Sonic gets his spiky butt kicked in this blockbuster issue

100% Tips!

Sega XS

Issue 20 £3.95





Classics

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We take Sega's favourite son and give him three good thrashings in this first part of a two issue complete guide to hedgehog busting!





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SONIC SPINBALL HAMMERED!

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Sega XS

SONIC SPECIAL

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SONIC 3



ANGEL ISLAND

Welcome to the wonderful world of *Sonic 3*. This, the first level, is little more than a taster for the tough tasks ahead. Prepare to face stages so immense they seem to never end, a whole new set of evil Badniks, and more perilous platforms than you can shake a stick



As all Sonic-fanatics know, collect 100 rings and an extra life is yours! A good incentive to grab every ring going.

Bloomin' hell, it's the Bloominator! Remember, if you get hit by this, or any, Badnik, try and grab some rings back as they cascade across the screen.

SPECIAL STAGE



To get to this giant golden ring, and the special stage, spin-blast through the rock located to the right.

Level 1-1

Don't run into these bumpers as they send you flying back the way you came! More often than not, this will be into the path of an awaiting Badnik.

In these early stages the onus is on you to collect as many extra lives as possible. It makes sense to accumulate some reserves before the later stages — after all nobody could claim these early stages are difficult!

The main problem here's avoiding the flaming pits caused by a typical piece of Robotnik skulduggery. Who else but Sonic's arch-nemesis would set fire to the Rain Forests? He's obviously not heard of global warming. Anyway, enough politics, just keep running and give the old meanie a good kicking at the end of the stage!

Grab onto the death-slide's handle and zoom down the rope, collecting loads of precious rings as you go.

Level 1-2

SPECIAL ZONE



Use the spring located at the bottom of this room to catapult Sonic into the Special Stage.

The going may be hot, but this is one hedgehog who's too cool to trot. Jump over this ditch and into the heart of the burning forest. Sonic's pace is always an asset in any sticky situation.



1-UP



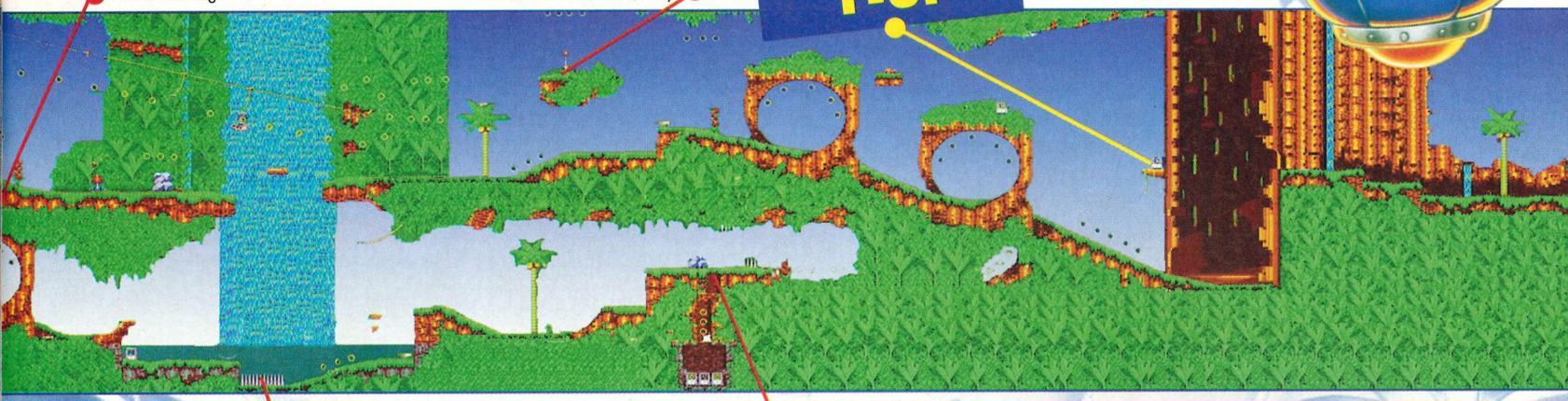
This is the first extra life in Sonic 3. Throughout the game there are plenty to collect and you need them!

1-UP



WAY-HEY! Run at full pelt into this loop the loop and witness one of the most famous moves in video-gaming history! It's also a must to collect 100 rings

Restart points like this one come in useful if you die, so always activate them as Sonic flies by.



Spikes are an occupational hazard for Sonic, so gauge your leaps before jumping them. This saves you from the heart-breaking sight of all your rings going to waste.

Push aside the rock located on the top of this grass platform and jump onto the ledge underneath. Fall down and grab some pretty nifty power-ups. Go Sonic, go!

Get ready to dice with death and take on this nasty-looking device. A well timed jump's vital, otherwise it's curtains.

More rings to collect here, so what are you waiting for?



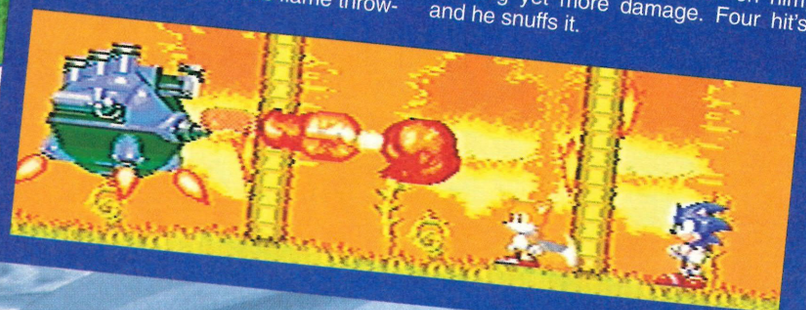
These rock-platforms disappear at timed intervals and can be a bit of a pain to contend with. However, perseverance always pays in the end. That, and a bit of good old-fashioned timing.

FLAME SHIELD



Jump over the Bloominator and grab this brilliant Flame Shield. It's enough to set Tails on fire!

The first of Robotnik's mega-guardians is the cause of the forest fire! This arsonist needs to be taught a good lesson and Sonic's just the man to do it! The robot hovers above Sonic, trying to get you into the path of it's flame thrower. You need to avoid this, but at the same time jump onto the one vulnerable part of the robot: his head. After you hit him, try to land back on him, inflicting yet more damage. Four hit's and he snuffs it.



This level brings Sonic into contact with some really long tunnels. Prepare for the time of your life as Sonic hurtles along at breathtaking speeds, accumulating a huge pile of golden rings as he goes. Not bad work if you can get it!

Collect every ring on offer at this stage. Much like the power-ups, they're a lot easier to get at than on the later levels. So this is the best time to go for the magic 100 rings, which guarantees Sonic an extra life. It's also the chance to be 50 rings in credit, allowing you to activate a Starpost. Now enter the all-new Bonus Zone and grab goodies galore!

SUPER RING



Well, ring-a-ding-a-dong! It's time for a lovely bonus of ten rings methinks... And why not?

FLAME SHIELD



Jump over some lethal-looking spikes and then skilfully grab this handy-dandy flame shield.

Level 2-1

The evil essence of Dr Robotnik has penetrated deep into the core of the Angel Island. This is your big chance to finally release the First Act from it's mortal torment and move on to bigger and better things.

Hydrocity looms, all you have to do is find Robotnik's guardian and destroy it's rotten soul. Pretty damn easy, eh? Well maybe it is at this stage, but don't get too cocky. As our massive maps show when you read on, Angel Island's merely the tip of the proverbial iceberg. You've been warned!

This platform will continually rise and fall, so jump onto it when it reaches it's zenith.

After dealing with Mr. Catakiller, you can then charge down this platform collecting the rings as you go.

A hidden bouncy-bumper will, er, "bounce" you onto the platform above here.

Level 2-2

LIGHTNING SHIELD



After you have activated this little gem, you will be able to do double-jumps! You're invincible! You're brilliant! You're Sonic!

1-UP



One extra life could be yours if you can reach this television box. Just beware of the sharp spikes!

1-UP

LIGHTNING SHIELD



As Sonic's such a sparky fellow, he'd no doubt appreciate you grabbing this for him.

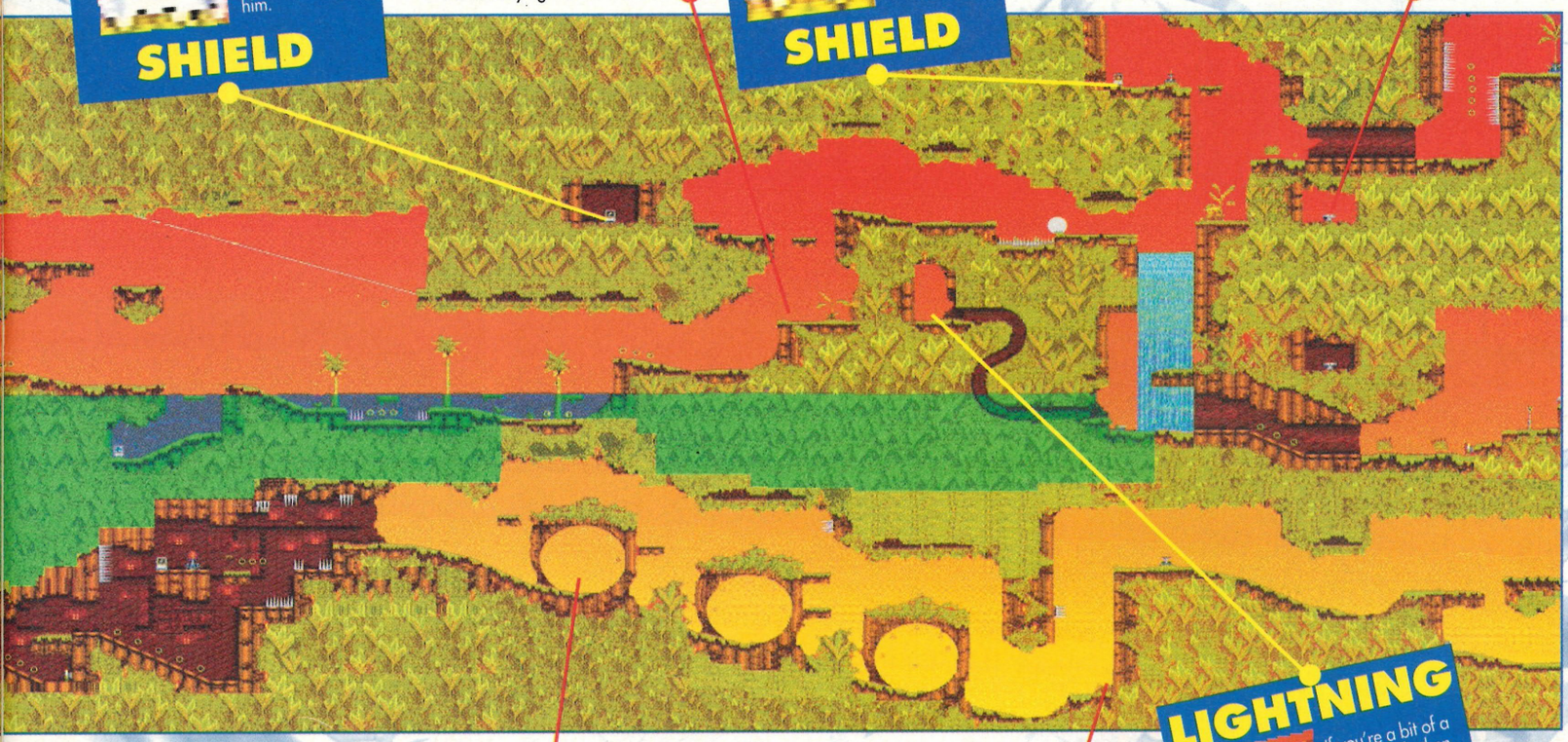
MEGA FLAME SHIELD



OK, let's turn up the heat on this thing, baby! Collect this power-up and become a living fireball!

Blast through the wall and zoom down this sliding tunnel. Can anyone see any light at the end of it?

Walk through the wall and jump onto this switch.



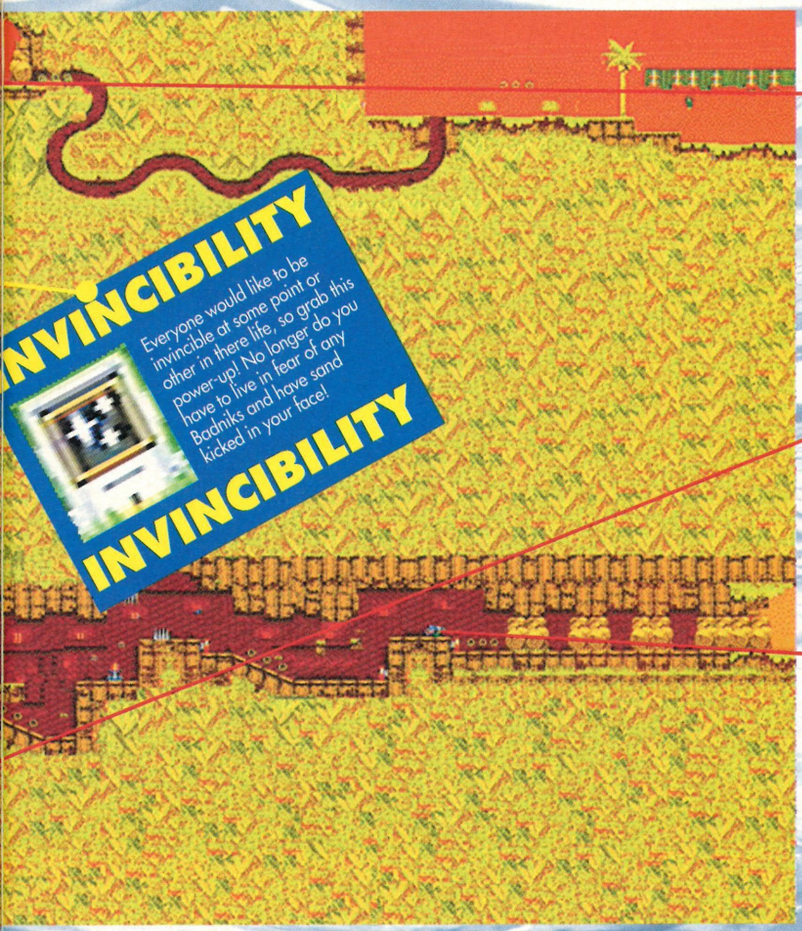
I expect this would be called a loop-the-loop-the-loop-the-loop, eh? A triple loop-the-loop awaits you here, so go at it full pelt!

