Sega Retro Mania #1

SONIC THE HEDGEHOG™

The evil scientist Dr. Eggman (aka Dr. Robotnik) has snatched the poor animals of South Island and and turned them into robots.

Only one hero can defeat Dr. Eggman and rescue the animals from his vile clutches – it's the super cool hedgehog with the blue spiky hair, Sonic!

GAME CONTROLLER COMPATIBILITY

Any Windows-compatible game controller can be used with the *SEGA Genesis Classic Collection: Gold Edition* games, as long as it has a D-pad and a minimum of four other assignable buttons. The game will recognize any number of controllers attached to your PC, and they can be assigned to either Player 1 or Player 2.

Please refer to the documentation that came with your game controller for information on how to install it on your PC. To set up a game controller for the *SEGA Genesis Classic Collection: Gold Edition* games, use the following steps:

- Start *SEGA Genesis Classic Collection: Gold Edition*.

- Select Options from the Main Menu.

- In the Input Configuration section, select your game controller from the drop down menu for Player 1 or Player 2.

- Click the 'Assign controller mapping' button.

- Press the buttons on your game controller that you'd like to assign to buttons A, B, C, X, Y, Z, Start and Mode, in that order (note: the X, Y, Z and Mode buttons will not be available if your pad has fewer than eight buttons).

DEFAULT KEYBOARD CONTROLS

A button: A	**Y button:** W
B button: S	**Z button:** E
C button: D	**Start button:** Enter
X button: Q	**D-button:** Directional Keys

BASIC CONTROLS

D-button: Move Sonic

Start button: Start Game, Pause Game

A button: Jump, Spin Attack

B button: Jump, Spin Attack

C button: Jump, Spin Attack

SUPER COOL STUNTS

SPIN ATTACK
Press the D-button down while running to perform the Spin Attack. Also, press **Jump** while either running or standing still to perform a mid-air Spin Attack.

GETTING STARTED

From the Title screen, press START to begin the game.

Rush through six exciting Zones collecting Rings, avoiding traps and destroying enemies. Each Zone is divided into three Acts. At the end of the third Act, you must defeat Dr. Eggman and release the captured animals from the capsule to clear the Zone.

GAME SCREEN

Current Score

Time Elapsed

Number of Rings

Lamppost

Remaining Lives

RINGS
Pick up Rings to protect yourself from enemy attacks. When you are attacked, you will lose all your Rings which leaves you vulnerable.

TIME
You have ten minutes to complete each Act. Exceed this and you will lose one Life.

LAMPPOSTS
These can be found in every Zone. Your present score and time will be recorded if you set off a Lamppost. If you lose a Life, you will restart from the last Lamppost touched with the score and time that was recorded.

SONIC THE HEDGEHOG™

ITEMS

Super Ring
Earns you ten Rings.

Shield
Protects you from damage one time only.

**Power Sneakers**
Makes you run even faster.

Invincible
Protects you from damage for a limited time.

1-UP
Gives you one extra Life to finish the game.

SECRET ZONE

Clear Act One or Act Two of any Zone with 50 or more Rings and you will be transported to the Secret Zone by jumping through the giant gold Ring. Use the Spin Attack by ricocheting off multi-colored blocks in a 360° rotating maze. In each Secret Zone, the aim is to grab the Chaos Emerald (one in each Secret Zone) and as many Rings as you can while keeping away from the Goal Blocks.
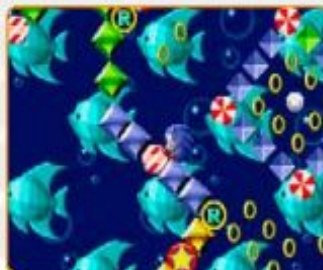
PLAY TIPS

■ Grab all the Rings you can. When you lose the Rings, rush to grab them before they disappear.

■ Watch the traps carefully to see how they move and improve your chances of avoiding them.

