

# Sonic The Hedgehog FAQ/Walkthrough

by siren of kardel

Updated to v1.3 on Jan 26, 2010

\*\*\*\*\*

Sonic the Hedgehog FAQ/Walkthrough  
For the Sega Genesis  
Version 1.3 (1/23/2010)  
By Amber Lacey

\*\*\*\*\*

\*\*\*\*\*

## Table of Contents

\*\*\*\*\*

Disclaimer.....	1
Introduction.....	2
Controls.....	3
Items.....	4
Plot.....	5
Walkthrough.....	6
Green Hill Act 1	
Green Hill Act 2	
Green Hill Act 3	
Marble Act 1	
Marble Act 2	
Marble Act 3	
Spring Yard Act 1	
Spring Yard Act 2	
Spring Yard Act 3	
Labryinth Act 1	
Labryinth Act 2	
Labryinth Act 3	
Star Light Act 1	
Star Light Act 2	
Star Light Act 3	
Scrap Brain Act 1	
Scrap Brain Act 2	
Scrap Brain Act 3	
Final	
Special Stages.....	7
Enemies.....	8
Bosses.....	9
Secrets.....	10
Contact Information.....	11

\*\*\*\*\*

### 1: Disclaimer

\*\*\*\*\*

The contents of this guide are owned by the author, and copying part of this guide without credit is not allowed. Updated versions of this guide can be found on the following sites:

GameFAQs - <http://www.gamefaqs.com/>

Neoseeker - <http://neoseeker.com/>

If you're viewing this guide from another site, and it doesn't have a GameFAQs

or Neoseeker header on it, there's a chance that it might be out of date. Please make sure that you're viewing the latest version of this guide to ensure that you're getting the best information.

\*\*\*\*\*

## 2: Introduction

\*\*\*\*\*

Welcome to the new and improved (well, not really) Sonic 1 FAQ. I hope it is of some use to you. Without further delay, let's get into the game.

\*\*\*\*\*

## 3: Controls

\*\*\*\*\*

\*Note: To avoid any confusion, you can NOT spin dash in Sonic 1.

Move Around

=====

Press left or right

Look Up And Down

=====

Press either up or down. Pressing down can help you avoid some enemy attacks

Spinning Roll

=====

This is very useful for spiked enemies. As you're running, press down to roll into a ball and you can beat most enemies this way

Jump

=====

Press A, B or C to jump. You can beat most non spiked enemies this way

\*\*\*\*\*

## 4: Items

\*\*\*\*\*

Rings

=====

Collect these to protect Sonic from most attacks (but not bottomless pits)

Ring Monitor

=====

Counts as ten rings

Blue Shield Monitor

=====

Gives sonic a shield that prevents him from being hit once, does not protect against drowning like in other Sonics

Sparkle Monitor

=====

Gives sonic a few seconds of invincibility

Speed Shoes

=====

Makes Sonic speed up for a brief moment

Extra Life/Sonic Face

=====

Gives Sonic an extra life (these are usually hidden)

\*\*\*\*\*

5: Plot

\*\*\*\*\*

Sonic the Hedgehog

=====

Sonic is the star of the game, of course. He's also the star of many a comic book and TV series. He's the fastest hedgehog in the world. This is his first adventure, and his first time defeating the evil Dr. Robotnik.

Dr. Robotnik

=====

The evil genius himself. Well distinguished, and of course, very evil. He's trying to capture all of the fluffy animals in the land and turn them into robots to do his bidding. Sonic is not going to allow this one BIT, of course.

Animal Buddies

=====

These are the animals that pop out of robots. They're also trapped inside of animal capsules at the end of each third act. Sonic must rescue them!

\*\*\*\*\*

6: Walkthrough

\*\*\*\*\*

-----

Green Hill Act 1

-----

Start off by getting the three rings and avoid the two baddies. Climb over the bridge and time it so the robo fishie won't attack you. After the bridge there will be a hidden sparkle monitor in one of the palm trees - be sure not to skip it. Jump over the pale blue rock and go across the bridge. When you see the ledge that seems to hover with nothing under it, jump on it, and quickly move to the right. The ledge will soon crumble with Sonic's weight. Take the lower route to get three 10 ring monitors and a sparkle monitor to refresh your invincibility.

Jump over the red beetle and get back to ground level. Get enough speed to go through the loop. If you don't have enough speed, you'll have to go back a few steps and then get a good run before you'll make the loop. After you make the loop, speed down the passageway and there'll be a check point. After the underground passageway, you'll roll out and be launched into the air. Hold right as you're flying to get some floating rings. When you land, be sure to

get another ring monitor box and avoid the Sonic eating fishies again. Keep going to the right until you get to the goal post.

