don't bother going back. This is a difficult stage where you will likely lose your Rings several times over, especially the first time through.



Difficult Shortcut to Reach, But Worth a Try

To the right is an Aero-Cannon enemy, hovering in space. Dodge its shots if necessary, and jump up to Spin Jump it. Sonic flies high enough to hit a bunch of balloons, and shoot even higher. But

when bouncing from the balloons it's important to fly high rather than far, so as to land on a basket-looking platform connected to a rope. Sonic touching this platform causes it to slide down the rope. Jump before it reaches the end, whereupon momentarily the entire platform detaches from the ropes. With good timing and anticipation you can jump across a series of similar sliding Gondolas to shortcut across the rooftops.



Route 8A-1

The first **Red Star Ring** in this stage hangs in the air between the first and second sliding Gondolas. You must jump from the first sliding platform before it reaches the bottom of its rope, collect the item from the air and land on the second Gondola to continue along the shortcut.

The Regular Route

Having fallen from the upper level, Sonic lands on a rooftop. Jump over the building and drop onto a Gondola that carries Sonic down to a ledge. Move quickly through here to avoid fire from the Aero-Cannon above. Jump across the Breakable Platforms to the opposite rooftop, which is guarded by an Egg Fighter.



If you drop from the Breakable Platforms here, note that there is a **Super Ring Item Box** in the lower left corner of the ground level. Jump from the central green platform back up to the ledge above. Spin Dash to the right to smash through a line of crates blocking a small passage below the brown building.



Moving Time



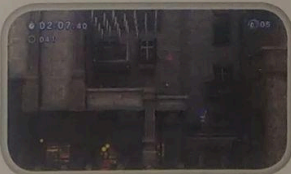
Sonic speeds downhill into a turn, to be greeted by a line of Egg Fighters. Jump before colliding with the first of these, and Spin Jump that first Egg Fighter to bounce to the last. Spin Jump the last

Egg Fighter in line and then move under the building. Push the large block into the next area (the Hercules Muscles skill acquired by collecting 5 Red Star Rings in Crisis City Act 1 makes this task faster). Hop onto the moving block, jump onto the right rooftop, and then leap back to the left. Smash the barrel near the fence to reveal a **Super Ring Item Box** and then hop up the ledges above.



Ride Atop the Spike Trap Platforms

Cross the bridge as it curves to the right through a Star Post. Maintain speed, or Sonic may be crushed by an inverted Spike Trap hanging above the arrival point. With some momentum Sonic moves underneath it to a safe spot on the right before it activates. From here you can jump up and slip into the open window on the right. Inside this small house



you can obtain an **Invincible**, which should help in jumping around the Spike Trap Platforms outside. The Spike Trap Platform is rimmed with red lights that flash before it slams to the ground. The top side of the Spike Trap is a flat surface; jump on it and ride it up to the higher ledge. Jump off to the left and try to land on the larger Spike Trap Platform higher up, while it is down. Ride the large Spike Trap Platform up, then jump to the right and Spin Jump an Aero-Cannon. Bouncing to the right from this, Sonic flies inside a house where an Egg Fighter and **Power Sneakers** lie hidden. Run back out of the house, jump across to the larger Spike Trap Platform while it is raised, and jump up to Spin Jump an Egg Fighter on the level above. Bouncing to the left from this attack, be carefully not to land on a retracting Spike Trap on the path farther down.



Hope You've Been Working on Jumps



Hop onto the raised ledge and move left, positioning Sonic directly under the Egg Fighter on the platform above. Jump up and Spin Jump it from directly below to destroy it; this is the only sound

strategy against its positioning. Then hop back onto the slight rise, jump to the platform above, and jump to the left to collect the Rings from the air. Proceed left to Spin Jump an Egg Launcher, bounce to the moving green platform above, and then

jump left again to destroy another Egg Launcher on the higher ledge. Jump back to the moving green platform, then jump up to the left through two balloon clusters to reach the Star Post on the ledge high above.



The Low But Easier Road

Proceed left and Spin Jump an Egg Fighter. Jump onto a Gondola and ride it down to the left. Jump to the next Gondola before the first one drops, and jump



to the green platforms on the left before the second basket detaches and falls. This provides a slight shortcut to the area above. However falling to the lower area is highly probable; guide Sonic

to the right if this happens to try and avoid a small spike trap below. Spin Jump through two Egg Fighters beneath low platforms that block high jumps, and collect **Super Ring Item Box x2** at the left corner. Jump up the platforms to the yellow Spring on the left ledge, and bounce up to the rooftop level.



Route 8A-2

A **Red Star Ring** hangs high in space between the stone columns that pendulum blades swing between. The safest and surest way to reach it is not to take the shortcut via the Gondolas, but instead drop to the lower level and proceed to the ledge with the yellow Spring on the far left. Bounce from the Spring onto the tiny green platform at the top of the area. Watch the pendulums carefully, and wait until they swing outward and start to swing back. Then run (without jumping) across three temporary platforms. Jump from the third to grab the item from the air, and then release the Walk/Run control and let Sonic drop straight to the ground to avoid the pendulum behind it, which swings with a different pace than the others.



er Road

Swinging Scythe

Pass through the Star Post and beneath a swinging pendulum, which you can pass safely by A) running past as the blade swings upward, B) crouching or sliding if the blade swoops down toward Sonic, mid-run, or C) Spin Dash to full speed and shoot under the pendulum while curled up in a tiny ball. Spin Jump the Egg Fighter on the small ledge, dodge another pendulum and run to the Jump Panel at the building's edge.



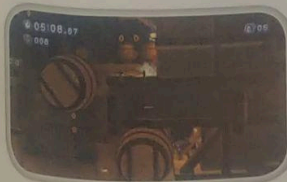
Leap from the Ramp

Landing after the Jump Panel jump, Sonic enters a downhill run. Jump before the bottom to collect Rings from the air, then jump again near the edge to hit a Dash Ring that fires Sonic to the highest platform above, creating a slight shortcut. Otherwise you must contend with two Egg Launchers in a pit, and then jump your way out.



Rolling Barrels in the Winery

Passing through a Star Post as you enter the winery, jump from the first ledge to collect a line of Rings from the air and land on a barrel blocking the hole in the floor to the far right, destroying it. Drop through the hole and run to the right as an Egg Fighter pushes a giant barrel after you. Falling from the slope, cross the temporary bridge quickly and jump up to kill an Egg Launcher on the ledge above. Then jump upward and down through the center of the drop to collect Rings. Run downhill to the left to



outrun another rolling barrel, then down to the right. Jump to avoid falling into a small niche in the ramp. However, if you do fall into the niche, quickly move left and Crouch (hold the Walk/Run control down) to let the barrel pass safely overhead.



Barrel Intersection

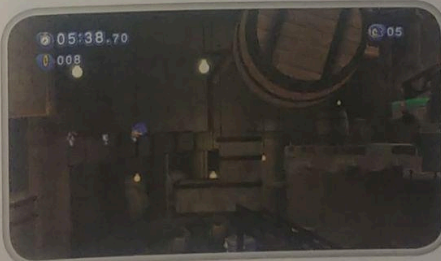
Jump across the next pitfall and bounce from the Spring Pole back up; land on the very edge of the platform above. Two barrels can be seen rolling your direction in the distance, and will flatten Sonic if they intersect with the platforms before he is gone. Get out of here quickly by jumping and Spin Jumping the first Egg Fighter, bouncing up to Spin Jump the second, and then bouncing to the Star Post on the right ledge.

Try to avoid landing on any of the Breakable Platforms below, as the barrels may block you from getting off of them before they drop.



Peril Below Barrels

Jump up the ledges to the top of the area. Land on the very edge of the platform, then jump and bounce from the top of the first Egg Fighter to fly across the room and land on the tiny suspended ledge above. Unless you reach this shortcut you must drop into the room below and navigate all the way up. Jump quickly from the top of this brick stairs over to the green platform, move against the right wall and crouch to avoid another barrel passing overhead. Hop over the low wall and step on the floor switch to create a line of Rings to the right. Jump through the rings and bounce from the yellow Spring.



Route 8A-3

A Red Star Ring hovers over the floor switch on the upper route through this multi-level interior area. To reach it you must outmaneuver

the barrels that roll intermittently across the upper level. You can still reach this item if you drop to the bottom level simply by using the moving platforms to the right to climb back up to the top.



Two Can Play At This Game

Time to exact a little revenge against the barrel rolling Egg Fighters! Spin Jump the enemy on the top platform, collect the Rings, and then move against the barrel parked at the right edge until Sonic pushes it down onto the ramp below. Follow the slope as it crushes all Egg Fighters in your path!



By building up enough speed on the downhill slope, you should be able to run directly off the edge of the platform and land on the opposite, collecting **Power Sneakers** in the bargain.

Hop one ledge up and hit the Jump Panel to fly to the next area. Note that if you drop in this area and then drop again due to a Breakable Platform, you can collect a 1-Up.



Ascend from the Bottom

Having dropped to the bottom of the area, stay under the steel rails extending from the left wall until the next barrel drops and rolls down them, leaving Sonic unharmed. Leap across the dangerous drop, land on the edge of the tiny platform and immediately Spin Jump upward through an Egg Fighter. Use moving platforms to jump back up to the top of the area; frankly, you don't want to stay on the more dangerous lower route. Bounce from the yellow Spring at the top to land on the uppermost level.



A Little Stunt to Try

Tilt the Walk/Run control right to run downhill through a loop, and then into a vertical descent. Jump before reaching the bottom of the ramp to fly above the next low area and hit a group of balloons. Bouncing upward to the right from the balloons with enough speed, you should fly through and collect most of a Cloud of Rings hanging over the area. Spin Dash to full speed, then dash up the next ramp into a vertical and fly backwards to the left, hitting a red Spring on a ledge to the far side of the next area.

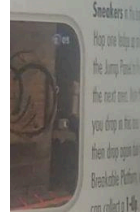


Play Game

rest the barrel rolling Egg Fighters, and collect the Rings, and then move forward.



downhill slope, you should be able to and land on the opposite, collecting the



Sneakers x 10. Hop one ledge at the Jump Panel in the next area. After you drop in this area, then drop upon the Breakable Platform, and can collect a 1-Up.

tunt to Try

downhill through a loop, and then at the bottom of the ramp to fly above the

Bouncing upward to the right from the edge and collect most of a Cloud of Rings.

ill speed, then dash up the next ramp, hitting a red Spring on a ledge to the top.

and follow the route into a downward ramp. The Jump Panel at the end launches Sonic to the base of the clock tower.

A Maze of Towers

Stop on the set of green platforms a moment, wait for the nearby pendulum to swing aside, and then run to the edge and jump up to hit a bunch of balloons. The balloons bounce Sonic high enough to land inside a small tower or on a Breakable Platform; if possible, land on the Breakable Platform and quickly jump into the highest level of the tower. This provides access to a shortcut route on the level above that if navigated successfully allows you to shortcut to a level high up in the clock tower, which you're about to encounter. Otherwise, land on the second level from the top. To acquire the 1-Up on the level below, drop down between towers and jump back up to land in the room on the left where it rests. Going through the tower to the right, you can then collect **Super Ring Item Box x2**. But then you must jump on top of spike trap platforms to get out.



Continue through the interior of the tower to the right and jump up to hit balloons. Bouncing from these, Sonic flies high enough to enter the top of the last tower. Drop from the tower on the right side



The Clock Tower from the Bottom

To cover the clock tower completely, we'll start from the very bottom, as if you didn't manage the shortcut through the Dash Rings on the level above. Maintain speed to the right through a Star Post,



Rings, and into a vertical climb up the wall to the level above. Land on the ledge to the right and jump across to the left. An Egg Chaser settles overhead and begins firing a cutting beam across the ground. The only way to avoid damage from the beam is to run to the base of the next ledge up and crouch until the beam passes safely overhead. Then quickly hop onto the ledge and jump up to the next. The Egg

Chaser retreats, so don't try to leap after it. Jump up the platforms to the left, leap over the Spikes and hit the yellow Spring at the edge.



ACT 1 Rooftop Run

ACT 1

Make Sonic Invincible to Cutting Beams

Flying high from the yellow Spring, you'll notice a **Super Ring Item Box** and an **Invincible** on the ledge above. The Spring doesn't carry Sonic high enough to reach it, so quickly jump on the moving platform to the right and ride it up to the top. Jump onto the item quickly, as two Egg Chasers immediately surround Sonic and fire cutting beams. Invincible protects Sonic long enough for him to get out of their sights, Spin Dash across the ramp to the right and bounce to the level above.



Maximum Spin Dash to Reach New Heights



Jump over the next ledge and drop down on the other side, but don't hit the red Spring too early. Instead, face the red Spring, Spin Dash to full speed, and then hit the red Spring and bounce

the opposite direction up a ramp into a vertical spin dash. This method carries Sonic way above the next level with a Star Post to a compartment above that is only accessible via this method or by taking a shortcut through Dash Rings from the previous area.

Three Egg Chasers settle in the space to the left, producing cutting beams that are blocked by a brick wall. Jump up the moving platforms quickly and use the yellow Spring to bounce to the area above.

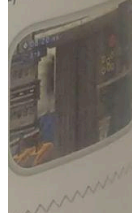
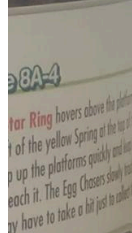
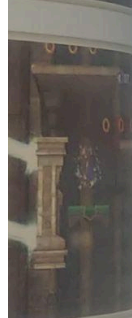
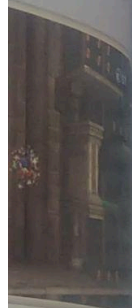


Route 8A-4

A **Red Star Ring** hovers above the platform to the left of the yellow Spring at the top of this area. Jump up the platforms quickly and leap high to the left to reach it. The Egg Chasers slowly track Sonic with their beams, so you may have to take a hit just to collect the item. Therefore, try to jump up and grab the **Red Star Ring** without collecting all of the regular Rings below it, so that if Sonic is knocked back he collects a Ring and prevents his own death while recovering from damage.



the left, producing cutting beams that can be used to cut through the platforms quickly and use the other side.



Fly High from the Left Ramp

After bouncing from the yellow Spring to the level above, Spin Dash to full power and fly through the tight crawlspace to the left. Sonic flies into a vertical leap above the highest level in the area, where a Star Post is visible; guide him onto the highest level as he descends, and avoid dealing with the Egg Fighter on the level below. Should you fall down there, simply Spin Jump the Egg Fighter, Spin Dash up the ramp to the right and fly above the yellow Spring at the top of the area. Bounce from the Spring up to the next level.



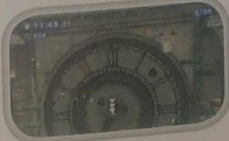
The Clock Face

Landing below the clock tower face, you'll see a ramp on either side. Spin Dash and fly up the ramp to the left, hit the yellow Springs and fly up to the clock face overhead. Sonic should grab a handle attached to one of the clock's massive hands.



Route 8A-5

The last **Red Star Ring** in the stage hovers high above the clock face, on the right side. To reach it you must jump off the clock hands and drop to the center. Run up the right ramp and hit the yellow Spring at the top. Guide Sonic onto the moving platform above, jump to the other one that moves higher up, and jump to another yellow Spring (not the angled ones) on the right wall. Guide Sonic onto the first green platform, jump up to the next, and then quickly jump up and Spin Jump the Aero-Cannon above. Bounce from the enemy up to collect the item. Guide Sonic to the left as you fall in order to hopefully catch one of the handles on the clock hands.



Set the Time



The clock hands are set to 5:40 normally, and the angled yellow Springs to either side typically fire Sonic toward the center of the clock face. Usually he grabs one of the handles built into either the hour

hand or the minute hand. Make note of the small black and red Explosives around the clock face; if needed, turn around and jump to another handle in order to avoid these. When the hand is high enough and close to the center, jump into the open blue capsule in the center of the clock face. Then hold the Spin Dash button to spin both hands around to midnight.



Bring Down The Flying Battery!

Setting the clock hands to midnight opens the clock face, blocking the departure of Dr. Eggman's *Flying Battery*. Following the



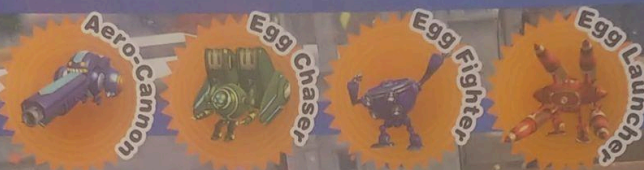
crash, Sonic is flung from the clock control capsule onto the top of the blimp. Egg Chasers and Egg Launchers swarm the top surface immediately, barraging the area with rockets. Quickly run across the area, Spin Jump on Egg Launcher in your path, and jump into the chute to enter the blimp's interior.



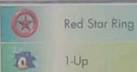
Dropping on the observation deck, you need only run to the right and Spin Jump any enemies too slow to get out of your way. Hit the red Spring at the end to be launched to the Goal Post.

Rooftop Run: Act 2

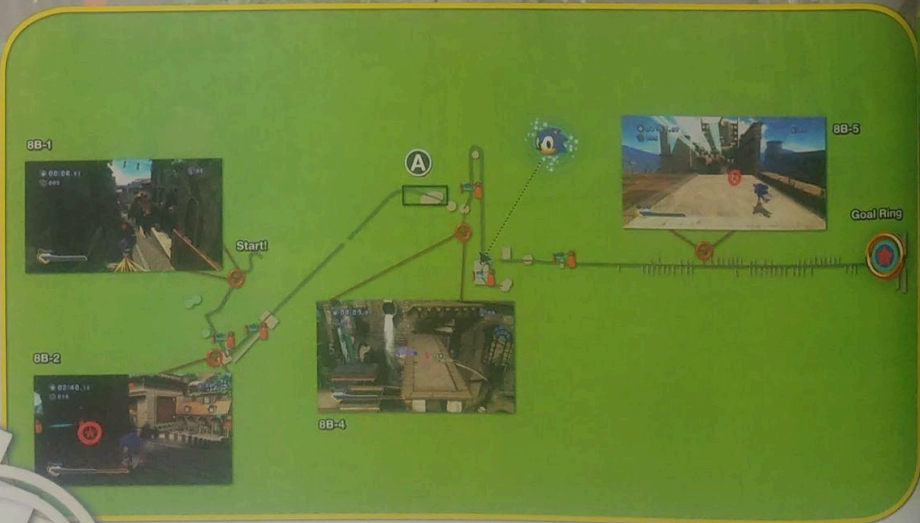
Enemies Encountered



MAP KEY



Maps of Rooftop Run: Act 2





The First One's Easy

Guide Sonic as he dashes through the streets of Spagonia. Reaching the top of the hill, jump up to auto-target a handrail, and Boost onto it to grind.



Route 8B-1

You're going to love Act 2, because for a stage occurring so late in the game all the **Red Star Rings**

are really easy to collect! The first one is sitting on the end of the first grind rail, as you descend.



