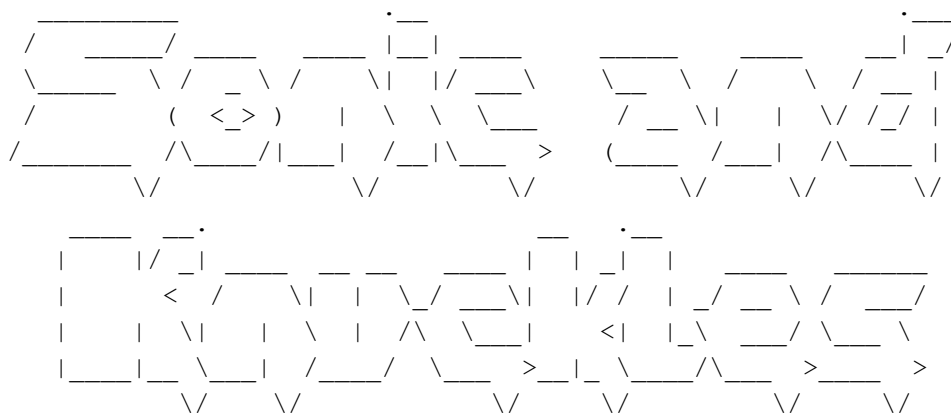


Sonic & Knuckles FAQ/Walkthrough

by CChan

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Sonic & Knuckles Guide

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<1> Introduction <1>

Hi! I'm Clement Chan and I have created this Guide to help you with this amazing, Sonic & Knuckles for your faithful Genesis. I hope you will find this Guide helpful for you.

If you have any info that I don't have, have problems with the game or others, feel free to e-mail to me at saigoheiki@gmail.com .

[1.1] About Sonic & Knuckles

What is this game? For those who don't know, Sonic is created long ago in the year 1991 in his first game, Sonic the Hedgehog followed by other popular games including this one.

This cartridge is certainly one of the best and the first that used the 'Lock-On Technology' that can connect to other Sonic games to produce a surprise and wonderful game for you, especially when you connect which Sonic the Hedgehog 3.

Before that, play this game first. You'll have no regret buying it.

[1.2] Copyright info

This FAQ is copyright 2000 Clement Chan Zhi Li. You can distribute this FAQ as long as its contents are not changed. No. Not even a single letter.

Only Clement Chan Zhi Li can make changes and updates to this FAQ. Any unauthorized changes and updates without my permission is prohibited by law.

Certain parts are taken right off MY own Sonic & Knuckles Collection Guide so I don't have to sue myself over copyright matters.

[1.3] How to Best View this Guide

If you view this guide of the Internet and noticed that some words are filled in with spaces and etc., it's because your browser did not view it at the right width. Save the guide and open it up with WordPad (recommended).

Click File, then Page Setup. At the section where they put Margins (inches), look for Right and type 0.8" in it. That way, you could view this guide neatly as it is meant to be!

<2> Things You Should Know <2>

The Sonic & Knuckles world is amazingly big and you must read through this section that will teach you the basic things that you need.

[2.1] Item Boxes and Things

More and more things for you to get:

Item box with stars - Invincibility for a short time.

Item box with Sonic or Knuckles picture - Extra life.

Item box with shoe - Speed up character's speed for a short while.

Lamppost (red colour with star) - Save point, you'll return here when your character die. If you have 50 rings and above, go past this lamppost and a red, circular thing will appear. Jump into it to enter the bonus stage to take item boxes.

Red Bumper - Makes you jump higher.

Yellow Bumper - Makes you jump lower.

Big Ring - Different from Sonic the Hedgehog 2. It will let you enter the Special Stage to collect the Chaos Emeralds.

[2.2] Description of Bonus Stage

Looks like Casino Night Zone in Sonic the Hedgehog 2. It's a jackpot machine where you must put yourself in the middle to turn the jackpot. Depends what slots you get, you'll get certain amount of rings.