Some cunningly placed spikes are, um, cunningly placed here. You should be able to avoid them if you use the hidden spring below to the right to reach the platform above.

LIGHTNING SHIELD



If you're a bit of a bright spark, then you will no doubt want to get your rubber gloves on the lightning shield. (HA!)



INVINCIBILITY

Everyone would like to be invincible at some point or other in there life, so grab this power-up! No longer do you have to live in fear of any Badniks and have sand kicked in your face!

Mr. Monkey Dude should be spiked to death before he can attack you, so get to it!

This platform will collapse, sending you falling, but you will be bounced back by some bumpers. It's a strange world, is it not?

Watch out! Rhinobots about! If you jump over him when he's revving-up, chances are that you will avoid any confrontation with him.



HYDRO-CITY

Enter the space-age city of the future for some wild high-jinx. Watch out for the ever-growing posse of bad-tempered Badniks, all out to flay Sonic's hide! This is another of those *Sonic* acts designed for those among you who love watching our favourite hero struggle for breath in the under-water zones. This regions full of areas ideal for all kinds of water sports, ranging from deep pools to fast-flowing canals. A particular menace to look out for is the section in which a strong current drags Sonic towards a set of spikes, sharpened in anticipation of his arrival. Use the metal poles to overcome these deadly obstacles.

Level 1-1

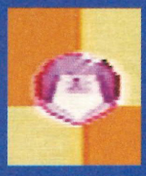
Hey kids, look! A whole cluster of rings, just waiting to be grabbed. A handy addition to anybodies collection!

SUPER RING



Right from the start, jump up to grab ten lovely rings. It's like taking candy from a baby.

SUPER RING



This power-up's worth ten rings. A bit of a bargain, even by today's inflated standards!

Jump onto this switch to open the door on the right.

Fans like this one blow you higher in the air. Allowing you to reach otherwise impossible platforms.

Funny things happen, and here's a fine example — bounce into one of these bumpers and continue to be bashed between the two for ever. It's a good job Sonic's so hard-headed!

SUPER RING



Ten rings are yours if you break open this wonderful television set. It's as simple as that.

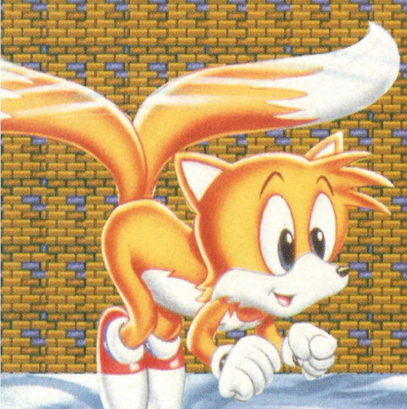
1-UP

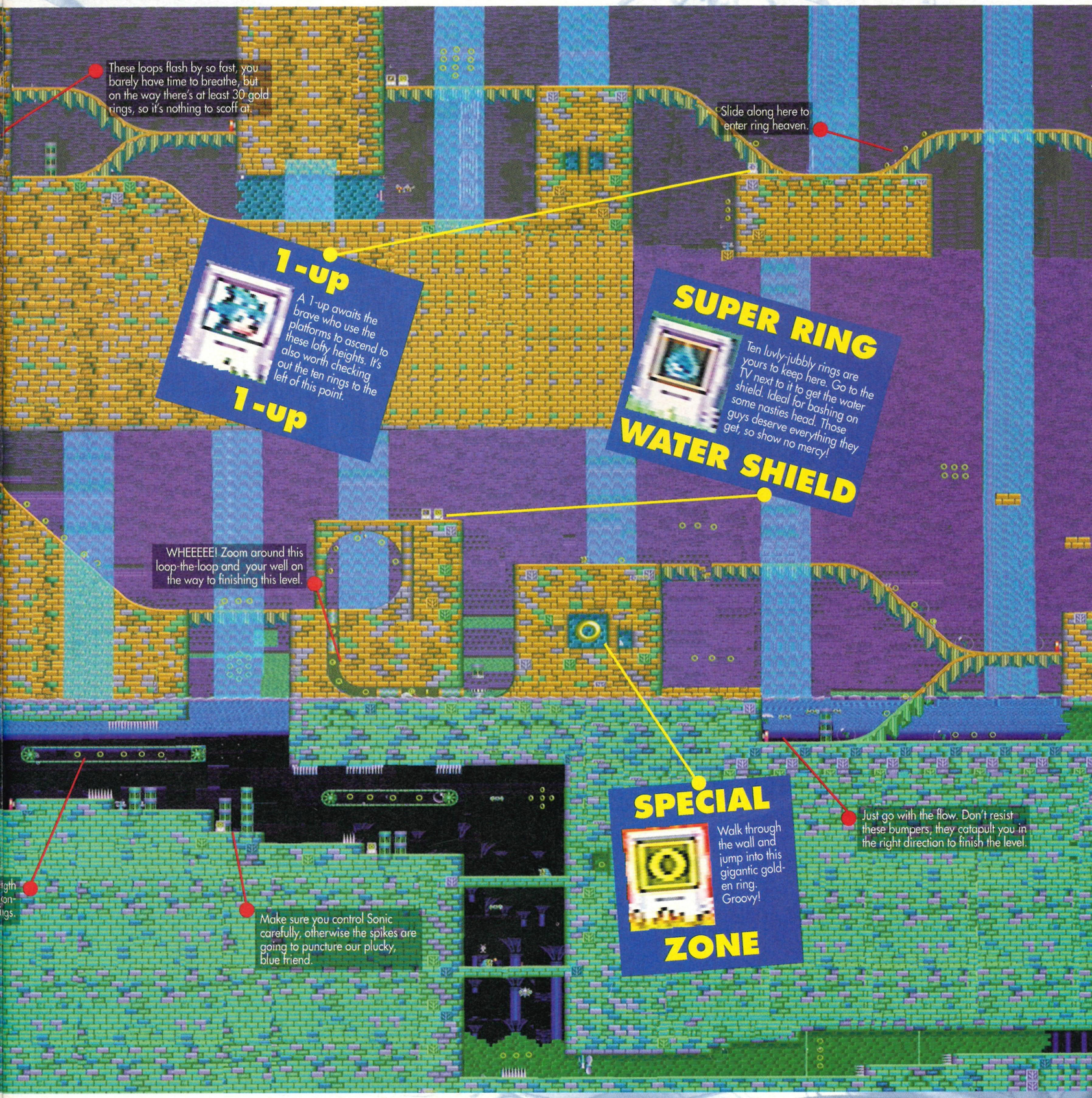


Grab this handy 1-up. The best power-up in the game, courtesy of SEGA XS. Hurrah!

1-UP

Sonic uses his upper-body stre here to drag himself along the veyor belt and grab a host of ri




These loops flash by so fast, you barely have time to breathe, but on the way there's at least 30 gold rings, so it's nothing to scoff at.
Slide along here to enter ring heaven.
1-UP
A 1-up awaits the brave who use the platforms to ascend to these lofty heights. It's also worth checking out the ten rings to the left of this point.
1-UP
SUPER RING
Ten luvly-jubbly rings are yours to keep here. Go to the TV next to it to get the water shield. Ideal for bashing on some nasties head. Those guys deserve everything they get, so show no mercy!
WATER SHIELD
WHEEEEE! Zoom around this loop-the-loop and your well on the way to finishing this level.
SPECIAL
Walk through the wall and jump into this gigantic golden ring. Groovy!
ZONE
Just go with the flow. Don't resist these bumpers, they catapult you in the right direction to finish the level.
Make sure you control Sonic carefully, otherwise the spikes are going to puncture our plucky, blue friend.

POWER-UP KEY

Every man is created equal, except a man with a power-up that is! Where would you be without a power-up, eh? But what's the best power-up to get? Confused? Well, here's a complete guide to help you.



1-UP

The most important power-up of all. Anyone attempting to complete the game, without the help of any cheats or codes, is well advised to seek out a few of these.



FLAME-SHIELD

This acts as a shield against any fire attacks. You also perform a Fireball-Spin-Dash by jumping up and pressing a button. Not to be sneezed at, unless you've got a hanky!.



INVINCIBILITY

For a limited time only, this allows you to walk through the level without suffering any damage to yourself. It's always nice to be immortal, even if it's only for a short while!



LIGHTNING

Double-jump if you press a button twice. The real bonus is rings automatically drift towards you. It also acts as a nifty shield when the going gets tough.



ROBOTNIK

This is the equivalent of being struck by one of Dr Robotnik's Badniks, or getting impaled on a spike. So don't touch it, unless you have masochistic tendencies that is!



SUPER RING

This power-up is worth ten rings. Just think kids, collect 50 and you enter the bonus room, collect 100 and you can get an extra life! If only everything was as simple!



WATER SHIELD

You can breathe underwater and bounce like a ball with this power-up. Jump on any Badnik's head to instantly kill it, without the threat of losing your rings.

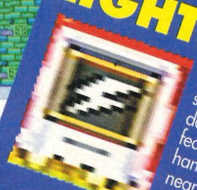
Level 1-2

The spikes are harmful. Please don't touch them.

Spank that re-start point!

Don't touch that bumper, it sends you hurtling back the way you came.

LIGHTNING



Lightning never strikes twice, or does it? Never fear, with this handy shield nearly all your worries are over.

SHIELD

The hunt's hotting up, and Tails is panic-stricken (He remembers the last time the East Devonshire hunt came this way!). Thankfully, things can only get better. Make clever use of the bumpers, springs and tunnels to send Sonic winging on his way.

It's a hedgehogs life when you can zoom down tunnels collecting rings. Nothing could be easier.

SPECIAL ZONE

Jump through the wall and into the Special Zone. It's supposed to be quite nice, just avoid those red spheres

SUPER RING

It's a super ring box. You need to jump up here to get it though, so, er, get jump-jump-jumping!

Loop that loop, collecting loads of valuable rings as you go.

Hit this re-start point, just before you take on the guardian! Well, it saves time should Robotnik beat you.

Grab onto these rails and work your way upwards.

Kill Mr Pointdexter, before dropping down to gobble up the power-ups.

1-UP

Sega are making this just too easy! ANOTHER 1-up! What a generous company SEGA are.

1-UP

SPIN DOCTOR

Dr Robotnik is giving the washing a spin, unfortunately Sonic and Tails are along for the ride! To defeat this guardian, wait until the water stops churning. Once the pool's calm the robot rises, before coming down to the left or right. Wait for this moment to launch a bounce attack. Simply repeat the process until the robot explodes.



1-UP

An extra life is yours if you break into this TV set. It's amazing how many 1-ups there are!

1-UP

Welcome to the second stage in the all-acton, faster than a speeding bullet, Hydrocity. Sonic's journey through the Floating Island is now well under way; from here on in the pace is relentless.
This level requires plenty of forward planning, especially when exploring the many under-water sections. It's no good diving to the depths if you don't keep an eye out for handy air bubbles. So always keep Sonic's lungs filled with air

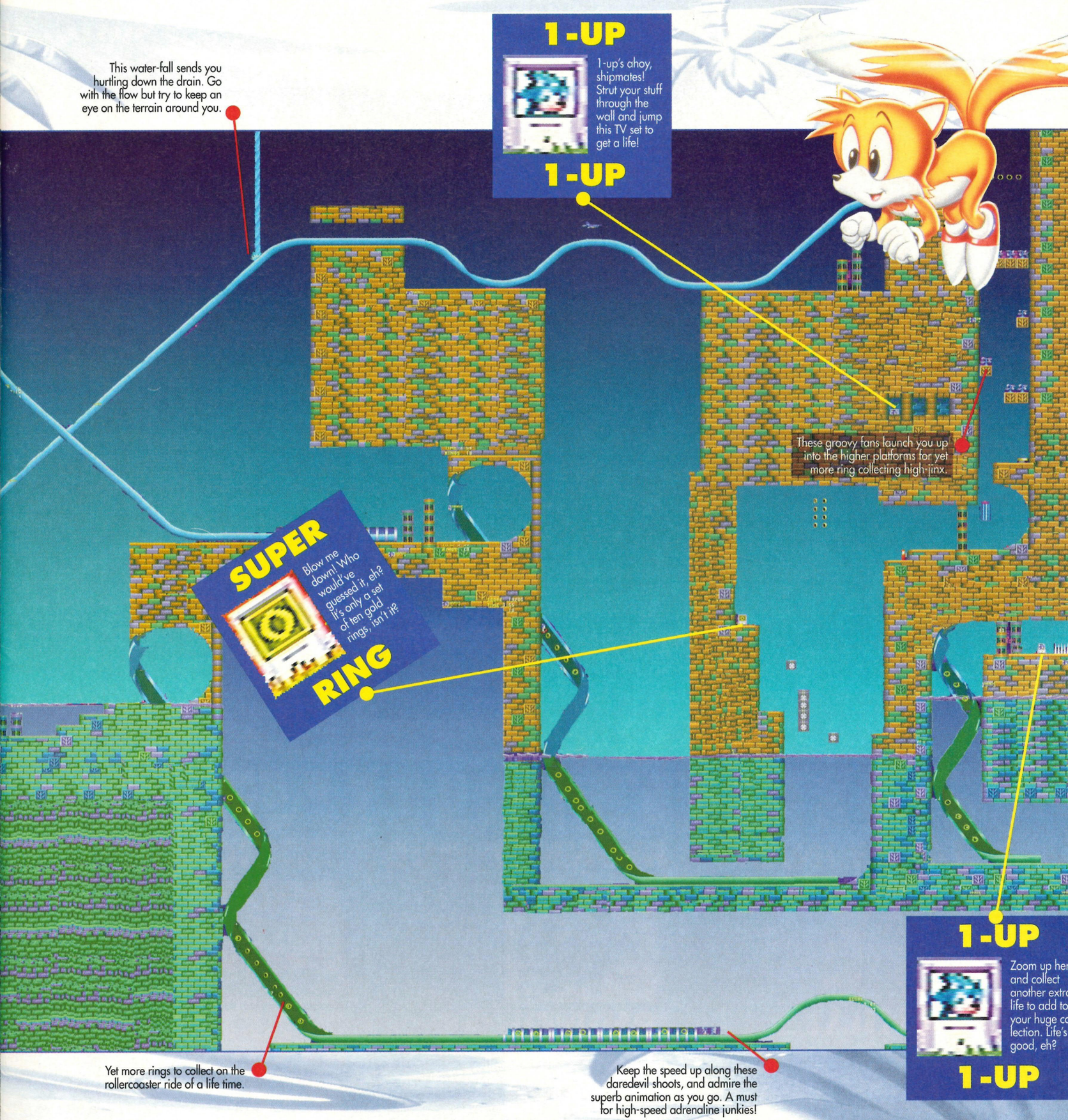
Level 2-1



INVINCIBILITY

The powers of invincibility can be yours if you jump over the row of spikes that are in your way. Remember though kids, you only have about 30 seconds of invincibility to play around with, so make the best of it!