Quite a Shortcut



Jump at the end of the first grind rail to hit a Dash Ring and fly high over the area. Perform a 3 trick combo and finish before landing on the bridge above. Maintain speed while running along a short

length of stone and leap across to the rooftop beyond. Continue along this route for a shortcut to the steps in front of the capitol building. Leap through the top of the three Dash Rings at the end and Sonic will be flung onto a platform over the inactive fountain. From there

you can jump over to another shortcut we'll describe later.



The Regular Route

Taking the shortcut from the first grind rail cuts out quite a large area, so we'll walk you through what happens there.

Sliding down the grind rails to the bottom of the hill, fast-moving Sonic will quickly approach three Egg Fighters at the end. Jump and Homing Attack the three of them in quick succession, including the one around the corner. Collect Rings while running through the next curve, then take out another trio of Egg Fighters. Quickly jump up the ledges back to the right and target an Egg Launcher on the level



above. You must then jump up and move right to take out another Egg Launcher on the level above; this one is best targeted by jumping at a distance and Homing Attacking to hit it.



Enjoy the Perks

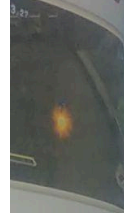


Bounce up to the tunnel behind the last enemy and proceed through. Homing Attack another Egg Fighter and an Egg Launcher on the suspended platforms nearby. Then jump back to the solid ledge to obtain

a **Super Ring**. Hop back on the platforms and look down the street. Ignore the red awning on the right with Rings there, and instead make a long jump toward the balloons farther ahead. Homing Attack them and bounce up, tilt your Walk/Run control to the left slightly, and Homing Attack another set of balloons higher up to the side. Bounce from these onto the rooftop behind them, where you can collect a **1-Up** and take a shortcut to drop off the other side of the building.

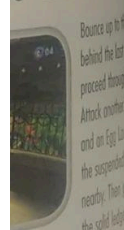


Star Route

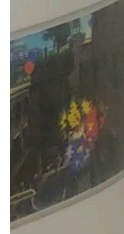


at the end. Jump and Homing Attack the one around the corner. Collect the one take out another two of Egg Fighters and target an Egg Launcher to the above. You must then up and move right out another Egg Launcher on the level above. One is best target jumping at a distance Homing Attack to it.

Perks



Bounce up to the top behind the last enemy proceed through the Homing Attack another Egg Launcher and an Egg Launcher the suspended platform nearby. Then jump to the solid ledge to the



ns and look down the street. Instead make a long jump to them and bounce up. Hit you the Homing Attack another set of balloons.

Capitol Plaza

Either way you go from the start, you wind up at the long stairs before the capital. If approaching from the street you can take a grind rail to the top. Optionally you may jump into the inactive



fountain and hit a Spring there to fly up high enough to target a set of balloons behind a scythe. Hang in the air long enough for the scythe to swing away, then Homing Attack at the balloons. Tilt the Walk/Run control to the left and Homing Attack at another set of balloons, then bounce from these onto the row of suspended

platforms behind them. If you came from the first area's shortcut and flew through the Dash Rings onto the platforms above the stairs, then jump up and target this same Spring and try to navigate through the air to the left.



Once you've bounced from the balloons onto the line of platforms, run across them to build speed and Boost into the raised tunnel with Rings ahead. Reduce speed upon

landing, and gently guide Sonic over a narrow bridge. Hitting the Dash Panel at the end carries him to the right into a tunnel with a Star Post.

Route 8B-2



A Red Star Ring sits on the ground at the exit of the tunnel along the shortcut route out of the capital square. If you can't manage the overhead shortcut, don't worry; just follow the regular route

(Boost to crash through the library's back window, bounce from the Springs and take out the Egg Fighters above). After taking out the Egg Fighters, jump onto the stairs rising from the back of this ledge (toward the usual camera angle). Go upstairs and into the tunnel on the right to collect the item.

The camera angles aren't as pretty, but it gets the job done. Plus you gain access to the next shortcut!



Trust Us: Take the Stairs!

Normally after exiting the capital square, you would jump through a Star Post and then try to get across a series of spike trap platforms moving up and down. Instead,



follow the stairs away from the patio area. Hit the Dash Panel at the top to fly across a wood bridge. Jump over the stumble Spring at the end and Sonic flies onto a rooftop near the exit. You just skipped a lot of bouncing and platforming to get through this area!



Boost Between Blades

Exiting the rooftop area, hit the Dash Panels and watch the pendulums swinging directly ahead. As you approach the Rings and the pendulums swing apart, hold Boost to shoot through them and smash through the iron gate beyond.

Sonic flies up some stairs and bursts through some casks onto a street area.



Rooftop Run

ACT 2

The Flying Battery is Full of Barrels

As Sonic races up the street, The Flying Battery swoops into view overhead. The speedy airship begins dropping Spiked Barrels onto the street, which roll toward Sonic. Frankly, they roll at such a speed that you're better off not maintaining momentum just to make it through safely. Of course *Sonic* game vets will appreciate the challenge of attempting to quick step left and right to avoid these. Hit the Trick Jump Panels at the end and perform a 7 or 8 move combo and finish before landing.



Rough Rooftops

Sonic lands on a rooftop going full speed. Immediately jump to land on a bridge over the area, or drop into the lower section to fight enemies. Use the Pulley if needed to reach the back balcony, and Boost to smash through someone's reading room.



Flying from the residence's rear deck, Sonic lands on a slanted rooftop. A shortcut is directly ahead; simply maintain speed, jump and Homing Attack the balloons, and then Homing Attack the Egg Launcher on the balcony above. Jump from the back of this balcony and Homing Attack another set of balloons to land on the rooftop behind it. Slide down to the lower roof and approach the swinging pendulum. As it swings to the side, jump and Air Boost onto the patio.



Going Horizontal

Hit the Dash Panels at the start of the ramp in order to fly up to the only side-view area. Collect Rings on the way up and jump onto the higher ledge. Cross the patio and leap onto a vertical jump panel. Immediately jump to the other panel, then leap again to get on the rooftop of the next building.



Route 8B-3



A Red Star Ring hovers in front of the vertical jump panel on the left building. Jumping between the panels quickly enough virtually guarantees you'll get the item.

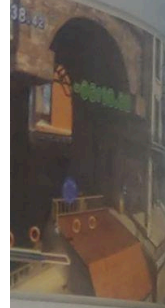


What a Terrible Shock

When crossing the rooftop garden you must jump before reaching the edge to avoid falling into a shock trap on the level below. Landing on a balcony, bounce from the red Spring to the Four-way Cannon above. Fire Sonic to the right, then fire him from another Four-way Cannon straight up. Homing Attack the Aero-Cannon floating in the air above, then land on the long suspended platform directly behind it.

ing Horizontal

lands at the start of the ramp in order to...
things on the way up and jump onto the...
a vertical jump panel. Immediately...
the rooftop of the next building.



Route 88-3

A Red Star Ring hovers in front of a jump panel on the left between the rough virtually get the item.

a Terrible

garden you must jump before reaching the...
on the level below. Landing on a balcony...
Cannon above. Fire Sonic to the right, then...
straight up. Homing Attack the Aero-Cannon...
the long suspended platform directly behind it.

If you fall from the rooftop garden or end up taking the low route, jump over a buzz saw blade carefully and then take out the enemies with Homing Attacks. Jump onto the shack to the right, then onto the balcony. Hop onto a moving platform and ride it to the top. Facing right, jump high in the air as the platform starts to descend and wait for the Spark Trap to the right to turn on and off. Then Boost through the Spark Trap before they activate again. Sonic hits a Spring on the next building and flies to the level above.



Take the Upper Route, No Matter What

When you reach the rooftop with the platforms overhead, the last thing you want to do is cross the lower level. Take out the Egg Fighter here so he can't make trouble, then jump off the left side of the building into the Four-way Cannon. Hold the Walk/Run control up and press Jump to fire Sonic into the air. Homing Attack the Aero-Cannon in the air and land on the long platform behind it. Jump onto the Dash Rings above to be flung onto a rail that carries Sonic to a tower, and another rail.



A Clock Tower By Any Other View

Modern Sonic ascends the clock tower in quite a different way than Classic: straight up the side! A trio of Egg Chasers settles into position ahead.

Continue running up the wall, quick stepping left or right to collect Rings and avoid the Egg Chasers' cutting beams, which fire with plenty of warning before angling down the wall. At the top of the tower you'll hit some Dash Rings; try to pull off a 7 or 8 move combo and finish before Sonic lands on the rail on the other side of the building.



Second Half of Side-View

The rail ends abruptly, flinging Sonic through a building. Emerging from the other side, continue running right so that Sonic follows the curve under the platform, and then bounces down from a regular Spring into a Four-way Cannon. Tilt Move right and press Jump to fire Sonic onto a Spring Pole. If you fall out of this device, simply jump back into it and try again.



ACT 2 Rooftop Run



Bounce from the Spring Poles up and Homing Attack an Egg Launcher. Fall down through the center of the next hole to collect Rings. Landing on a narrow stone, wait for the pendulum of the

end to swing away. Then jump onto the balloons like you would in Act 1 (don't use a Homing Attack) and bounce up to a platform attached to the next tower. Jump onto the balloons to the far left to bounce up, and guide Sonic onto the last set of balloons to the right. Without using Homing Attacks on the balloons, you should naturally fly upward and land on a platform above the Spikes. Jump onto the moving platform above, ride it to the left, and jump onto the previous tower's roof to collect a 1-Up. Hop back onto the moving platform, ride it across, and jump up into a bell tower.



Stop inside the bell tower and wait for the Spike Trap Platform to the far right to activate. When it crashes down, run through the bell tower and jump onto the top of it. Ride the Spike Trap Platform to the top, and then leap over the top of the next dividing wall. Sonic auto targets a rail on the other side, so Homing Attack to land on it.



Route 8B-4

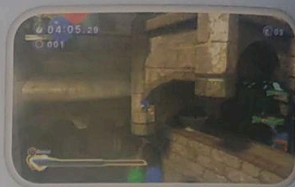
A Red Star Ring rests on the dividing wall after the Spike Trap Platform. You must jump from the top of the dangerous platform to reach

it. Sonic collects it automatically even if you Homing Attack onto the grind rail beyond. Even after you collect this item, you should always take this shortcut route during replays.



Quick to the Jump

The grind rail down from the top flings Sonic across a gap and onto another dividing wall. Jump reflexively to land on a green platform above. If successful, you can then jump up to a Zip Line and hit a Spring on the level above that allows you to skip to the next area.



If you fall to the ground level below, then proceed to the end and Boost into the moveable box; this knocks the box into two Egg Fighters on the ground, crushing them. Then jump onto the box and Homing Attack the Egg Launcher above. Jump



on Xbox 360) to smash down through them. Hit the Dash Panels below to soar down to the street area.



above the double column of crates on the other side. Remember the Stomp move from Crisis City? What you do is jump high over the crates blocking the drop, and press the Stomp button (○ on PlayStation 3,

From Wide Streets to Back Alleys



Run down the street collecting Rings. Hold the Boost button to blast through Egg Fighters in the path. Drift into the next right turn and hit the Dash Panels to fly down the alley. Follow the onscreen

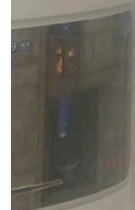
prompts to quick step left and right as the street shifts, collecting Rings. At the end you'll hit another squad of enemies; hold Boost to crash through them as well as

the Jump

As Sonic crosses a gap and sees some green platforms above. If successful, you

then proceed to the end and Boost into two Egg Fighters on the ground. Then Homing Attack the Egg Launcher above.

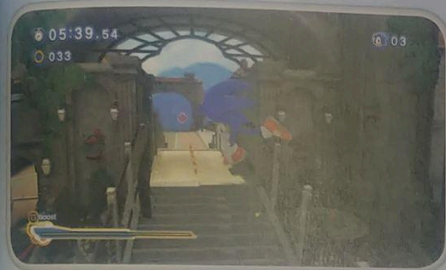
Remember to move from the left side of the street. What you do is jump over the street, drop, and press the Boost button.



Streets Keys

Run down the street collecting Rings. When the Boss Battery is in the path, drift into the right turn and hit the Panels to fly down the alley. Follow the alley, collecting Rings. At the end, crash through them to

the close gate behind them. Cross the square, blowing patio furniture aside. Quick step right and Boost to smash through some barrels blocking stairs to a short bridge, which is lined with rings. Drift to the left on your next turn, or jump onto the right rail to grind.



A Thrilling Air Dance

Upon emerging from the sharp left turn, run to the Dash Panels on the right. These fling Sonic toward some enemies, so jump and Homing Attack them. Work your way up to the Egg Launcher on

the upper platform, and the 1-Up on the roof behind it. Drop to the rail near the building's edge, and notice the balloons hovering in space, connecting to the next area. Jump and Homing Attack the first set of balloons, and then another to the right. Sonic then targets a Spring suspended in space; Homing Attack to it. Sonic flies toward another Spring but doesn't quite reach it; Homing Attack the rest of the way.

This shortcut flings Sonic into a long corridor with massive Spike Trap Platforms above, which begin to descend. Boost through the entire tunnel to get out alive.



Sonic then hits some Dash Panel and launches into a tall loop.

Final Gauntlet

Exiting the loop, Sonic is outpaced by The Flying Battery and some Egg Chasers, similar to the situation before on the clock tower wall. Continue running down the street, quick stepping left or right as needed to avoid the Egg Chasers' cutting beams. Also quick step around Egg Fighters in the path, but if cutting beams are already glowing to either side then you must Boost to crash through the enemy. Boosting through Egg Fighters will fling them at the Egg Chasers overhead, destroying both.



Route 8B-5

After the roadway makes a massive shift to the right, you'll want to stick to the right edge as much as possible.

The last Red Star Ring sits on the right edge of the street section, near a drop off point. The item is a few feet in from the right, so you won't exactly want to hug the curb.



Fight to the Finish!

As you drop to the final street section, the Egg Chasers realign themselves in front of The Flying Battery, exposing the blimp's massive rear cannons. Watch for one of the two cannons to begin glowing brightly, and then quick step repeatedly to the other side of the street. The Flying Battery fires a prolonged burst that you must avoid. Continue Boosting through Egg Fighters to knock them into Egg Chasers, and follow The Flying Battery to the Goal Ring.



Rooftop Run

ACT 2

Planet Wisp

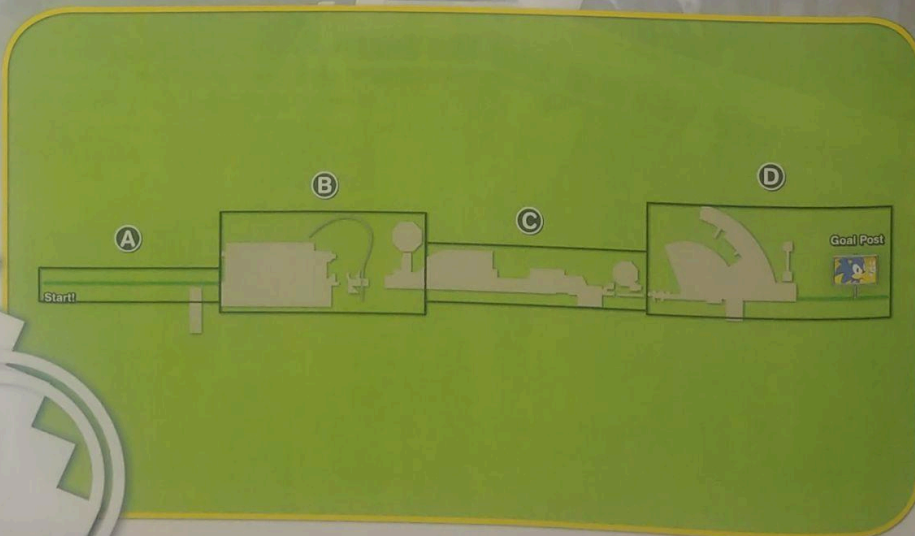
MAP KEY

	Red Star Ring
	Power Sneakers
	1-Up
	Wisp Capsule

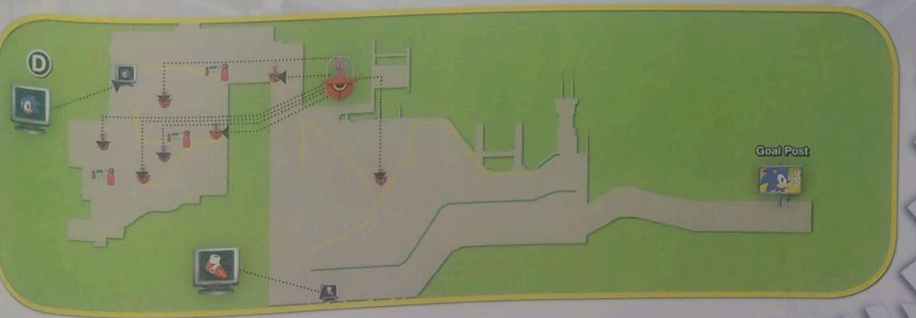
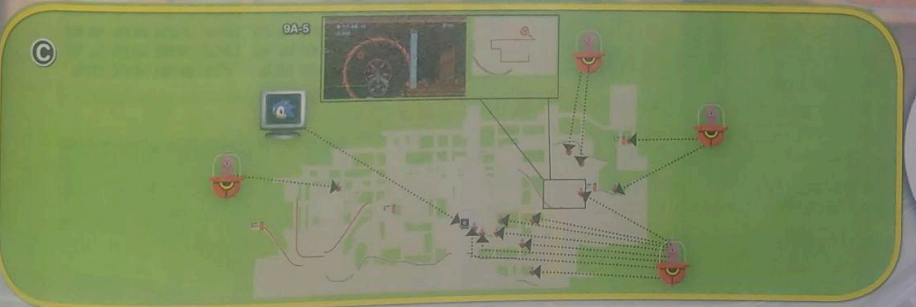
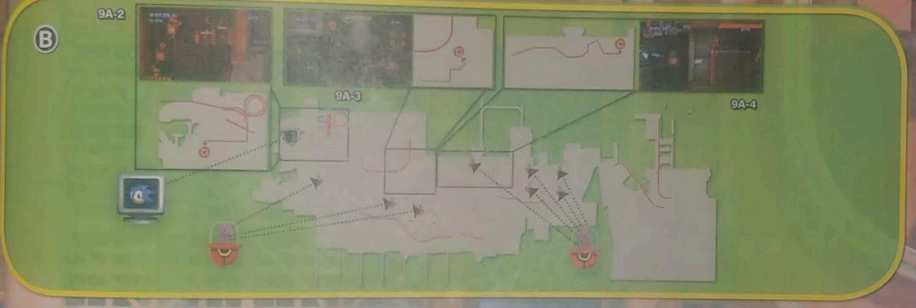
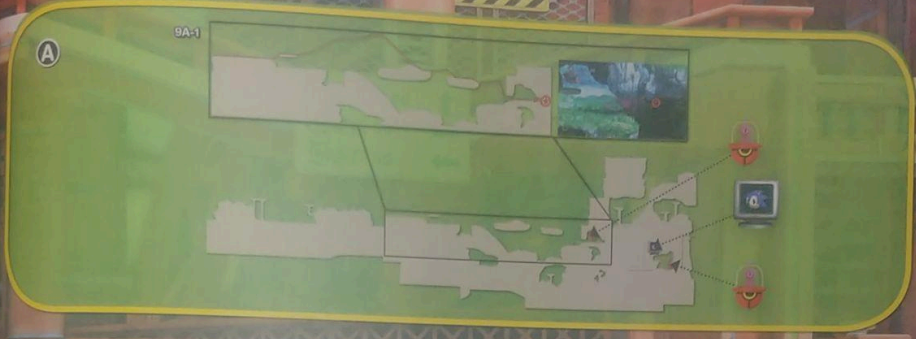
Planet Wisp originally appeared in *Sonic Colors* (2010). The various friendly and playful aliens living on this planet are all uniformly called Wisps. Dr. Eggman enslaved them in order to use their unique talents to power his interstellar amusement park, which he and his Egg Pawns began constructing on Planet Wisp. Therefore the planet is a combination of alien plant life forms and red construction steel. By helping the Wisps, Sonic found that each color of Wisp bore a unique ability, such as refilling his Boost Gauge, increasing speed, allowing him to drill underground, hover above ground, and more. Sonic found the Wisps contained in capsules, and acquired their abilities temporarily by freeing them. However, with the space-time continuum all out of whack, Sonic will find only Pink Spike Wisps and Orange Rocket Wisps to aid him during this round.

