

Level Select

Hello! Welcome to Sonic 1's secrets & cheats! Here I will tell you how to do all sorts of cool things in Sonic the Hedgehog!

Starting with:

For level select, on the title screen, input:

Up, down, left, right.

If you have sound on (or headphones), you'll hear a ring chime, and if you put A + Start (so, whatever A is mapped to plus enter), you'll see this screen:



You select the level you want with the arrow keys, and go into the level with start (enter)

Debug Mode

To enter debug mode, enter

Up, C, Down, C, Left, C, Right, C

And A + Start, then hold Start until the level start icon goes away

To see what C is mapped to, click the controller icon in the same place the save and load state icons are.

If you've done it correctly, you should see a jumbled mess of numbers where the score is; it should look like this:



The debug mode controls are:

B: Enter debug mode

A (in debug mode): cycle object

C: Place Item

(While paused) C: Go to next frame

(While paused): B: Move frames rapidly but still slowly

(While paused): A: Restart to title screen

You can use both the codes on the title screen if you want.

Hidden Credits

Now for another code that isn't anywhere near as useful as the previous 2.

In the [revision 1 Japanese version](#) of the game, on the title screen, input:

C, C, C, C, C, C, up, down, down, down, left, right, then when the demo starts, hold Down + A + B + C and either press start or wait for the demo to end.

Afterwards, you'll see these credits instead of the Sonic Team logo:

プログラム	中 裕司
プラン	安原 広和
デザイン	大島 直人
	石渡 爾奈
	片岡 理恵子
サウンドプロデュース	中村 正人
サウンドプログラム	久保田 浩
	牧野 幸文

These credits are always there; it's just that it's black text on a black background so you can't see it.

This translates to:

Program	Naka Yuuji
Plan	Yasuhara Hirokazu
Design	Ooshima Naoto
	Ishiwatari Jina
	Kataoka Rieko
Sound Produce	Nakamura Masato
Sound Program	Kubota Hiroshi

Makino Yukifumi

This will also cause "Press Start" text to display on the title screen as the Sonic Team sprite dummies it out for some reason.



That's it for the cheats. I hope you enjoy it.

Unused stuff + Cheat codes

Now for the

UNUSED CONTENT!

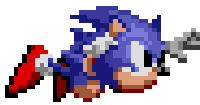
Starting with the sprites:



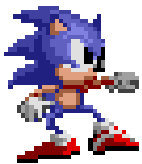
These are sprites for Sonic falling away from the screen, their purpose is unknown, and honestly I have no clue what these could be used for



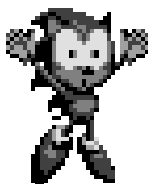
This sprite is of Sonic running whilst holding his breath, most likely was for Labyrinth Zone, specifically while the 5 second drowning countdown was going on before you drown.



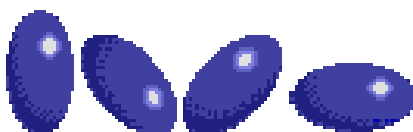
This falling sprite of Sonic IS used in Sonic 2, and for one frame in his spinning Labyrinth Zone sprite and on the Continue screen, but this full animation is never used in the game.



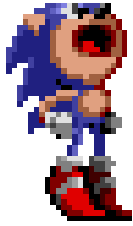
This sprite's use is unknown, though it is similar to the Riding sprite in Wacky Workbench Zone in Sonic CD.



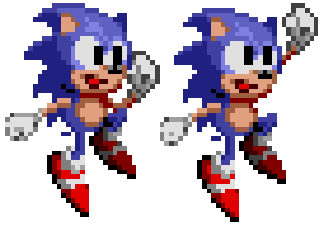
This burnt Sonic death sprite was most likely going to be used in situations where Sonic dies to fire/lava. His left foot is also *slightly* moved from the normal death sprite.



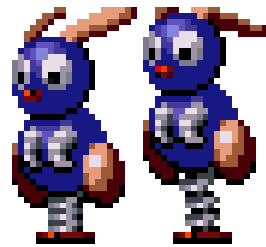
These spindash-esque sprites' use is unknown, though they could've been used for the tubes in Scrap Brain Zone, or some sort of teleporter.



