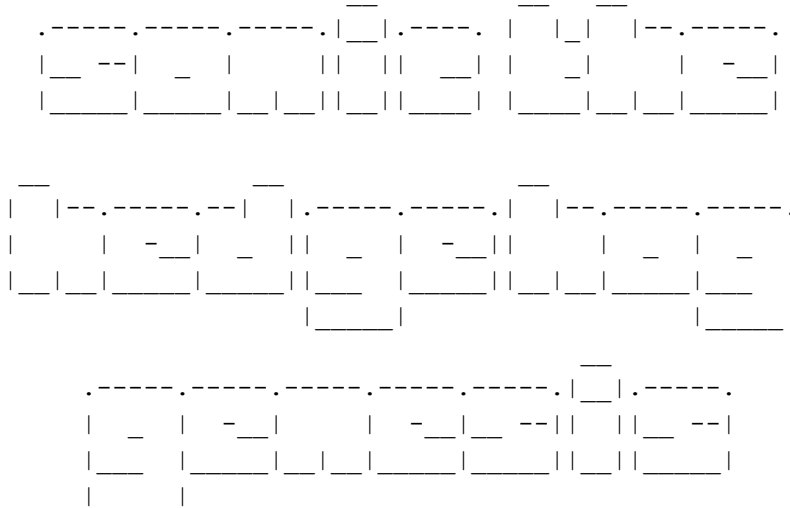


Sonic The Hedgehog Genesis FAQ/Walkthrough

by siren of kardel

Updated to v1.3 on Jan 23, 2010



Sonic the Hedgehog Genesis
For the Game Boy Advance
FAQ/Walkthrough
v1
Started on: 7:28 PM 7/6/2007
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By ALacey

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Allowed Sites: Honest Gamers, GameFAQs

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[ZZZZ] I N T R O D U C T I O N

Well, Sega decided it would be a good idea to make Sonic the Hedgehog portable. Good idea? Yes. Is the end result worth getting at all? I'd say heck no, unless you find it in the \$5 special bin at your local electronics store.

How to explain... Many things have gone wrong in the Sonic Genesis to GBA conversion. Many, many things. Just check out some of the reviews, and you should get a good idea of how poorly they did when editing this great game.

Don't even look at the game package unless you must play Sonic 1 and you for whatever reason want to play it on your Game Boy Advance. Just don't expect the full Sonic experience. Expect an experience that's sort of based on the full Sonic experience.

Okay, it's not that bad, but there is a lack of effort here. And it sure is obvious.

[0001] C H A N G E S F A Q

-Jukebox added to the menu if you beat Final Zone.

-Sound FX added if you beat the game with all the chaos emeralds.

- The level select code seems to have been removed. You can play levels that you have previously completed though.

- Save feature added (yeah, it's an addition, but who needed a save feature for Sonic 1?).

- Debug feature seems to be missing.

the right and land on the ledge. If you don't do this correctly, you risk losing a life. Take the brick that goes in and out of the wall and use it to get to the floating platform. Then jump to the right and jump over another purple caterpillar. Keep going, avoid the spike pit, and get the two rings. Avoid yet another spike pit, get some more rings, and then time your movement so you can jump on the ledge without getting spiked by another set of shooting spikes. Wait until the spike chandelier falls and then jump on it and then go to the left in under it as soon as it starts to rise. If you wait too long, it can crush you.

Go left and avoid more flame shooters. Go to the right and avoid more spikes that shoot to the right. There will be some steps that don't have spikes, so it's best to use those. Go right and roll into another purple caterpillar and then jump up twice to get to another set of swinging platforms. Ignore the lava bubbles, they're only harmful if you rush and jump into them. Roll into another purple caterpillar and then get to the check point that's somewhat hidden above, there's a shield powerup here too. Avoid more of those crushing pillars and then break the blocks and go right. Activate the blue block by stepping on it and then quickly jump on the platform above it. The block will slide under it. Activate another blue block and ride it across the lava, and when you get to the end use the first blue block to jump out of the lava.

Go right and avoid another spike chandelier, and use one as another elevator. Avoid the spikey steps once again and ride another blue block across another lava pool. When you get off of the block, avoid the spike chandelier and jump over it once it's all the way down. Avoid more spike steps and flame shooters and make your way to the right. Use the falling weights as platforms - don't rush - and go through another checkpoint to the right. You'll soon encounter your next boss fight.