Planet Wisp: Act 1

Maps of Planet Wisp: Act 1



originally appeared in Sonic Game
...ous friendly and playful
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ACT 1 Planet Wisp

Enemies Encountered



Final Stages Are Never Easy

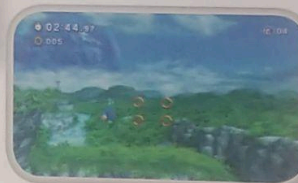
Planet Wisp is a fascinating level full of exploration and fun to be had, especially with the help of the locals. While there are many different routes one can follow through this complex stage, this guide will basically explain a route that allows you to collect all five Red Star Rings and get to the Goal Post in a reasonable time. After you've cleared the stage of all Red Star Rings, you'll want to run it again and take some long shortcuts we'll point out in order to score a perfect rank.

Find the Hidden High Route

Head to the right, run uphill, jump over some Spikes and Spin Jump an Egg Pawn. Bounce onto the moving platform behind it, jump onto the tree to the left for a **Super Ring Item Box**, and then jump back across to the right and Spin Jump the Egg Pawn. Run from the left edge where the Egg Pawn was stationed to the top of a slope and jump to the suspended platform above. Stop on this long platform



and then jump up the tiny platforms above to the right. Wait for the next moving platform to descend. Another Egg Pawn rides on it, and will hurl its pickaxe. Jump over this projectile, Spin Jump the Egg Pawn, and land on its platform. Ride the platform to the top and jump through the Dash Ring on the right.



Sonic lands on a floating rock. Run across this full rock and jump to the next, continue to the edge and jump wide to the right. Sonic should land on a Breakable Platform below an entrance to a small

nook; quickly jump into the compartment above. Inside this area you'll find a Pink Wisp Capsule. A small icon appears below Sonic's Ring Counter, indicating he can use this item whenever desired. Pink Wisp Capsules allow Sonic to transform into a spiky ball and roll up walls and surfaces. Press Transform (△ on PlayStation 3, ○ on Xbox 360), jump onto the ceiling to the right, and roll through the space to the area above the entrance to the building under construction.



Route 9A-1

If it seems like we've been here before, it's because we have. This route is a direct path to a Red Star Ring. Run over the bridge and jump over the edge of the cliff where you can find the Wisp Capsule.



High Route to the Building



Route 9A-1



Star Ring that hovers over space to the right of the hidden nook where you can obtain a Pink Wisp Capsule.

If it seems like we've skipped a lot in the area below, it's because we wanted to bring you directly

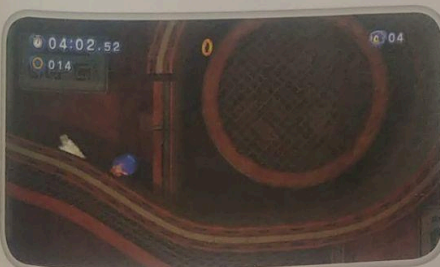


The High Route into the Building

Continue rolling out from under the high niche compartment, roll over the top of a tree, and go up the slope to the left. Spin Dash and fly up the left wall and then guide spinning Sonic backward



to take out a Egg Pawn on a treetop above. Jump across the moving platform, Spin Jump another Egg Pawn to the right, and bounce from the yellow Spring above to a higher ledge. Hop up a step and stop near the retracting Spikes near the right edge. Spin Dash to full speed, wait for the Spikes to retract, and then shoot across to the upper left platform. You'll likely have to stop and Spin Dash again to fly up through a Loop.



Route 9A-2



Landing in the fiery area, you'll notice a Red Star Ring above a platform lower down on the far left. This is an extremely tricky one to grab since if you don't get it on the first try, you won't be able to jump back up to try again. First, drop to the lower platform to avoid being hit by a pickaxe thrown by the highest Egg Pawn. Then watch the Red Star Ring carefully; wait for a Fire Trap to ignite below it. As the geyser burns out, jump over and destroy the Egg Pawn, then drop over the highest beam to the lower and grab the item. Drop off quickly before the next geyser.

Due to enemy and Fire Trap positions, you're very likely to take some damage here. Just make sure Sonic collected some rings beforehand.



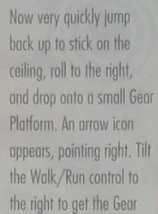
Pink Spike Mechanisms



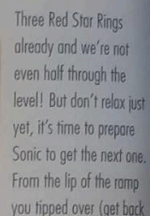
After dealing with the Egg Pawn on the lower level in the fiery area, Spin Dash and fly to the right. Sonic drops onto a curved ramp that delivers him directly into a Spike Trap and a Breakable Platform. Jump

before reaching the end to fly over the temp platform and destroy a Sandworm. Wait for the Spikes to retract, then Spin Dash back across to the left. Collect the Pink Wisp Capsule here and jump to the sealed door on the left. Roll along the ceiling until above a switch on a high beam, then press Jump to drop onto it. This opens the sealed door to the right.





The Next Red Star is Feet Away



up there if you aren't) jump to the right onto some Breakable Platforms. Wait until the platforms are moving away before jumping on them, run across, and jump to the next ramp. At the top of this short ramp you'll notice one set of moving platforms above and one to the right; jump on the platforms to the right. Ride the platform around to the right side, and jump off to Spin Jump a Egg Pawn. ***This is crucial:*** you must bounce from the Egg Pawn to the ledge above it. Now you'll spot another Egg Pawn on the level above. You must jump from the left edge of the step you're on, land on top of the Egg Pawn, and bounce to the platform above. Collect the Pink Wisp Capsule here, jump up to the ceiling, and transform midair. Hold the Walk/Run control upward to stick to the roof immediately after transforming. Then roll a little to the right (to make sure Sonic's facing the right way), Spin Dash, and roll across the ceiling.



Following the instructions above, when Sonic Spin Dashes and rolls across the ceiling to the right, he'll follow a line of Rings into a small ceiling niche where another **Red Star Ring** is concealed.



A **Red Star Ring** hovers at the top of the room, above the ramp you just shifted to the right. Wait at the bottom until Sonic transforms back to

normal, then Spin Dash and fly up the ramp to collect the item at the corner, high overhead. For the purposes of this walkthrough, try to land directly on the lip of the ramp.



Following the instructions above, the rings will
s and rolls across the ceiling in the up-
flow a line of Rings into a small area
er **Red Star Ring** is concealed.

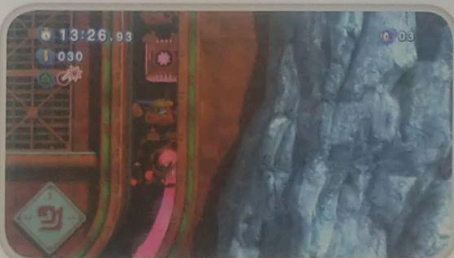
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Enter the Saw Mill



Coming off the long descending ramp, Sonic fires from a Spring through a massive saw blade. Continue sprinting along the walkway to the right. Just past a missile battery that unloads everything at

Sonic, you'll drop into a chute. Guide Sonic to the right wall so that he falls almost directly on top of a Pink Wisp Capsule sitting on a high beam. Jump onto the ramp to the right, transform, Spin Dash, and fly up through the Spike Blocks. Each of these boxes extends the duration of Sonic's transformation a little. Plus there's plenty of Egg Pawns in the chute you'll clean out as well.



Continue rolling across the ceiling of the entire area. Smashing through a Spike Block, you'll then roll down a vertical drop to collect another Capsule. Roll under then next ceiling segment all the way to the right, causing havoc below. Stop over a switch mounted on top of a beam, and press Jump to drop on it. This opens the hatch above. Jump from the switch onto the yellow Spring to the left to fly up through the hatch, which seeds beneath you.

Quickly jump onto the right ledge before the Saw Arm above activates and tries to cut Sonic like timber. Run down the ramp and jump over a saw blade moving across the next ramp up. Jump

up into the left nook to hit a Star Post, and collect the **Super Ring Item Box x2** in the corner. Run out of the nook, jump over the gap to the right, run up the ramp, and jump over another saw blade moving up and down. Step on the floor switch at the top of the ramp to activate the platforms above. Jump onto one of the moving platforms and ride up to the right. Spin Jump two consecutive Egg Pawns on the next ramp up; the Twin Spin Attack skill helps with this immensely.



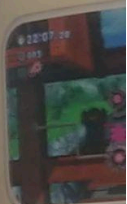
Spin Dash to full speed to descend another long ramp and fly into a vertical up the tall left wall of the building. Reach the top, land on the ledge to the left and step on a switch that creates a bridge.

Quickly jump to avoid the attack of a Sandworm on the ledge opposite, and then Spin Jump it. Run up the ramp, jump onto a Spring Pole to bounce high, collect a Pink Wisp Capsule below, and then Spin Dash up the ramp to the right. An almost-hidden battery on the ledge above fires missiles intermittently; drop onto the ramp below it.

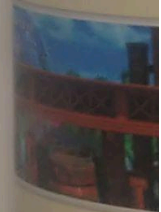


Second Plastic Shortcut

Use the Gear Platforms in this area to reach a shortcut through the level. This shortcut is very nearly the end of the level, so you're going to proceed to the Star Ring location, which



After again to fly above a large gear, start rolling it right and release. The wheel shoots off Sonic flies off to the right. Spin Dash. This activates the platforms above. When all of this line, Sonic shoots up the now-vertical bridge to the top lip. Jump up to the top lip, and Spin Dash to fly



The Second Fantastic Shortcut

You'll notice the Gear Platforms in this room, which are part of a mechanism that's a bit tricky to operate, but provides access to a shortcut through this entire building, to very nearly the end of the Act. The walkthrough is going to proceed to guide you to the next Red Star Ring location, which is not on the shortcut route.

To access the shortcut, bounce from the Spring Pole to grab the Pink Wisp Capsule. Bounce from the top

Spring Pole again to fly above a large Gear Platform. Transform midair, start rolling it right, and then Spin Dash and release. The wheel shoots to the end of its line and Sonic flies off to the right. Land him on the next smaller Gear Platform, get it started going right, and then Spin Dash. This activates a gear that rotates two bridge platforms above. When the wheel reaches the end of its line, Sonic shoots up into the air. Guide him onto the now-vertical bridge to the left, and roll up to the top lip. Jump up to the ceiling, roll a little to the right, and Spin Dash to full speed. Sonic rolls

across the ceiling of the entire building, shortening clear time immensely!



Going After the Last Red Star Ring

Ignoring the mechanism that takes you to the shortcut, we will not guide you to the location of the last Red Star Ring. From the bottom of the ramp below the missile battery, head right, hop over the obstacles and bounce from the yellow Spring. Ascend the ramp to the right and stop below the ledge at the top. Jump up to bait the missile launcher above into firing, then drop back to the lower ledge and wait for the Missile to fly harmlessly overhead. Quickly jump onto the battery, wait for the right side to fire, and then follow the Missile to the right.



Jump over the Spikes at the end and drop on the floor switch. The door to the right opens. Jump up the platforms or Spin Dash up the ramp, Spin Jump Crabmeat at the top, and guide Sonic onto the tiny platform behind it. Spin Jump the Egg Pawn on the second platform, bounce to right ledge, and descend the steep ramp. Jump from the top of the ramp to try and hit a shortcut via Dash Rings, or run all the way to the bottom.



Route 9A-5

The last Red Star Ring in the stage is suspended in midair in the room at the bottom of the steep ramp. To reach it, you must run all the way to the bottom of the ramp; hitting the Rainbow Ring above will

cause Sonic to fly right over the item without taking it! At the bottom of the ramp you must work quickly to avoid destruction from the missiles firing from three portals on the right wall. Grab the Pink Wisp Capsule, jump onto the Gear Platform and transform. Start the wheel rolling to the left, not up. You cannot use Spin Dash, or Sonic may fly off the wheel in the wrong direction. Roll the wheel to the left, then up, then right all the way to the end. Sonic usually transforms back soon after hitting the end of the line. Quickly jump up and to the left to collect the item. Unfortunately you must now roll the wheel up again to get out of here.



Get Out of the Pit and Get Going Again

After grabbing the Red Star Ring above, grab another capsule and transform. Sonic is much harder to hit in this form, and you can dodge any Missiles pretty easily.



Grab additional capsules to maintain form. When the wheel returns, jump on it and ride it to the top, this time using Spin Dash to get there faster.

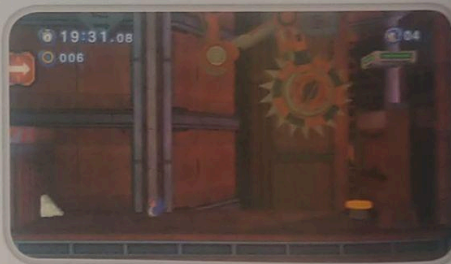
Pass through the Star Post, hop over Spikes, and Spin Dash up the ramp into an inverted ceiling run to the left. Collect the Pink Wisp Capsule on the ledge, Spin Dash the little Gear Platform up to the top of its line, and fly from the top onto the big Gear Platform. Ride the big wheel to the right, moving a gear that

tilts the ramp you just used backward. Jump from the wheel onto right ledge. Note that if you took the "Second Fantastic Shortcut" mentioned earlier, you should land on the grind rail above. Try to jump onto the big Gear Platform above the ledge while still in Wisp form, and Spin Dash it up to the right. This throws Sonic up to a shortcut through the next area. Otherwise, run down the ramp to the right. Sonic flies across a gap into a small Loop, and then rolls up vertically to land in a corridor to the right.

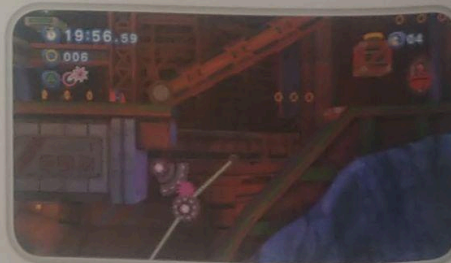


Roll All Over, Spiky!

Pass through Star Post, wait for the Saw Arm hanging from the ceiling to retract to the far right, and drop into the left corner below. Wait in the corner, Spin Dashing in place until it moves again. Then Spin Dash across the floor to the yellow Spring at the other end.



Bounce up to the moving platform above, and jump to the top level. If you took the Gear Platform up to the shortcut mentioned earlier, this is where you'll drop back into the action (just a *short* shortcut). Jump toward the Gear Platform on the right to collect the Pink Wisp Capsule above it. Transform midair, land on the wheel and roll to the right, with Spin Dash. Land on the smaller wheel, and Spin Dash it diagonally up to the right. Sonic pushes another gear midway that raises a bridge above.

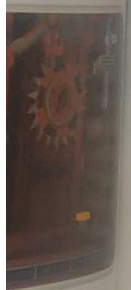


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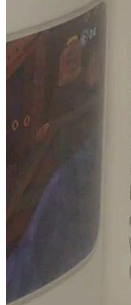
Gear Platform above the ledge will
nt. This throws Sonic up to a disor
ramp to the right. Sonic has enough
ly to land in a corridor to the ap

ver, Spiky

Arm hanging from the ceiling to
Wait in the corner. Spin Dash
oor to the yellow Spring at the other



Jump to the top level. If you can't
er, this is where you'll find
the Gear Platform on the right
midway, land on the wheel
wheel, and Spin Dash 7 diagon
raises a bridge above.



Landing on the top, collect
a Pink Wisp Capsule to
maintain form and roll up
the right wall to a yellow
Spring that bounces Sonic
left. Guide Sonic over to
the bridge you inverted,
roll up its side, and drop



One Last Gear Platform Puzzle

Collect Wisp Capsules as
needed while working
the mechanisms in this
room. Focus on the three
small Gear Platforms at
the top of the room. First
roll the lower left Gear
Platform to the end of its
line, raising the bottom ramp to the left. Then jump onto the small Gear Platform to



Drop back down, roll
to the far right and
bounce from the yellow
Spring onto the top right
wheel. Roll it to the far
left, lowering the top
bar and making Rings
appear. Grab another



Wisp Capsule, jump onto the ramp you've created and Spin Dash up and to the right
(as a Pink Wisp). Sonic bounces from the yellow Spring on the ceiling above to

down on the left of it. Pass
through a Star Post, collect
the Pink Wisp Capsule from
the moving platform above,
transform if necessary,
and Spin Dash and roll up
the left ramp.

fly through a Star Post.
Bounce up the next two
yellow Springs to right
and fly over a low wall.
Jump down the ledges to
the right.



Time to Quit This Popsicle Stand



Collect the Wisp Capsule,
jump up to the Spike Box
and transform to smash
the entire column of boxes
blocking chute. Grab the
Power Sneakers high up
on the right, Spin Dash, and
roll down to yellow Spring

at bottom of the chute. Bounce up to ledge on the right and roll all the way down, inverted
under the building, rolling left. Fall into a long drop and land on bridge at the bottom. Jump
through the barrels blocking end, collect the **Power Sneakers** below, jump on next
ledge and Spin Dash up
a long incline. Flying past
Saw Arms, Sonic runs up
a ramp and lands at the
top. Continue dashing right
to the Goal Post, with a
final volley of Missiles on
your tail.