INVINCIBILITY


1-UP
1-up's ahoy, shipmates! Strut your stuff through the wall and jump this TV set to get a life!
1-UP
This water-fall sends you hurtling down the drain. Go with the flow but try to keep an eye on the terrain around you.
These groovy fans launch you up into the higher platforms for yet more ring collecting high-jinx.
SUPER
Blow me down! Who would've guessed it, eh? It's only a set of ten gold rings, isn't it?
RING
1-UP
Zoom up her and collect another extra life to add to your huge co lection. Life's good, eh?
1-UP
Yet more rings to collect on the rollercoaster ride of a life time.
Keep the speed up along these daredevil shoots, and admire the superb animation as you go. A must for high-speed adrenaline junkies!

The final level of the Hydrocity is jam-packed with hair-raising water-shoots and terrifying death-slides. The one bonus is each of these is full to bursting with precious gold rings, so get your collecting hat on.
This is a massive level to negotiate and the unwary player could end up going round in circles. Watch out for the spikes often found below the exit points on the slides, otherwise all your good work's wasted!

You need to be going at quite a pace to make it up here, so get those Nike trainers on!

When you make it up here, keep on running to the right.

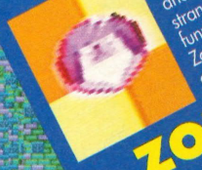
Level 2-2

SUPER RING



Wonder down this tunnel and lo and behold, ten rings are yours! Enough Super Rings for everyone!

SPECIAL ZONE



Jump through the wall Sonic and enter the strange and funny Special Zone: where anything goes!

Let the hand grab you to send your speedometer flying. This sends you hurtling towards the end of the stage.

ROBOTNIK'S AL

BLOOMINATOR



Bloomin' hell! This poor excuse for a sand-mixer throws energy balls out at you, which you must dodge. Kill it by jumping on top of him after he's fired.

MONKEY DUDE



To teach this Monkey Dude a lesson is simple. Jump up and spin attack him after he's fired all his coconuts at you. Without his defenses he is harmless.

TURBO SPIKER



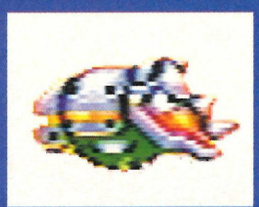
Turbo Spiker launches a spike off his back. Avoid this. To kill him, you should spin attack him. Just one hit, and there's one less Badnik to worry about!.

CATAKILLER

This strangely-named Badnick is a slow-moving fiend. This makes it hard to kill him, but kill him you must, so jump up and spike him!

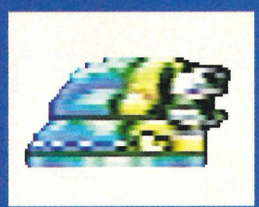


RHINOBOT



A split second of revving-up before he charges at you is all the warning this guy gives. Take a running jump over him and you're in the clear. Couldn't be simpler!

BLASTOID



Kill this meanie before he has a chance to fire a cluster of energy balls at you. The Spin-Attack is your best bet. Jumping tends to be erratic, costing rings..

ROBOTNIK



Activate this power-up and you're dead meat. It's the equivalent to a hit from a Badnick!

ROBOTNIK

You want rings? You got it!

Time your jump onto this moving barrel and try not to get crushed! It's plain-sailing after that. Well, until the next obstacle anyway!

A good sense of timing is required here to avoid becoming a pin cushion.

1-UP



Fancy an extra life? Right. Well activate this power-up. Problem's now solved, a 1-up's yours!

1-UP

While you're underwater, keep an eye out for these spikes!

The Guardian! See the Boxout on how to defeat this particular guy.

L-NEW BADNIKS

JAWZ



To kill this flying-robot-shark, jump up underneath him before he has a chance to defend himself. Otherwise steer well clear!

POINTDEXTER

This Pointdexter character is only vulnerable when his nasty-looking spikes are withdrawn. Don't attack him when he's "Spiked-up" or it's curtains for you!



TUNNELBOT

The Tunnelbot tries to carve you up with his two drills. Jump onto him when he's floating just above you to win the battle..



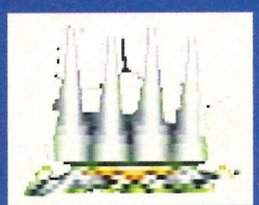
MEGA CHOPPER

Let this devious fish grab onto you and you've got real problems. His grasp is so incredibly strong he can hold you down until you drown.. A real dirty fighter!



SPIKER

These are no ordinary spikes, but rather some devious creation by Robotnik. You can jump on the spikes, but have to spin Sonic to kill it before you get hit.



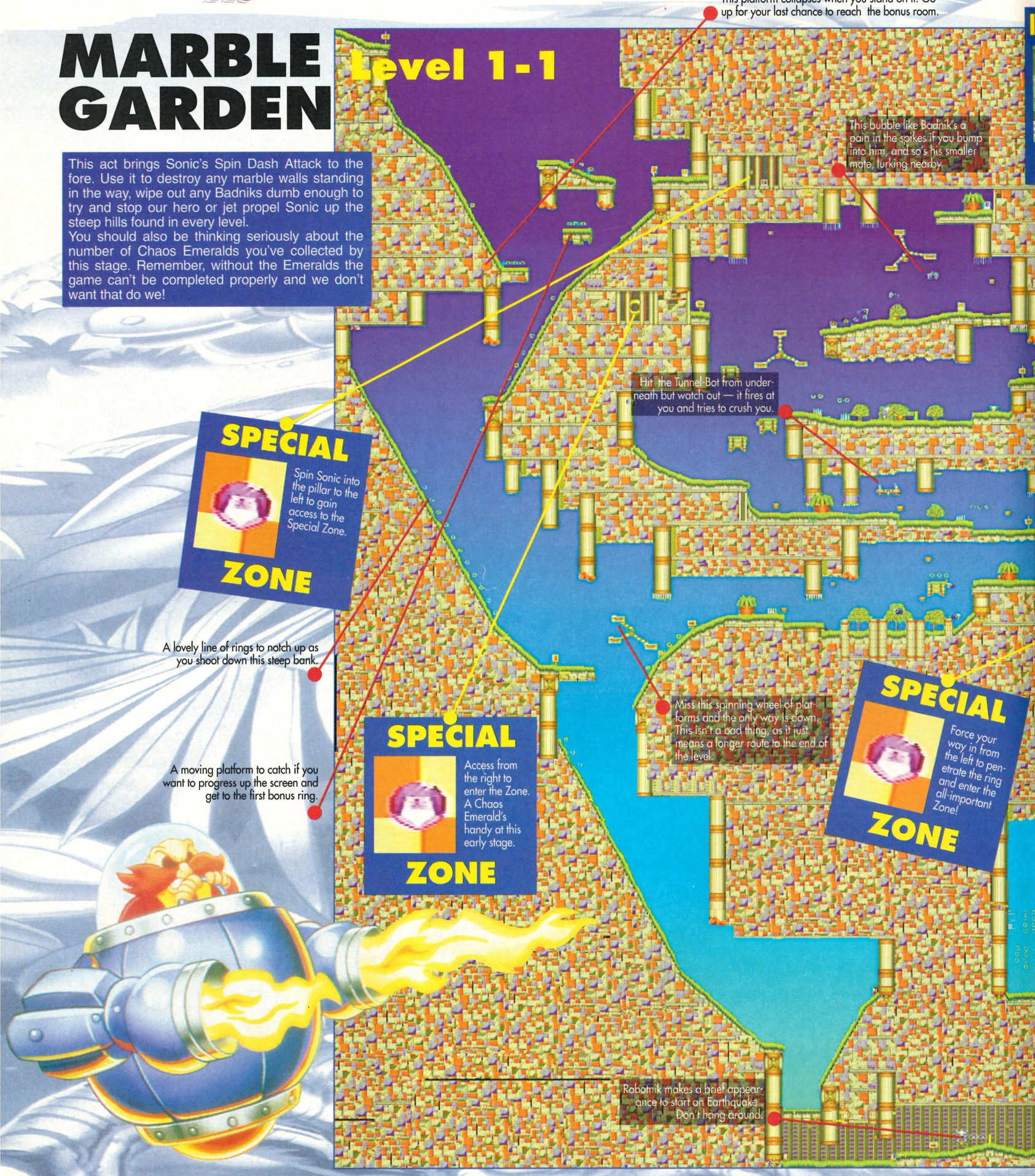
MANTIS

Looking much like a grasshopper, this Badnick can be found in the Marble Garden area of the game. Chances are you can keep on running right at him and he'll jump out of your way!



MARBLE GARDEN

This act brings Sonic's Spin Dash Attack to the fore. Use it to destroy any marble walls standing in the way, wipe out any Badniks dumb enough to try and stop our hero or jet propel Sonic up the steep hills found in every level.
You should also be thinking seriously about the number of Chaos Emeralds you've collected by this stage. Remember, without the Emeralds the game can't be completed properly and we don't want that do we!

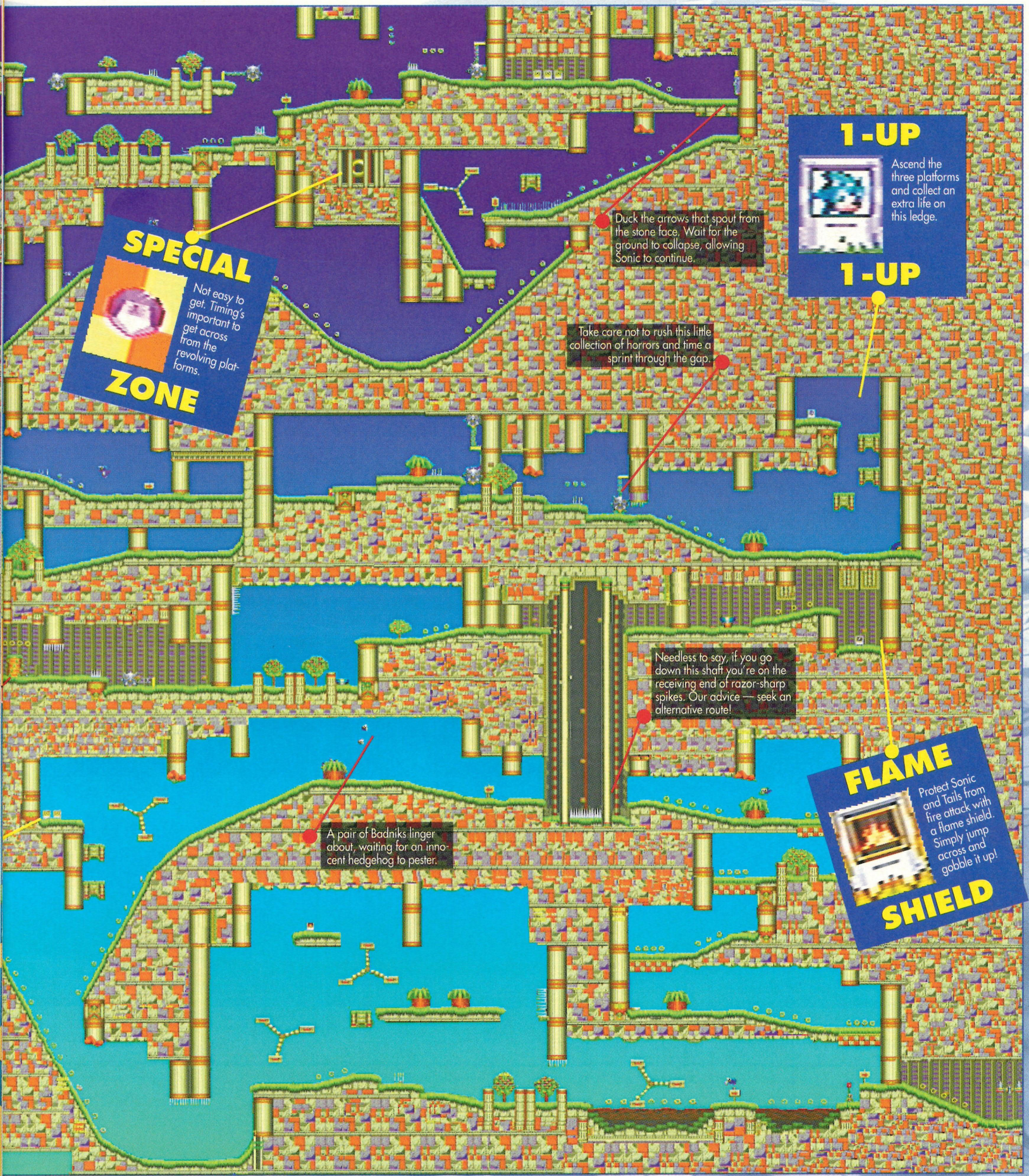



INVINCIBILITY
Invincibility is a truly great thing. Sonic can feel completely safe in his protective bubble.
SHIELD
Stand central on the spinning disc to see Sonic spirited off to another location.
SPECIAL
Break into this bonus level from the right and collect those blue spheres.
ZONE
Steel spiked balls rotate toward the ground. Time it well to spin or walk past.
INVINCIBILITY
Three power ups to collect, including a useful shield! Leap onto the platform to grab them.
SHIELD
Spin on the wheels tucked in the earth and pillars appear to make life a lot easier for Sonic.
1-UP
An extra life's just what you need to survive for the duration and we know the place to grab one.
1-UP
The lava's not fatal if you get out of there quick. Otherwise, burn baby, burn!