Getting all 'Jackpots' gives you 100 rings while getting all 'Robotniks' or 2 Robotniks and one Jackpot will delete 100 rings or less from your total.

There will be 'R' button here to reverse the area. Once you get into the 'Goal' area, you'll exit this bonus stage. When you fall to the square thing, it will change colour three times and once it turns into 'Goal', make sure you don't fall into it.

[2.3] Description of Bonus Stage 2

You're in an electric-ball place. Fall down at the ball and your character will turn. When your character is on the ball, turn left or right to turn the character at the position you want.

Jump as high as you can at the pinball-flipper, then flip the character to the top. There will be rings and gumballs here, too. Once you reach the top, you will exit the area or when you fall down to the lining thing.

[2.4] Something to Beware and Know

I've written this in Sonic the Hedgehog 2 and 3 Guide but since they're almost similar, I put this down.

Try to take caution everytime and every moment. When you touch or get hit by an enemy, it will cause your rings to come out. So, try and get at least one ring for safety.

If you get more than 100 rings, you will automatically get an extra life. If you succeed in all special stages, you have the seven Chaos Emerald and therefore, you can become Super characters. To become Super Sonic or Knuckles, get at least 50 rings and jump twice.

In the water, try not to go in too long or your character will die. There will be a group of bubbles and Sonic must grab the biggest bubble to breathe in.

Most importantly, there will be a ten minute limit where you must get to the end quickly or it will be a 'Time Over' so don't waste your time too much.

[2.5] Controls

The controls are quite easy and simple. A button to jump and hold down the down button and press the A button to spin. Here's the specific moves for each characters.

Sonic

Jump - A button

Slash Jump - Press the A button twice.

Spin Dash - Hold the down button, then, press A to spin. Release both buttons to spin towards a direction or enemy.

Fire Dash - You must get the Fire Shield first. Then, press A button twice to do it.

Double Electric Jump - You must get the Electric Shield first. Then, press A button twice to double jump a bit.

Bubble Bounce - You must get the Bubble Shield first. Then, press the A button twice to bounce.

Knuckles

Jump - A button

Spin Dash - Hold the down button, then, press A to spin. Release both buttons to spin towards a direction or enemy.

Climb - Jump towards a wall (certain walls can't be climbed) and Knuckles will automatically hang onto the wall. While on the wall, move the direction keys to move on the wall. To jump off the wall, press the A button.

Glide - Press the A button twice and Knuckles will glide lower.

Breaking Walls - This is an automatic move. Knuckles will automatically destroy walls that he can destroy with his knuckles.

Super Sonic

Super Sonic is twice faster than the normal Sonic and can jump higher and

totally invisible. Of course, getting crushed or landing into endless pits will cause Super Sonic to die.

To maintain this form, you must have rings once you become Super Sonic since rings will be drained out. Also, you must get 7 Chaos Emeralds to become Super Sonic.

Once you get 50 rings, double jump to transform into the gold Super Sonic! Of course, his looks will be different and do different actions.

Jump - A button

Spin Dash - Hold the down button, then, press A to spin. Release both buttons to spin towards a direction or enemy.

Super Knuckles

Super Knuckles can be obtained by using Knuckles. You must get the seven Chaos Emeralds in order to transform into Super Knuckles. Double jump with 50 rings to change. This is similar like Super Sonic where Super Knuckles is much faster.

Jump - A button

Climb - Jump towards a wall (certain walls can't be climbed) and Knuckles will automatically hang onto the wall. While on the wall, move the direction keys to move on the wall. To jump off the wall, press the A button.

Glide - Press the A button twice and Super Knuckles will glide lower.

Breaking Walls - This is an automatic move. Super Knuckles will automatically destroy walls that he can destroy with his knuckles.

<3> Sonic's Adventure <3>

This section will give you guide for Sonic.

[3.1] Mushroom Hill Zone

Act 1 -

Continue as usual. Spikes and new enemies are not forgotten as you travel to the zone. At the end, your mini-boss appears.