Planet Wisp: Act 2

Enemies Encountered



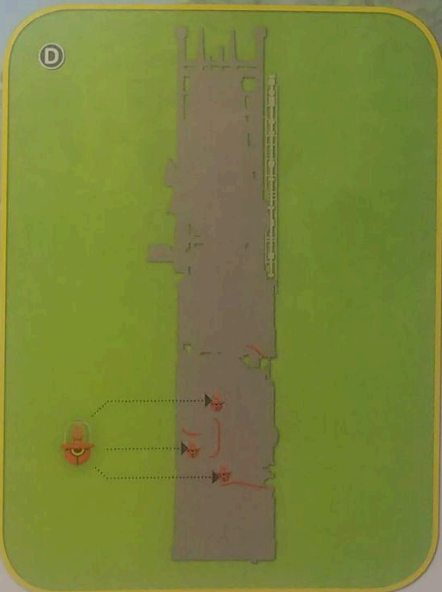
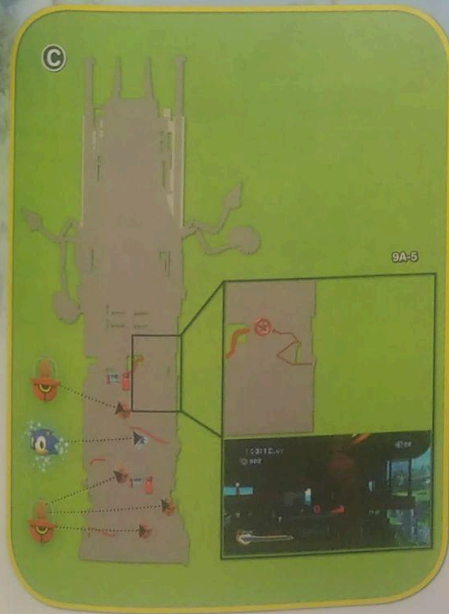
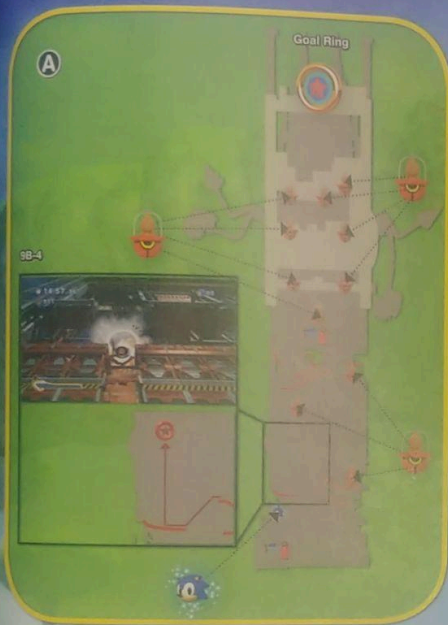
MAP KEY

- Red Star Ring
- 1-Up
- Wisp Capsule

Maps of Planet Wisp: Act 2



Sandworm



ACT 2 Planet Wisp

How Beautiful the Grass, How Vile the Villains

Run across the field and under the natural stone arch. Jump and Homing Attack the three Egg Pawns standing on separate levels in rapid succession. As the camera automatically faces left, run that direction and jump above the trees, then use homing attacks on the Sandworms emerging from each tree to land on them. Air Boost from the second attack to land on the ledge behind the tree, and then jump again to target the red Spring at the opposite ledge. Bounce from this Spring up to a set of temporary stone platforms floating high above. Hop across the platforms quickly before they fall and leap into a cannon that provides a shortcut to the highest part of the next area.



Missing the Wide Spring or falling from the shortcut platforms means you must run across the grass to reach the next area, via the lower entrance. Firing from the cannon, Sonic lands on a higher ledge. Cross Breakable Platforms connecting treetops, Homing Attack a Buzzar, and Boost into the upper level cave.



Tiptoe Across the Treetops

Entering from the upper shortcut route, you'll pass through a Star Post in a cave, hit some Dash Panels and bounce toward a treetop. You must guide Sonic onto the tree, or he'll fall. The fastest route through is to run directly down the temporary path connecting trees, then jump and Spin Jump the Sandworm appearing on the next tree; land on that tree afterward.



Route 9B-1

Stopping at this point, you'll notice a **Red Star Ring** on another treetop partially concealed behind branches to the right. Jump and Air Boost

over to land on this tree and collect the item. Jump and target one of the other enemies in this area to get back on track.



From Tree-land through Swampland

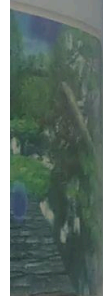


Entering the tree area from the lower route, you'll bounce from Springs and must then Homing Attack two Buzz Bombers in a row to land on a set of Breakable Platforms arranged in a Y-shape. Run

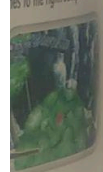
to the middle of the "Y" and jump up to target the next two flying enemies. Spin Jump one or both, then target the Springs behind them. The higher Spring knocks

Cross
tops

By, you'll pass through a Star Post and a treemap. You must pass through a treemap to not directly shoot the Star Post. Spin Jump the Sandworms.



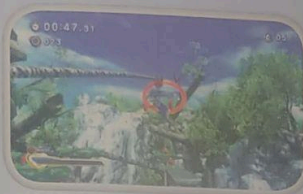
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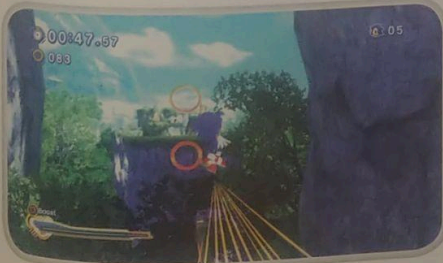
Entering the treemap from the bottom, you'll see a Star Post and a treemap. You must pass through a treemap to not directly shoot the Star Post. Spin Jump the Sandworms.

Sonic onto a Zip Line that carries him high above the area, where as the lower Spring knocks him onto a treetop. Try to bounce from the upper Spring, then Spin Jump the Buzzer high up to the left. Guide Sonic to the right immediately after, and try to perform a Lightspeed Dash through the line of Rings hanging above for a quick shortcut to the exit. If you wind up on the treetops by any route, proceed to Spin Jump Egg Pawns until you reach the Zip Line below the exit cave.



Proceed through the Star Post, hit the Jump Panel and shoot from a Trick Jump Panel, performing a three or four move Freestyle Trick before landing on a grind rail running across an entire

swamp. Tilt the Walk/Run control to the right to leap to the other rail when you reach it, otherwise you'll hit the Egg Spring at the end and stumble, possibly even fall. Boost in order to regain speed, and jump before reaching the end to try and hit the higher of two Rainbow Rings situated at the end. The higher Rainbow Ring carries Sonic to the back of the area, saving some time.



Otherwise, simply Spin Jump the Buzzers and Sandworms situated around the cliffs to reach the ramps on the upper level, and launch in that direction. Grind between more short rails, Boost

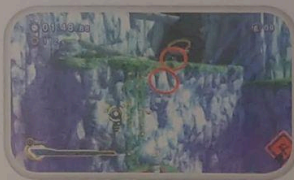


if needed, and run a curved dirt road to ramp. Flying to a Zip Line, Sonic rides down to a temporary path. Cross quickly and jump onto the ledge at the end to hit a Star Post. Try to jump to a moving platform overhead and hop to the next treetop. Spin Jump Buzzers to continue across the upper route, eventually landing in a cannon that fires Sonic well into the next area. If you drop to the low route, simply make your way safely across and hop the ledges to the same area.

Introduction to Missile Launching

Jump onto the high central ledge, then attempt to Homing Attack two Buzzers in a row and fly through a series of Rainbow Rings. If successful you'll shoot to the top platform of the next area.

If not, merely load into the cannon at the back of the area and hop up the platforms to the topmost.



An Orange Wisp Capsule is located on the top grassy rock platform. Collect it and listen to a short tutorial by Omochao. By pressing the Transform button (△ on PlayStation 3, Y on Xbox 360)

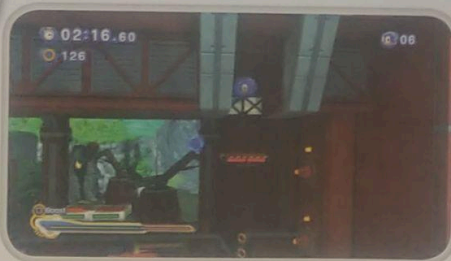
you'll transform into a Missile and fly straight up. Special platforms marked with the Orange Wisp icon, such as the one directly above, can be smashed through while in Missile form. During flight, hold the Transform button while breaking through overhead platforms to put extra power into it.



ACT 2 Planet Wisp

Dr. Eggman's Construction Platform

Now in side-view, head to the right and jump up two ledges. Hide here until missiles pass overhead, then hop onto the top level. Quickly jump to the moving platform above and ride it to the right. Don't jump if more missiles fire from the far end. However, if the moving platform moves right and missiles just fired, then run across the platform, jump and spin dash to reach a Breakable Platform above. Jump straight up from this platform to acquire a 1-Up.



Drop to the green platform in the space below the platform. The platform moves to the right, where you can jump off. Stand below the moving platforms above and wait until the bottom two are aligned. Make sure that a Missile is not about to fire from the right, then hop quickly up to the second level. Jump onto a Wall Jump Panel to the right, then quickly jump across to a green platform moving up and down. Ride this platform up and down until you're confident of jumping across the gap again to the topmost moving platform, when you're certain not to get hit by the missile firing from the port above.



Continue Up to the Upper Route

Landing on the solid level, you'll notice a line of Breakable Platforms overhead. However, don't start jumping for them just yet. Missiles are still firing from the port overhead, but there's a handy way to stop that. Run to the right and slide under the wall. This leads to the less interesting lower route, so don't proceed any further. Turn around and slide back to the left under the same wall. The Missiles are deactivated! Now simply wait for the Breakable Platforms to align directly above, and jump straight up to a platform with an Orange Wisp Capsule. Quickly transform before the platform drops and fly to the upper level.



Play Chicken with the Saw Blade

Land on the ramp to the left, Boost and fly up into an inverted back flip, bounce from a Spring and land on the level above. Jump up onto the ledge below the saw blade moving back and forth below two little moving platforms. This is tricky: as the saw blade moves away, jump onto the platform and quickly hop up onto the moving platform above. Watch the platform carefully for a sense of its timing, and don't jump onto the saw table unless you know for sure you're going to reach it. Jump from the moving platforms onto the solid ledge above.





floating there, and then let Sonic drop to the platform below. Unfortunately this means you'll have to dodge the saw blade again...

Drop down ledges onto a moving platform. Watch the Missile firing from the port at the far end, and jump from this platform at the last second to land on a Breakable Platform above. Quickly jump up to the left before the Breakable Platform falls; if Sonic falls with it, you'll have no option except to drop to the lower route. Now you must jump right and left between two Breakable Platforms. Quickly leap to the Wall Jump Panel panel on the left, and jump over to the Star Post above. Run down the ramp and into the Four-way Cannon; fire Sonic upward and land on the platform to the right. From here it's just a few more jumps across Breakable Platforms to the end. Try not to drop to the lower route here, as there is a huge saw blade arm swinging back and forth and upper route has a Red Star Ring.



Bouncing from Spring at the end of the side-view area, Sonic lands on the upper gantry leading into the processing plant. Proceeding to the end, quick step left and right as needed to stay on the upper path (trout slowly). Collect the **Red Star Ring** at the end, just before the Zip Line into the building interior.

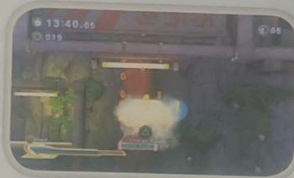
According to the organization of the maps in this guidebook, Sonic lands on the side of the tower marked "A," above. On arrival the hedgehog bounces from a Spring up to the level above; quickly guide him onto the platform, drop onto the next one to the right, and then drop on a mining cart as it passes below. Riding this cart around the corner, you'll then move to the map we've marked "B."



The objective is to work your way up to the Goal Ring at the top of the tower on the "A" side. Navigating the tower is a complex subject with enough path variations that we could publish a full

guide covering this area alone. The basic guideline is that you want to hop on mining carts running around the tracks circling the tower and stay on them until you either have to jump off before crashing, or can jump up through Dash Rings overhead. If you drop to a lower level, then start working your way back again.

At various locations you'll find Orange Wisp Capsules. If three lines of Rings extend upward from the capsule, then take it as a sign that transforming and flying straight up might be advantageous at that location.



Going After the Last Red Stars

As the maps indicate there are two Red Star Rings available. The following two sections describe how to reach each of them:

Route 9B-4

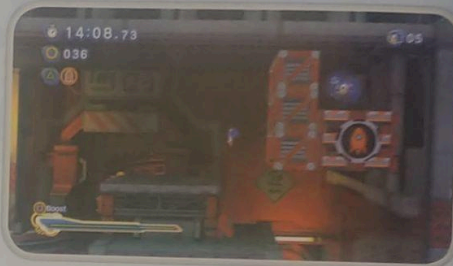
A Red Star Ring on the "A" side of the tower can only be reached by using an Orange Wisp Capsule to fly up the side of the structure. From the point where Sonic lands on the tower, bounces

from the Spring and lands on the platform above, drop to the lower platform to the right and drop onto a mine cart passing below. Ride this cart to the "B" side and jump off before hitting the shock

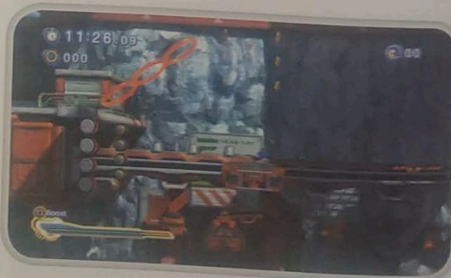
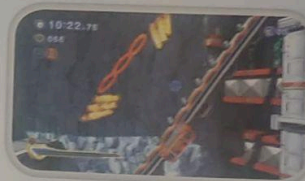


trap. Continue right and jump to a Pulley. Jump and Spin Jump one of the Egg Pawns riding a mine cart on the track below, and land on the cart. Ride it to the line's end on the "C" side.

Jump to the platform above and use the Orange Wisp Capsule there to fly up several stories. Grab another capsule on the level above, Zip Line up, Spin Jump the Egg Pawn to the right and run up the ramp into an inverted backflip. (Note the 1-Up available here. If you use your capsule to get it, then drop back down and get another Orange Wisp.)



Spin Jump another Egg Pawn off a mine cart, land on it, and ride back around to the "B" side. A few yards into a steep descent, jump up through the Dash Rings above to land on the highest cart emergence point on this side. Ride it around to the "A" side. The cart drops down to a lower track and continues toward a shock trap with Dash Rings overhead; just before reaching that point, notice the line of Rings above. There's no capsule, but if you brought an Orange Wisp with you then jump up and transform directly below the Rings. Flying up the side of the building, you'll collect the Red Star Ring before landing on the middle levels of the tower.



Route 9B-5

Another Red Star Ring is on the "C" side of the tower. Unfortunately, it can't be acquired in a single jump. To reach this area, follow the same



action in the next Spring, and Spin Jump the Egg Pawn off a mine cart, land on it, and ride back around to the "B" side. A few yards into a steep descent, jump up through the Dash Rings above to land on the highest cart emergence point on this side. Ride it around to the "A" side. The cart drops down to a lower track and continues toward a shock trap with Dash Rings overhead; just before reaching that point, notice the line of Rings above. There's no capsule, but if you brought an Orange Wisp with you then jump up and transform directly below the Rings. Flying up the side of the building, you'll collect the Red Star Ring before landing on the middle levels of the tower.

approach the next Spring, and Spin Jump the Egg Pawn off a mine cart, land on it, and ride back around to the "B" side. A few yards into a steep descent, jump up through the Dash Rings above to land on the highest cart emergence point on this side. Ride it around to the "A" side. The cart drops down to a lower track and continues toward a shock trap with Dash Rings overhead; just before reaching that point, notice the line of Rings above. There's no capsule, but if you brought an Orange Wisp with you then jump up and transform directly below the Rings. Flying up the side of the building, you'll collect the Red Star Ring before landing on the middle levels of the tower.

Move to the Upper Levels

From the direction you came from, you'll approach the tower from the "B" side. Find an Orange Wisp Capsule and use it to fly up several stories. Grab another capsule on the level above, Zip Line up, Spin Jump the Egg Pawn to the right and run up the ramp into an inverted backflip. (Note the 1-Up available here. If you use your capsule to get it, then drop back down and get another Orange Wisp.)

platform above and use the Orange Wisp Capsule to fly up. Grab another capsule on the next level. Prawn to the right and run up the platform. A capsule is available here. If you use your time wisely, you can get another Orange Wisp!

on this side. Ride it across to the... and continues toward a small... point, notice the line of... Wisp with you then use... side of the building, you... is of the tower.

Route 9B-5



Another **Red Star Ring** is on the upper portion of the "C" side of the tower. Unfortunately both items can't be acquired in a single play of this Act. To reach this area, follow the same route to the

previous **Red Star Ring**, described above. Only don't transform into a Missile when you see Rings overhead; instead jump up through the Dash Rings before the cart crashes.



Homing Attack to the next Spring, and Spin Jump the Sandworm on the back ledge. This action carries you around to the "D" side of the tower. Hop over the saw blades on the level above. Spin Jump another Sandworm and land on its ledge. Side-leap up the vertical panels above and land on the orange platform. Jump up the moving platform, collecting an Orange Wisp Capsule. Transform and fly directly up through the Rings overhead.



Jump up more platforms, moving around to the "C" side of the tower. Upon spotting a vertical Jump Panel and a Pulley, approach the base of the next ledge and wait for a missile to fire and pass overhead. Then quickly hop up a level and jump from the vertical panel onto the Pulley. This carries you directly up to the **Red Star Ring**.



Move to the Upper Levels

Whatever direction you navigate around the tower base, find an Orange Wisp Capsule and fly to the upper levels. Work your way around to where the carts with Egg Prawns are issuing from



the "D" side of the building, and ride around to the "A" side. As your cart drops to a different track and moves upward, jump before crashing to grab a Pulley. Hop up the green moving platforms in the area above and jump up to grab an Orange Wisp Capsule. Transform and fly up to the first level of the Missile staging area.

Crash Through Falling Gantries

Landing on the lowest of the upper levels on the tower's "A" side, you must quickly grab another Orange Wisp Capsule from one of the surrounding platforms and fly up through a line of Rings. Though you can't see above Sonic, a massive gantry is slowly sliding down the building and will crush him if you don't escape soon. Although there's a **1-Up** in this area, it's extremely tricky to get. You must grab a capsule, move to the right side of the platform where you entered, and fly up through the platform where the item is located; an inch or two to the left or right, and you'll miss it completely. Plus you won't crash through the gantry overhead, giving yourself less time to grab another capsule and escape.



Reaching the second level, you'll note that the gantry above is much closer to crushing Sonic than the previous one. Drop from flight to the left, grab the capsule on the platform and jump back across to the raised center. Land between the Spikes, transform, and fly up through the Rings.