■ Look for ways to get to places that seem impossible to reach.

■ Use the Spin Attack to find hidden items.

■ Look for secret rooms.

■ Remember the time bonus – there's no time to lose!

■ Destroy enemies in succession for bonus points.

■ By collecting Rings and improving your score, you may be lucky and obtain a Continue worth three more lives after Game Over. Press the Start Button before the timer expires during the Continue screen.

ZONES

1. Green Hill Zone
Go around the giant loop, tumble down tunnels, and jump over crumbling cliffs before you get a chance to blink. Bounce on Springboards, but not on spikes. Ouch!

2. Marble Zone
Leap across pools of red-hot lava and shifting islands. Then find the way to the underground palace where massive weights and flying balls of fire block your path.

3. Spring Yard Zone
Jump from springs and bounce off bumpers as if you're in a real pinball machine.

4. Labyrinth Zone
Explore an intricate maze filled with water. A countdown begins to let you know when you are running out of oxygen. Breathing in air bubbles keeps you from drowning.

5. Star Light Zone
Speed through the stars like a roller coaster in a world that twists like a corkscrew.

6. Scrap Brain Zone
Slippery metal floors, razor-sharp wheels - now you're one step away from Dr. Eggman's hideout!

Sonic The Hedgehog is the first game in SEGA's *Sonic The Hedgehog* series, released on June 23, 1991. The colorful graphics, high speed action and unique gameplay gimmicks made it an instant success, which also helped boost the popularity of the SEGA Genesis platform.

SONIC THE HEDGEHOG™ 2

Dr. Eggman (aka Dr. Robotnik) has returned, turning helpless animals into robots and forcing them to build his ultimate weapon, the Death Egg!

But this time, Sonic has a friend that can help him: Tails! Find the seven Chaos Emeralds and stop Dr. Robotnik's evil scheme!

GAME CONTROLLER COMPATIBILITY

Any Windows-compatible game controller can be used with the *SEGA Genesis Classic Collection: Gold Edition* games, as long as it has a D-pad and a minimum of four other assignable buttons. The game will recognize any number of controllers attached to your PC, and they can be assigned to either Player 1 or Player 2.

Please refer to the documentation that came with your game controller for information on how to install it on your PC. To set up a game controller for the *SEGA Genesis Classic Collection: Gold Edition* games, use the following steps:

- Start *SEGA Genesis Classic Collection: Gold Edition*.
- Select Options from the Main Menu.
- In the Input Configuration section, select your game controller from the drop down menu for Player 1 or Player 2.
- Click the 'Assign controller mapping' button.
- Press the buttons on your game controller that you'd like to assign to buttons A, B, C, X, Y, Z, Start and Mode, in that order (note: the X, Y, Z and Mode buttons will not be available if your pad has fewer than eight buttons).

DEFAULT KEYBOARD CONTROLS

A button: A	Y button: W
B button: S	Z button: E
C button: D	Start button: Enter
X button: Q	D-button: Directional Keys

BASIC CONTROLS

D-button: Move Sonic/Tails

Start button: Start Game, Pause Game

A button: Jump, Spin Attack

B button: Jump, Spin Attack

C button: Jump, Spin Attack

SUPER COOL STUNTS

ROLLING SPIN ATTACK
Press the D-button down while moving to perform a rolling Spin Attack to bump off incoming enemies on the ground.

SPIN DASH
Hold the D-button down and tap **Jump** a few times to rev up Sonic or Tails. When you release the D-button, your character will shoot forward and take out any enemies in his path.

GETTING STARTED

Press START at the Title screen to select from the following:

- **1 PLAYER:** Begin the game from the first Act to stop Dr. Eggman.
- **2 PLAYER VS:** Play the two-player competition.
- **OPTIONS:** Access the Options screen.

OPTIONS

Press the D-button up and down to select one of three options, then press the D-button left and right to change each setting.