Mini-Boss - Wood Chopper - 6 Hits

An easy boss and you can defeat it in no time. When you enter his area, you'll find long woods are standing still. The Wood Chopper will come down and chops them down so be sure to stand underneath him to avoid it.

Then, attack at the area that don't have fire underneath. Repeat this 6 times to win.

Act 2 -

Now, enter Act 2 to find almost the same area as above, including annoying blowing chickens and traps.

To get out from the 'rope trap' that ties you, spin to a direction to get out from it.

There's also item boxes that will help you a lot too. Continue until you saw the radar.

Boss - Dr. Robotnik's Spike Trap Machine - 8 hits

When you see the radar, hit it and continue hitting it to hit Dr. Robotnik. Then, he'll run away and you must get ready.

Run at him and try to hit him as soon as his fire was gone. You must also try to avoid spikes that will block you.

Hit him 8 times and his machine will be almost exploding when he run straight into a tree! Then, jump onto the capsule and you'll finish that zone.

After that, Sonic will see a mouse-like creature controlling an aeroplane. He'll then jump onto it and then continue the level.

[3.2] Flying Battery Zone

Act 1 -

At the beginning, go straight up and you'll dash forward by a small, machine-like thing. There will be traps here of course, especially fire-spitters. Be sure not to get hit by it.

You can jump onto hangers with rings and some will bring you down. Mouse and cockroach enemies can be annoying too.

Be sure to look carefully before you jump or you'll end up falling to endless pits or right on top of spikes!

Spin Dash will help a lot here and at certain place, you must jump on to moving platforms to help you continue the level.

Continue the level and you'll fight a mini-boss.

Mini-Boss - Capsule Trap - 6 Hits

Hit the capsule and what did you see, eyes and hands appear! It's a trap and you must fight it to defeat it.

Now, stand on top of the yellow thing and wait until its eyes flashed. When it do that, quickly run towards a direction and one of its hands will hit the yellow thing.

Continue 6 times and it will hit itself to pieces, allowing it to release animals.

Act 2 -

Harder as you may expect it to be. It's almost the same as above except with more enemies, traps and things.

Continue yourself, after the hanger of rings, you'll reach your boss.

Boss - Laser Machine - 8 Hits

No, you don't really hit this machine. You'll be trapped by two row of light where Robotnik is controlling a laser machine. Don't hit it as it's no use.

Just avoid it when the laser shoots out its power. Continue this 8 times and the place to go will be smaller and smaller. At the last shot, Robotnik will be burned and he runs out for his second plan.

Quickly go through the lamppost and continue quickly as the movin floor will crush you. Spin Dash at certain areas and jump from platform to platform.

Then, wait patiently for it to bring you up to Dr. Robotnik's battlefield.

Boss - Dr. Robotnik's Hanging Spike Machine - 8 Hits

You hear it right, another boss! Stand in the middle and hit him as soon as you saw he is coming down. Then, jump off to other place and continue doing this as he will move his spikes nearer to you.

After 4 moves, he will jump out and take that opportunity to jump at him. Do this 8 times and he will be burned (not completely).

Then, jump on the capsule and proceed to Sandopolis.

[3.3] Sandopolis Zone

Act 1 -

yawn I hate this place the most. Why? It's hard and it has ghosts. There will be machinery robots here and you must push yellow brick to make it move where you must jump on it.

Be careful not to fall down to yellow 'sea' or you'll die. Sometimes, this yellow 'sea' brings you to a place.

Just continue, envy the 'not-so beautiful' place and you'll at last, reach the end for a Mini-Boss.

Mini-Boss - Stone Robot - 1 Hit

One hit! Is it so simple? No, you must not even hit him on the head as it is completely useless.

Since this dumb robot will keep following you, lure it towards the mini-yellow 'sea'. While you're in it, jump repeatedly until it falls right to it and destroyed completely.

Simple, isn't it? Sonic will enter the door and prepare for ghostly place!

Act 2 -

I really, really hate this part the most! It's annoying! The place will be dark and use your eye carefully on the hanger thing that is used to light the place.