On the third level, drop onto the platform to the right and hop across to the raised platform and grab a capsule there. Then run back to the left, jump from the platform and transform when directly under the

Rings hanging in the air. Sonic finally arrives at the Goal Ring, you just need to jump up and touch it to complete this stage.



Challenge Act Time, Round 3

Clearing Crisis City, Rooftop Run and Planet Wisp, Acts 1 and 2, means that you have cleared all regular stages. For this, you'll receive another Chaos Emerald. Fifteen new Challenge Act Gates appear on the platforms above the three final stages, presenting 30 new Challenge Acts (1 and 2). Three more Boss Gate Keys also appear. As before, you must clear at least one of the Challenge Acts above a stage in order to obtain the three keys.



As to recommendations regarding what challenges are easy... **None** of these new ones are what you would call easy! If you haven't completed all the earlier challenges, you'll definitely want to go back and complete the ones that award new Skills as a completion prize: Green Hill Zone Challenge 5 Act 2 (Boost Gauge Up Skill), and Sky Sanctuary Challenge 4 Act 1 (Ring Time Skill) should prove helpful in Challenge Acts where they're allowed.

Two Crisis City challenges in particular, Challenge 4 Act 1 and Challenge 1 Act 2, are not easily accomplished; but with a few practice rounds to familiarize yourself with the environmental changes you'll get through them okay. These two Challenges award the Flame Shield and Power Stomp Skills, respectively. Rooftop Run Challenge 4 Act 2 awards the Endless Boost Skill, and is the challenge we recommend completing for that stage. Ironically, you'll complete the challenge more safely



if you don't use Boost and in fact allow Modern Sonic to slow down once in a while!

Planet Wisp being the most complex of the main stages, it also presents the most difficult challenges in all

the game. For the most fun (and possibly the most hilarious frustration), try Act 1 Challenge 1: With Your Powers Combined. This challenge involves using the secondary actions of all three elemental shields (Aqua, Flame, and Thunder) to get through a slightly rearranged version of the saw mill in 300 seconds (5 minutes). Use Aqua Shield's double bounce ability to reach high ledges, and switch to Flame Shield or Thunder Shield in order to pass through fire barriers or shock traps, respectively. Again, practice makes perfect with this challenge, and you only need to complete it once for the rights to Planet Wisp's Boss Gate Key.



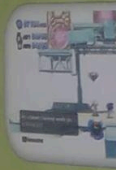
If the crazy new challenges weren't enough, Silver appears on the platform directly above Crisis City. You must defeat this rival to lay claim to the white Chaos Emerald needed to unseal the final area.

Once you have all three Boss Gate Keys, you may then proceed to the Boss Gate to the far right, unlock it automatically, and fight a boss (Egg Dragoon, a real toughie). Upon defeating that boss and acquiring all seven Chaos Emeralds, you will unseal the final portion of the White Space to the far right, and can then attempt to defeat the final boss, Time Eater. The seven Chaos Emeralds are acquired by clearing all stages and defeating the six bosses and rivals:

- Metal Sonic
- Death Egg Robot
- Shadow
- Perfect Chaos
- Silver
- Complete all main stages, Acts 1 & 2 (Green Hill, Chemical Plant, Sky Sanctuary, Speed Highway, City Escape, Seaside Hill, Crisis City, Rooftop Run, Planet Wisp)
- Egg Dragoon

FINAL BATTLE: SILVER

After all the Chaos Emeralds are cleared, on the platforms above Crisis City. Jump from the left side of the platform and use the Spring to jump on the right side. Silver to the final battle.



is one particularly pileup you'll repeatedly see the entire r but Sonic c directly un wreckage l stepping o left or right

directly ahead. Silver telekinetically re it at Sonic. Jump up and hit the other debris in a ring around him. Boost at Sonic. Boost to catch up jump high, and back the debris After clearing objects blocking the path, you can back him directly.



side-view, three objects overhead. For a Silver begins to roll



Silver the Hedgehog first appeared in *Sonic the Hedgehog* (2006), the game commemorating Sonic's 15th anniversary celebration. He is a powerful telekinetic from an alternate future in which Sonic's failed attempt to save the Princess Elise III of Soleanna results in freeing the fire demon Iblis, who then destroys the world and fills it with fire minions (as seen in the Crisis City stage). Silver works with Blaze to try and defeat Iblis, but the fire demon proves undefeatable. Working on a tip from the deceptive Nephilim, Silver tries to eliminate Sonic the Hedgehog in the past before his actions can unleash Iblis. This rival battle takes Sonic to a future point in time just after Silver has heard the lies that Sonic is responsible for the "Iblis Trigger Event," but before he goes back in time to pursue Sonic.

Silver appears in the White Space after all main stages are cleared, on the platforms directly above Crisis City. Jump from the low platform to the left of Crisis City's portal and bounce up the Spring Poles to the ledge on the left. Speak to Silver to commence this rival battle.



Silver pursues Sonic around a never-ending highway Loop running around Crisis City. Throughout the battle you must watch the road and quick step left or right to avoid car wrecks and other debris, collecting Rings all the while. While hitting highway debris at such high speeds does not hurt Sonic, it does cause him to stumble and slow down, hindering your attack efforts. In an emergency, try to jump and spin dash over objects rather than run into them. There



is one particular car pileup you'll run into repeatedly that covers the entire road width, but Sonic can run directly under the wreckage by quick stepping once to the left or right of center.

Floating directly ahead, Silver telekinetically raises a car and flings it at Sonic. Jump up and hit the car with a homing attack to fling it away. Next he raises a group of wrecks and other debris in a ring around him, preparing to throw them at Sonic. Boost for a second to catch up to Silver, jump high, and Homing Attack the debris out of the air. After clearing away the objects blocking Silver's front side, you can then spin kick him directly.



Changing to side-view, Silver raises three objects overhead. For a second, the three rotate above in an identical manner. Then the object directly over Sonic begins to rotate faster and raises up a little; this is your warning that it is about to slam into the ground. If it is the object to the right of Sonic, then tilt the Walk/Run control left to slow down a little, allowing the debris to crash harmlessly to the ground ahead. Afterward the other two objects rotate faster, and soon slam into the

ground. If these are the objects behind Sonic, then tilt the Walk/Run control right and Boost to avoid them.



Silver may then spend some time floating far ahead out of reach, creating greenish Psychic Knives that he soon releases in Sonic's direction. If the blade is vertical, simply quick step left or right to dodge it. If the blade is horizontal, then you must jump over it. Silver remains out of reach during these periods, so don't waste your Boost.



The time to use Boost comes when the view switches to the side again. Silver gathers a cluster of car wrecks and debris into a big moving pile on the freeway ahead. The mess soon slows down, and Sonic will take damage if he collides with it. Jump and spin dash onto the wreckage. Then Boost continuously up to the front of the pileup, where Silver hovers. When within what you think is reasonable range, jump and spin kick Silver to end this attack.

After you've hit Silver with homing attacks roughly six or seven times, he ratchets up the action with his final assault. Vanishing momentarily, he reappears behind Sonic with a massive ball of wreckage that he then flings after Sonic. Boost at full speed continually to avoid the massive junk ball and also to catch up with Silver, who now floats ahead. Silver also positions a separate large object directly over Sonic, quick Step left or right repeatedly to get out from under it. Keep Boosting past the single object until a target marker appears on Silver, and the jump and spin kick him one final time to end the battle. Afterward, you'll receive the Silver Chaos Emerald.





Egg Dragoon has appeared before in the series, known story-wise as the "Ultra-Hyper Prototype-1," in *Sonic Unleashed* (2008). However, history is unwilling to repeat itself; though extremely similar in appearance, the version in *Sonic Generations* has not only chosen a greatly different battleground, but has also learned some devastating new attacks and modified some old ones. While you'll faintly recognize its modified freeze cannon and homing drill attacks, the timing and intensity of the battle have ramped up significantly.

Boost toward the perpetually retreating Egg Dragoon, refilling your Boost Gauge by always collecting Rings. Quick Step left and right to dodge the Ice Wave he leaves on the ground in his wake, hoping Sonic trips over them. He typically launches these where Sonic is running, so don't always run directly towards Rings; run to the side of them and then Quick Step inward to collect them at the last second. This tactic helps prevent Egg Dragoon from leaving the Ice Wave attack directly on top of the Rings. If you get close enough to Egg Dragoon on the ground, Omochao shouts to attack its belly. Jump up to activate a lock-on marker and instantly use a Homing Attack against the torso segment.



While pursuing Egg Dragoon, keep an eye for Jump Panels along the

way. Quick Step onto these to launch Sonic up to grind rails to either side of the tunnel loop. Boost along the grind rail and Side Step onto parallel lines as needed. Hop

lightly over a set of Spikes usually located near the end, and try to stay on the rail after avoiding a stumble. Fly



through the Dash Ring toward Egg Dragoon's head section, and deliver a Homing Attack before dropping back to the ground to start over. The grind rails provide the best opportunity to prevent it from launching many of its attacks and providing an extra opportunity to strike. Note that even if you drop from the rail by accident, a subsequent Homing Attack to the head may still be available.

Another attack is its Fire Beam, during which Eggman invites you to "Burn!" Firing lasers outward, Egg Dragoon cuts hot streaks into the floor and walls that move sideways across the surface, toward Sonic. Stop Boosting and Quick Step to the left as the beams approach Sonic's feet. Jump to let the beam pass harmlessly below if necessary. There is little you can do to counter this attack, except to locate the next Jump Panel to the left and run up it. Launching up to the grind rail on the right, you can Boost after the Dragoon and prepare a possible attack to the tail, as described above.



If a red targeting marker appears on Sonic, it means Egg Dragoon has targeted him with his Drill Attack. Move after the drill bit launches and is headed toward Sonic to evade this homing attack. Another way to dodge flying drill bits is to jump from a ramp onto a grind rail overhead.



ACT 2 Boss Battle: Egg Dragoon

When the background ahead changes, it means you are about to enter a side-view area. Quickly try to take advantage of a moment of vulnerability by Boosting toward Egg Dragoon while it still hovers in the center, because it might be possible to attack the belly one last time as the view switches. While running through the side-view, watch Egg Dragoon carefully and anticipate jumping and Air Boost from the sideline. Jump over these to the best of your ability, even if it means missing out on collecting Rings dotting the floor. Rarely, Egg Dragoon may move back to a central position over the area, but only briefly. Jump and use a Homing Attack to take advantage.



After dodging an unspecified number of Icicle Bombs fired into your side-view path (thus, showing Dr. Eggman his strategy isn't working), the Dragoon transforms and traps Sonic between two flat arms. The sides of these arms are lined with Wall Jump Panels. Quickly jump onto one or the other and leap across. By this point an Icicle Bomb should be bearing down from straight overhead; stick to the Wall Jump Panel momentarily, let it pass harmlessly, then jump back and forth to

a higher spot quickly. Adopt a pattern of jumping back and forth and stopping, such as left-right-pause, left-right-pause, and then left-right-left-pause. After letting a third Icicle Bomb pass, you should be able to leap repeatedly back and forth to the top of the arms before they slam shut on Sonic, attempting to crush him. Flying above the flat-sided arms, you gain an opportunity to Homing Attack the head. Afterward you may have to run through more of the side-view area, dodging subsequent Icicle Bombs fired into your path ahead, or the view may return to the 3D tunnel. Resume the appropriate strategy, either way.



...toward his to Egg Dragoon, ... and fiery black Cloud ... Sonic are pulled into ... downward and increase ... Note that although ... Boost Gauge power, it ... Sonic to the sides or down ... occasional Clouds that pass ... taking a hit. Use the Walk/Run ... from one side of the tunnel ... the best way ... Boosting a while, you'll ... robot. Steer Sonic toward ... belly, and deliver a



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Following delivery of several hits to Egg Dragoon, you'll spot an ominous and fiery black Cloud behind it. Egg Dragoon and Sonic are pulled into a bottomless pit for an endless descent. Hold the Boost button to angle downward and increase speed toward Egg Dragoon. Note that although diving does not consume Boost Gauge power, it might be wise to steer Sonic to the sides or down to collect Rings from octagonal Clouds that pass by, especially after taking a hit. Use the Walk/Run control to steer Sonic from one side of the tunnel to the other, since staying mobile is the best way to avoid attacks. But after Boosting a while, you'll catch up to the falling robot. Steer Sonic toward the center to target its belly, and deliver a Homing Attack.



Soon Sonic and Egg Dragoon return to the endless loop area. The boss should be a bit sluggish and hesitant to move away; Boost and hit it in the belly again. This should be sufficient to open the portal behind the boss again for another descent. Follow the same strategy as before: Boost to catch up to it, fly through Rings, and hit it in the belly to end this grueling battle.

Enter the Lair of the Time Eater

Following the battle with Egg Dragoon, Sonic returns to the White Space. The black Cloud to the right is gone, revealing a portal to the final boss fight. Collect the remaining seven Chaos Emeralds by defeating any Rivals you haven't challenged yet. Then return to this area and jump across the platforms. Jump or fall through the center of each fragmented gear to insert a Chaos Emerald, restoring the piece. Jump to higher levels and restore the other gears the same way. When all gears are repaired and working together, the portal to the Time Eater's dimension opens. There is no need to prepare by equipping Skills; they'll be useless in the final battle anyhow.



ACT 2 Boss Battle: Egg Dragoon

ACT 2

BOSS FIGHT: TIME EATER

Classic Sonic and Modern Sonic team up and unlock the power of the Chaos Emeralds to become Classic Super Sonic and Modern Super Sonic: legendary superheroes with the ability to fly and an endless supply of Boost. The battle takes place in an infinite tunnel dimension, with the Time Eater forever floating ahead. You'll be in control of Modern Super Sonic, and can steer him using the Walk/Run control. Classic Super Sonic flies alongside. Maintaining Super Sonic power consumes the Rings in possession. If the Ring Count drops to zero, both transform back and fall to their deaths. You start with 50 Rings and need to collect more. Triple lines of Rings will materialize and pass by; sometimes you'll be close enough to fly through them, sometimes not so lucky. The enemy drops massive amounts of Rings when struck, so working fast is vital.



Press and hold Boost to fly toward the Time Eater. At first, the tunnel is full of debris from other dimensions. Steer to avoid massive building chunks and other debris, maintaining Boost at all times to catch up with Time Eater

faster. Press the Jump button to send Classic Super Sonic spinning off, and like a pinball bouncing around he obliterates many of these hazards. Also steer to avoid Time Eater's golden Homing Shots and its Crushing Grip extension. All of these things will merely knock you off your Boost... But with your Ring Count continually declining, slowing you down is all the boss needs to defeat you.

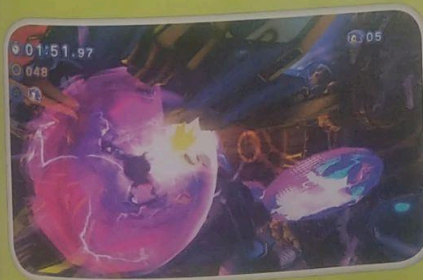


Catching up to Time Eater takes a while, though. Meanwhile, he may move outside the tunnel, at which point Sonic's friends communicate via radio that he should "switch." Press the Action button to switch to controlling Classic Super Sonic, and move into side-view. Reestablish Boost by releasing and pressing the button again; then hold it. Think of this as a kind of "shooter" mode, where pressing Jump fires Modern Super Sonic

directly ahead like a missile. Use him to take out chunks of debris in the way, as well as to knock down Homing Shots. However, utilize this attack conservatively since Modern Super Sonic takes a few seconds to return to your side. If you catch up to Time Eater, a lock-on target appears on its abdomen. You'll want Modern Super Sonic ready and positioned to fire him at the target. Damaging Time Eater causes a green flash, at which point the boss returns to the tunnel's center. Switch back to controlling Modern Super Sonic, and 3D view.



To attack as Modern Sonic, Boost until you reach Time Eater. Steer downward to avoid being clapped between its claws. A lock-on target appears at its abdomen. However, do not fire Classic Super Sonic at the target. Instead, continue Boosting toward Time Eater until Modern Super Sonic collides with the orb at its abdomen, frying it with super power.



Continue following Time Eater through the infinite tunnel, avoiding debris, missiles and attacks. Switch Sonics when indicated by your friends on the radio when Time Eater moves in and out of the stream. Repeat the strategies above, dependent on what view you're in when next you catch up to Time Eater. Following your third hit, Time Eater will appear to plummet rather than fly. The tunnel takes on a wavy quality, so modify your steering accordingly. Following your fourth hit the boss becomes desperate, and begins slowing time down to a crawl. Afterward he releases a Cloud of missiles rather than a salvo, and reaches through portals to strike with both arms rather than just one. He also stops moving outside the tunnel, so catch up to him and burrow into the torso orb one more time.



Throwing all caution to the wind, Time Eater pulls the Sun Burst (which has been floating in the tunnel this entire time) from its orbit and flings it at the Sonics. Press the top shoulder buttons simultaneously as directed to combine Super Sonic strength and drill through it. Repeat



this again to burrow through the fire orb and strike Time Eater's central mass, destroying it.

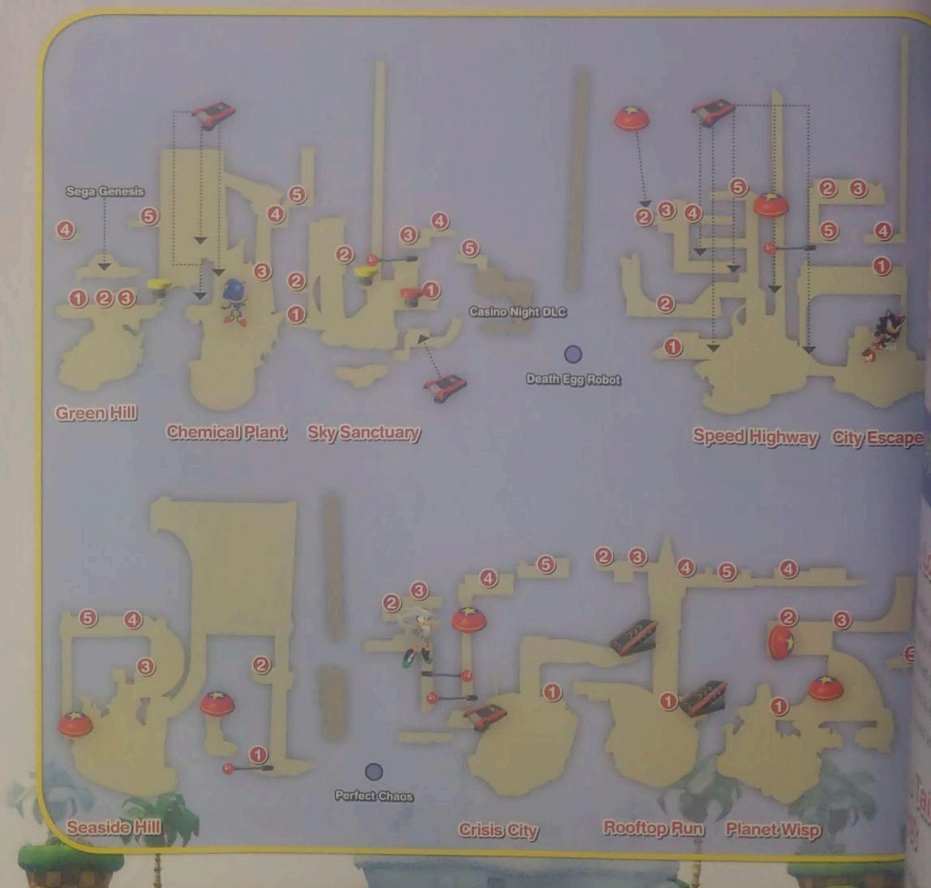
Final Note: Bonus Skills

For defeating Time Eater and completing the game, you'll unlock the **Super Sonic** Skill. With this equipped, collecting 50 Rings transforms either Classic Sonic or Modern Sonic into Super Sonic. As during the final battle, the effect consumes Rings while effective and can be extended by collecting more. Furthermore, the **Time Brake** Skill is unlocked in the Skill Shop. Purchase it for 5000 points to acquire the ability to slow down time.