-----  
Green Hill Act 2  
-----

Jump over the pale blue rock and cross the bridge while avoiding the two fishies. To the right there'll be another bridge with two of them, so get a good run and then press down to roll across the bridge, getting the rings and making yourself invincible to the attacking fish. To the right there'll be a swinging platform. You can use it to get across the ditch. Just make sure not to walk off of it right into the spike pit.

Go right, over the bridge and through the loop, and the second palm tree before the rock will have a sparkle monitor powerup. Next, jump from pillar to pillar. The spikes can't hurt you since you got the powerup, but you still need to avoid them since you can still die if you walk off them into the bottomless pit area. Don't rush! Go through a checkpoint and jump from pillar to pillar again. After that, keep moving and you should have no trouble getting to the goal post.

-----  
Green Hill Act 3  
-----

Starting out, there are no rings. But you can see a hidden sparkle monitor powerup in one of the trees, so be sure to get that since you won't be able to get some rings for a while. Go to the right, go down the hill, and you'll see a yellow bumper. Take it up and then go to the right through a checkpoint. Go down the speedway and through the loop. Keep a good speed and when you hit the red bumper on the rock, time your jump so you'll be on top of the loop, where there's an extra life! For the spiked bridge - unless you're brave - slowly go across it and flow with the movement of the spikes.

After that's over, go to the right where there'll be some rings that are semi hidden behind a waterfall. Be careful, though, there are hidden enemies that pop up from the walls here. Go right, and when you get to the swinging platform, carefully take it across the spike pit. You really don't need to lose any rings now. Keep going and before the last checkpoint, there'll be a hidden 10 ring monitor in one of the trees. After the last checkpoint you'll meet up with the first boss.

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 Act 1  
-----

The game quickly turns difficult, so listen up. Get the three rings and go right. See the pretty lava that the pillar is floating up and down in? If you touch the lava, Sonic will lose all of his rings / die a firey death, so don't touch the lava, m'kay? After that, you'll see a purple caterpillar. These critters have spikes on 80% of their bodies. Don't hit the spikes. Just roll

into them or hit their heads. Or, even better, don't bother with them.

Go right and time your jumps so you don't run into the lava bubbles that jump out. After that, you should notice a dark passage to the left of one of the floating pillars. Go in there and get some much need ring monitors - three in all. Go right and jump from floating island to floating island. If you stay on a single island too long, the island will be engulfed in flames, eek! So don't stay on a single island for too long. Go down the hill and get the rigns, and after that get the blue shield before going left into another passageway. This next part is tricky.

Time your running so that you can get under the smashing pillars. Don't rush here, because if you get crushed, you die no matter what your ring count is. Between each pillar is two rings, get them while you're waiting for the next pillar to rise. After you get through the pillar section, go to the left and make sure to jump on the robo bats that lunge out at ya. Get the light blue square brick and move it right - so that it falls onto the switch and raises the spike chandelier.

Now go right and make sure to avoid the spike pit that goes in and out of the wall. Drop down when it's safe and get the checkpoint to the left, and be sure to also get the blue shield that's in view too. Go right again and avoid yet another moving pillar, this time it can crush you from the ground up. You'll notice some blocks falling into the lava. Use them as a make shift bridge. Again, don't rush, and try not to jump until the block is actually in the lava. Go right and carefully avoid the spike chandelier and wait for it to fall down (assuming you're at the safe spot to the right) and then jump on it and use it as an elevator.

Now use the bricks that come in and out of the walls to get to the ledge to the left. There are more bats here, so be careful. Also, avoid the falling weight, it can crush you if you stand under it. Use the weight and the other spike chandelier to get to the outside again. There's more lava here, so don't let your guard down. Also, there are more sinking islands. Don't stay on those for too long. The goal post isn't too far away.

-----  
Marble Act 2  
-----

Go right, get the rings and avoid another purple catepillar. When you see the flying baddies, avoid them (I managed to jump on one and when I landed, it was right into a lava pit, so best to avoid). Carefully jump on the sinking island and get off of it before it gets flamed. Go down the hill and get the rings, then press the switch to get down to the underground part of the level. Go left and avoid the flying bat, and then push the light blue brick into the lava so you can use it as a boat of sorts.

While riding the blue brick, jump on the floating platform so you don't get pushed off - you'll see what I mean - and wait until the brick passes under it before you jump on it again. Use the platforms to get up to a hidden area to the right. There's a 10 ring monitor and a blue shield here, along with some bats, but they aren't too hard to avoid. Once the lava has finished spilling from the ceiling, jump to the hard left to get to safety - for a second. There will be holes in the walls that spew lava at you, so don't stay in the same place too long. Go down to the right and push the bricks to the right and then fall down the hole and move quickly right. The lava flow shouldn't be too much of a problem, but hurry up just in case.