Continue until you automatically fall right onto a capsule to release ghosts! Yikes!

Now, pay attention carefully. As you may very well know, ghosts will not appear where there is bright light. But, the light that you make will grow dimmer and more dangerous ghosts will appear and attack you when it's completely dark.

Try and find for the hanger and hang on it to light the place for a while. An easy trick when you can't find the hanger and it's really dark, find for the lamppost and make sure you have enough rings to enter the bonus stages. When you come out, it will be bright a bit.

There's lots of parts that needs you to push the black thing to make the 'door' 'disappear' for a while.

Also, at one part, you need to jump as high as you can to a moving platform instead of Spin Dash to the bumper to bring you higher as it's almost impossible.

At the end, fight Dr. Robotnik once more.

Boss - Dr. Robotnik's Ancient Robot - 8 Hits

When he moves forward (players of Sonic the Hedgehog 2 will remember this similar boss) without his hands knocking you, jump on the hand and quickly attack his face.

This will reveal Dr. Robotnik and you must quickly attack him. Continue 8 times and this mad guy will run away.

Jump on the capsule and 'Hooray!', you have completed one of the hardest and worst stage ever!

[3.4] Lava Reef Zone

Act 1 -

As the name says, there will be lava here, including lava waterfall! There will be automatic exploding stone where it will explodes itself when you go near it.

This place should be easy and after that, you'll reach a Mini-Boss.

Mini-Boss - Spinning Wheels and Hand Machine - 15 Hits

Maybe it's 15 hits but I forgot a little. Hit one of the two spinning wheels that shoots out fires. Hit one of the spinning wheel three times and it will be destroyed.

Then, whether you destroy the spinning wheels or not, the hand will appear and try and hit one of the finger three times to destroy the finger completely. When it closes its hand, hit the finger.

This should be a little easy.

Act 2 -

This place will become dramatically harder as more traps will appear, including the cloud-like machine which will decrease your rings when you get hit by it.

At certain part, you will have to get past the spikes. See carefully at the rotating spikes and when it goes at the back of the pillar, quickly go past it.

Continue until you see a series of steps. Climb it and you'll see the ever-annoying Knuckles throwing a big boulder at Sonic, making him tumble and fall.

Then, Death Egg appear and flashed it eyes, making the whole place burns. Then, an automatic guided missile machine appears and will target and shoot platforms.

Be sure to run quickly and jump to other platform carefully so you won't fall to lava pits. After that, jump to floating platforms that are going downwards.

Search around here carefully and you'll find the useful Fire Shield item box. Take it and jump down where Dr. Robotnik will appear.

Boss - Dr. Robotnik's Spike Throwing Machine - 8 Hits

Dr. Robotnik will appear on the right so always stand in the middle and the floor will be lava so stand on the platform everytime. He will shoot spike-balls so jump from platform to platform to let the spike-ball hit himself.

Do this 8 times and Dr. Robotnik will get burned again.

[3.5] Hidden Palace Zone

No acts here since this zone is nothing, really. Continue here and you'll find a few spikes with not a single robot and rings. Then, it's a show-down fight!

Mini-Boss - Knuckles - 6 Hits

Cool, a fight with Knuckles! Who ever think of it? Don't hit him in front of his body, instead, hit his head. When he spins, don't hit him or you will get knocked down.

When he glides, you still can hit him but don't touch his knuckles! DO this 6 times and a small explosion will occur.

Then, Knuckles will realize that he had done a wrong thing and quickly runs towards a direction. Follow him and you'll see him destroying a wall.

Then, you're at the place where there are Master Emerald and Super Emeralds there! Dr. Robotnik will steal the Master Emerald and Knuckles will quickly climb on it. Sonic can hit Dr. Robotnik but it's no use.

Knuckles will get shocked by the electricity and he will fall down, letting that evil, egg-shaped creature escape.

Follow Knuckles towards the teleporter and you will be transported together with Knuckles.

[3.6] Sky Sanctuary Zone

No acts here either. Listen to the heavenly music and you know why it's called Sky Sanctuary Zone.