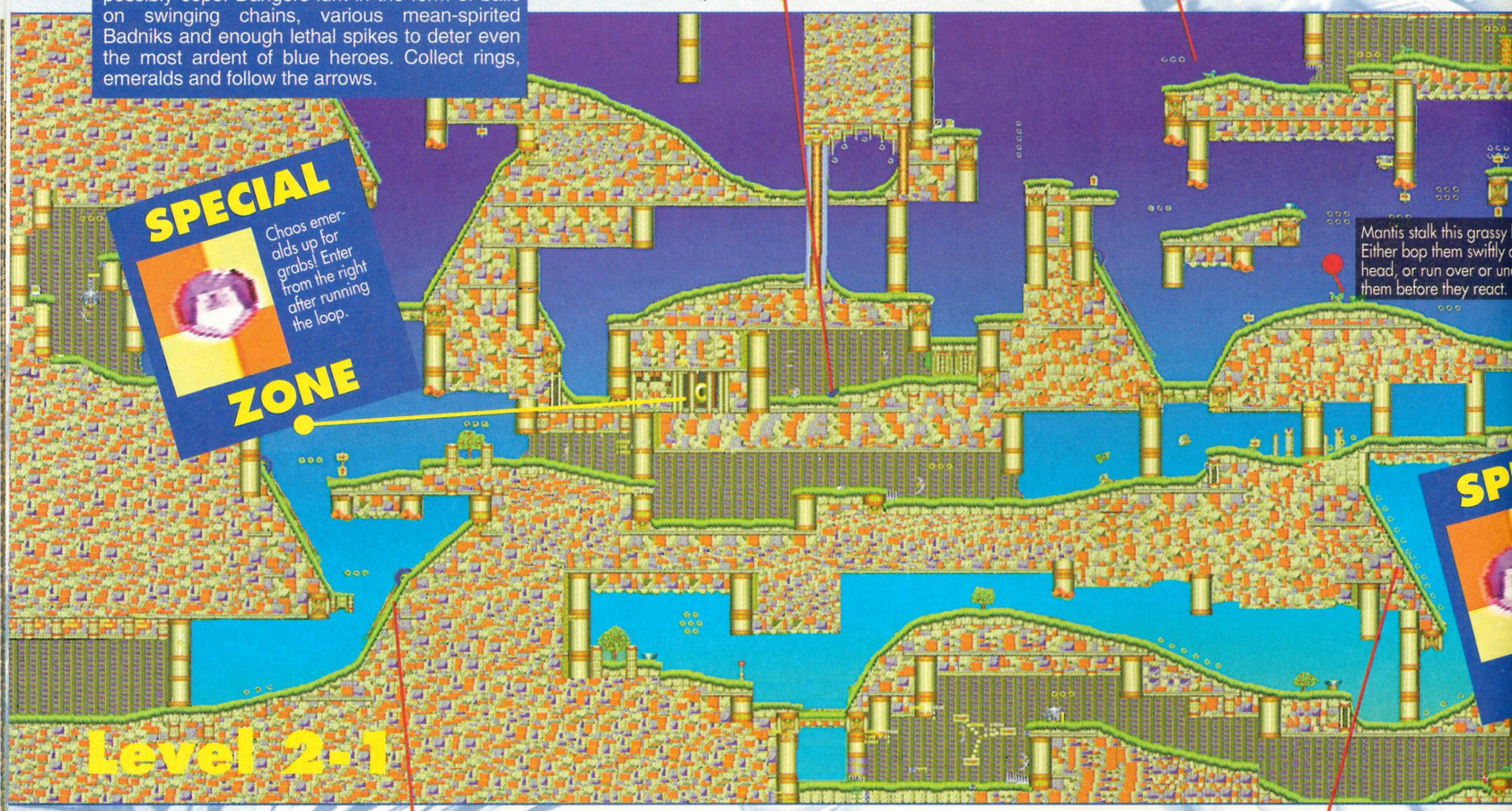
This section of the Marble Garden has plenty of revolving platforms and disappearing ledges to contend with, so the watchwords are timing and patience. Unless you're using one of our nifty Action Replay codes, try to avoid jumping into anything before you've checked out exactly what to expect. Also make sure you always activate the re-start points as they go by, it saves an awful lot of heartache and frustration in the long run!

Level 1-2




SPECIAL
ZONE
Not easy to get. Timing's important to get across from the revolving platforms.
Duck the arrows that spout from the stone face. Wait for the ground to collapse, allowing Sonic to continue.
1-UP
Ascend the three platforms and collect an extra life on this ledge.
1-UP
Take care not to rush this little collection of horrors and time a sprint through the gap.
Needless to say, if you go down this shaft you're on the receiving end of razor-sharp spikes. Our advice — seek an alternative route!
A pair of Badniks linger about, waiting for an innocent hedgehog to pester.
FLAME
SHIELD
Protect Sonic and Tails from fire attack with a flame shield. Simply jump across and gobble it up!

The Marble Gardens see Sonic and Tails pelting down steep inclines. Speeds are so great even the Linford Christie of the animal world couldn't possibly cope. Dangers lurk in the form of balls on swinging chains, various mean-spirited Badniks and enough lethal spikes to deter even the most ardent of blue heroes. Collect rings, emeralds and follow the arrows.



Grab the elastic and get dragged up the hill far enough to jump across to the other length of elastic. Repeat process for optimum success rate!

Slide down the slope to get more rings than it takes to get Mark to answer the SEGA XS tips line! Don't jump or you miss them all.

GAME GENIE

THE CODE WE'VE ALL BEEN WAITING FOR!

AA6T-AAXC



Welcome to a Pandora's box of delights! This code could prove to be the saviour of anyone still having problems completing *Sonic 3*, even with our superb solution. Use the code above to access four great cheats. You can select any level, design any level, become Super Sonic and even play the game in slow motion.



LEVEL SELECT

Fed up with all your friends laughing at your inability to get off the Angel Island? Well fret no more. Simply enter the code and press Start, when Sonic waves his finger on the introduction screen. Marvel at the wonderful choice of levels available to you. The game couldn't be simpler!



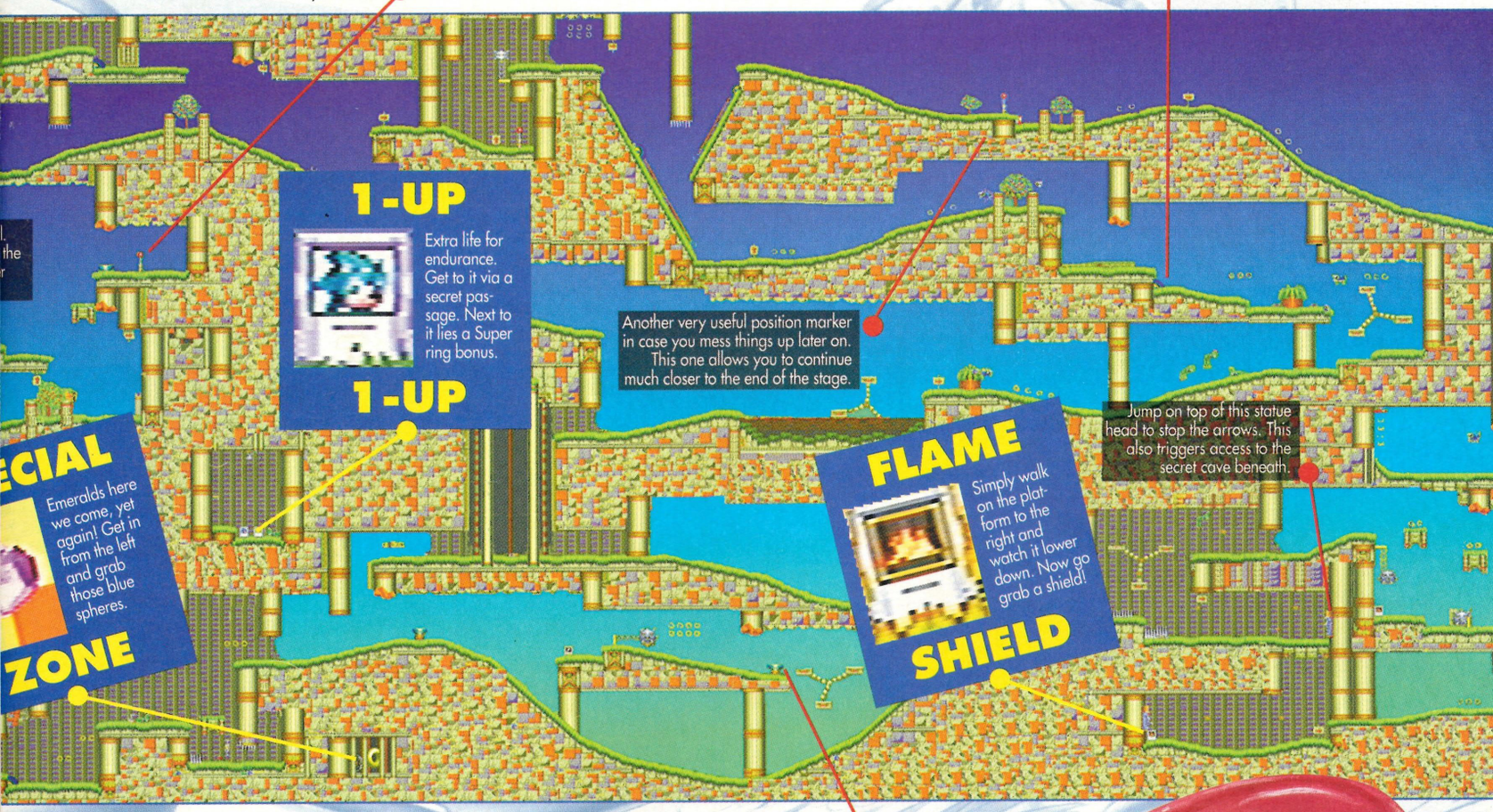
LEVEL DESIGN

Enter the code and press Start, when Sonic waves his finger press Start and choose the level you want to play. Once on the level press A and Start. Now press B to change Sonic into a ring. You can change the object at any time by pressing A, while C places the object.

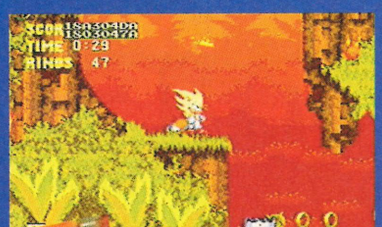


SLOW MOTION

Follow the Level Design procedure as described. Press start to pause the game, then hold down B to play the game in slow motion.
It's especially useful on the Special Zone, allowing you to take time collecting spheres. Even the tea boy managed to get a Chaos Emerald!



SUPER SONIC







Everyone craves the ultimate accolade of being Super Sonic, but few can achieve the honour purely on merit. Worry no longer, we're about to prove the old adage that cheats never prosper wrong!

To dispense with the unnecessary irritation of actually collecting the Chaos Emeralds, simply carry out all of the following procedure.

Use the Level Design, as described, and then use the A button to change Sonic into a TV (Above). Place the Television anywhere on the screen by pressing C and then press B to return Sonic to his normal state.



The highest status of all is now within your grasp — no longer will you die if Sonic falls on some spikes, while the threat of falling off a ledge becomes mere child's play! All you have to do is jump on the TV you've just placed and, low and behold, Sonic's turned into the new, improved Super Sonic!

All that's left to do now is laugh in the face of all the fools who are always telling you to play fair. Cheats definitely do prosper, well, if they have a nifty little gadget like the Game Genie they do anyway!



More Marble mayhem for our duo of frenetic furballs. Guide them by following the arrows to bash it out at the end of the level with Robotnik in his souped up flying machine. With a radical mixture of loops, slopes and bonus stages, Sonic and Tails have a massive task ahead in this immense level. One more thing — it's not easy either! It may be a garden but don't stop to smell the roses!

LEVEL 2-2

1-UP



You never know when you need an extra life, so grab them on the easier levels for later.

1-UP

A swinging metal ball spells danger and so do the spikes beneath it.

This loop sends Sonic spiralling down the pole and you better hope he lands on the left-hand side. Otherwise he's in for an unpleasant meeting with those nasty spikes.

A spinning disc's a handy shortcut once you get it turning right. If you get to the left shaft make sure you have your disc to escape again.

Special Zone



Enter from the right to take a welcome run around the Special Zone, grabbing a vital emerald.

1-UP



Get your hands on a special treat here. Not just an extra life but also a Super Ring.

1-UP

Robotnik makes a brief appearance and tries to blast Sonic. Don't take too many risks here as he quickly disappears after the initial attack. What a coward, eh!

SONIC'S SUPER MOVES



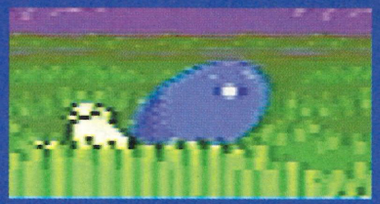
This is the coolest of Sonic's new moves, mainly because Tails gets to play an active part in the game. Use the second controller to manipulate the young fox, carrying Sonic clear of danger

AIRLIFT



INSTA-SHIELD

If you find yourself in a no-win situation quickly press the A, B or C button twice to generate an energy shield. This protection lasts long enough for Sonic to escape from the danger.



SPIN DASH

This old favourite from Sonic 2 can get you out of almost any pickle. Use it to smash through walls, scale steep hills or wipe out a Badnik. Hold down on the Joypad and press fire to activate it.



SUPER SONIC

The only way to obtain this power-up, unless you use our cheats, is to be a star player. Enter the Special Zones and collect all the Chaos Emeralds, when you have enough Sonic goes super!

Don't jump prematurely as you're bound to jump into the spikes.

The ground collapses here, leading the way to further sections of the Gardens.

This face spits poison arrows, so duck them and jump on the button above it. The ground eventually collapses allowing access to deeper levels.

Robotnik sits arrogantly in his flame-spurting Hovership. Defeat in the usual way, by bouncing all over it.

Lots of Mantis await. Jump on them or over them to progress with Sonic completely intact!

INVINCIBILITY SHIELD



Nothing like being untouchable. Smash through the wall using a spin-attack to get it.