This sprite of sonic gasping for air was most likely for use in Labyrinth Zone.



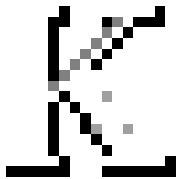
This sprite of Sonic jumping for joy is seen in the Sonic 1 prototype, in prerelease screenshots in magazines, and in video footage from Sega Shinsaku Soft Video Vol. 7, it was to be used when you jump after hitting the signpost at the end of a level, but was most likely removed after the big rings were added, and was replaced with Sonic just walking offscreen.



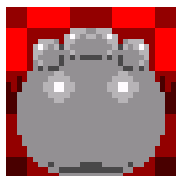
Splats, this prototype badnik was cut *very* late into the game's development, so late in fact that Splats has an action figure, and is featured in multiple comic books.



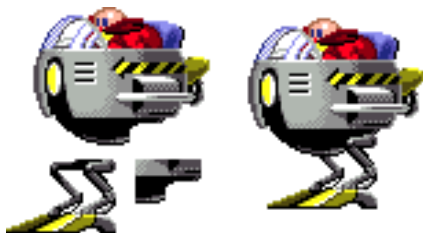
Unused section of grass that does not have a matching color palette.



The letter "K" meant for the Zone title cards. This is unused because Scrap Brain Zone was originally called "Clock Work Zone", and because Star Light Zone was originally called "Sparkling zone", and no other zone has the letter "K".



A bumper that for some reason uses the sprite of a rosebud with an incorrect palette. This object can be used in both the level that plays after you beat Final Zone, and in the Special Stage, as they share a debug item list.



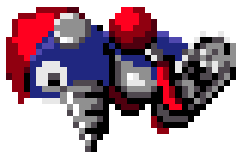
The left image shows the back of the Eggmobile's legs, which can't be seen normally, the right image is what is seen normally.



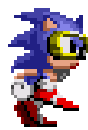
An unused frame of the switch's sprite. When bit 5 of a switch's subtype is set (I have no clue how to do that, don't ask), it makes the object flash, using this sprite. In Labyrinth Zone, this sprite's data is partially overwritten by the cork sprite in VRAM. Marble Zone's switch has no equivalent sprite.



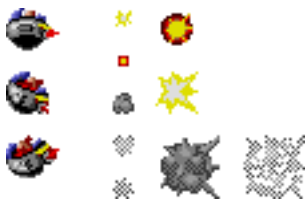
This unused graphic can be found in the tileset for Spring Yard Zone. It is unused in the final game, and can be found in several prototype screenshots shown in magazines. The sign says "Let's Go."



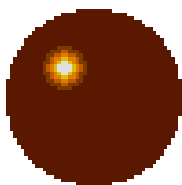
Horizontal sprite of a Burrobot from Labyrinth Zone and Scrap Brain Zone Act 3. Possibly used for Burrobots burrowing back down into the ground.



Unused goggles, likely intended for an unused Labyrinth Zone powerup, each of these sprites line up with one of Sonic's sprites.



Unused sprites of Robotnik exploding from afar, likely used in an alternate ending.

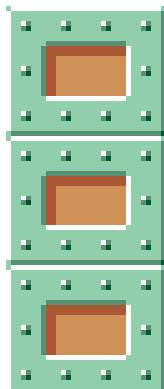


I have no clue why this GIF is so fast, it's waay slower than this, this checkered ball seen on the Green Hill Zone Boss was originally a separate object that could roll down hills in the prototype, in the final game, this object is still in Green Hill Zone's object list in debug mode, but the associated code was removed from the ROM. It was seen in the pilot episode of Nick Arcade.



The swinging platforms in Green Hill Zone can be set to carry a wrecking ball similar to the boss of Green Hill Zone. This object is fully functional, and can hurt Sonic. Technically, the swinging platforms in Marble Zone, Star Light Zone,

and Scrap Brain Zone can do this too, but the wrecking ball graphics aren't loaded, so it was most likely only intended for Green Hill Zone.



Variant of the floating blocks in Spring Yard Zone. A similar 2x2 version is used in Act 3, but the 1x3 is never used.

PRESS START BUTTON

The previously mentioned press start text in the title screen. It can also be reimplemented in the game using the Game Genie code AB3A-DADV.