PLAYER SELECT
Choose the character(s) to use in the 1-PLAYER Mode from SONIC ALONE, TAILS ALONE, or SONIC AND TAILS. Once this setting is set, press the Start button to start 1 PLAYER Mode.

VS. MODE ITEMS
In 2-PLAYER VS. mode, select the types of items you want from ALL KINDS ITEMS or TELEPORT ONLY. Once you have chosen your items, press the Start button to begin 2-PLAYER VS. mode.

SOUND TEST
Select a number and press buttons B or C to listen to the music or sound effects used in the game. Press the A button to advance the selection number by 10 (in hexadecimal). To return to the Title screen, press the Start button.

SONIC THE HEDGEHOG™ 2

GAME SCREEN

1 PLAYER MODE

Current Score

Time Elapsed

Number of Rings

Remaining Lives

2 PLAYER MODE

Time Elapsed

Number of Rings

Note: Top half is Player 1's Screen and bottom half is Player 2's Screen.

STAR POSTS

Touch a Star Post and the game will save this position in case you fail to clear the Act. If you lose a Life with one or more Lives remaining, you will continue the adventure from the last Star Post you touched.

If you touch the Star Post with 50 or more Rings, spinning stars will appear just above the post. Jump into the twinkling stars to teleport to one of the Special Stages. Note that you cannot access the Special Stage twice from the same Star Post.

SPECIAL STAGE

Watch the screen to see how many Rings you need to get. Speed around the chute, picking up as many Rings as you can. Sidestep and avoid the Bombs or Jump over them to stay in the race. If you get the required number of Rings at each checkpoint, you can continue. Otherwise, the Stage ends. If you finish the Stage, you'll be rewarded with a Chaos Emerald.

ITEMS

Ring
Having one can keep you alive when you are damaged. Collect 100 to earn an extra Life.

Super Ring
Gives you 10 Rings at once.

Invincibility
Protects you from enemies and traps (except certain moving traps) for a short period.

Power Sneakers
Allow you to run even faster.

Shield
Protects you from damage one time only.

1-Up
Gives you one extra Life.

Teleport
Switch the position of Player 1 and 2 in 2 PLAYER VS Mode.

2 PLAYER VS. MODE

In this game, two players compete against each other to get the higher Score, Rings and Item Boxes in the fastest time. Select from three regular Zones and a Special Stage for a friendly competition.

In regular Zones, the game is played on a split screen. Be aware that the contents of the item Boxes are unknown until you break them (unless the game option is set to TELEPORT ONLY). The face you see on a 1-Up item shows who gets the extra life. When the leader reaches the goal, a countdown starts and the other player must finish within 60 seconds. At the end, the players are evaluated on five categories, and the player with the most wins on the evaluations wins the Act.

SONIC 3 & KNUCKLES™

Dr. Eggman's (AKA Dr. Robotnik's) Death Egg was once again blasted by Sonic, crash-landing on the peak of a volcano on Floating Island.

Dr. Eggman is still at large, and Sonic can't allow him to get his hands on the Master Emerald and repair the Death Egg. Sonic must also keep Knuckles off his back but Knuckles has problems too. As guardian of Floating Island and all the Emeralds, Knuckles must do his part to keep the island safe. While they're going the rounds with each other, who will stop Dr. Eggman?

GAME CONTROLLER COMPATIBILITY

Any Windows-compatible game controller can be used with the *SEGA Genesis Classic Collection: Gold Edition* games, as long as it has a D-pad and a minimum of four other assignable buttons. The game will recognize any number of controllers attached to your PC, and they can be assigned to either Player 1 or Player 2.

Please refer to the documentation that came with your game controller for information on how to install it on your PC. To set up a game controller for the *SEGA Genesis Classic Collection: Gold Edition* games, use the following steps:

■ Start *SEGA Genesis Classic Collection: Gold Edition*.

■ Select Options from the Main Menu.

■ In the Input Configuration section, select your game controller from the drop down menu for Player 1 or Player 2.