FIAME SHIELD



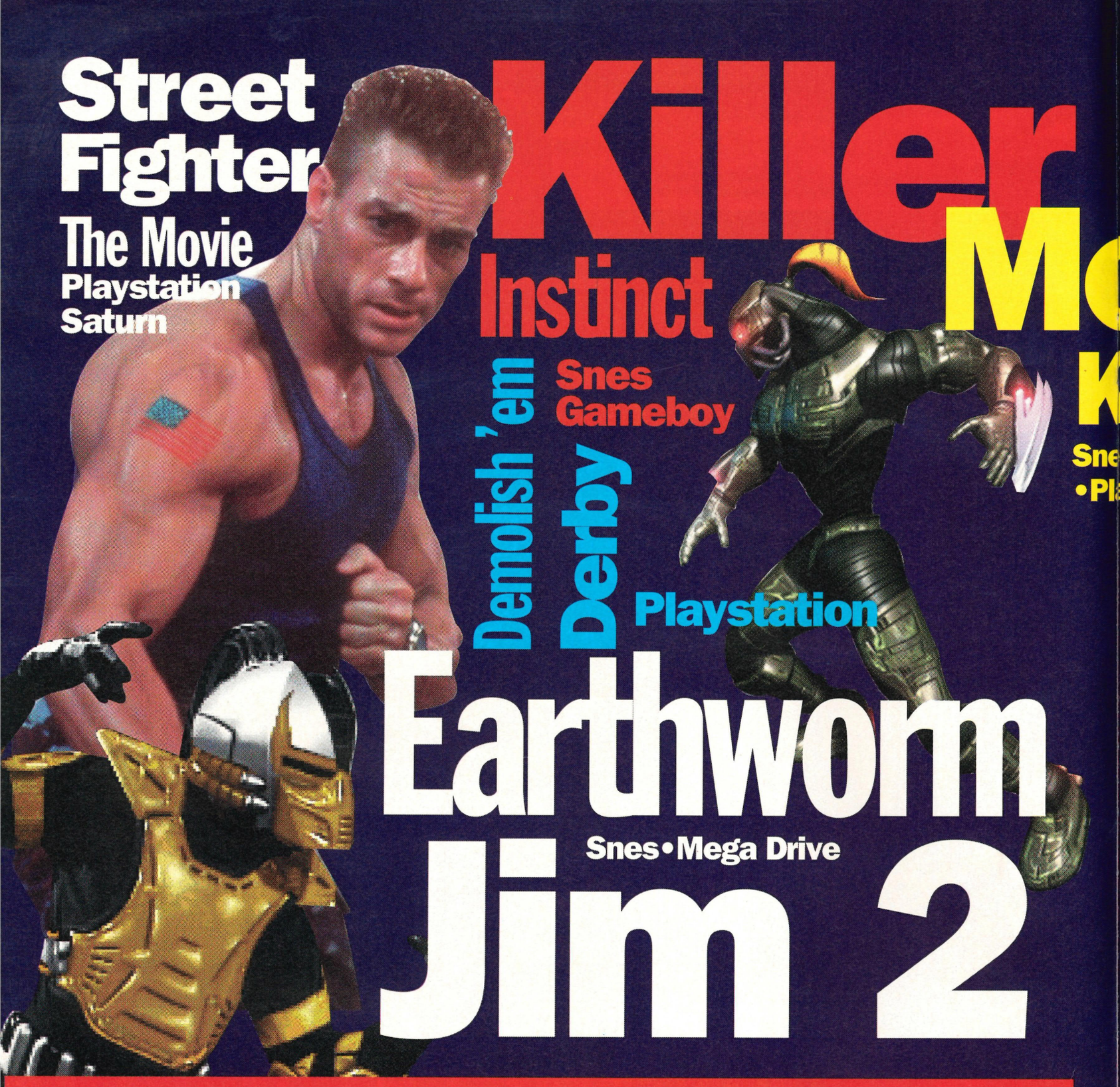
Protection from fire is just what you need against Robotnik's machine at the level's end.

Air Attack



Robotnik looks really chuffed in his latest flying machine, but Sonic only has to bounce under it to blow it into hell. It's even easier with a Flame Shield, otherwise simply learn the pattern of attack from the rockets underneath. If you keep a cool head you're always going to be on top. Take your time and live to tell the tale.

To be continued next month.....



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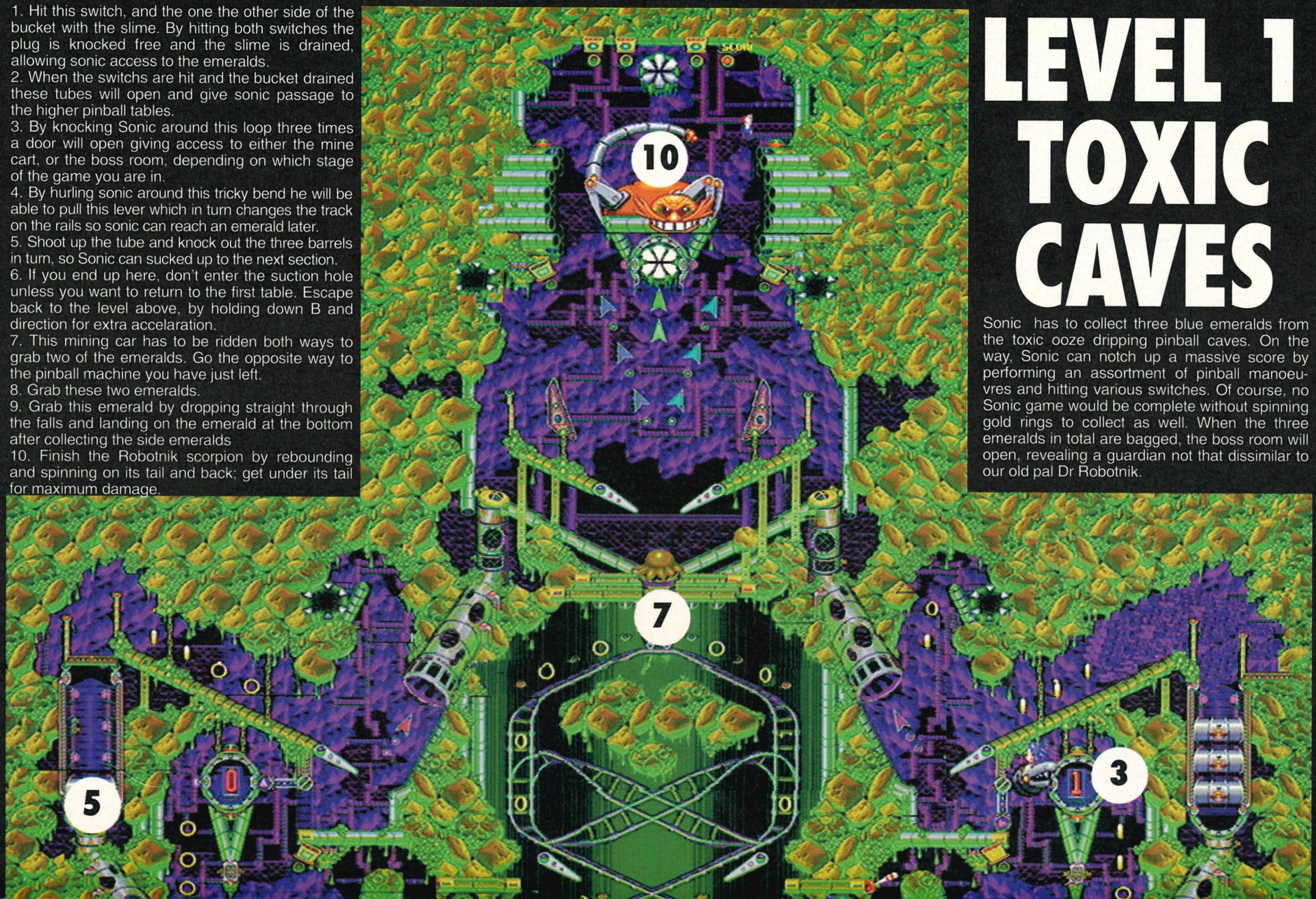
MEGA DRIVE

SONIC SPINBALL

Sonic is back in style, once again batting the evil Dr Robotnik and his self-styled guardians! The pinball levels are made up of several small inter-connected pinball machines which start at the bottom and lead up to a boss room. To get the emeralds you will have to explore all of the levels in their entirety, until you eventually duel with the Docter himself as he tries to escape.

LEVEL 1 TOXIC CAVES

Sonic has to collect three blue emeralds from the toxic ooze dripping pinball caves. On the way, Sonic can notch up a massive score by performing an assortment of pinball manoeuvres and hitting various switches. Of course, no Sonic game would be complete without spinning gold rings to collect as well. When the three emeralds in total are bagged, the boss room will open, revealing a guardian not that dissimilar to our old pal Dr Robotnik.



1. Hit this switch, and the one the other side of the bucket with the slime. By hitting both switches the plug is knocked free and the slime is drained, allowing sonic access to the emeralds.
2. When the switchs are hit and the bucket drained these tubes will open and give sonic passage to the higher pinball tables.
3. By knocking Sonic around this loop three times a door will open giving access to either the mine cart, or the boss room, depending on which stage of the game you are in.
4. By hurling sonic around this tricky bend he will be able to pull this lever which in turn changes the track on the rails so sonic can reach an emerald later.
5. Shoot up the tube and knock out the three barrels in turn, so Sonic can sucked up to the next section.
6. If you end up here, don't enter the suction hole unless you want to return to the first table. Escape back to the level above, by holding down B and direction for extra accelaration.
7. This mining car has to be ridden both ways to grab two of the emeralds. Go the opposite way to the pinball machine you have just left.
8. Grab these two emeralds.
9. Grab this emerald by dropping straight through the falls and landing on the emerald at the bottom after collecting the side emeralds
10. Finish the Robotnik scorpion by rebounding and spinning on its tail and back; get under its tail for maximum damage.


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L1 BONUS

Rebound the ball off Dr Robotnik in his souped-up dodgem car and into the cylinders. They will smash and free the animals. It will take two hits before the cylinder breaks... Points can be built up by smashing into Robotnik and sending him into a right old spin.