Note: all of the next 3 objects can be seen in-game by using Debug Mode to fall outside the playing area of the Special Stage.



Although these icons are found in the object list for the Special Stages and their graphics exist in the ROM, they are unused in the final game and have no known function; they act like normal solid blocks. Given that they are labeled Zone 1-6 they were most likely some sort of shortcut or to indicate which Zone you enter the Special Stage from.



An icon with the letter W on it. Its use is unknown, and has no function when placed in-game, and is just a solid block. The letter "W" is often associated with "double" in Japan, which may give clues as to its use.



Extra life icon for the Special Stages. It is listed in the North American and European manuals for the game, but never actually appears in any of the Special Stages. It is, however, fully functional and can be placed in all 6 Special Stages, When touched, Sonic gains an extra life and the icon disappears like a ring.

If you took the effort of reading all of this, I'll give you a reward.

Game Genie codes

ATBT-AA32	Master Code (Not needed in emulators)
AE3T-AACL	Start with 1 life.
AY3T-AACL	Start with 5 lives.
AEOT-CABE	When you gain invincibility, you stay invincible until the stage ends or you die.
AEOT-CABY	The same as the prior code, but for Speed Shoes.
SCRA-BJX0	Each ring is worth 2.
SCRA-BNX0	Each ring is worth 3.
SCRA-BTX0	Each ring is worth 4.
SCRA-BYX0	Each ring is worth 5.
SCRA-B2X0	Each ring is worth 6.
SCRA-B6X0	Each ring is worth 7.
SCRA-BAX0	Each ring is worth 8.
SCRA-B9X0	Each ring is worth a TON OF RINGS .
GJ6A-CA7A	Infinite Lives.
AJ3A-AA4G	Automatically activates the Level Select menu.
AY3T-BA4R	Start with 5 Chaos Emeralds
DDLT-AAGL	Jump higher than usual
KDLT-AAGL	Jump lower than usual
BDLT-AAGL	Jump WAAY higher than usual, and "float" in the air
NCLT-BYE6	Makes some Crabmeats go berserk.
NCLT-B9E6	Some Crabmeats disappear altogether.

Unofficial codes

663T-BA4R	Max out score with one badnik
663T-B64R	Start with 2 continues
A23T-BA4R	Start with all 6 Chaos Emeralds
AE2T-AAAL	Enable Debug Mode
GLRT-AADY	Ring count resets to 50 if hit, as long as you have 1.
NRRT-AADY	Ring count resets to 99 if hit, as long as you have 1.
AA2A-ACCB	Start on Labyrinth Zone
AA2A-AECB	Start on Marble Zone
AA2A-AGCB	Start on Star Light Zone

Action Replay

Unofficial codes (Font is courier new to better indicate the number 0)

00A35E:6042	Every Monitor powerup gives Speed Shoes.
FFFE20:00C8	Infinite Rings
FFFE15:00FA	Never run out of air underwater
FFFE2C:0001	Always have Shield
FFFE24:0000	Infinite Time
FFFE2D:0001	Invincibility
FFFFD0:0100	Enable Stage Select (A + Start on the title screen)
FFFE10:XXYY	Stage/Act Modifier (XX = Zone, YY = Level)
	00 - Green Hill Zone
	01 - Labyrinth Zone
	02 - Marble Zone
	03 - Star Light Zone
	04 - Spring Yard Zone
	05 - Sc7rap Brain Zone
	(Scrap Brain Zone act 3 is accessed by using level code 03 for Labyrinth Zone, Final Zone is the third act of Scrap Brain)
	00 - Act 1
	01 - Act 2
	02 - Act 3
	03 - Act 4 (Only works with Labyrinth Zone, any other Zone)
	Makes the game freeze, requiring a soft reset)

User-found codes

00D5CA:0005	Very low quality
00CAA8:0532	Corrupted Spring Yard Zone title card
FFF600:00YY	Game Mode Modifier (YY = Mode)
	00 - SEGA Screen
	04 - Title Screen
	08 - Demo
	0C - Level
	10 - Special Stage
	14 - Continue Screen
	18 - Ending Scene
	1C - Credits
	8C - Pre-Level

That's everything! Thanks for reading!