■ Click the 'Assign controller mapping' button.

■ Press the buttons on your game controller that you'd like to assign to buttons A, B, C, X, Y, Z, Start and Mode, in that order (note: the X, Y, Z and Mode buttons will not be available if your pad has fewer than eight buttons).

DEFAULT KEYBOARD CONTROLS

A button: A	**Y button:** W
B button: S	**Z button:** E
C button: D	**Start button:** Enter
X button: Q	**D-button:** Directional Keys

BASIC CONTROLS

D-button: Move Sonic/Knuckles/Tails

Start button: Start Game, Pause Game

A button: Jump, Spin Attack

B button: Jump, Spin Attack

C button: Jump, Spin Attack

SUPER COOL STUNTS

SPIN DASH ATTACK
Press and hold the D-button down and tap **Jump** a few times to rev up Sonic, Tails or Knuckles. When you release the D-button, your character will shoot forward and take out any enemies in his path.

GLIDE (KNUCKLES)
Quickly tap **Jump** twice while playing as Knuckles to glide. Press the D-button left or right to control the direction and knock out any Badniks with his fist during the glide.

WALL CLIMB (KNUCKLES)
Tap **Jump** twice near a wall to jump and stick to the wall. Press the D-button up or down to climb and press **Jump** to hop off the wall.

INSTA-SHIELD (SONIC)
When playing as Sonic, quickly tap **Jump** again while jumping to generate a protective shield for a split second.

FLY OR SWIM (TAILS)
Quickly tap **Jump** twice while playing as Tails, and he'll fly or swim for a limited time. While playing a one-player game with Sonic and Tails together, use Player 2's controller to control Tails and take advantage of his flying skills to airlift Sonic to areas that would otherwise be unreachable.

GETTING STARTED

From the main Title screen, you can choose to play a one-player game or a split-screen, two-player competition.

1 PLAYER
You can choose to play through the one-player adventure with either Sonic, Knuckles or Tails, or with Sonic and Tails together.

COMPETITION
Even if you've mastered this game's many one-player Zones, in two-player, split-screen mode there are five totally unique Zones, and three different gameplay modes.

• **GRAND PRIX**
  Experience all five of the two-player Zones as you compete against a second player.

• **MATCH RACE**
  It's a race against time as you compete against a second player in any one of the two-player Zones that you select.

• **TIME ATTACK**
  This is a one-player practice mode that will help you prepare for a two-player competition. Select and practice in any one of the five two-player Zones. Your goal is to complete five laps as quickly as possible.

GAME SCREEN

Current Score

Elapsed Time

Number of Rings

Remaining Lives

SONIC 3 & KNUCKLES™

ITEMS

Ring
Having one can keep you alive when you are damaged. Collect 100 to earn an extra life.

Super Ring
Gives you 10 Rings at once.

Invincibility
Protects you from enemies and traps (except certain moving traps) for a short period.

Power Sneakers
Allow you to run even faster.

Flame Shield
Protects you from fire attacks. Can perform a special Fireball Spin Attack.

Water Shield
Protects you and allows you to breathe underwater. Can perform a bouncing attack.

Lightning Shield
Protects against shots from Badniks. Attracts Rings and allows Double Jump.

1-Up
Gives you one extra Life.

Eggman
DANGER! You'll be damaged or lose a Life if you don't have any Rings.

STAR POSTS

Touch a Star Post and the game will record your Score and Time at that spot in case you fail to clear the Act. If you lose a Life with one or more lives remaining, you will carry on the adventure from the last Star Post you touched. If you touch the Star Post with 20 or more Rings, spinning stars will appear just above the post. Jump into the twinkling stars to teleport you to one of the Bonus Stages.

BONUS STAGES

The number of Rings you have when the Star Post is touched will determine which Bonus Stage you can enter. Collect 50 Rings in a Bonus Stage to earn a Credit to continue when the game is over. When the Bonus Stage is over, you will be sent back to the Star Post to resume playing.