Dr. Robotnik will start to drop lava bubbles on one of the ledges. Once he starts to drop one, jump to the other ledge. The lava bubbles that jump out of the lava are mostly for show - they won't hurt you if you can jump high enough. Each time Dr. Robotnik goes from one ledge to the other, before he starts to drop a lava bubble, be sure to hit his ship as many times as possible. Do this several times and he should be done with before too long. Go to the animal chamber to the right as soon as you're finished and press the button to end the stage.

S P R I N G Y A R D A C T 1 -[]-[]-[]-[]-[]-[]-[]-[]-[]-[]-[]-[]-[]-[]-[]-[]-[]

GBA Note: This is where Sonic's random running really is apparent. Since this level is loaded with speed ramps and bumpers and the like, it is important to prepare to make sudden stops as Sonic can easily dash right into spike beds and the like.

Start off by getting the two rings that are floating and then get rid of the three crab robots that guard the area. Take the spring up and land on a ledge, then go right through the tunnel and then take a red spring up and get some more rings. Use the star bumpers to make your way to the next ledge to the right. Get some more rings and then use the floating platforms to get lower in the level. Be careful of the flying enemy that shoots yellow balls at you. As soon as you finish the floating platform area, spin down the hill and keep spinning in case a spinning groundhog-like robot comes along, this really helps when you run into the yellow spring.

Go right and press the switch and then hop onto the platform with some

rings on it. It'll float up. You may have to try this several times before you make it. When you take the platform up, carefully use the series of floating blocks to make it to the ledge to the right. Go along and through the next checkpoint and across another series of floating step like blocks. When you get to the purple spikey like robots, just spin into them. It's a lot safer than jumping.

You'll see some spike balls spinning around a dish like area. Either time your running so you can go through the dish without being hit, or jump from platform to platform and avoid being hit. Go right and use the red bumpers to jump into the rings that hover over the deep hole in the ground. Avoid more of the purple robots with spikes and take another series of floating platforms to get to a lower part of the level.

The goal post is just to the right of here.

S P R I N G Y A R D A C T 2 -[]-[]-[]-[]-[]-[]-[]-[]-[]-[]-[]-[]-[]-[]-[]-[]-[]

Go right - take the red bumper if you want - and speed down into the dish like path and launch yourself onto the ledge. Here, defeat more crabby enemies and then go right. Jump onto the platform that's just to the left of another ledge with more purple spikey robots and then jump onto the ledge once they go in another direction. Spin into them once again, and go right where you'll find another spike dish. This time, it's really best to just use the platforms instead of just running through the dish. Much less risky. Jump on some more crabs and then go on and roll into more spikey baddies. Get some more floating rings and then use the star bumpers to make your way to the platform that floats up and down.

Once you get into the indoor part of the level, avoid the floating spike balls by not going too fast. Go through another check point and continue and be careful - sometimes groundhog enemies will follow you out. Attack them before they attack you if they show up. Keep going right, the goal post isn't too far away.

S P R I N G Y A R D A C T 3 -[]-[]-[]-[]-[]-[]-[]-[]-[]-[]-[]-[]-[]-[]-[]-[]-[]

No rings yet, so be careful of any flying enemies that show up. Speed down the path and use the bumpers to get you to the ledge to the right. Get the ring powerup and then go into the inclosed part of the level. Avoid the spikeball here and then time your movement so that you don't run into the spike stick that spins around in the cramped area. Use another series of floating platforms to make your way up and then go left. Turn the crabs here into krabby patties (this is my guide so I can make as little sense as I want to). Go to the right and defeat some more crabs.

There will be more spike bowls to navigate through, just use the same tactics as before. Use some more floating platforms to make your way up, then go to the left and jump on the platform, then go to the right. Go past another checkpoint and then down into another bowl like area. Go right into the inclosed area and avoid more spike balls. Press the switch to make the block go away and then go right and take the spring up. Use the series of platforms - don't rush - to get to the ledge to the right and then defeat some more crabs. Go through a whopping three spike bowls using the same strategy as before and then take the series of platforms down. Go right, through the last check point and then carefully carefully carefully use the floating step like platforms to

make it to the ledge. If you fall off here, you die. The boss will be waiting.