Knuckles will come out and look tired. Just wait there while seeing the Death Egg appears. Then, Knuckles will jump on the grey button to open the bridge to let Sonic continue.

Then, continue your way while avoiding the false Robotnik's lasers. There will

be lots of spikes here too and 'breakable' roads.

There are dark, white clouds that can be jumped to bounce you. Continue until you jump on the teleporter and prepare for an easy Mecha Sonic battle.

Boss - Mecha Sonic's Heavy Ball Machine - 8 Hits

Totally simple as this idea was taken out from Sonic the Hedgehog game itself in Green Hill Zone Act 1.

There will be two platforms for you to stand; choose the right one. Then, as he comes down, attack him repeatedly while avoiding the big, brown ball that can knock Sonic flat.

Continue 8 times and that 'too-easy-to-defeat' machine will explodes. Then, continue your way and you'll find yet another boss which is the same as Sonic the Hedgehog 2's Metropolis Zone Act 3 machine.

Boss - Mini-Mecha Sonic Bubble Machine - 8 Hits

Really, this is easy too. Just attack him and make his lose his 'bubble' that will transforms into a mini-version on himself.

Easier, just hit him repeatedly so that all of his bubbles will come out and then, give him the last hit where he will be hurt completely.

Continue once more and after a little while, you'll reach yet another boss.

Boss - Mecha Sonic - 8 Hits

A solo battle at last, without using machines this time. Same rule as Knuckles, don't hit his spikes or when he is spinning. Hit his head all the time.

Hit him 8 times and you'll see him sitting down. Then, Sonic will run towards the nearest road when the land he stands fall down below. As he runs, the road breaks and Sonic quickly runs and jumps towards Death Egg.

[3.7] Death Egg Zone

Act 1 -

Yes, Death Egg Zone has revived itself into a more technology place which means more trouble for Sonic.

The blue, dot thing when appear, Sonic can run over it to cross the road. There is also certain parts when the whole area will reverse the gravity.

There will be a row of grey things that when you step on it, it will tilt sideways slowly so prepare a plan to use it carefully.

Also, another part requires you to hit a bouncing yellow machine 6 times correctly. You must hit it to turn it red where you can continue your journey on the right side.

Continue your way and you'll reach one of the hardest mini-boss ever!

Mini-Boss - Eye Bubble Machine - 8 Hits

Yet another same machine but the way to defeat it will be a little different.

When the balls come down and turn around, try and gain enough height to attach the eye machine in the middle.

When you hit it, a ball will explode and spikes will come out so be sure to duck or jump over to avoid them.

Continue this 8 times and the machine will be spoiled. But, not for long when it is ready to attack you.

Mini-Boss - Eye Laser Machine - 8 Hits

Okay, before you hit the machine, avoid the two spinning spike platforms first and then only you attack it.

After you hit it, it will shoot lasers and the platforms will turn faster. At that time, head to the most left or right and then press down to duck.

Continue hitting it until it explodes where you can breathe a sigh of relief.

Act 2 -

The stage is almost the same as above with additional feature where a special thing can spin Sonic in a yellow, spiral way.

Boss - Ball Defense Machine - 8 Hits

As you may know, this machine cannot be hit by Sonic since it has a defense shield that defend itself. It can only be hit by its spikes-ball that it throws at Sonic on the ground.

Make full use of the anti-gravity thing and time carefully when you must enter it. Also, the spike-ball can only hurt the machine by its SPIKES instead of its wheels.

When the spikes-ball hit the machine, whether the spikes or the wheels hit it, it will explode and spread out spikes.

Continue 8 times and see the ever-annoying Robotnik burned. Then, he will run away where Sonic will chase him - to give him a hard time! Also, run to the right as the road will go down.

Boss - Dr. Robotnik's Fingers of the Robot - 18 Hits

Why is it 18 hits? Why? Well, every finger must be hit 3 times to destroy a finger completely and since there are 6 fingers, you must hit 18 times to defeat him. Not satisfied with my explanation? Then, count yourself.