SLOT MACHINE

Collect Rings (see below) when the tumblers roll. Jump towards the center and avoid the Goal Blocks to stay in this stage.

- 2 Rings: One BAR
- 4 Rings: Two BAR
- 8 Rings: All BAR
- 20 Rings: All Tails
- 25 Rings: All Knuckles
- 30 Rings: All Sonic
- 100 Rings: All Jackpot
- Lose 100 Rings: All Dr. Eggman

GLOWING SPHERES

Sonic is stuck to a magnetic sphere. Roll to the top before jumping to a higher one. Use the flippers and bumpers to help you, and watch out for the string of force field orbs creeping up from below.

GUMBALL MACHINE

Grab extra 1-Ups, Shields and Rings by turning the crank of this special Gumball Machine. Each time Sonic, Tails or Knuckles bounce off the springs below the Gumball Machine, they disappear. Grabbing a 'REP' gumball will replace the springs.

SPECIAL STAGES

Every Act has at least one giant Ring hidden within it. Leaping into the Ring will teleport you to the Special Stage.

This is your chance to collect the Chaos Emerald. Grab the Blue Spheres and avoid the Red Spheres. When you collect all of the Blue Spheres, a Chaos Emerald will appear. When you find a block of Blue Spheres (at least 3x3), touch all of the perimeter spheres and turn them into Golden Rings. Note that you can earn one Continue if you collect 50 or more Golden Rings. When the Special Stage is over, you will return to the Act stage and carry on from where the giant Ring was located.

SONIC SPINBALL™

Dr. Eggman (AKA Dr. Robotnik) is once again turning the animals of Mobius into robots using his monstrous contraption, the Veg-O-Fortress.

Only Sonic can penetrate the Pinball Defense System to free the animals, retrieve the Chaos Emeralds, and put a stop to Dr. Eggman's fiendish plans!

GAME CONTROLLER COMPATIBILITY

Any Windows-compatible game controller can be used with the *SEGA Genesis Classic Collection: Gold Edition* games, as long as it has a D-pad and a minimum of four other assignable buttons. The game will recognize any number of controllers attached to your PC, and they can be assigned to either Player 1 or Player 2.

Please refer to the documentation that came with your game controller for information on how to install it on your PC. To set up a game controller for the *SEGA Genesis Classic Collection: Gold Edition* games, use the following steps:

- Start *SEGA Genesis Classic Collection: Gold Edition*.

- Select Options from the Main Menu.

- In the Input Configuration section, select your game controller from the drop down menu for Player 1 or Player 2.

- Click the 'Assign controller mapping' button.

- Press the buttons on your game controller that you'd like to assign to buttons A, B, C, X, Y, Z, Start and Mode, in that order (note: the X, Y, Z and Mode buttons will not be available if your pad has fewer than eight buttons).

DEFAULT KEYBOARD CONTROLS

A button: A	**Y button:** W
B button: S	**Z button:** E
C button: D	**Start button:** Enter
X button: Q	**D-button:** Directional Keys

BASIC CONTROLS

D-button: Move Sonic	
Start button: Start Game, Pause Game	
A button: Flip Left, Jump (On Ground)	
B button: Flip Right, Jump (On Ground)	
C button: Flip Both, Jump (On Ground)	

ADVANCED CONTROLS

■ **VIEW UP**
Press the D-button up and down when Sonic is standing on the ground to scroll the screen up and down.

■ **SPIN DASH**
Press the D-button down and press button A, B or C to rev up the spin, then release the D-button to perform a rolling attack on the ground.

GETTING STARTED

During the Title screen, press the D-button up and down to select either **START** to start the game or **OPTIONS** to access the Options screen.

OBJECTIVE
Using Sonic as a pinball, work your way up through the Veg-O-Fortress, uncovering concealed passageways, avoiding deadly traps and collecting the Chaos Emeralds. Each level has a number of Chaos Emeralds you must collect before you can confront the boss robot.