Avoid the spike bed and then jump up out of the pit which will soon fill up

with lava. You'll see some platforms with rings on them. Just ignore them, they're too much of a hassle to get to because there are bats that show up when you get on the platform, along with the fact that the platforms have spikes that shoot out from each side. Go right and take the swinging platforms over the lava. Keep going and when you get to the purple caterpillar, just roll into it. There is a red bumper here, so be sure to slow down so you don't run into it causing you to be launched into danger. Hit the switch to move the pillar out of the way, and then jump to the right to get the blue shield if you need it.

Push the blue brick to the left and jump on each platform with three rings and let the brick slide under each one. There is a hidden room to the left, but IMO it's not worth it. Take the lava fountain up and then go to the left and time your jumps so you can get outside using the bricks that move out of the walls. Go to the left (on the grassy area) and get the ring monitor and go through the checkpoint. Go right and avoid more lava bubbles and more purple caterpillars. There's another hidden passageway that you can get to - like in act 1 - that has two ring monitors. Get those, and then continue to the right and spin yourself into the bricks so they crumble. Get the blue shield and the rings that are floating on the ceiling to the left of the monitor. Time a jump to avoid the lava spilling and then land on the sparkle monitor.

You can now walk in the lava, neat huh? Ride the blue brick and get the rings as the brick flows out of under the platforms. Go right and avoid yet another spike chandelier and use it as an elevator again. Avoid the second spike chandelier and use the third one as an elevator again. Pass the goal post that's just outside to end the level.

-----  
Marble Act 3  
-----

Go right and avoid the flying baddies and purple caterpillars. There will be yet another hidden passageway here if you want to explore it. Go right and down into the underground. There will be more flame shooters here so be careful. There are quite a few rings here too, so if you get hit by a flame shooter, use the rings to your advantage. Go right and use the falling weights as a bridge. Don't rush here, it's very easy to die in this level!

To the left you'll encounter more bats. The blue brick floor will crumble when you step on it. When it does crumble, go down and then hit the switch to open the passageway. Avoid another purple caterpillar here and go right and then push the blue brick in the lava to make another makeshift boat.

Now, this is important, once the lava fountain launches you up, jump to 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. 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 Act 1  
=====

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.

=====  
Spring Yard Act 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.

=====  
Spring Yard Act 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.

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 Act 1  
=====

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.

=====  
Labryinth Act 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.

-----  
Labryinth Act 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 orb AFTER you lose your rings if you do have to go through the area again. It's just insurance. Get out of the water and use the chain of platforms to push another switch.

Take the paltform chain and go to the right. Go through the last check point and you'll see three sponge blocks. Jump on one. If you miss it, go back to the left and wait for the water to lower. Now, go right and you'll meet up with Dr. Robotnik.

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 Act 1  
-----

Start off by grabbing the rings you see, and avoid getting hit by the time bomb. Take the stairs down and speed through the rollercoaster-like passage ways. If you see a star monster, don't even bother hitting it. Unlike the star monsters in Labryinth Zone, these don't actually hit you. So their stars stay spinning around them, making hitting them without injuring yourself impossible.

Go on and you'll wind up in front of a fan blocking your path. Simply go left down the stairs. Keep going left and activate the automatic stairs, and avoid the flame shooters (kind of like the ones in Marble Zone). Now go right, get the rings and avoid more flame shooters. Keep moving right and try to be quick so the floor doesn't crumble. At some point you'll have to take a red bumper up to activate an automatic stairway from the bottom. Once you do, climb up the stairs and keep moving right along the rollercoaster-like pathway. The rest of the level is quite easy. Just keep going until you reach the goal post.

=====  
Star Light Act 2  
=====

Get the rings and avoid another star monster. Take the speedway and go through several loops. Avoid more bombs that explode when you go near them, and go through some more loops. Dodge even more star monsters and activate a set of automatic steps to move on.

You'll see some teeter-totter-like things with spike balls on one side. Jump on the other side of the teeter-totter to get the spike ball to launch, and then quickly move to the other side to make the teeter-totter a makeshift bumper.

The rest of the level is fairly straightforward. Avoid the few remaining baddies and spin the goal sign to complete the level.

=====  
Star Light Act 3  
=====

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.

=====  
Scrap Brain Act 1  
=====

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 include 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 caterpillar. Press the switch to make the wheel go the other way, and go into the wheel's opening. Go through the gate and go down a series of moving blocks. Be careful not to get crushed by them!

Roll into some more caterpillars 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 they get to the far right) and use the disappearing metal 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.