Challenge Stages

Aside from the main Acts, there are 90 Challenge Acts that the player can complete for fun and extra rewards. Challenge Act Gates appear when the player completes all available Acts. After defeating a boss and completing more Acts, more Challenge Act Gates appear. By the end of the game 45 Challenge Act Gates appear in the White Space. Each gate allows access to two Challenge Acts for a total of 90 challenges! For help with each Challenge Act, including Skills earned via completion, check out the information below.

Challenge Act Gate Location Map



Green Hill Act 1 Challenges

Challenge 1: Doppelganger Race!

Sincerely one of the easiest challenges available; just be sure to hit the shortcuts, such as the bounce from the Buzz Bomber to the upper level, and stay on the shortcut paths.



Challenge 2: The Buzz Bombers' Revenge!

This is quite a fun level where you must employ good tactics with regards to Spin Jumping on Buzzers and Buzz Bombers in order to fly up to higher levels. The platforming is the most difficult part, but with plenty of time and lots of Time Bonus items everywhere, it's easy to complete!

Challenge 3: Knuckles: Horde of Enemies

Knuckles cheats his way through Green Hill by burrowing through the stage while you have to bounce from atop giant Motobugs and Buzzers to reach higher levels fast and smooth, in order to have any hope of winning.

Challenge 4: Swingset Circus

Good thing you're provided a lot of time to accomplish this one, since after you hop out of the lower area you'll have nothing but swings to navigate in order to reach the Goal Post, which is up high to the right. Get up to the swing-only area as fast as possible, then watch how they cross and intersect at the edges of their swings. Use what you see to jump across and up to the right. Careful of the Buzzers in the next area; your large swing will take you down close enough for them to knock the Rings out of you from below!

Challenge 5: High Speed Challenge

Not much to this challenge either. As Omochao suggests, grab the Power Sneakers in the first few areas and speed past whatever enemies you may spot. But after some loops and bouncing from a Spring Pole up into the mountains, you'll want to lay off the Power Sneakers in order to ascend a steep series of moving platforms more easily. After that, the finish is only a few yards away.

Green Hill Act 2 Challenges

Challenge 1: Lookout Below!

Crossing crumbling platforms is no problem, simply keep moving! Boost across them, or jump and Air Boost above them so that you have platforms remaining to jump back to when you need them. The hard part comes at the end, when you must jump up some very high ledges. The key is to land on the very edge of each level, turn around, and jump straight up to the next before the ground falls out from under.

Challenge 2: Tails: Way Past Fast

Tails may have his fancy plane, but this challenge is seriously no problem. Boost through enemies in your path, jump up to Homing Attack Buzzers and bounce up afterward to take the high route every time.

Challenge 3: Doppelganger Race!

Wow, all you really have to do is jump somewhat competently up the platforms in the first couple areas, extend your Boost Gauge via Trick Jumps and then speed all the way through the straight areas at the end to beat your double.

Challenge 4: Jump Rush

What an easy challenge! The only hard part of this level is a giant blue stone that's hard to jump over from a series of platforms above the falls. But once you're past that, there's nothing else in your way.

Challenge 5: 300% Boost Gauge Challenge

With 670 seconds (more than 11 minutes) to reach the goal, with all the Boost you could ever want, this challenge is a cinch! Coming off the hill, be sure to jump on the rail, cross the suspended wood platforms quickly, and Boost from the end of the second one. Hop up the swinging platforms to get to high ground. Boost through rocks to blow them out of your way, then Homing Attack three Buzzers in a row to get back to the high ground. From there just Boost all the way to the end, Quick Stepping left or right to avoid spike rollers. The **Boost Gauge Up** Skill is awarded for completing this challenge.



Chemical Plant Act 1 Challenges

Challenge 1: Tails' Toxic Skies

While moving through the Chemical Plant press Action to summon Tails, jump to grab his hands, then press Jump repeatedly to make him fly higher in the sky. You won't always want to go the highest or lowest, as indicated by the lines of Rings all over the place. As you two take to the sky above the plant, you'll need to keep an eye out for green Dash Rings that the two of you can Boost through. It's a fun and interesting challenge!



Challenge 2: Which Switch is Which?

There's some challenge to not getting caught by a Grabber or squished by moving blocks, but otherwise you simply want to run through here pushing switches to open the next area or activate moving platforms and blocks. Remember that you don't necessarily have to jump on the moving block every time, sometimes a stationary one is more suitable.

Challenge 3: Aqua Shield Challenge

This one is for the Aqua Shield Skill, and it ends up being a bit difficult. First there's the learning curve of using the shield's secondary function, the Bound Jump. Press jump again immediately after a jump to shoot down at the ground and bounce higher than before. The end result is like dribbling a basketball. Once you get used to this, you can use it to squash enemies below you and also to fly up above moving Spikeed Iron Balls. Reach the Goal Post to acquire the **Aqua Shield** Skill.



Challenge 4: Doppelganger Race!

Familiarity with all parts the Chemical Plant is essential to getting through tricky spots quickly. Also, being able to get on the high route that doesn't involve any water will be extremely helpful, since that's exactly what your double will do.



Challenge 5: Invincibility Challenge

This short challenge merely provides an introduction to using Invincibility items. Grab one and run across spikes. You can also stand on top of spikes in order to jump to the next level up. Touching enemies destroys them instantly. Keep your Invincibility going with power ups along the way, and reach the goal in time.

Chemical Plant Act 2 Challenges

Challenge 1: One Ring Challenge

You start with only one Ring, and if you drop it and don't pick it back up in time there are no others. However, the stage isn't very long. The main problem is in trying to anticipate when blocks are going to rotate and avoid getting crushed by them. Remember also that Sonic can crouch, and thereby avoid damage from Spiked Iron Balls passing overhead.

Challenge 2: Doppelganger Race!

Again, this is another extremely easy challenge to beat, provided you're well acquainted with the stage and can stay well above the rising water in the side-view area.

Challenge 3: Amy: Taking the Leap Together!

During this challenge press the Action button to call Amy, who will hit the ground with her hammer in order to knock Sonic high in the air. After pressing Action the first time, you must hit it again at just the right moment to succeed. The key is to press the Action button when the gauge that appears over Amy's hammer fills to the point where the small white band is. You must master this skill by getting Amy to knock you off of moving platforms onto other moving platforms. The supreme test comes at the end when Amy must knock Sonic up between two rotating block staircases. The trick is to call Amy just when the blocks are settling into a pyramid formation; that way Sonic flies up and the blocks close beneath him.



Challenge 4: Grappling with Grabbers

This challenge truly isn't too bad. Simply work your way up through the rising water area (sans rising water) to the top, using Homing Attacks to take out Grabbers along the way. Sometimes Spin Jumping the Grabbers is the fastest way up.

Challenge 5: Underwater Ring Machine

This challenge will take you at least two tries to get right, but you'll quickly see what's up. A Sprinkler moves around the area dropping Rings. You must collect at least 100 of them and then head to the Goal Ring. The trick is if you're not fast enough, the Sprinkler will get too far ahead and sprinkle its Rings in places you can't get to before they disappear. Use Boost frequently to catch up to it and also to collect Rings, all the while keeping an eye out for Grabbers. It's not as hard as it sounds.



Sky Sanctuary Act 1 Challenges

Challenge 1: Doppelganger Race!

As long as you can avoid pitfalls from Sky Sanctuary and remember where the shortcuts are, you should have no problem beating your double to the finish line.

Challenge 2: Egg Robo Rush

This challenge isn't terribly difficult since there are plenty of Rings available to prevent death after colliding with an Egg Robo. Though between dodging gun blasts and trying to avoid bumping into enemies in some very inconvenient places, this turns out to be quite a thrilling challenge.

Challenge 3: Aerial Paradise

This is so straight forward that it's hardly a challenge. Find your way around Sky Sanctuary by jumping into Warp Points and make it to the finish line. The only real challenge comes from knocking some Egg Robos out of your way and also making some rather difficult jumps to and from tiny moving platforms. Otherwise, piece of cake!

Challenge 4: Ring Time Challenge

Ring Time is a skill that allows you to press the Action button and turn all enemies in the area into Rings. However, as the icons below your Ring Count indicate, you can only use Ring Time five times in the entire challenge. You must carry 80 Rings through the goal line within 580 seconds (more than 9 minutes). There's a problem though. If you get hit by enemies too many times and lose too many Rings in the process, you'll never find enough to finish. The majority of Egg Robos are encountered near the end of the stage, so it's advised not to use Ring Time unless three or more enemies settle into the area. The **Ring Time Skill** is received as a reward for completion.



Challenge 5: Amy: Topsy Turvy

In this challenge you have to ride one of the Spinning Tops while Amy flies by spinning her hammer around; sometimes to much greater effect than Sonic. Tilt the Walk/Run control left or right to raise the Spinning Top in that direction, and let go when you want to descend. Try to avoid hitting Amy if at all possible, since these little jabs send Sonic the wrong direction.

Sky Sanctuary Act 2 Challenges

Challenge 1: Knuckles: Buried Treasure

An arrow over Sonic's head Acts as a treasure seeker, pointing the way to the next cache of buried gold medals. These spots are marked with little bubbles that vanish as you approach.

So if you forget where the bubble was, you have to rely on the arrow over your head to point down. Once you're on the spot, press the Action button to call Knuckles to dig for medals. You must collect 35 prior to heading to the Goal Ring, which is inside the indoor garden area. There are also quite a few Egg Robos in here, providing the most resistance in this entire challenge.



Challenge 2: 200% Boost Gauge Challenge

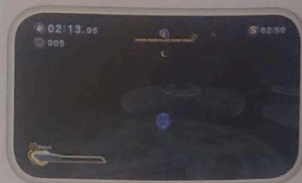
The idea of this challenge is to give you a Boost Gauge double its normal size and drop you in a stage where you can barely use it. Rely more on homing attacks and Spin Jumps to get you through this one.

Challenge 3: Balloon Bonanza

At first this challenge is all fun and games, presenting you with nice lines of balloons to target and bounce from, working your way across the level easily. But then you'll reach a vertical area with too many balloons, and Egg Springs to boot! You have to work on turning in midair to face another balloon in the opposite direction, and not pushing the Jump button too many times. Otherwise you'll just keep shooting off in the wrong direction or dropping to the bottom until time expires.

Challenge 4: Doppelganger Race!

The hardest part of this stage to deal with while being chased by your own mirror image is the interior area. Practice reaching that upper level and hopping those Spinning Platforms to get out quickly. The doppelganger tends to get slowed down here as well, so you have that to your advantage.



Challenge 5: High-Speed Hijinks

Somehow the Egg Robos and other machinery in Sky Sanctuary are all running at double speed, so be prepared for some fast shooting. If Egg Robos aren't directly in your way, don't bother with them. Just try to get through the stage as fast as possible. The real challenges are knowing to Boost through a straight line of Egg Robos, and jumping onto and off a platform that Spiked Iron Balls are spinning around. Once you get the timing of the last jump, you're in the home stretch.

Speed Highway Act 1 Challenges

Challenge 1: Cream: Chao Hunt

The key to this race is to stay ahead of Cream, learn the Chao's locations and get to them before she does. Don't stop to worry about enemies, and jump over traps as smoothly as possible. There's one Chao over the freeway that you shouldn't worry too much about. Just don't let Cream get ahead of you or she'll scoop them all up!

Challenge 2: Hot Pursuit

A Sprinkler follows Sonic around, attempting to drop bombs on him. Simply keep making your way left toward the goal. You'll encounter many Cop Speeders in low places, so tap the Spin button to deal with them.

Challenge 3: High Speed Challenge 2

This is exactly like the similar challenge at the Chemical Plant; you're simply trying to get through a stage portion filled with Power Sneakers. Spin Jump enemies and bounce from them afterwards to reach higher levels faster.

Challenge 4: Resisting Arrest

Make your way through a section of Speed Highway that is under heavy construction at the moment, and loaded with Cop Speeders just looking to knock your Rings loose. You'll lose Rings many times, but just pick up a few and continue. After crossing the highway and jumping some platforms, all you have to do is Spin Dash to full speed and fire Sonic at the Goal Post.

Challenge 5: Doppelganger Race!

Face off against Sonic's double and beat him in a race to the goal.

Speed Highway Act 2 Challenges

Challenge 1: Overdrift

Challenge? What challenge? Simply race through the track and reach the finish line. Only the Rings that Sonic picks up while drifting into turns count, don't worry about the rings though, just speed through the challenge as fast as you can!

Challenge 2: Hot Pursuit

In a situation similar to its Act 1 counterpart, the Sprinkler now leads Modern Sonic on a merry chase, dropping Rings and occasionally bombs. Try to catch up to the Sprinkler. At times it drops so many Rings that you can merely walk normally behind it and pick up the Rings, while bombs fall harmlessly a few feet ahead.

Challenge 3: Doppelganger Race!

These races were so easy for the first three stages, but have taken a serious turn into hard territory. Shortcut mastery is mandatory, since the doppelganger hops right over all of them. Don't be afraid to lay on the Boost throughout the entire level, starting early.

Challenge 4: Drill Baby Drill

A simple enough challenge, just use Sonic's Stomp ability to smash your way down through boxes. Watch out for Explosives among the boxes, and Homing Attack Cop

Speeders out of your way. When you find you can't jump under a Explosive, try jumping over it. Also when you come to where you can see spike beds moving back and forth below, try moving to the far left side and stomp down through safely.



Challenge 5: Espio: Master of Camouflage

While making your way to the goal, kick spotlights to turn them and try to reveal Espio's position. The ninja stars he throws and other weapons he uses are a good sign of where he's at, so kick the spotlights accordingly. Once he's fully visible, jump toward him and Homing Attack him to gain access to the next area.

City Escape Act 1 Challenges

Challenge 1: Lord of the Board

You don't have to use the skateboard to finish the level, though it sure helps. Try not to get caught between two Springs to save some time. Make your way to the goal before time expires.

Challenge 2: Thunder Shield Challenge

Use Thunder Shield items to reach the goal in time and obtain the **Thunder Shield** Skill. The course is set up to test your ability to use double jumps with a variety of timing and angles. For instance, you'll have to double jump to reach most platform and rooftops. You'll also have to drop toward spikes and activate the second jump at the last second to bounce upward, along with other tests.

Challenge 3: Rouge: The Bombardier

Rouge flies ahead of Sonic, dropping her love bombs on the ground. Touching these causes them to explode. You must jump over these and navigate to the Goal Post. If you set one off, try to pick up Rings and keep going. Not only do you have the Explosives to worry about, but most of your navigation must be accomplished by Seesaw. If you jump on one side of the Seesaw and fail to move to the other side before the Spike Iron Ball lands, you're in big trouble.

Challenge 4: Doppelganger Race!

Face off against Sonic's double and beat him in a race to the goal.

Challenge 5: Rite of Spring

Someone has filled the streets with Springs and rearranged platforms to create some very boxed-in areas. The challenge this presents is that you wind up needing to jump in areas that are too low. As you approach the end, you must guide Sonic carefully onto the Springs between Spike Traps, even if he bounces so high you lose sight of where the Springs are. Guide Sonic to a position over where you last saw them.

City Escape Act 2 Challenges

Challenge 1: Cream: Helping Hand

Cream and her team of Chao will follow behind Sonic on his skateboard. There are no rings in the stage, just lots of extra Explosives, tricky platforms, traps and more enemies. If you drop your Ring and can't pick it up in time, then press the Action button to get another one from Cream and her Chao friends. As you can see by the icons in the top left portion of the screen, you can only call upon them a certain number of times before they run out of rings. You have to make it from the usual starting point to the start of the side-view area. When stopped at the end of the park, press the three switches to remove the barriers blocking the exit.

Challenge 2: Dash Ring 1-2-3

The way through is impossible except by jumping through Dash Rings suspended over the area. Jump up onto moving platforms and wait until they're close enough to the rings for you to jump through and reach the next area.



Challenge 3: Topsy-Turvy

Get through the side view area of the stage using horizontal bars and spinning wheels to proceed. Wheels spin away from the direction you want to go, so jump forward repeatedly to stay on top. Remember that to dismount Horizontal Bars properly, you must press Jump as Sonic's feet pass through the blue section of the gauge.



Challenge 4: High-Speed Hijinks 2

Enemies move and shoot at double speed. You must try to make it through the park and the side view area by jumping across some extremely fast moving platforms. Otherwise have fun obliterating enemies as you make your way through the stage.

Challenge 5: Doppelganger Race!

As always, it's the side view area that will slow down Modern Sonic enough to let the Doppelganger pass him. Just remember that there are plenty of Rings on the streets when you're running from the truck, and really lay on the Boost to catch up at the end!

Seaside Hill Act 1 Challenges

Challenge 1: Rescue the Animals!

This is a really cute challenge where you must free 140 animals from capsules within 500 seconds (8.5 minutes) and then reach the goal. Open capsules by jumping onto the button on top. The number of animals freed is displayed in the upper right corner; check it each time you find and open a capsule. When you've hit the quota, forget about the rest of the capsules and work your way through spinning Spiked Iron Balls to reach the goal.



Challenge 2: Doppelganger Race!

Neither of the doppelganger races in Seaside Hill are very fair, given the insane number of Spike Traps, the difficulty in reaching and staying on the upper route, and the plentiful water to slow you down. Practice getting to that upper route early, near the start, and maintaining the upper hand that way.