Dr. Robotnik will guide his fingers to crush you and you won't have a ring here so you must be careful. When he close his fingers, quickly jump on them.

For a quicker kill, as soon as the fingers was about to close, quickly spin dash between them but there is a risk where Sonic may get crushed. To avoid that, after spinning at the fingers and hit them a few hits, jump quickly at an empty space to straighten itself.

After defeating him, the robot will go down and you must quickly run towards the right to avoid falling down below.

Boss - Dr. Robotnik's Master Emerald Powered Robot - 8 Hits

Sounds childish but I have no idea what to name it. Get ready to concentrate on this boss only because one wrong move and Sonic will die.

When he shoots the fire, jump to avoid it and head to the left and hit the thing that shoots the fire (and make sure you won't fall). Then, it will reveal the Master Emerald where you must quickly hit it and jump when it shoots the laser.

Continue by using this technique repeatedly. Actually, it could be easy but as I say, you need concentration here.

After that, don't heave sigh of relief just yet as more will be coming. Continue pressing right as the floor will continue to collapse. You'll see Dr. Robotnik carrying the Master Emerald and you must hit him while pressing right at the same time.

Hit him 8 times (as he is not really a boss, I won't write him as a boss) and he will be destroyed but not completely if you collect the seven Chaos Emeralds OR all the Emeralds.

[3.8] The Doomsday

As the name suggests, Sonic will be doomed if you are not careful. Sonic will transform into Super Sonic in this area automatically with 50 rings.

Also, The Doomsday can ONLY be accessed with Super Sonic.

Avoid those rocks while collecting rings as the rocks will only slow you down while your rings are running out. Some missiles may be shot out by Robotnik so you must avoid that as well.

After collecting rings and avoiding things, you'll be given a chance to attack him. Make sure you have at least 80 rings to make the fight easier.

Boss - Dr Robotnik's Flying Machine - 16 Hits

Robotnik will shoot his guided missiles and you must guide those missiles to attack the robot's head on the top-right (the head of Dr. Robotnik's Master Emerald Powered Robot).

Continue 8 times and that flying machine will be destroyed, except his robot. And make sure you have enough rings as Robotnik will waste his time destroyed.

After that, fly towards the right and collect enough rings. When you feel you have enough, press most right and you'll see Dr. Robotnik. Hit him with your own body and Sonic will be pushed to the back.

Collect few more rings, press most-right and attack him. Repeat 8 times by using this technique and you'll see the last of him in Sonic's Adventure.

Then, Super Sonic will carry the Master Emerald with his head and he will transform into his original form on top of the Tornado. The Master Emerald will be supported at the back of the plane.

Then, it will fly towards the Angel Island and make it float again. Depending if you get Super Sonic, you'll get a slightly changed ending. Wait the credits roll down and then, The End of Sonic's Adventure.

<4> Knuckles' Adventure <4>

This guide will help you with Knuckles. Please take note that Knuckles' Adventure is totally different than Sonic's.

Also, Knuckles' jumping ability is lower than Sonic's.

[4.1] Mushroom Hill Zone

Act 1 -

Fairly easy as enemies and traps are the same as Sonic's Adventure. Knuckles must use his gliding and climbing ability at certain times.

Mini-Boss - Wood Chopper - 6 Hits

Now, this boss is easy (as everyone knows) but because of Knuckles' limited jumps, it will take a bit longer time.

Head to most right and wait until his fire is gone and hit him. Continue this technique until it was destroyed.

Act 2 -

Another 'mushroomy' area which is quite nice to see. Remember, Knuckles will go to an altogether different place so you will have to expect different ways.

Boss - Dr. Robotnik's Spike Trap Machine - 8 Hits

When you see that radar, hit him on the head and continue until it runs away.

Follow him and you will see a set of spike traps he got. Jump over spikes and as soon as you see his fire went off for a while, press right and jump at him but be sure to jump over the spikes later.

Continue few more times and he will bang himself into the tree. Then, step on the capsule to continue.