Robotnik is easier in this version of the game since he's so damn slow. I managed to beat him after he only took away one block from the ground.

Dr. Robotnik isn't the main danger here, it's the holes in the floor that he creates. If you fall off, you'll die. So, make sure to beat Dr. Robotnik as soon as possible. As soon as he swoops down, give him as many hits as possible. He'll take a section of floor and destroy it. Make sure that he doesn't remove so many sections that it makes it impossible to jump to the right. My friend made that mistake and when she beat him she still had to lose coz she couldn't make the jump to the right ledge and she died :(. Once you're done, go to the right, press the animal cage switch to beat the level.

L A B R Y I N T H A C T 1 -[]-[]-[]-[]-[]-[]-[]-[]-[]-[]-[]-[]-[]-[]-[]-[]-[]-[]

GBA Note: Labryinth's slowdown isn't nearly as bad as I thought it would be, but it's still pretty bad anyway. Sonic has weird jolts of speed throughout the level, so be prepared to brake suddenly.

Hints and Tips: Labryinth Zone is the most annoying zone in the game, and boy is it obvious once you play through it. Always always always keep a ring handy in this level, and get every ring you can, because losing rings underwater is a disaster. Also note that the blue shields do NOT protect you from drowning like in later Sonics. The only way you can prevent drowning is to leave the water or use the air bubble generators.

Start this pain in the ass off by going right and collecting the three rings. See the spike like object sticking out of the ground to the right? That's a baddie waiting to jump out at you. Be prepared to defend yourself, these guys are all over this level. Keep going right and avoid more of the pointy nosed baddies and collect some more rings.

You'll be in the first underwater part of the stage. Sonic is very slow underwater, so you'll have to change your movement patterns a bit. It is also much harder to collect rings after you've been hit, so be extra careful. Adding to this is the time you can spend in the water without air (about a minute). Scattered throughout the level are air bubble generators. Stand next to one and in a few seconds (although it can seem like hours) a large air bubble should pop up. Inhale the air bubble to reset Sonic's underwater air timer. When in doubt, always get an air bubble, because if you get stuck in a trickier part of the maze and you're low on air, you may panic and not get out of it in time to save Sonic's life.

Anyway, hit the switch and before you go to the right, go to the left to get a ring monitor. Be careful of the spike nosed baddies as well. As you go right, you'll see an air bubble generator. Use it. Press the switch to get a gate open and then jump out of the water and head right.

When you go to the next underwater part, you'll need to press a switch to open the gate. Go to the left ledge and then jump from there to get to the switch. Before going down the path, get the air bubble. Go down deeper into the maze and avoid any swinging spike balls that you see. Go right and get the air bubbles, and then very carefully make your way up while avoiding more spike balls. Be extra careful here. This is not a place where you want to rush. Make your way out of the water and go right.

You'll see a series of platforms hooked up to a chain of sorts. Move to

the far right, into the water, and you'll see a red spring. Take it up and land on one of the moving platforms. Jump from platform to platform to make it to the switch. Be sure to avoid jumping into the spike. Go left into the underwater area and go through the next checkpoint, then go right. Hit the switch to open the passage, and avoid the spears that come out. Get out of the water and then go left again, avoiding and or hitting the shark-like monster that's in the water. Also avoid the monster that throws stars at you, each one can cost you your rings or your life. Make your way up and then go right. Do not stand on the sponge like blocks. The water will rise and so will the sponges and you'll be crushed by the ceiling if you stand on them.

Keep going right and make your way out of the water. Go through the goal and be thankful that you're 1/3 of the way done.

L A B R Y I N T H A C T 2 -[]

Get the three rings and avoid the spikes and spike-nosed baddies. Take the water slide down into the underwater part of the level and go left. Get the air bubbles in case you need them, and jump over the star monster. Get the ring and shield monitors and then go right.

Once you take the red spring out of the water, you must hit a hidden switch. It's on the floating platform with the ring monitor on it. Go right, hit the checkpoint and get the sparkle monitor to make you invincible. Go down the passage and hit the switches to open up the gates. Get the air bubble here if needed. Stand on the blocks to make them fall down. Avoid the spear and get another air bubble. Be very careful to avoid the star monster here, and get more air if needed.

Also avoid the swinging spike ball. Head up and press down to dodge the other star monster's attacks. Get out of the water and head right to beat the level.