OPTIONS
Press the D-button up and down to select one of the options, then press the D-button left or right to modify the setting.

■ **MODE:** Set the number of players from **1** to **4**.

■ **SPEED:** Set the speed of the game to **NORMAL** or **FAST**.

■ **MUSIC:** Turn **ON** or **OFF** the game music.

■ **FLIPPER:** Change the button configuration of the game.

MULTIPLAYER MODE
Up to four players can take turns using a single controller to play this game by adjusting the number of the **MODE** Setting in the Options.

SONIC SPINBALL™

GAME SCREEN

Player Number

Remaining Lives

Current Score

The top section of the screen shows the following information at various stages of the game:

■ **EMERALDS:** Shows the number of Emeralds remaining in each level.

■ **URGENT ORDERS:** These messages need a quick reaction!

■ **LOOP SUCCESSES:** Shows how many loops you've completed.

■ **SCORE UPDATES:** Shows details of score bonuses that you've earned.

■ **END LEVEL BONUSES:** Details of your end level totals.

■ **SONIC'S STATUS:** Messages such as "Too Baaad", when a Life is lost.

GAME STRATEGY

Each level has a number of Chaos Emeralds you must collect before confronting the boss robot to complete the level. A variety of hatchways and other obstacles stand between you and the Emeralds. These can only be passed by flicking many of the switches, and by Sonic's pinball attack force.

Follow the directions marked in the background to make sure you hit the right spots.

With the blockages cleared, follow the path to find the Chaos Emeralds.

When all of the Chaos Emeralds have been gathered, Sonic must defeat the level boss.

BONUS ROUNDS

At the end of each level, there is a Bonus Round. This is a game of regular pinball in which you have three balls to play.

PLAY TIPS

■ Launching Sonic by tilting both flippers together with **Flip Both** is a safe and easy tactic for beginners.

■ Watch out for lights and arrows showing important spots and routes in your surroundings.

■ Catch Sonic on the flippers by holding them up as he enters the Alley Ramp. This way you can aim him more accurately.

■ To shoot straight up, fire when Sonic is near the hinge of a flipper. To launch at an angle, let him roll towards the tip first.

■ When Sonic is in flight, press the D-button left and right to position Sonic based on the surrounding objects such as bumpers, targets, lances and flippers.

■ Keep an eye on your status display (top section of the screen) for real-time hints!

SONIC 3D FLICKIES' ISLAND™ (SONIC 3D BLAST™)

Dr. Eggman (AKA Dr. Robotnik) discovers unusual birds known as Flickies that can fly in and out of mysterious realms using Dimension Rings.

Successfully capturing the Flickies, Robotnik turns them all into robots to help him find the Chaos Emeralds. Sonic must save the Flickies by freeing them from their robotic prison and prevent Robotnik from finding the Chaos Emeralds.

GAME CONTROLLER COMPATIBILITY

Any Windows-compatible game controller can be used with the *SEGA Genesis Classic Collection: Gold Edition* games, as long as it has a D-pad and a minimum of four other assignable buttons. The game will recognize any number of controllers attached to your PC, and they can be assigned to either Player 1 or Player 2.

Please refer to the documentation that came with your game controller for information on how to install it on your PC. To set up a game controller for the *SEGA Genesis Classic Collection: Gold Edition* games, use the following steps:

- Start *SEGA Genesis Classic Collection: Gold Edition*.

- Select Options from the Main Menu.

- In the Input Configuration section, select your game controller from the drop down menu for Player 1 or Player 2.

- Click the 'Assign controller mapping' button.

- Press the buttons on your game controller that you'd like to assign to buttons A, B, C, X, Y, Z, Start and Mode, in that order (note: the X, Y, Z and Mode buttons will not be available if your pad has fewer than eight buttons).