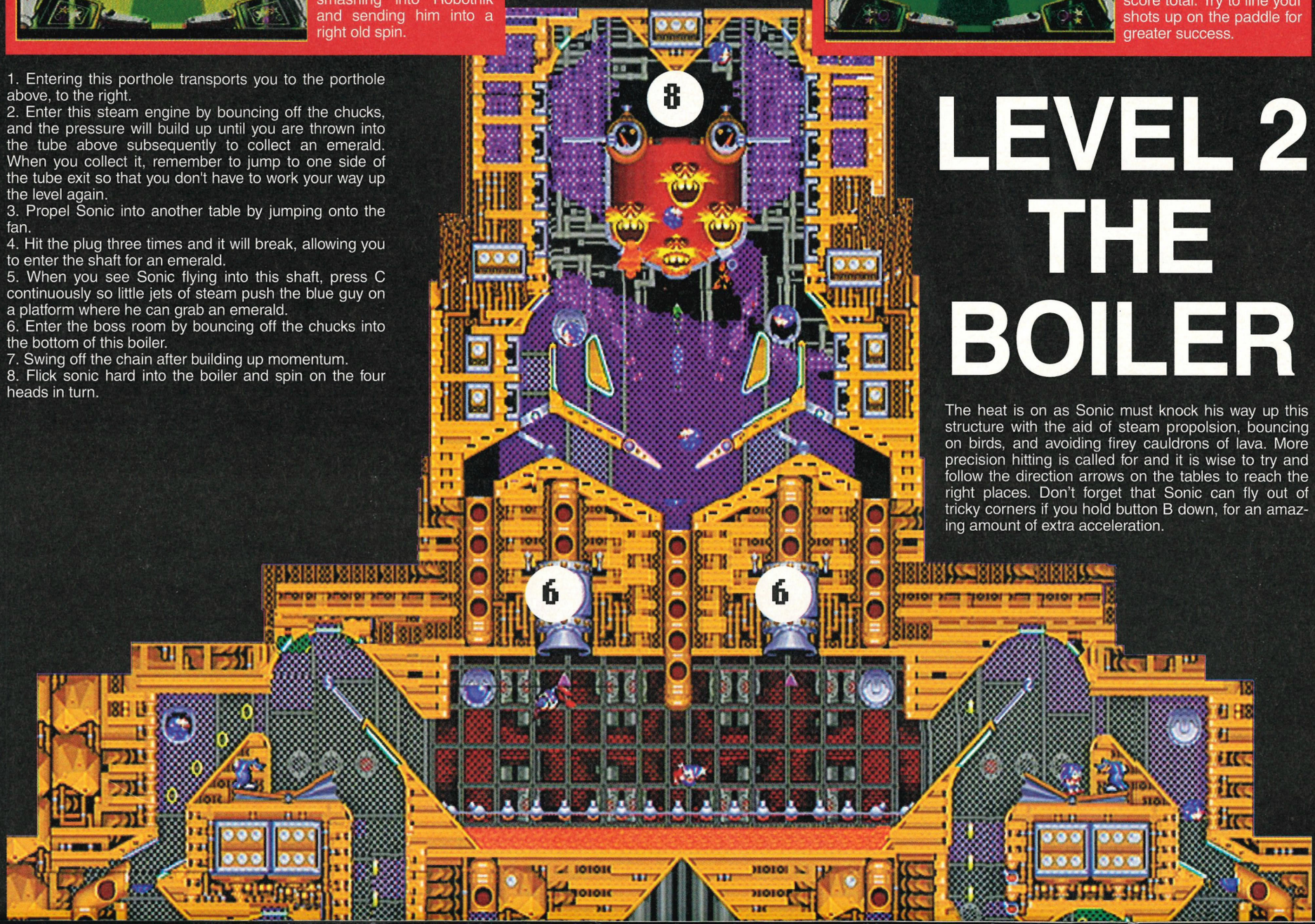
L2 BONUS

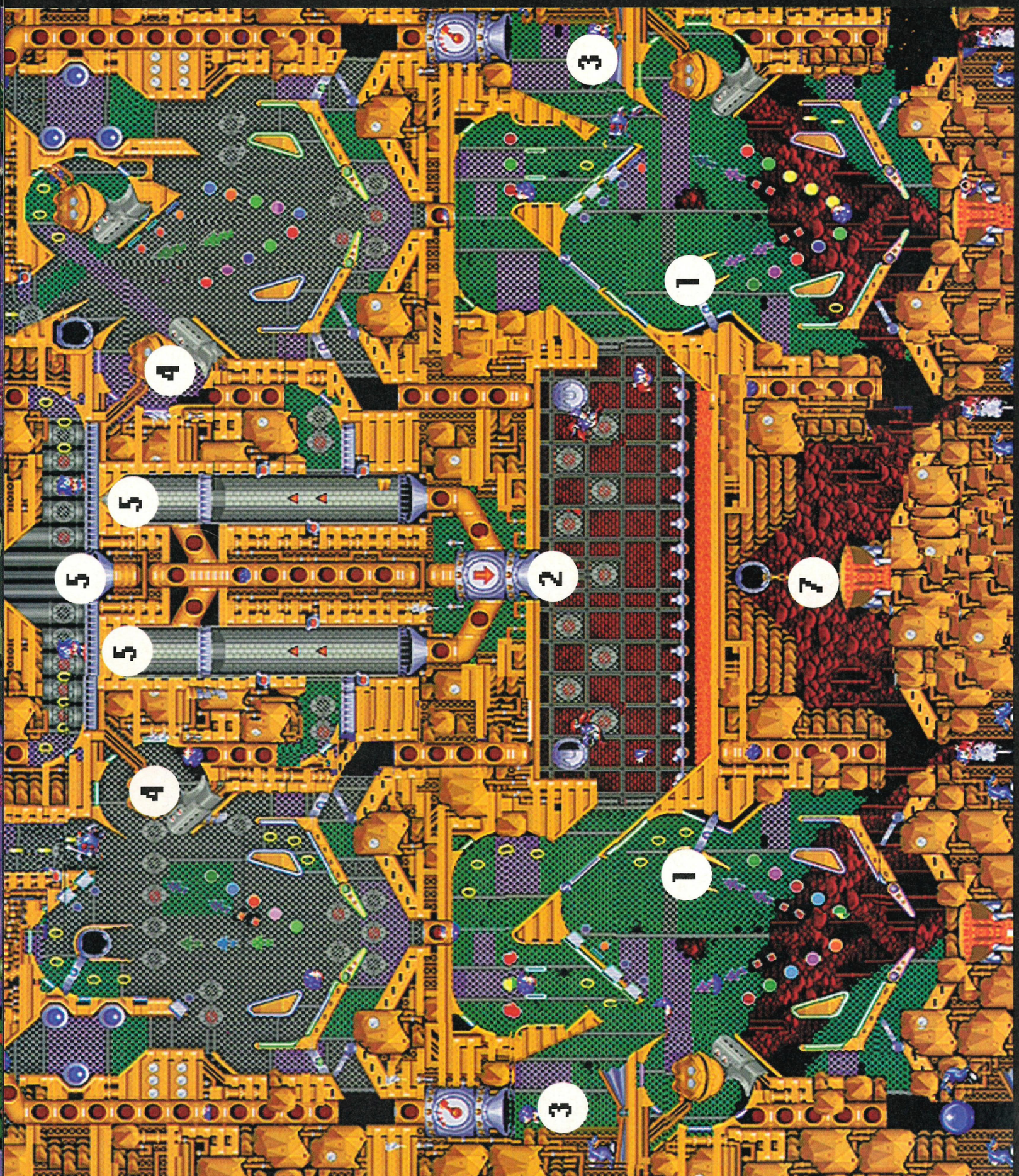
This is where the Robonik scorpion head went to from level one. Bash in the teeth and give the head a good rattling with the ball. Try and knock down the three markers at the back for a healthy boost to your score total. Try to line your shots up on the paddle for greater success.

LEVEL 2 THE BOILER

The heat is on as Sonic must knock his way up this structure with the aid of steam propolsion, bouncing on birds, and avoiding firey cauldrons of lava. More precision hitting is called for and it is wise to try and follow the direction arrows on the tables to reach the right places. Don't forget that Sonic can fly out of tricky corners if you hold button B down, for an amazing amount of extra acceleration.

1. Entering this porthole transports you to the porthole above, to the right.
2. Enter this steam engine by bouncing off the chucks, and the pressure will build up until you are thrown into the tube above subsequently to collect an emerald. When you collect it, remember to jump to one side of the tube exit so that you don't have to work your way up the level again.
3. Propel Sonic into another table by jumping onto the fan.
4. Hit the plug three times and it will break, allowing you to enter the shaft for an emerald.
5. When you see Sonic flying into this shaft, press C continuously so little jets of steam push the blue guy on a platform where he can grab an emerald.
6. Enter the boss room by bouncing off the chucks into the bottom of this boiler.
7. Swing off the chain after building up momentum.
8. Flick sonic hard into the boiler and spin on the four heads in turn.




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Another scary bloke was on the cover of issue 15. It's that Doom game, busted on the 32X. There are also larger than life solutions to Snatcher, Cosmic Carnage, Clayfighters, Earthworm Jim, Second Samurai, Sonic and Knuckles...phew.

Issue 16 £4.50

Blimey, the Saturn arrived with a full solution to Clockwork Knight. We also blasted Syndicate apart, Smurf-ed till we dropped and went round in circles on BC Racers. Oh yeah, we also finished Sonic and Knuckles. We're so good!

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The hammer just had to fall on Sega's Story of Thor in this issue. We gave Mega Swiv the bullet. There was death everywhere with Lemmings and Corpse Killer fully tipped and finally we revisted Jurassic Park. Spared no expense.

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C
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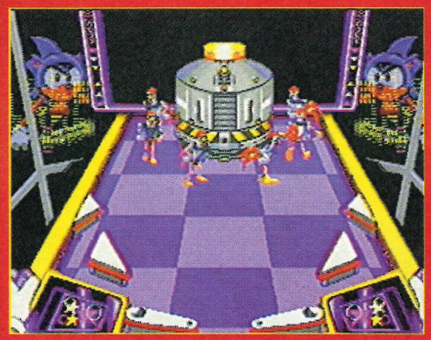
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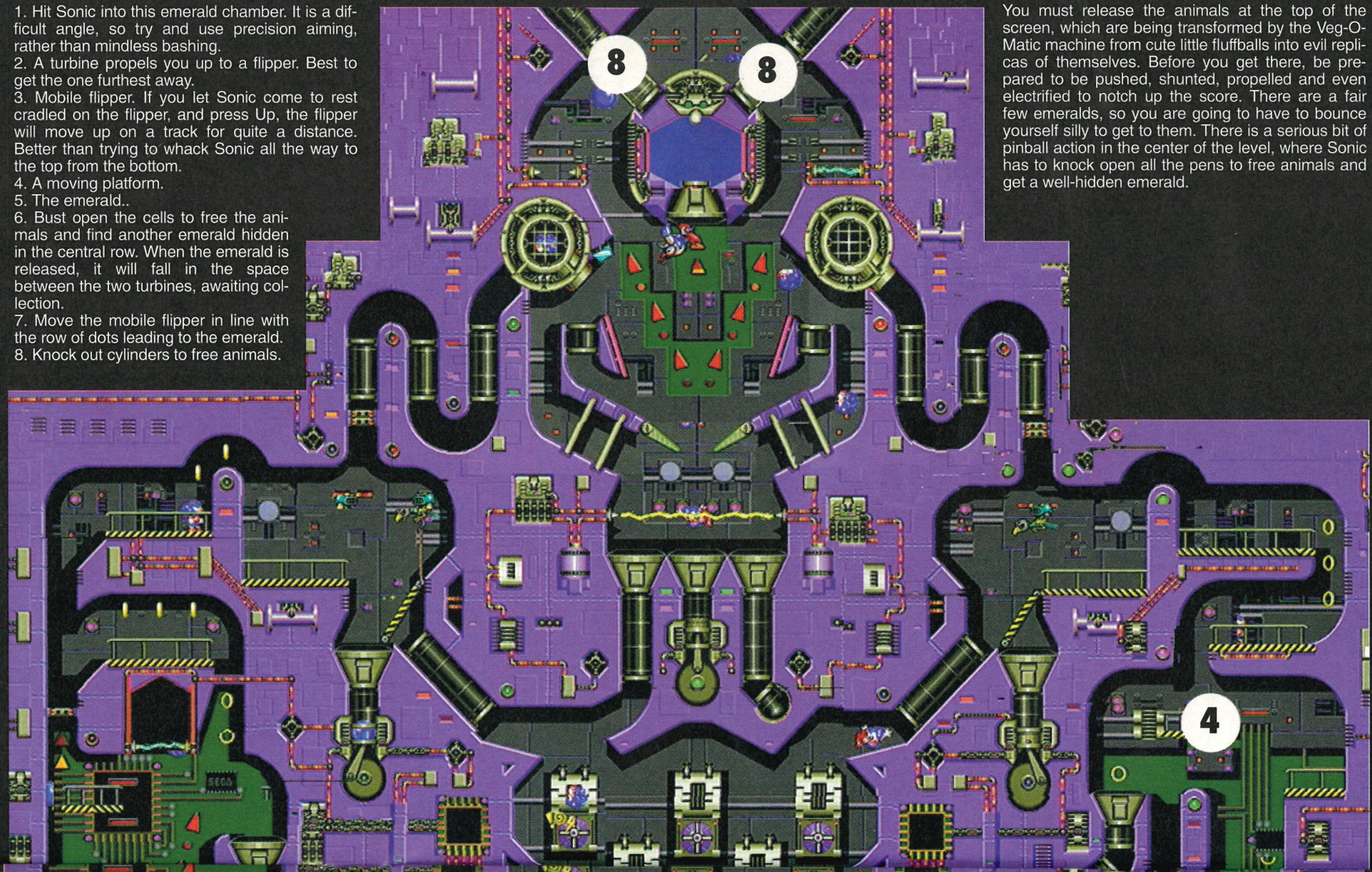
L3 BONUS

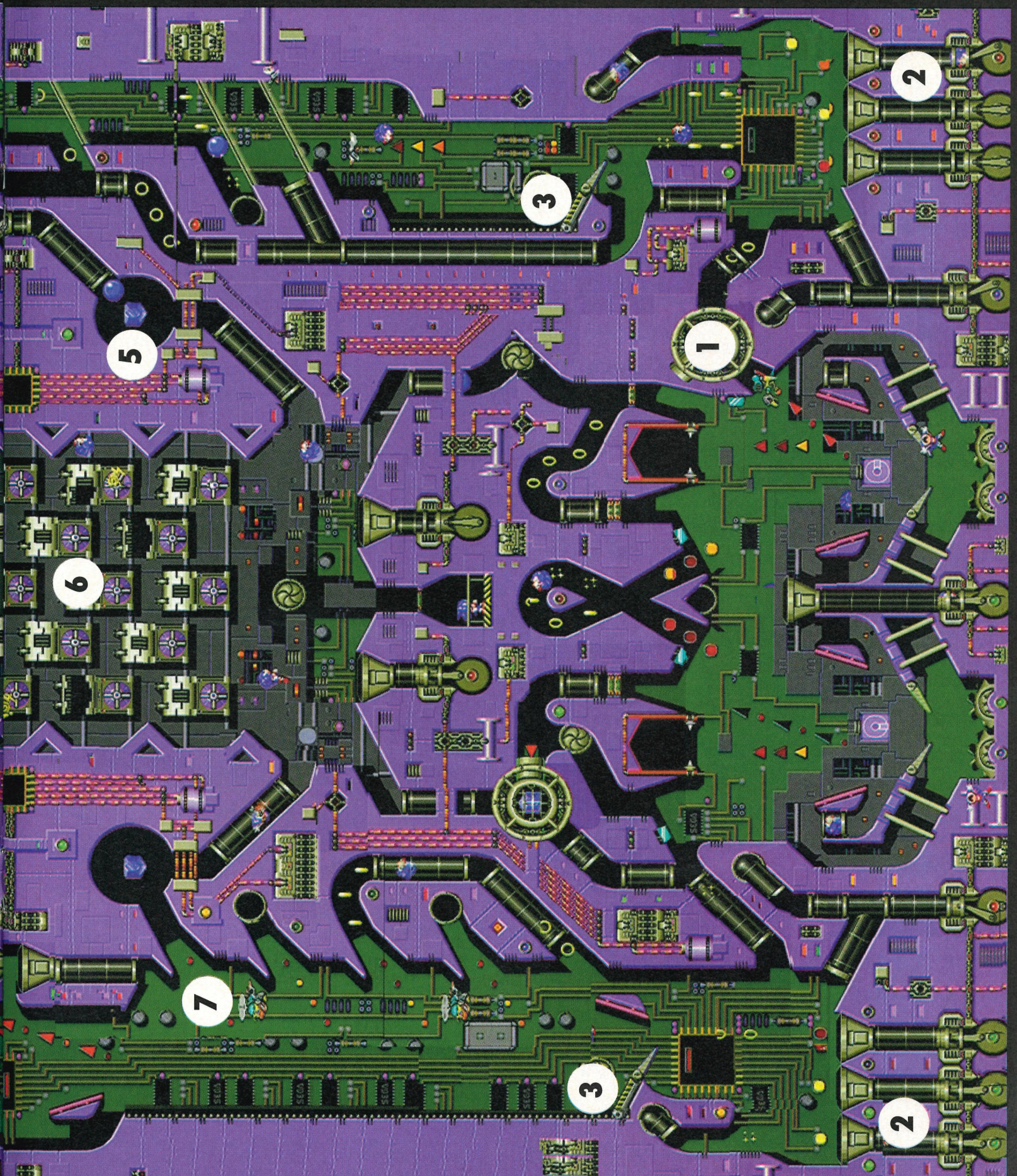
Fire your steel ball at the dancing badniks on this table. You must kill them all and finally knock open the door on the cold prison-like chamber to release Sonic's creature friends from captivity under Robotnik's. twisted rule. Free the furry fellows!