Challenge 3: Espio: Way of the Ninja

Throughout this stage new grapple points have been affixed overhead. When within ranged of these points, press and hold the Action button to call Espio, who grabs Sonic and uses a rope to swing across. Tilt the Walk/Run control left and right to make them swing back and forth. Release the Action button during a swing to make them fly to the next platform. The challenge part comes at the end, when you must swing from one grapple point to another, and then fly from the final grapple point over a tall column with spikes to reach the Goal Post. If you fall on the wrong side of the wall, grapple the last point, swing back and forth to build up momentum, and then release to fly over.



Challenge 4: High-Speed Hijinks

Make it through the first area and around the corner while enemies and platforms move and shoot at double speed. The biggest challenge here appears to be getting out of the underwater area using a series of stones that jut from the walls. Find the rhythm, going back for air bubbles if needed. Then jump up the stones in rapid succession.

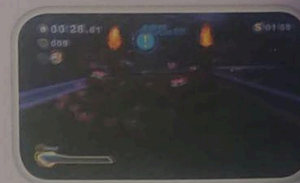
Challenge 5: Underwater Challenge

Almost an exercise in futility, you must navigate the underwater sections of the first area without being able to come up for air. Therefore find an air bubble, moving away from it only slightly to explore the changes to the surrounding environment. Then grab an air bubble and make a mad dash to try and get to the next area and grab another bubble before Sonic drowns.

Seaside Hill Act 2 Challenges

Challenge 1: Rouge: The Temptress

Using Rouge's help, make your way across the lower levels of the seaside area. The Egg Pawns on the platforms all carry shields that block Sonic's attacks. Press the Action button to call Rouge into battle, spreading her feminine charms everywhere and lulling the enemies to distraction. Rouge's ability operates something like a gun, firing little hearts in whatever direction Sonic faces. Hit the enemies with the hearts to distract them and make them lower their shields. Then you can dispatch them with homing attacks and make your way further across the platforms. In several areas, the platforms remain incomplete until all the enemies are dispatched. The true challenge comes at the Goal Ring's zone, when more than a dozen enemies show up. Jump out of the middle of the group and take them on as they charge. Defeat all the enemies to build up the platforms to the Goal Ring, then jump up and touch it to win.



Challenge 2: Doppelganger Race!

Make yourself very familiar with the underwater temple area near the end, since it tends to be Sonic's Achilles heel in this race. Entering the temple via the upper level and hopping through quickly is the key to staying ahead of the doppelganger and winning.

Challenge 3: Trick Island

Starting on the sea turtle platforms below the race track, you must navigate the platforms, run up Trick Jump Panels, and fly through Rainbow Rings in order to trigger Trick Jump sessions. While flying, pull off at least 35 tricks. Moving from platform to platform, you'll eventually wind up on the racetrack. If you're having trouble clearing this stage with the ramps and Rainbow Rings provided between the start point and the Goal Ring, then stop and use the first ramp and Rainbow Rings repeatedly until you've scored close to 35. With no enemies or tricky platforms around, this location is ideal. Then you should be able to continue to the finish line and complete this challenge with no problems.

Challenge 4: Surf, Sea, and Sand

This is another short little Seaside Hill challenge where you have to cross the sea turtle platforms above the water, find a way off, use some horizontal bars to ascend to the upper area and then race a go-cart on a new section of track. Have fun!

Challenge 5: Terror From The Deep

Make your way across the ocean's surface by holding Boost to lightly skim the top. If you miss a turn and veer outside the buoys, a large Chopper appears right on your tail. Avoid this by using Quick Step to get back inside the lines. Take out enemies along the beach and skim across the water to the Goal Ring. Don't worry; it's an intense but brief challenge.

Crisis City Act 1 Challenges

Challenge 1: Doppelganger Race!

Face off against Sonic's double and beat him in a race to the goal.

Challenge 2: Goal Post Juggle

This is quite possibly one of the hardest challenges in the game. A Goal Post begins to float down to the ground. Your job is to jump up and hit it to knock it away, and prevent it from planting itself anywhere except where it belongs. If the goal post plants itself in the ground anywhere but the designated location (a large circle marked with stars) then seconds are subtracted from your time remaining to complete this task. Ideally you will knock it into the air and keep it there. Jumping up to hit the sign intentionally makes it fly farther faster, whereas running through it near the ground merely makes it pop up a little. Run ahead only to eliminate enemies on the path; otherwise, keep your eyes on the post. Don't let it hit the ground too many times, or you won't have enough time remaining to finish. Try to hit it in such a way that it will not get stuck on an upper platform while you drop down to the lower; as you practice this challenge, you'll see what we mean. Don't worry about collecting Rings. For each ten times you knock the sign, it will drop ten Rings that Sonic collects automatically. Continue fighting the fire tornado and the other environmental hazards, and bat the Goal Post to the spot where it belongs.



Challenge 3: Vector: Through the Storm

Navigate across the fire tornado area of the stage by calling for Vector to come and throw Sonic to new areas. At locations with a blue exclamation mark sign, press the Action Button and call upon Vector to come in for a pass. When Vector appears, he picks up Sonic and begins leaning back to throw. A purple line indicates his pass trajectory. When the purple line is at the right angle, press the Action Button again to make Vector throw Sonic like a football. The suggested angle of throw is often indicated by a line of Rings in the air above; when Vector's pass trajectory is lined up with the Rings, press the Action Button for a perfect pass every time. Continue passing Sonic across the platforms to reach the Goal Post.



Challenge 4: Flame Shield Challenge

Flame Shield items appear throughout a version of Crisis City with significant changes to the map. Collect the first Flame Shield and proceed through the map, Spin Jumping enemies and walking across burning flame geysers and magma without breaking a sweat. Just avoid colliding with an enemy or Spiked Trap, or it will deactivate your shield; if you do, find another one ASAP. On Seesaws with Spiked Iron Balls, you must jump on one side to flip the spike ball into the air, then run up the Seesaw to the raised end so that the spike ball knocks Sonic airborne when it lands on the other side. Remember that the Flame Shield allows Sonic to perform an aerial Boost attack similar to Modern Sonic, and utilize it to cross wide chasms and long obstacles, such as the retracting Spiked Trap corridor at the end. The **Flame Shield** Skill is unlocked for completing this Challenge Act, and becomes available in the Skill Shop.



Challenge 5: Ring Time Challenge 2

This challenge provides another way to obtain the Ring Time Skill, only it is much harder than the challenge previously described in *Sky Sanctuary*. While the markers indicating that you should use the Ring Time Skill are fairly spot on, you'll find that you have to move very quickly through the next few areas to maximize each use and collect up to 100 Rings before reaching the finish. Unfortunately many of the flying enemies tend to pop directly above magma or fiery geysers, can't collect those Rings! The key to clearing this challenge is to practice it until you've memorized the course. By then, you should be using the Ring Time Skill very efficiently.

Crisis City Act 2 Challenges

Challenge 1: Power Stomp Challenge

Use the Power Stomp Skill to land on groups of enemies and wipe them all out. Avoid swinging Spiked Iron Balls and stomp on rock platforms floating atop shooting magma to push them down. In the second half of the area, you must make good use of your Homing Skills to bounce across bursting balloons. The **Power Stomp** Skill is the reward for this challenge.



Challenge 2: Doppelganger Race!

Face off against Sonic's double and beat him in a race to the goal.

Challenge 3: Switcheroo



The challenge here is to press switches so as to create a route to the Goal Ring. You'll find that pressing a switch causes some platforms to appear while deactivating others. The worst part of the challenge is at the beginning, when you're forced to press a switch in order to create platforms but the same switch also removes the force field protecting Sonic from a horde of enemies. Jump repeatedly to avoid the barrage, and get away from the monsters immediately. Continue across the suspended platforms, pressing switches to see what platforms they create and what platforms they remove. The second part of the challenge involves jumping accurately enough to activate the switch on one side of a block, but not the two on the other sides. Once you get past the monsters you can't eliminate, you can take some time to think, jump correctly until press the right buttons to create a path to the exit.

Challenge 4: Blaze: Piercing the Flames

Work your way through unfamiliar portions of the Act 2 opening of the stage. In several places along the route, massive walls of fire block the path directly ahead. When in range, press Action to call upon Blaze to douse the fires. Her range is roughly ten feet, if you can eyeball that from your screen. Blaze's control of fire can also be used to take out enemies and put out flaming geysers, so call upon her frequently. You must use your time wisely, however, or you'll run out. The most challenging part comes after the tall loop, when Sonic must put out fires in order to ascend a series of crumbling highways. Reaching the top, you must use Homing Attacks to bounce from one enemy to the next high up in the air. Upon reaching the higher level, continue homing in on enemies to cross to the final area. Call upon Blaze to take out one enemy while you Homing Attack the other. Put out the flames engulfing the Goal Ring and touch it to complete this heady challenge.



Challenge 5: Four-way Cannon Cavalcade

As you may know from playing the main stages, the Four-way Cannons typically have to be used quickly, or Sonic falls out. That's not true of the devices in this challenge; you can wait in the cannon until obstacles or enemies in your path remove themselves before firing. All you have to do is tilt the Walk/Run control to select a direction, and hold it there until clear. As you draw nearer the Goal Ring the enemies become exceptionally dense, so it may be wiser just to abandon using the cannons and use Homing Attacks to clear the path to the goal.



Rooftop Run Act 1 Challenges

Challenge 1: Doppelganger Race!

Face off against Sonic's double and beat him in a race to the goal.

Challenge 2: High-Rise Balloon Climb

Spin Dash across the bottom level to reach the next story up, then work your way over to the cannon. This fires you to a platform where large balloons are created by little machines. Stand next to one of these and wait for the next balloon to rise; jump up and grab the handle. Jump from balloon to balloon to cannon to launch back to the clock face. Continue working your way up the side of the clock, using the balloons and platforms. The going gets trickier as you rise, as Spike Traps directly above pop the balloons. You have to start jumping in anticipation of the next platform, the next balloon, or the next enemy you can bounce off of. Note that you can also bounce on top of the balloons, and this makes leaping up some areas easier. At the top, Aero-Cannons poised to either side create sniper crossfire unlike anything you've ever seen. Don't bother trying to take out the enemies; replacements appear immediately. Jump in anticipation of being able to grab another balloon handle, or to bounce from a balloon top onto a ledge. Also anticipate when the Aero Cannons above and below will fire next, and jump out of their sights.



Challenge 3: Dash Ring 1-2-3

This is like the earlier Dash Ring challenge in City Escape, only you must pass through every Ring in the stage, all 55 of them. If you miss one, go back and find a way to jump through it. Sure there are fire hazards and spikes galore, and you may drop your Rings a time or two, but you should have no problem clearing this challenge on the first try.

Challenge 4: Charmy: Don't Bug Me!

No clue what's got Charmy's bonnet buzzing, but he's set up a rather dangerous obstacle course for Sonic to endure. Small golden cans on the ground will open, releasing intermittent water geysers. At some locations these may prove inconvenient, since Sonic becomes trapped on them momentarily. However in some places, such as the starting point, the water geysers can lift Sonic to higher levels for Rings. Work your way downhill and through the winery as fast as possible. The idea is to get through the area before Charmy has a chance to activate the majority of his traps. Work your way to the right, ride the zipline to the top, and fight your way up to the cannon. From there you can shoot Sonic to the Goal Post. This challenge is nothing you can't handle after a practice run or two.



Challenge 5: One Ring Challenge 2

Similar to a previous challenge, you must make it into the winery with only one Ring. If damaged, immediately recover your one Ring and continue. Although you'll find most of the Spike Traps here to be set up in quite malicious ways, you can get through this challenge by giving it a few run-throughs beforehand.

Rooftop Run Act 2 Challenges

Challenge 1: Barrel Ring Bonus

Large golden barrels lining the street contain Rings. You must smash them open, collect the 250 Rings total, and reach the Goal Ring. Sounds simple, no? However, you only have 90 seconds to complete this. For this reason you don't have time to be jumping to upper levels: all the Rings you need are on the ground level. Work your way up the street using Homing Attacks to knock enemies into barrels to break them. If there are no enemies around, use Boost. Learn the timing of the traps at the end, perfect your speed through this portion of the stage, and you'll eventually nail this challenge.

Challenge 2: Doppelganger Race!

Face off against Sonic's double and beat him in a race to the goal.

Challenge 3: Rooftop Rail Grind

Quite fun! Basically all you have to do is run through most of the Rooftop Run stage, only on a skateboard. Watch for pitfalls and stick to the highroad as much as possible. Boost through enemies and Quick Slide left and right to avoid bombs and collect Rings. You'll probably find this a bit easier than the regular stage, even!

Challenge 4: Endless Boost

With only 120 seconds to reach the goal line, you must make excellent use of unlimited Boost without taking a single hit. The Endless Boost Skill's side effect is that Sonic can never increase his Ring Count above zero, so the first collision will kill you. Practice makes perfect is the only real strategy here. Just keep running the course, memorize each thing that killed you, and get past it the next time. You receive the **Endless Boost** Skill as a prize for this challenge, though in some ways equipping this Skill makes the game harder!



Challenge 5: Vector: Pick Up the Beat

This is an interesting little challenge wherein Vector uses his keyboard to send out visible musical notes that you must kick back at him before they reach their target. The target appears on the ground as a glowing circle. Vector sends out slow blue notes and faster orange-yellow ones. Jump and use Homing Attacks to spike these back at him. What ensues is something like a tennis match where you can't let the ball touch the ground. Because Vector remains stationary on a raised platform, he maintains the advantage. Therefore, between your volleys try to jump on one of the raised platforms in the center of the area. Turn back to face Vector and the incoming note. The game ramps up in speed until Vector can't keep up. Completing this challenge will take some practice and quite a bit of timing improvement, so don't think you'll get it on the first try.

Planet Wisp Act 1 Challenges

Challenge 1: With Your Powers Combined

Use Aqua, Thunder and Flame Shields to get to the goal safely in time. The platforms in the first area are spread pretty high, so start with Aqua Shield to bounce up quickly. Grab a Flame Shield on the level above in order to continue to the right through the burners. Grab Thunder Shield whenever you need to move through shock traps. The hard part comes when you reach a curved corner and must land on a tiny beam high up in order to drop on a barrel below, smashing it to reveal an Aqua Shield. Then you must land on the beam with the arrow marking and bounce your way up a narrow chute guarded by a saw arm. Following that, you should have little trouble finishing in time.



Challenge 2: Doppelganger Race!

Face off against Sonic's double and beat him in a race to the goal.

Challenge 3: Goal Post Juggle 2

This is similar to the Goal Post Juggle challenge at Crisis City, though without nearly as much resistance from the environment and enemies. The tricky parts include needing to allow the goal post to drop to a very low point before hitting it in order to push it through the small corridor to the outdoors. Furthermore, the saw blades rolling back and forth near the Goal Post are no picnic either. If you drop your Rings, only let Sonic pick up a few and then use your momentary invulnerability to knock the Goal Post up to the target area, where it belongs.

Challenge 4: Chase After Blaze

Blaze will run through the saw mill area, stopping occasionally as if to see if Sonic is still chasing her. Collect Pink Wisp Capsules, stick to the ceiling and Spin Dash after her repeatedly. This challenge ended up being surprisingly easy to master with these tactics.

Challenge 5: Rescue the Animals 2!

Though this challenge was pretty cute in Seaside Park, the mission takes on a whole new level on Planet Wisp. A Sprinkler chases Sonic around, dropping Bombs with uncanny intelligence regarding your next landing spot. Work your way up into the factory using Seesaws to launch Sonic high. Press the button on top of Capsules you find to release the animals. You must release 100 animals prior to reaching the Goal Post, which means releasing absolutely every capsule before moving on to the next area. So search well!

Planet Wisp Act 2 Challenges

Challenge 1: Doppelganger Race!

Face off against Sonic's double and beat him in a race to the goal.

Challenge 2: Cart Challenge

For anyone who's spent any amount of time riding the carts around the rocket tower just to see where they go, this challenge should prove fun and easy. Use intermittent Boost while riding the carts to save time. There are a few beneficial new gimmicks thrown into the stage to help you platform your way around the tower more quickly. But just like in the main stage, the idea is to reach the Goal Ring at the top of the tower quickly.

Challenge 3: Charmy: High in the Sky

Charmy's best challenge yet involves crossing the canyon area and proceeding up through the defensive measures to the upper route of the saw mill. Jump into the air and



press Action to call upon Charmy to evoke a whirlwind below Sonic's feet, effectively creating a temporary platform for him to stand on. Charmy will get dizzy in a moment, so you have to figure out your next move quickly. Usually you want to hop from one whirlwind platform to the next pretty quickly, pressing Action button as fast as you can manage. Work your way around to switches that raise protective barriers to either side, or that disable rotating Spiked Iron Balls. After disabling Spiked Iron Balls, you must then jump up through them.

Challenge 4: Action Master

This is essentially just an obstacle course to check and see how well you can do with Wall Jump Panels, Lightspeed Dashing through Rings and Stomping down through crates. Mainly you'll use Homing Attacks to get through, as always. The only tricky part is to watch your timing as you leap back and forth between Wall Jump Panels on either side of a shock trap that activates intermittently.

Challenge 5: Orange Rocket, Blast Off!

Navigate the upper portion of the rocket tower by collecting Orange Wisp Capsules and blasting off at indicated points. Some of the point markers do not allow rocket Sonic to pass through a rocket panel, but by flying up to the ceiling you can then guide Sonic left or right to fall advantageously on a high platform, and proceed from there. The tricky part comes at the end, when it turns out the Goal Ring is mounted on a moving rocket platform! You must watch it carefully and blast off from the center when the platform is moving to the outside. This positioning and timing should allow you to catch the platform with the Goal Ring on the way back to the center. But if one of the lower moving rocket platforms gets in the way, just consider it collateral damage. Grab another Orange Wisp Capsule and try again.

Easy Reference

This chapter features an easy to read table showing all the artwork and music you can unlock in the Collection Room. Try not to refer to this chapter until you have unlocked them all, or are very close and want to know what you're missing.