-----  
Scrap Brain Act 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 Light Zone, just use the same strategy as before and don't go near them until they've exploded. Another lovely thing in this act is spinning saws that sometimes come out from nowhere. These can be avoided by carefully jumping over them or running under them. Electric shokers are plentiful - just try to stay clear of them, or if you have to run into one, make sure you time it so you don't get zapped. After the goal you'll meet Robotnik. He'll not fight you yet, first, he'll send you into one last level before he fights you for the last time.

-----  
Scrap Brain Act 3  
-----

Go to the left and hit the switch. Take the platform down and continue moving left while avoiding the flame shooting statues. There is plenty of water in this level - it's a lot like Labryinth Zone - so be extra careful in the water as getting rings after you lose them is not easy. Also get every air bubble that you can. Time your movements to dodge any swinging spike balls and such, and you should be okay for the most part. Just like in Labryinth Zone, there are star monsters that shoot stars at you, so carefully avoid those. Once you get to the area with the eight red springs, you'll have reached the end of the level. Take one of the springs up and you'll face the last battle.

-----  
Final  
-----

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!

\*\*\*\*\*  
7: Special Stages  
\*\*\*\*\*

How to Enter The Special Stages  
=====

To get into the Special Stages, you need at least 50 rings before completing an act. Next to the goal post there will be a large ring (as long as you have at least 50 rings). Jump in the ring to get to the Special Stage. Note that you can not get to the Special Stages on Act 3 of any level, or after Star Light

Zone.

How do I play the Special Stages?

=====

Each stage is a maze. You must find the Chaos Emerald hidden within. Be sure to avoid the dead ends with "GOAL" markers blinking. Touching those will just 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.

\*\*\*\*\*

8: Enemies

\*\*\*\*\*

\*Note: Thanks to GavLuvsGA's Sonic 1 FAQ for the enemy names.

Moto Bug

=====

A simple enemy, but can be annoying. It will dash back and fourth. Can be beaten with a jump or a roll.

Chopper

=====

These are chopping fish that jump near the bridges in green hill zone. Press down while running across bridges to automatically defeat these.

Crabmeat

=====

This enemy obviously looks like a crab. It will fire flashing balls at you. This enemy is best defeated with a jump.

Newtron

=====

These look like lizards and appear out of walls in the mountains of Green Hill Zone. Some will fire energy balls. Avoid these if you can.

Buzz Bomber

=====

Like Crabmeat, this enemy can fire flashing balls, this time from above. You will usually have enough time to avoid its aim. Since this enemy isn't on the ground, it is best defeated with a jump.

Caterkiller

=====

One of the most annoying enemies in the game. These will crawl around in tight areas. You should only attack the head, the rest will injure you with its spikes. Use a roll attack while this enemy is facing you.

Batbrain

=====

An easy enemy whose only move is to fly at you. Blah.

Roller  
=====

Spring Yard's most difficult enemy that will roll around, stand up, and then continue rolling around. You need to hit this enemy while its standing up, do NOT touch while its rolling.

Spikes  
=====

These show up in tight spots as well. Can't be defeated with a normal jump.

Orbinaut  
=====

These are spiked enemies with four orbs around its person. These can not in most cases be beaten unless they fire their orbs.

Labyrinth Statues  
=====

A statue that breathes fire at set times. Impossible to defeat, but can be avoided with good timing.

Jawz  
=====

Underwater shark robots. Easy to defeat.

Burrobot  
=====

An enemy that will attempt to surprise you from underground. You can see where they are by their grey noses sticking out of the ground. Annoying, but with proper timing nothing too difficult.

Bomber  
=====

Found in Star Light, these will explode shortly after seeing Sonic. Your only defense is to run away.

Ball Hog  
=====

(Always thought these looked like bears instead of hogs) Will jump up and down in place and toss bouncing energy balls at you. Look at the patterns this guy makes before approaching it.

\*\*\*\*\*

9: Bosses

\*\*\*\*\*

-----

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  
-----

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  
-----

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!

\*\*\*\*\*

#### 10: Secrets

\*\*\*\*\*

#### Better Ending

=====

Collect all 6 Chaos Emeralds to see a slightly different ending.

#### Level Select

=====

At the title screen, press Up, Down, Left, Right and then press and hold A and Start.

#### Debug Mode

=====

At the title screen, press Up, C, Down, C, Left, C, Right, C, and then hold A and Start.

#### Silly Sonic

=====

Press C while the game is demoing to mess up the CPU's game.

For other cheats, just go here:

<http://www.gamefaqs.com/console/genesis/code/454495.html>

\*\*\*\*\*

#### 11: Contact Information

\*\*\*\*\*

Write to amberlacey91 (at) yahoo.com for questions, additions or constructive criticism. If you have a question, take a second look at the FAQ to make sure that your question hasn't already been answered. If you send me something to include in the next guide update, I'll give you due credit. Please no hate mail!

EoF