LEVEL 3: THE ROBOT FACTORY

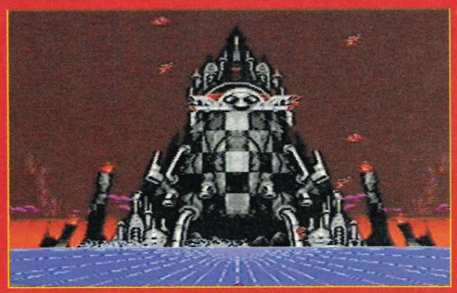
1. Hit Sonic into this emerald chamber. It is a difficult angle, so try and use precision aiming, rather than mindless bashing.
2. A turbine propels you up to a flipper. Best to get the one furthest away.
3. Mobile flipper. If you let Sonic come to rest cradled on the flipper, and press Up, the flipper will move up on a track for quite a distance. Better than trying to whack Sonic all the way to the top from the bottom.
4. A moving platform.
5. The emerald..
6. Bust open the cells to free the animals and find another emerald hidden in the central row. When the emerald is released, it will fall in the space between the two turbines, awaiting collection.
7. Move the mobile flipper in line with the row of dots leading to the emerald.
8. Knock out cylinders to free animals.

You must release the animals at the top of the screen, which are being transformed by the Veg-O-Matic machine from cute little fluffballs into evil replicas of themselves. Before you get there, be prepared to be pushed, shunted, propelled and even electrified to notch up the score. There are a fair few emeralds, so you are going to have to bounce yourself silly to get to them. There is a serious bit of pinball action in the center of the level, where Sonic has to knock open all the pens to free animals and get a well-hidden emerald.

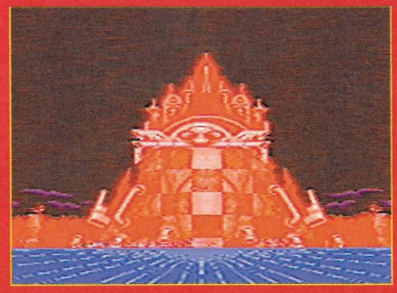



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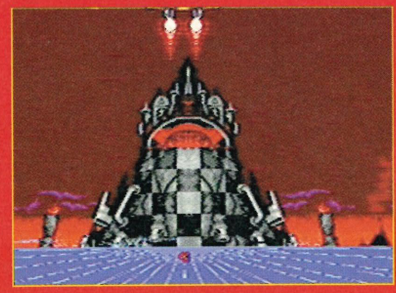
LEVEL 4: ROBOTNIK ESCAPES!



After level three is taken care of and the four lava guardians have been spun out of existence, Robotnik starts to feel the pressure, with good old Sonic bringing his fortress to a complete and utter standstill.



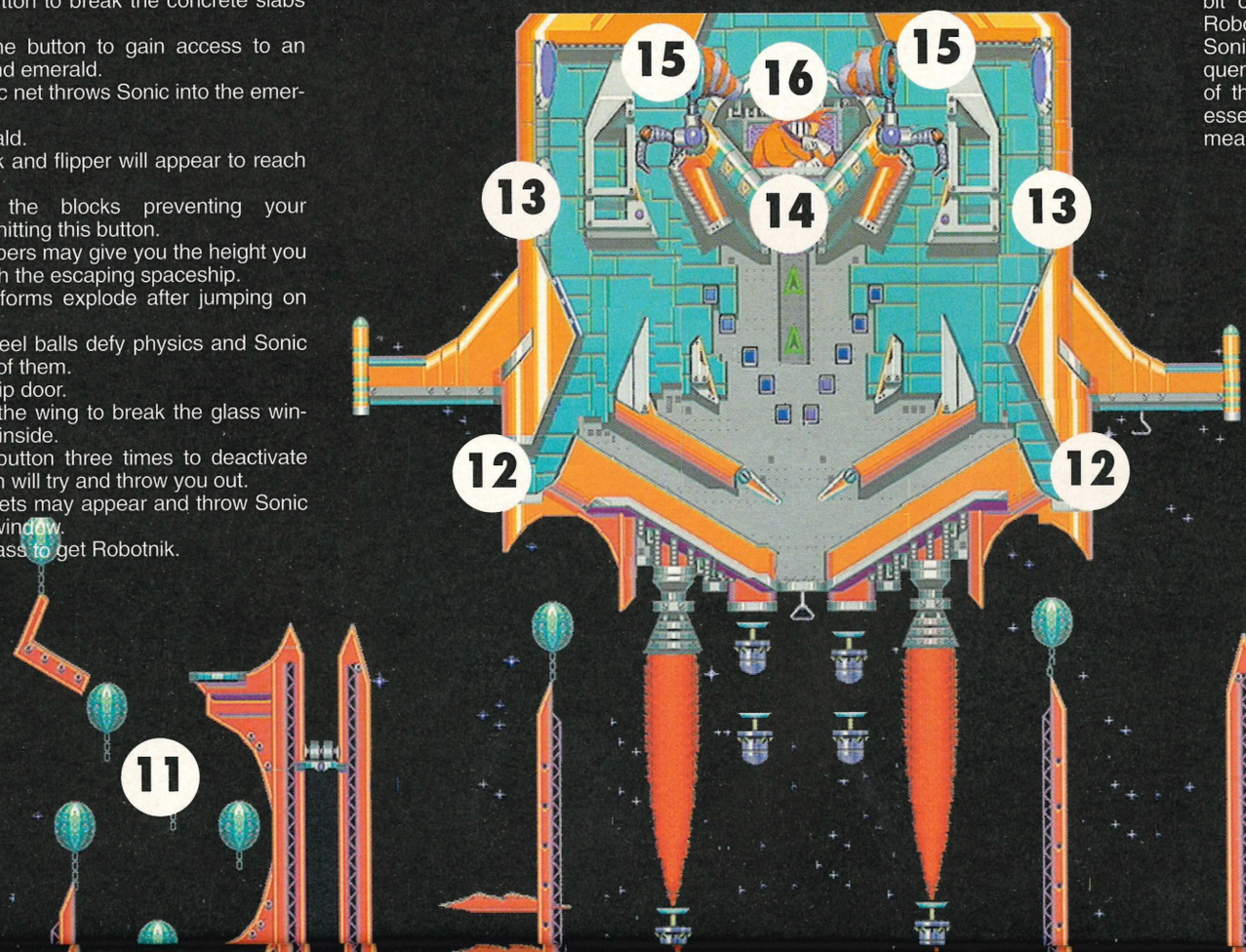
In an air of panic and anger, Robotnik blasts his way out of the dark tower with thrusting jets a blaze, momentarily making the whole ediface glow with a blinding red heat.



The spaceship slowly pulls away from the main structure, but can Sonic fight his way through the remains of the building, get the emeralds and still reach Robotnic's fleeing ship?!

The last confrontation and the hardest, ending in a fight with the man himself as he tries to escape Sonic in his orange spaceship. The latice of scaffolding at the bottom half of the screen takes quite a bit of cracking before you can attempt to reach Robotnik. The main problem is repeatedly firing Sonic into tight spaces to hit a switch which subsequently breaks a concrete block. There are several of these blocks to be broken and so accuracy is essential. When the block are gone, this usually means access to an emerald.

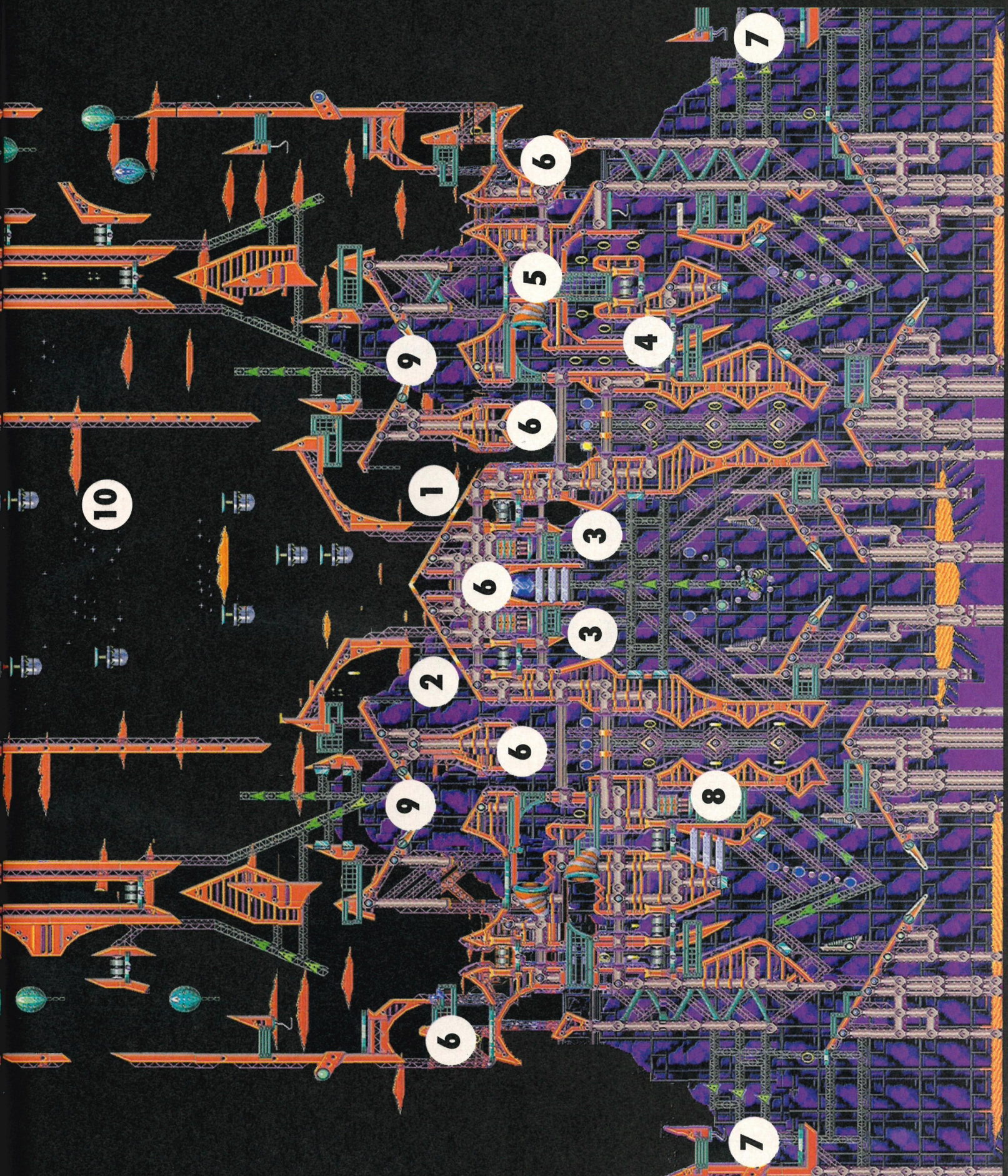
1. This exit can lead the way to the right pinball structure.
2. This exit can lead to the left pinball machine.
3. Hit this button to break the concrete slabs either side.
4. Fall on the button to gain access to an elastic net and emerald.
5. This elastic net throws Sonic into the emerald
6. The emerald.
7. Grab hook and flipper will appear to reach emerald.
8. Smash the blocks preventing your progress by hitting this button.
9. These flippers may give you the height you need to reach the escaping spaceship.
10. The platforms explode after jumping on them.
11. These steel balls defy physics and Sonic can bounce of them.
12. Spaceship door.
13. Run up the wing to break the glass windoe and get inside.
14. Hit the button three times to deactivate claws,. which will try and throw you out.
15. Elastic nets may appear and throw Sonic against the window.
16. Break glass to get Robotnik.



SUMMARY

GAME NAME: Sonic Spinball
TIME TO COMPLETE: 3 days
HIGHEST SCORE: 170,356 ,790
NUMBER OF LEVELS: 4
CHALLENGE RATING: medium

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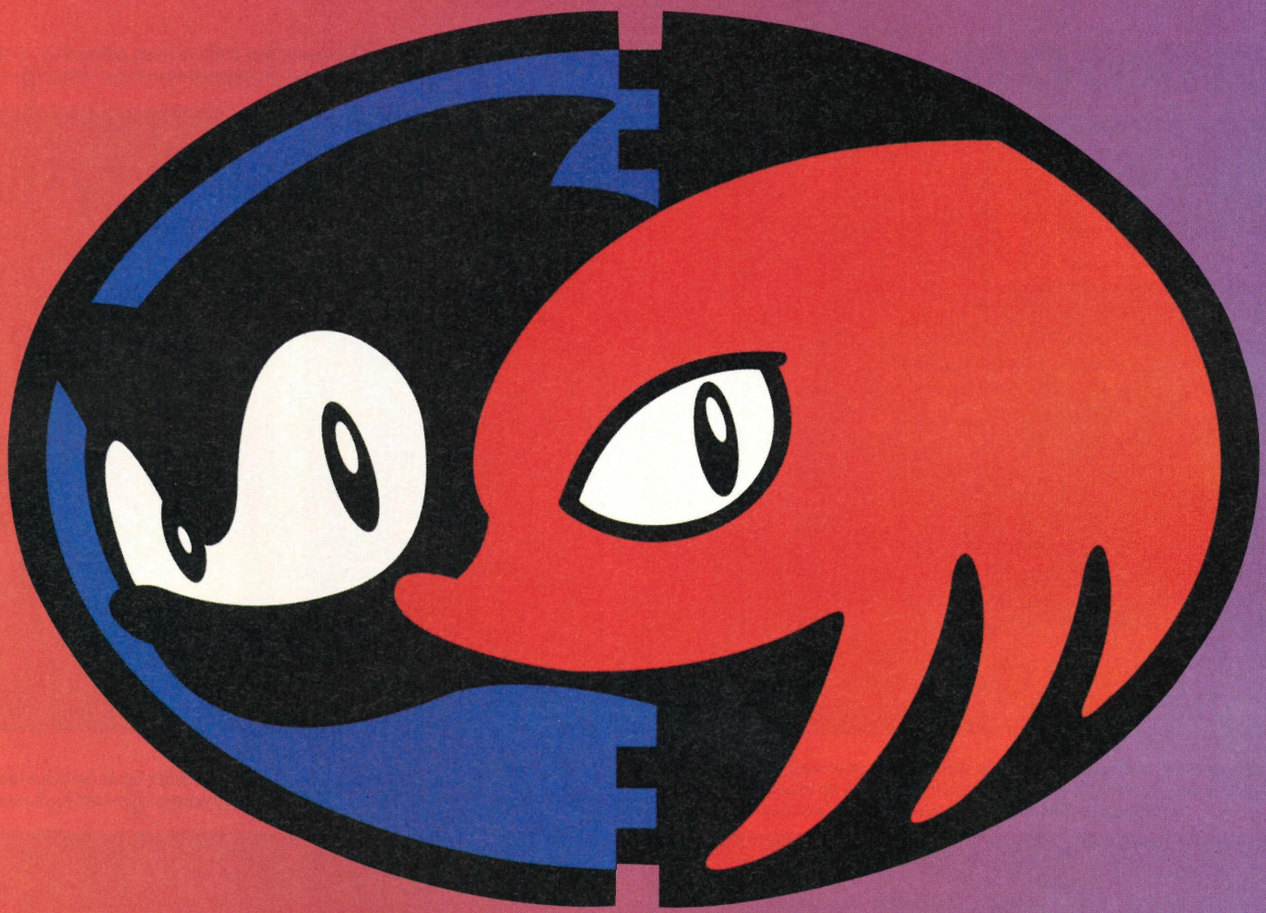
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SONIC & KNUCKLES