RED STAR RING ITEMS

The following items are unlocked each time you collect a Red Star Ring and carry it to end of the stage. Additional Skills are unlocked for collecting all five Red Star Rings in a stage, as detailed in **Chapter 3: You Gotta Have Skills!**

NO.	TYPE	ID NO.	ITEM	NO.	TYPE	ID NO.	ITEM	NO.	TYPE	ID NO.	ITEM
1	Artwork	1	Green Hill Concept Art	31	Artwork	26	City Escape Concept Art	61	Artwork	59	Crisis City Concept Art
2	Artwork	2	Green Hill Concept Art	32	Artwork	27	City Escape Concept Art	62	Artwork	60	Crisis City Concept Art
3	Artwork	3	Green Hill Concept Art	33	Artwork	28	City Escape Concept Art	63	Artwork	61	Crisis City Concept Art
4	Artwork	4	Green Hill Concept Art	34	Artwork	29	City Escape Concept Art	64	Artwork	62	Crisis City Concept Art
5	Artwork	5	Green Hill Concept Art	35	BGM	17	Green Forest SONIC ADVENTURE 2	65	BGM	23	Wave Ocean SONIC 2006
6	Artwork	6	Green Hill Concept Art	36	Artwork	30	Seaside Hill Concept Art	66	Artwork	63	Rooftop Run Concept Art
7	Artwork	7	Green Hill Concept Art	37	Artwork	31	Seaside Hill Concept Art	67	Artwork	64	Rooftop Run Concept Art
8	BGM	1	Green Hill Zone (Original) SONIC THE HEDGEHOG	38	Artwork	32	Seaside Hill Concept Art	68	Artwork	65	Rooftop Run Concept Art
9	Artwork	8	Chemical Plant Concept Art	39	Artwork	33	Seaside Hill Concept Art	69	Artwork	66	Rooftop Run Concept Art
10	Artwork	9	Chemical Plant Concept Art	40	Artwork	34	Seaside Hill Concept Art	70	Artwork	67	Rooftop Run Concept Art
11	Artwork	10	Chemical Plant Concept Art	41	Artwork	35	Seaside Hill Concept Art	71	Artwork	68	Rooftop Run Concept Art
12	Artwork	11	Chemical Plant Concept Art	42	Artwork	36	Seaside Hill Concept Art	72	Artwork	69	Rooftop Run Concept Art
13	BGM	4	Emerald Hill Zone SONIC THE HEDGEHOG 2	43	Artwork	37	Seaside Hill Concept Art	73	Artwork	70	Rooftop Run Concept Art
14	Artwork	12	Sky Sanctuary Concept Art	44	Artwork	38	Seaside Hill Concept Art	74	Artwork	71	Rooftop Run Concept Art
15	Artwork	13	Sky Sanctuary Concept Art	45	Artwork	39	Seaside Hill Concept Art	75	Artwork	72	Rooftop Run Concept Art
16	Artwork	14	Sky Sanctuary Concept Art	46	Artwork	40	Seaside Hill Concept Art	76	Artwork	73	Rooftop Run Concept Art
17	Artwork	15	Sky Sanctuary Concept Art	47	BGM	20	What I'm Made Of... SONIC HEROES	77	BGM	26	Windmill Isle - Day SONIC UNLEASHED
18	Artwork	16	Sky Sanctuary Concept Art	48	Artwork	46	Special Artwork	78	Artwork	74	Planet Wisp Concept Art
19	Artwork	17	Sky Sanctuary Concept Art	49	Artwork	47	Special Artwork	79	Artwork	75	Planet Wisp Concept Art
20	BGM	7	Angel Island Zone SONIC THE HEDGEHOG 3	50	Artwork	48	Crisis City Concept Art	80	Artwork	76	Planet Wisp Concept Art
21	Artwork	18	Sky Sanctuary Concept Art	51	Artwork	49	Crisis City Concept Art	81	Artwork	77	Planet Wisp Concept Art
22	Artwork	19	Sky Sanctuary Concept Art	52	Artwork	50	Crisis City Concept Art	82	Artwork	78	Planet Wisp Concept Art
23	Artwork	20	Sky Sanctuary Concept Art	53	Artwork	51	Crisis City Concept Art	83	Artwork	79	Planet Wisp Concept Art
24	Artwork	21	Sky Sanctuary Concept Art	54	Artwork	52	Crisis City Concept Art	84	Artwork	80	Planet Wisp Concept Art
25	Artwork	22	Sky Sanctuary Concept Art	55	Artwork	53	Crisis City Concept Art	85	Artwork	81	Planet Wisp Concept Art
26	Artwork	23	Sky Sanctuary Concept Art	56	Artwork	54	Crisis City Concept Art	86	Artwork	82	Planet Wisp Concept Art
27	BGM	10	Mushroom Hill Zone SONIC & KNUCKLES	57	Artwork	55	Crisis City Concept Art	87	Artwork	83	Planet Wisp Concept Art
28	Artwork	24	Speed Highway Concept Art	58	Artwork	56	Crisis City Concept Art	88	Artwork	84	Planet Wisp Concept Art
29	Artwork	25	Speed Highway Concept Art	59	Artwork	57	Crisis City Concept Art	89	Artwork	85	Planet Wisp Concept Art
30	BGM	14	It Doesn't Matter SONIC ADVENTURE	60	Artwork	58	Crisis City Concept Art	90	BGM	28	Reach For The Stars SONIC COLOR

BONUS BELL ITEMS

The following items are acquired by completing Challenge Acts to make Bonus Bells appear above the gates, and then ringing those bells. You must then catch the note before it gets away. Try zooming out the view prior to ringing the bell to improve your chances.

When rung, Bonus Bells release either Music Notes or Golden Music Notes. Music Notes you catch award artwork, and Golden Music Notes collected award background music. The first Bonus Bell to appear will release a Music Note that awards Artwork 41 and the second Bonus Bell that is made to appear releases on Golden Music Note that awards Song 50: Splash Hill when caught. Hopefully this helps you understand how to read the table below: the second Music Note awards Artwork 42, and the second Golden Music Note awards Song 31: Toxic Caves, and so on.

NO.	NOTE COLOR	TYPE	ID NO.	ITEM	NO.	NOTE COLOR	TYPE	ID NO.	ITEM	NO.	NOTE COLOR	TYPE	ID NO.	ITEM
1	Music Note	Artwork	41	Special Artwork	16	Music Note	Artwork	96	Egg Dragon Concept Art	32	Music Note	Artwork	112	Special Artwork
1	Golden Music Note	BGM	50	Splash Hill SONIC THE HEDGEHOG 4 Episode 1	16	Golden Music Note	BGM	22	His World SONIC 2004	31	Golden Music Note	BGM	9	Marble Garden Zone SONIC THE HEDGEHOG 3
2	Music Note	Artwork	42	Special Artwork	17	Music Note	Artwork	97	Matbug Final	33	Music Note	Artwork	113	Special Artwork
2	Golden Music Note	BGM	31	Toxic Caves SONIC SPINBALL	17	Golden Music Note	BGM	12	Death Egg Zone SONIC & KNUCKLES	34	Music Note	Artwork	114	Special Artwork
3	Music Note	Artwork	43	Special Artwork	18	Music Note	Artwork	98	Crabmeat Final	32	Golden Music Note	BGM	45	Quick Trip To Paradise SONIC RIVALS
3	Golden Music Note	BGM	32	Palmtree Panic (JP/EU Stage) SONIC CD -JP/EU	18	Golden Music Note	BGM	8	Hydro City Zone SONIC THE HEDGEHOG 3	35	Music Note	Artwork	115	Special Artwork
4	Music Note	Artwork	44	Special Artwork	19	Music Note	Artwork	99	Spriny Final	36	Music Note	Artwork	116	Special Artwork
4	Golden Music Note	BGM	33	Sonic Boom (US Opening Edition) SONIC CD -US	19	Golden Music Note	BGM	5	Chemical Plant Zone Original SONIC THE HEDGEHOG 2	33	Golden Music Note	BGM	46	Race To Win SONIC RIVALS 2
5	Music Note	Artwork	45	Special Artwork	20	Music Note	Artwork	100	Grabber Final	37	Music Note	Artwork	117	Special Artwork
5	Golden Music Note	BGM	30	Sweet Mountain SONIC COLORS	20	Golden Music Note	BGM	2	Marble Zone SONIC THE HEDGEHOG	38	Music Note	Artwork	118	Special Artwork
6	Music Note	Artwork	86	Metal Sonic Concept Art	21	Music Note	Artwork	101	Egg Robo Final	34	Golden Music Note	BGM	13	Open Your Heart SONIC ADVENTURE
6	Golden Music Note	BGM	27	Savannah Citadel - Day SONIC UNLEASHED	21	Golden Music Note	BGM	19	Sonic Heroes SONIC HEROES	39	Music Note	Artwork	119	Special Artwork
7	Music Note	Artwork	87	Metal Sonic Concept Art	22	Music Note	Artwork	102	Copspeeder Final	40	Music Note	Artwork	120	Special Artwork
7	Golden Music Note	BGM	24	Kingdom Valley SONIC 2004	22	Golden Music Note	BGM	39	Route 99 SONIC ADVANCE 3	35	Golden Music Note	BGM	11	Flying Battery Zone SONIC & KNUCKLES
8	Music Note	Artwork	88	Metal Sonic Concept Art	23	Music Note	Artwork	103	G.U.N. Hunter Final	41	Music Note	Artwork	121	Special Artwork
8	Golden Music Note	BGM	34	Stardust Speedway (US Stage) SONIC CD -US	23	Golden Music Note	BGM	40	Right There, Ride On SONIC RUSH	42	Music Note	Artwork	122	Special Artwork
9	Music Note	Artwork	89	Metal Sonic Concept Art	24	Music Note	Artwork	104	G.U.N. Beetle Final	36	Golden Music Note	BGM	47	I Am... All Of Me SHADOW THE HEDGEHOG
9	Golden Music Note	BGM	25	Endless Possibility SONIC UNLEASHED	24	Golden Music Note	BGM	41	A New Venture SONIC RUSH ADVENTURE	43	Music Note	Artwork	123	Special Artwork
10	Music Note	Artwork	90	Metal Sonic Concept Art	25	Music Note	Artwork	105	Spina Final	44	Music Note	Artwork	124	Special Artwork
10	Golden Music Note	BGM	36	Super Sonic Racing SONIC R	25	Golden Music Note	BGM	42	High Flying Groove SONIC RIDERS	37	Golden Music Note	BGM	48	Let The Speed Metal II SONIC AND THE SECRET RINGS
11	Music Note	Artwork	91	Metal Sonic Concept Art	26	Music Note	Artwork	106	Egg Pawn Final	45	Music Note	Artwork	125	Special Artwork
11	Golden Music Note	BGM	37	Nico Green Hill Zone SONIC ADVANCE	26	Golden Music Note	BGM	43	Ungravity SONIC RIDERS ZERO GRAVITY	46	Music Note	Artwork	126	Special Artwork
12	Music Note	Artwork	92	Death Egg Robot Concept Art	27	Music Note	Artwork	107	Aero Chaser Final	38	Golden Music Note	BGM	49	Knight Of The Wind SONIC AND THE BLACK KNIGHT
12	Golden Music Note	BGM	38	Leaf Forest SONIC ADVANCE 2	27	Golden Music Note	BGM	44	Free SONIC FREE RIDERS	47	Music Note	Artwork	127	Special Artwork
13	Music Note	Artwork	93	Death Egg Robot Concept Art	28	Music Note	Artwork	108	Sandworm	48	Music Note	Artwork	128	Special Artwork
13	Golden Music Note	BGM	21	Special Stage - Bonus Challenge SONIC HEROES	28	Golden Music Note	BGM	16	Live & Learn SONIC ADVENTURE 2	39	Golden Music Note	BGM	29	Tropical Resort SONIC COLORS
14	Music Note	Artwork	94	Shadow Concept Art	29	Music Note	Artwork	109	Death Egg Robot	49	Music Note	Artwork	129	Special Artwork
14	Golden Music Note	BGM	18	Metal Harbor SONIC ADVENTURE 2	29	Golden Music Note	BGM	3	Star Light Zone SONIC THE HEDGEHOG	50	Music Note	Artwork	130	Special Artwork
15	Music Note	Artwork	95	Egg Dragon Concept Art	30	Music Note	Artwork	110	Perfect Chaos	40	Golden Music Note	BGM	35	Diamond Dust Zone SONIC 3D BLAST
15	Golden Music Note	BGM	15	Emerald Coast SONIC ADVENTURE	30	Golden Music Note	BGM	6	Special Stage SONIC THE HEDGEHOG 2					
					31	Music Note	Artwork	111	Egg Dragon					

AVATAR AWARDS

The following avatar marketplace items become unlocked on the Xbox 360 version of the game only. The requirements are to defeat the bosses on Hard Mode, so good luck with that!

ITEM	CONDITION	BOSS
Classic Eggman Suit Tops	All Boss Hard Mode Clear	Death Egg, Perfect Chaos, Egg Dragon
Classic Eggman Suit Bottoms	All Final Hard Mode Clear	Metal Sonic, Shadow, Silver
Classic Eggman Suit Head	Last Boss Hard Mode Clear	Last Boss

Q & A with Sonic Team's Iizuka-san

Q. How difficult is it to work on a Sonic property? I imagine there is a lot of pressure to capture the perfect Sonic "feel."

A. I always feel a bit of pressure when developing a new Sonic game because many long-time Sonic fans have certain expectations, as Sonic is a character with 20 years of history. We, all the Sonic Team members, worked hard to develop and make "Sonic Generations," as it is the special title to celebrate the 20th anniversary and to show our appreciation to the fans.

Q. One of the things players have always gravitated towards is Sonic's speed. He manages to capture an astounding sense of speed while still allowing players to follow and control what he is doing. How does Sonic Team balance speed versus control?

A. Well, what matters most to Sonic is speed, but this speed is the hardest part for us to design in terms of platform actions. It is difficult to capture and set the exact timing for a jump when Sonic's speed is VERY fast, but to the contrary, without such jump actions, the game would end up as a mere race. For this reason, in addition to improving the controlling performance of the game, when Sonic is running at a high speed or a low speed, we try to focus on well-balanced level-design. For example, at a stage where running very fast is possible, we offer gameplay elements that enable you to react instantaneously, and in a scene where the speed is slower, we give players the option of jumping.

Q. Sonic Team did some really amazing things with the re-imagined boss fights. Who is your favorite boss fight in Sonic Generations? Is there any particular reason?

A. This time, we have some impressive bosses, as well as popular stages from the past Sonic games returning in "Sonic Generations." I'm sure you will be excited when you look at the graphics that have been made clearer and neater as well as redesigned attacking methods and strategies.

I personally like Perfect Chaos best. I was deeply moved when I saw the image of Chaos actually realized, because the "Water," which we were not able to depict well at that time, was represented so beautifully. It was like a dream.

Q. It seems like a lot of care has been poured into the stage redesign. How difficult was it to develop stages that could highlight both Classic Sonic and Modern Sonic? What is your favorite stage? Why?

A. I think it was harder to re-imagine the stages by adding new details while trying to maintain the integrity of the original than to think of new stages. Using the stages as they were would make the game too simple, but if you add too much, this also would affect the image of the original work. These types of challenges hold true not only to graphics but also to game designing. This time, since we offered two types of stages, Classic Style and Modern Style, all of us racked our brains in working on two different level-designs, while following and maintaining the images of the original work. What should we do with the Classic Style where 3D actions are given in the original work? Thanks to everyone's hard work and dedication, I believe each stage has been completed with renewed excitement and fun.

My favorite stages are Sky Sanctuary and City Escape as I did the level-design for these stages in the original games.

Q. With this being the 20th anniversary of Sonic, how was working on Sonic Generations different than other Sonic games Sonic Team has done?

A. We developed this title wishing this to be a "nice present" for the fans, as we'd like you to celebrate this 20th anniversary. Usually, when you plan for a new game, you start thinking about new actions, innovative ideas, or stories. But this time, because the smiling faces of our fans were always on our mind, we focused on "which stages to choose to please them" and looked for "any other good ideas or materials to give more fun to them." So, "Sonic Generation" is the title presented for the fans with appreciations from the bottom of our hearts.

Q. Twenty years is a long time. What were you doing twenty years ago?

A. I sat for the employment examination to join SEGA just 20 years ago. As soon as I got the notification of acceptance, I bought "Sonic 1" and I still remember I was thrilled by this action game filled with a sense of speed.

Q. Where do you see Sonic in another twenty years?

A. The word in the name of the title, "Generations" means the two Sonic generations, Classic and Modern, but it also implies that both parents and their children can enjoy playing the game. People who loved Sonic when they were young have now become parents and can share with their children, the love of playing Sonic games. It took us 20 years to instill Sonic in two generations, parents and children. We would like to nurture Sonic so that he would be a popular subject of conversations between a grandpa and his grandson, by widening Sonic's appeal as a popular character, even for various media and products in addition to games.

Q. Classic Sonic or Modern Sonic?

A. Oh! Of course, I love both!





**OFFICIAL STRATEGY
GUIDE**

Written by Dan Birlew

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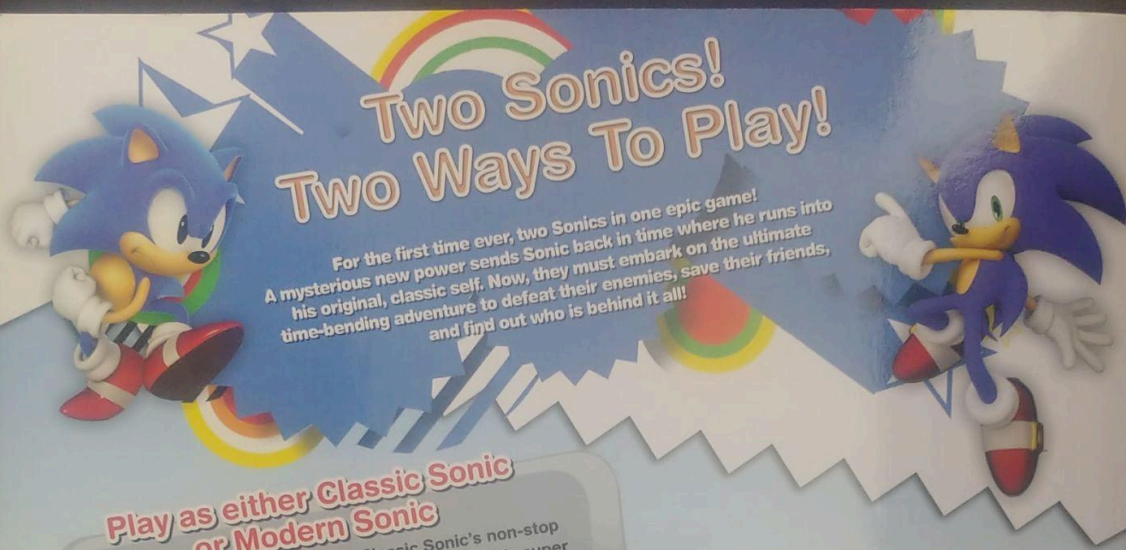
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Two Sonics! Two Ways To Play!

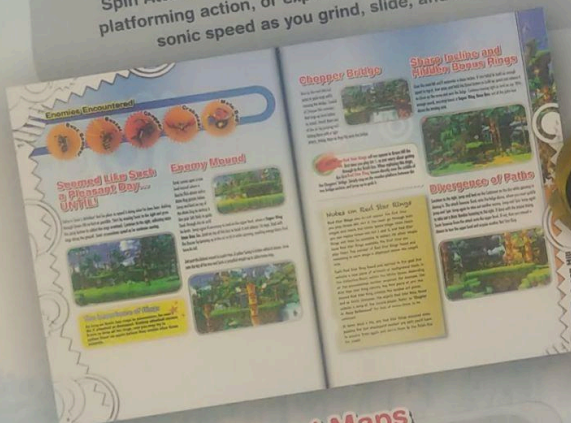
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