L A B R Y I N T H A C T 3 -[]

Get the three rings and be careful not to lose them, there are four spike-nose monsters hiding. Take the water slide down and time your jump so you can land on the ledge with the switch. Press the switch and then go right and go through the newly made opening. If you mess up you can slide down and try again.

Go right and the opening will now close. Press the switch to open the gate and go into the water. Press another switch and go further into the maze. Get as much air as you can. Avoid more swinging spike balls and spears. When you go left, there'll be a much-needed ten ring monitor. As soon as you get out of the water, defeat any hidden spike-nosers that you see, and take the platform chain to the right.

Get the sparkle monitor and then head into the water. Press the switch to open another gateway, and go down it. Get some air before pressing the next switch and avoid more monsters. Get some more air and follow the twisting path. At the end there's a sparkle monitor - be sure to get it - and go through the check point. Make your way to the right, then up, then left. Be sure to carefully avoid the swinging spike balls here. If you hit them, you'll have to do this tedious part of the level over again. Be sure to get the blue shield

Get the rings at the start and avoid the first star monster (of many). This level has a lot of paths, so you'll probably do best to explore from this point on. Again, use the teeter-totters as make shift bumpers. Once you get to a row of bombs, just wait until each explodes before going on. There are more flame shooters in this level, but not so many that they become a pain. The swinging spike dish in this level leads to some rings, so get them (if you need them). Soon enough, you'll meet up with Dr. Robotnik.

This fight is easy considering it's one of the last fights in the game. Avoid the falling spike balls that Robotnik drops, and when they start to flash rapidly, that's your signal to move out of the way before they explode! Use the teeter-totters to either launch the spike balls at the doc, or you can launch yourself at him - or use a mix of both. Just make sure to avoid getting hit by the spike balls that you launch yourself - that's called getting caught in your own trap.

S C R A P B R A I N A C T 1 -[]-[]-[]-[]-[]-[]-[]-[]-[]-[]-[]-[]-[]-[]-[]-[]-[]

GBA Note: Scrap Brain, like Marble Zone, is a million times harder due to the random glitches and small viewing area. You should be familiar with the real Genesis version before even trying the GBA version.

Hints and Tips: Scrap Brain Zone is the best level in the game, with just the right amount of challenge. There are many paths to take, so I encourage you to explore. Obstacles includ flame leaking pipes, bottomless pits, bomb throwing bears, and lack of air in the third act. The walkthrough I use may not be the best route, so don't follow the entire thing unless you're really stuck.

You also cannot get any Chaos Emeralds in this level. Sorry!

Avoid the trap doors at the start, and also avoid the leaking gas pipe and the purple catepillar. Press the switch to make the wheel go the other way, and go into the wheel's opening. Go throug the gate and go down a series of moving blocks. Be careful not to get crushed by them!

Roll into some more catepillars and then use the platforms that appear to jump out of the area. Hit the checkpoint and dodge some more leaky gas pipes. Use chain-connected platforms (be careful, they spin upside down when the get to the far right) and use the disappearing meatal blocks as a bridge right when they appear.

Avoid another trap door. If you get stuck at the part with the switch and two red beams, just rest on the switch and wait for the two beams to appear, and then quickly jump on them while pressing right to get out of the pit.

The purple bear robot s throw yellow flashing orbs at you. They may be slow, but they're deadly.

S C R A P B R A I N A C T 2 -[]-[]-[]-[]-[]-[]-[]-[]-[]-[]-[]-[]-[]-[]-[]-[]-[]

This level has even more paths than the last! The spinning wheels can be used to jump to higher places if you can run on them quickly enough. There are plenty of self inverting platforms in this level. To get past them, you must time your jumps so that you can walk across them quickly before they start to turn upside down. There are timed bombs in this level, the same ones from Star

kick you out of the stage, making the whole thing a waste of time. You can get a continue (useful after a game over) in the stages. Just collect as many rings as possible and when you hear a chime, that's your signal that you got a continue.

[0005] B O S S E S

Green Hill -----

Dr. Robotnik will lower a large ball of doom and slowly swing it left and right. Jump on one of the platforms to get close enough to get some hits in. When he starts to swing the ball in your general direction, jump over the ball (you can jump through the chain that holds it) and get to the other platform. Get some more hits in and repeat this process. Once you've done this several times, Robotnik will be defeated, and he'll be on his way. Go right and press the button on the animal cage and the level is over.