[4.2] Flying Battery Zone

Act 1 -

Continue like normal and you should be able to reach the end without problems. Try and find different ways to go.

Mini-Boss - Capsule Trap - 6 Hits

Jump on the capsule to find eyes and hands appear! Stand in the middle and wait until its eyes flashed, you must quickly jump off the capsule or you'll get hit. Once you did that, the capsule will hit itself.

Continue doing the same technique over and over again until it's destroyed and release the animals inside it.

Act 2 -

Again, just almost the same with fire and electricity build-in enemies. Continue until you reach the boss.

Boss - Laser Machine - 8 Hits

Try and avoid the lasers that it shoot. You don't really need to hit it. Just stand and avoid until it burns Robotnik together. No, you can't hit the Laser Machine as it is too tall for Knuckles to reach!

After destroying it, go past the lamppost and quickly Spin Dash so you can go away quickly as the platforms will crush you. Once you reach the end, wait until Robotnik comes down.

Boss - Dr. Robotnik's Hanging Spike Machine - 8 Hits

Madder than ever as he build a nasty machine that can shoots fire this time! Even though it's same when Sonic fights it, he builds fire so that he can shoots Knuckles whenever he glides over him!

Anyway, once he shoots his fire, quickly glide over him to avoid his attacks. After that, when he appears, attack him a few times and continue the above technique all over again until his machine is destroyed. Then, continue to Sandopolis.

[4.3] Sandopolis Zone

Act 1 -

The level can be a little hard than the others and terribly annoying at times. So, continue while avoiding all sorts of sand-robots until you reach the end.

A gigantic pyramid will appear and then, the door appears and the robot comes out.

Mini-Boss - Stone Robot - 1 Hit

Don't hit his head as it is completely useless. Run to the left and wait at the yellow 'sea' to lure him.

Once he jumps inside the yellow 'sea', he will be destroyed completely (that explains why just 1 hit).

Then, enter the door to Act 2.

Act 2 -

Ghosts will automatically appear without Knuckles stepping on the capsule. Continue your way while pushing black thing to lead you to the correct path.

At one part near the end, you'll need to reach the upper part. Go to the most right but don't push the yellow brick. Then, climb the right wall and when Knuckles is at the top, jump to the left.

Jump to the left and jump at the sand at the top to release sand. Then, go back to where the yellow brick is and push it to the right until you reach the black thing.

Push the yellow brick to let the yellow brick supports the black thing. Don't push the black thing with Knuckles' hands. After that, immediately go to the right and don't waste a single second.

Once you're safely inside, then, push the black thing again and glide to the

left wall. Climb high but don't too high near the ceiling so that when Knuckles jump, the ceiling won't disturb you.

Then, glide to the right at the correct height and you should reach safely at the other side. Then, continue until you meet Dr. Robotnik.

Boss - Dr. Robotnik's Ancient Robot - 8 Hits

Similar to Sonic's (and Sonic the Hedgehog 2's Death Egg Zone last boss). All you need to do is to jump on the hand but don't touch its spikes.

Once you jump on the hand, immediately jump at his head (on top) to reveal Dr. Robotnik and stops his robot's moves.

After revealing Dr. Robotnik, quickly hit him on the head. Repeat this process and you will win.

Then, Knuckles will jump on the capsule and automatically head to Lava Reef Zone.

[4.4] Lava Reef Zone

Act 1 -

My favourite place and it can be fun! Most of the things here are really easy and you shouldn't have problems with this level. Proceed to the mini-boss.

Mini-Boss - Spinning Wheels and Hands Machine - 15 Hits

Totally easy and you just need a little skills here. As soon as the wheels appear, hit one of them. You need to know that each wheels can be destroyed with 3 hits so you need 6 hits to destroy both wheels. Avoid the fire by going underneath and jump over them.

After the wheels, the hands will appear with three fingers. Destroy each fingers by hitting them once it closes its fingers.

Then, continue to Act 2.