DEFAULT KEYBOARD CONTROLS

A button: A	**Y button:** W
B button: S	**Z button:** E
C button: D	**Start button:** Enter
X button: Q	**D-button:** Directional Keys

BASIC CONTROLS

D-button: Move Sonic

Start button: Start Game, Pause Game

A button: Jump, Spin Attack

B button: Spin Dash, Rolling

C button: Jump, Spin Attack

SUPER COOL STUNTS

SPIN DASH ATTACK
Press and hold the D-button down and tap **Jump** or **Spin Dash** a few times to rev up Sonic. When you release the D-button, Sonic will shoot forward and take out any enemies in his path.

BLAST ATTACK
Tap **Jump** twice when you have the Gold Shield to home-in on the enemy.

GETTING STARTED

Press the Start button at the Title screen to display a game menu with the following options:

- START: Begin the game from Zone 1.

- CONTROL: Change button configurations.

- SOUND TEST: Listen to music and sound effects of this game.

PROLOGUE
The prologue scene will play when you select START to start your game. Press **Jump** to view the next scene of the Prologue. To skip the entire presentation, press the Start button and start from Zone 1.

GAME SCREEN

Number of Rings

Flicky Counter

Remaining Lives

ROBOTS AND FLICKIES

Spin Attack or Spin Dash into a robot to destroy it and release the Flicky that is trapped inside. Once the Flicky is free, move within range to attract its attention so it will follow wherever Sonic goes. If Sonic gets hurt, the Flickies following him will scatter, so try to round them up before they wander too far.

Robot

Flickies following Sonic

ITEMS

Ring
Having one can keep you alive when you are damaged. Collect 100 or 200 to earn an extra life.

Super Ring
Gives you 10 Rings at once.

Invincibility
Protects you from enemies and most traps for a short period of time.

Power Sneakers
Increases your speed for a short period of time.

Red Shield
Protects you from fire attacks but disappears when struck by a normal attack.

Blue Shield
Allows you to run across electric floors but disappears when you are hit by an enemy attack.

Gold Shield
Protects you from one normal attack and allows Sonic to use the Blast Attack.

1-Up
Gives you one extra life.

Sonic Icon
Collect ten of these to earn a Continue.

DIMENSION RINGS

If you have Flickies following you, take them to the Dimension Ring to transport them to a safer place. Five Flickies can be freed per Dimension Ring, and once the work is completed in that area, a portal located under the Dimension Ring will be made accessible to advance the game.

You will be able to travel freely between unlocked areas in an Act. The final Dimension Ring will have a cross in the portal beneath it. Rescue and bring all the Flickies to the final Dimension Ring to complete the Act.

SPECIAL STAGES

Chaos Emeralds are collected when you successfully clear the Special Stages. If you have 50 Rings or more, find Tails or Knuckles who will be standing by somewhere in the Act. Once they collect all of your Gold Rings, you will be transported to the Special Stage.

Grab as many Rings as you can in order to advance to the next section of the stage and to finally earn the Chaos Emerald. The stage will end before you've reached the goal (Chaos Emerald) if you fail to collect the required number of Rings for each checkpoint, or touch the spiky metal balls with no Rings in possession. When the Special Stage is over, you will return to the Act and carry on from where you found Tails or Knuckles.

BOSS STAGES

Sonic will face Dr. Eggman in the third Act of every Zone. As usual, he will be equipped with one of his many contraptions. It will require several attacks (he flashes when he is damaged) to defeat Dr. Eggman, so quickly learn his offensive moves, and strike back by performing a **Spin Attack** when he is vulnerable. Note that you will start the battle without any Rings, so your priority is to pick up at least one Ring to stay alive. When you beat him in each Act, you will advance to the next Zone. If you defeat him in the final Zone with all the Chaos Emeralds in your possession, you will be able to play the Final Fight Zone.

Coming soon on YouTube channel...

THANK YOU!

#2 coming soon…