Marble -----

Dr. Robotnick will start to drop lava bubbles on one of the ledges. Once he starts to drop one, jump to the other ledge. The lava bubbles that jump out of the lava are mostly for show - they won't hurt you if you can jump high enough. Each time Dr. Robotnik goes from one ledge to the other, before he starts to drop a lava bubble, be sure to hit his ship as many times as possible. Do this several times and he should be done with before too long. Go to the animal chamber to the right as soon as you're finished and press the button to end the stage.

Spring Yard -----

GBA Note:

Robotnik is easier in this version of the game since he's so damn slow. I managed to beat him after he only took away one block from the ground.

Dr. Robotnik isn't the main danger here, it's the holes in the floor that he creates. If you fall off, you'll die. So, make sure to beat Dr. Robotnik as soon as possible. As soon as he swoops down, give him as many hits as possible. He'll take a section of floor and destroy it. Make sure that he doesn't remove so many sections that it makes it impossible to jump to the right. My friend made that mistake and when she beat him she still had to lose coz she couldn't make the jump to the right ledge and she died :(. Once you're done, go to the right, press the animal cage switch to beat the level.

Labryinth -----

Head up the passage and avoid the flaming statues. Just time your jumps so you don't collide with the flames. Also avoid the spears and don't let any lack of air warnings make you panic. Just calmly climb the rest of the level and you should be fine. You don't actually have to hit Robotnik this time. As soon as you get out of the water, he'll flee. Press the switch on the cage to let the animals out, thus ending this nightmare of a level.

Star Light

This fight is easy considering it's one of the last fights in the game. Avoid the falling spike balls that Robotnik drops, and when they start to flash rapidly, that's your signal to move out of the way before they explode! Use the teeter totters to either launch the spike balls at the doc, or you can launch yourself at him - or use a mix of both. Just make sure to avoid getting hit by the spike balls that you launch yourself - that's called getting caught in your own trap.

Scrap Brain/Final

GBA Note: You can get more than one hit in in some cases by hitting Robotnik and then spin dashing into him right before his capsule disappears. This works when he comes from the ground.

The best way to beat the last boss is what I like to call THE CHICKEN METHOD. This method has you standing to the far right where you're somewhat safe from being squished. You'll be able to get to two of Dr. Robotnik's capsules here. You may not have any rings, but the electric charge that appears at the top of the level shouldn't be too hard to avoid once it floats down. Even while using this method, I managed to be Robotnik in under three minutes. Sweet, eh? As soon as you get your last hit in, you can hit him one more time as he flees. Then the ending scene will show. Congrats, you beat Sonic 1!

[0006] C H E A T S , S E C R E T S , A N D M O R E

Unlock Jukebox

Simply beat the game.

Unlock Jukebox w/ Sound FX

Beat the game with all the emeralds.

Frequently Asked Questions

Q: Can I get into a special stage from Scrap Brain Zone?

A: No, the "last call", if you will, is Star Light Zone. After that, if you don't have enough emeralds, you're out of luck!

Q: What is the full ending like?

SPOILERS

A: It's mostly the same, but when Sonic is running in the field, all of the emeralds will float out of his hand and circle around the screen. Also, at the end of the credits, Dr. Robotnik will be hopping up and down on a logo that says "End"

END SPOILERS

Q: I need help with [whatever], can you send me a walkthrough for it?

A: No, this game doesn't require an engineering degree to defeat. I've put everything I can about the game here. If you still really need help, you may contact me via my email:

morticiaadamsx(at)yahoo.com

Include the phrase "Sonic 1 help needed" or something like that or else my spam filter will probably delete your mail if the title is too vague. I'll try to help, but don't expect anything better than what you find here.

Q: Why is Sonic blue?

A: One time, Sonic drank too much grape Kool Aid. And his life was never the same.

[0007] C L O S I N G

You've reached the end of the Sonic the Hedgehog Genesis walkthrough, and I assume you've completed the game. You've a brave person for this.

Cheers go to GameFAQs, Honest Gamers, and Jess Lacey (for helping me out with this game when I was little). And big cheers to slobr for correcting the many, many typos I made in this guide.

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