Act 2 -

Better than ever! There's lots of changes like Act 1 since it's different than Sonic's Adventure. There will be no boss here so you can jump with joy.

Continue to the next zone (without capsule and Robotnik disturbing you).

[4.5] Hidden Palace Zone

No acts and no boss. Sorry, no fighting with Sonic please. You'll just continue to the next zone.

[4.6] Sky Sanctuary Zone

The last zone for Knuckles' Adventure and don't hope too far for Death Egg Zone.

In the beginning, you'll start fighting!

Boss - Mecha Sonic - 8 Hits

Just like Sonic's Adventure. Attack him on the head but don't get hit by its spikes and when he is spinning.

Attack him 8 times and then, Mecha Sonic will go right without standing and he will jump right on the Master Emerald!

Boss - Super Mecha Sonic - 8 Hits

Mecha Sonic is powered by the Master Emerald into Super Mecha Sonic! Quickly head the most-right near the Master Emerald.

When he powers the Master Emerald, he will fly left and right continuously in the sky. After that, he will stop at the left side of the sky and he will shoot 3 big fire-balls.

Then, he will land on the ground and become normal but DON'T hit him yet. Once he lands, he will spin and head to the Master Emerald but he didn't power it yet.

Once he stop moving, hit him immediately ONE TIME and when he jumps, hit him ANOTHER time and that makes two hits. More than that and you will lose rings.

Repeat the above process until you hit him 6 times. Once he powers up, he will fly in the sky like normal. Then, he will stops and shoots green rings in almost every direction.

Then, when he comes down, he will become normal and you MUST hit him at that time ONCE. He will fly up and become Super Mecha Sonic and will use the 'green ring technique' so when he lands again and becomes normal, give him another hit and he will be electrified.

You WIN! Then, the whole place will fall and Knuckles will land on the Tornado with Sonic controlling it! He will give Sonic a thumbs-up and grins at him (with the ever annoying grin during Sonic's Adventure).

Then, the Master Emerald is put back at the Angel Island and restore it. When the credits is rolling, you'll see a different picture and it's quite cool! I won't tell you, find it yourself.

The End of Knuckles' Adventure and congratulations for finishing the game.

<5> Special Stages <5>

The special stages are quite easy if you know what to do.

[5.1] About Special Stages

The special stages can be accessed by going to the Big Ring. This Big Ring will let you enter the special stage, the world with spheres and holds the powerful Chaos Emeralds.

[5.2] Advice on All Special Stages

Here's a good piece of advice for all special stages as I can't describe each and every of them. If you have problems, please e-mail to me which special stage you have problem and describe it (example: The special stage is at night and the blue spheres are in groups mostly).

Most important is the blue spheres and you must get ALL of them to get the Chaos Emerald.

DO NOT touch the red spheres as it will let you quit the level immediately. The star sphere will bounce you back and it's quite dangerous SOMETIMES.

The yellow sphere will allow any character to jump. When you outline certain blue sphere group, all the blue sphere will transform into rings. Sometimes, you will outline in an odd way to make rings.

Once you succeed in collecting all the rings in a special stage, you can get Perfect which rewards you score of 50,000.

At certain special stages, you must jump over red or star spheres to collect blue spheres.

Practise makes Perfect so remember that always.

<6> Tricks, Secrets and Cheats <6>

If you have more tricks, secrets and cheats, please tell me at saigoheiki@gmail.com

[6.1] Level Select

Start Mushroom Hill Zone as Sonic. Head right until you come to the first Pull-Up machine. Jump and hang at it. Then, press left, left, left, right, right, right, up, up, up.

You should hear a sound. Press the Start button to pause the game and then, press A to reset to the title screen. Now hold A and press start at the title screen for level select.

<7> Credits <7>

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The creator of this Guide!

Eugene Chan - (eugenechan90@hotmail.com)
He helped me here by playing most of the time through the whole game while I write the Guide.

<8> History <8>

Happy April Fool's Day! The day when this Guide is created and released!

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Added [1.3] How to Best View this Guide

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