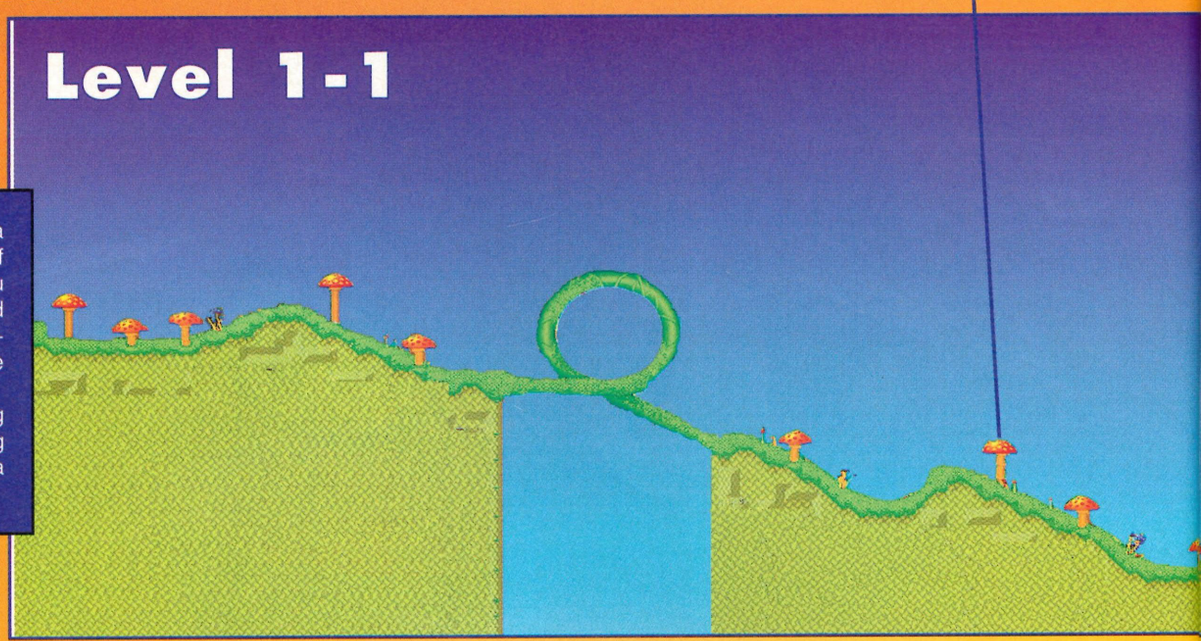
In the blue corner we have Sonic the Hedgehog. In the red corner we've Knuckles. This time though, you took the role of either of them. After four appearances on the Mega Drive (if you include *Sonic Spinball*), the question on people's lips, was – can they do it again? Well the answer to that was definitely yes! With the option to plug into previous *Sonic* games, it gave our spiky blue hero a whole new lease of life. So due to popular demand, over the next few pages and issues you'll find hints, tips and players' guides to one of the most popular Sonic games ever.Get ready for some hard-hitting platform action!

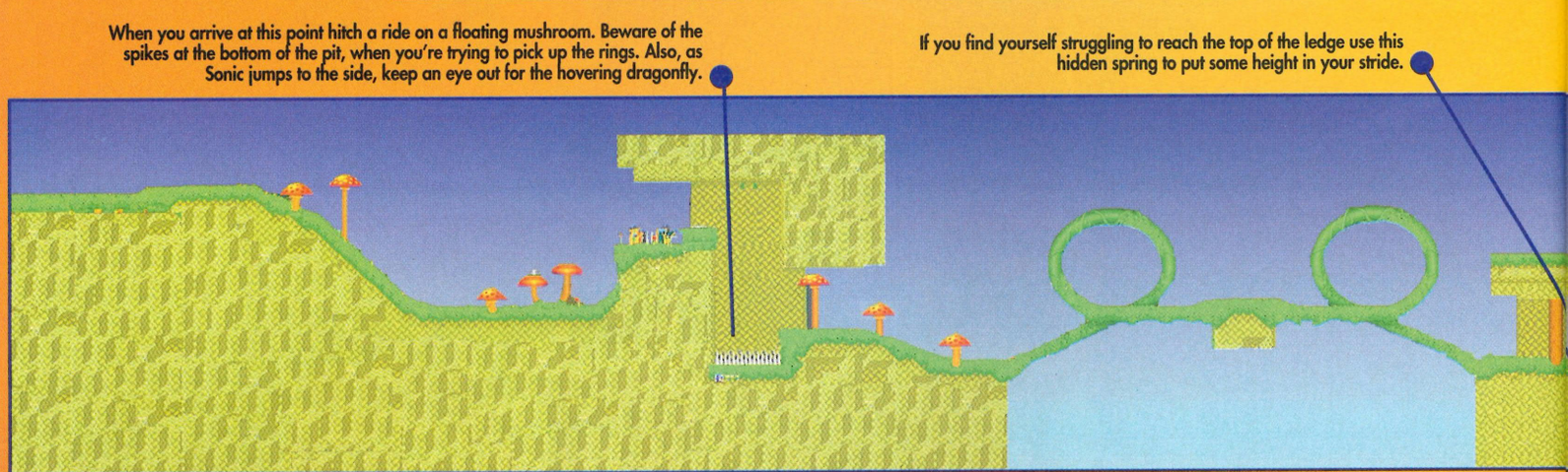
MUSHROOM HILL ZONE

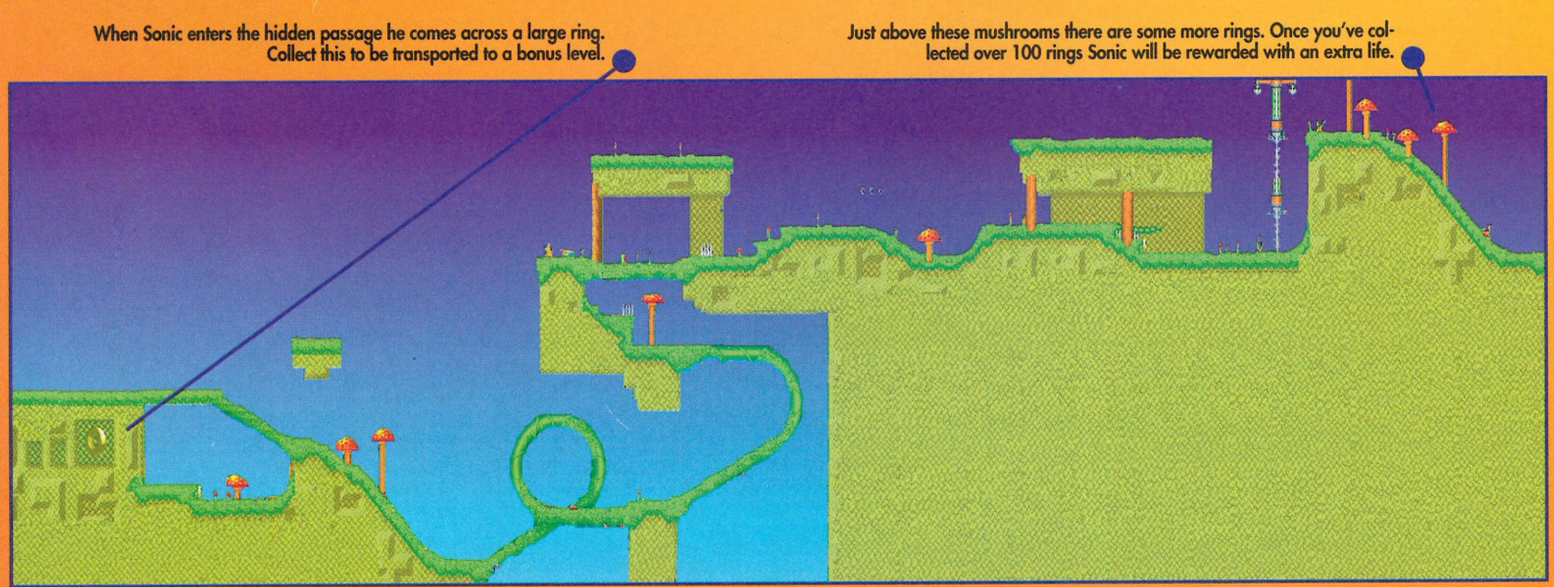
Level one presents Sonic with a choice of routes to reach the end of the level. Be careful which way you choose! Take the wrong route and you will miss some of the many hidden extras scattered around the opening level of play.

Finally watch out for the hovering Butterflies and Dragonflies waiting around every corner. It only takes a jump on the head to finish them.

Level 1-1

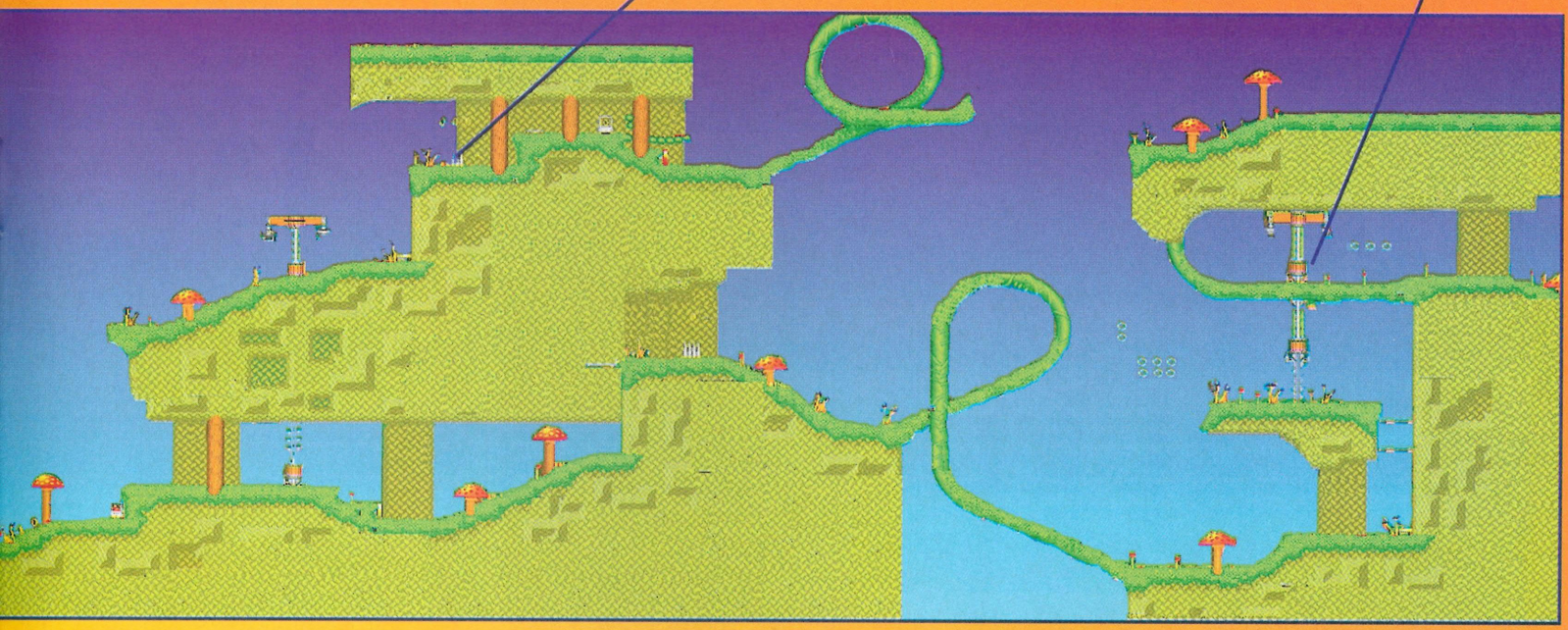




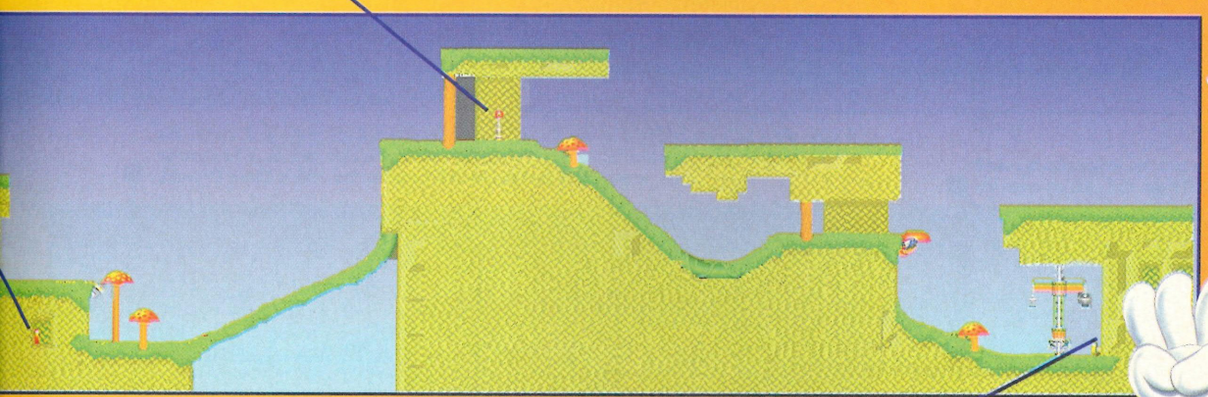


When you opt for this route keep your eyes open for the mole. He throws small mushrooms at Sonic, causing our hedgehog to lose his balance if hit.

At this point you come up against two hovering butterflies. They follow you around the screen until you bump them off.

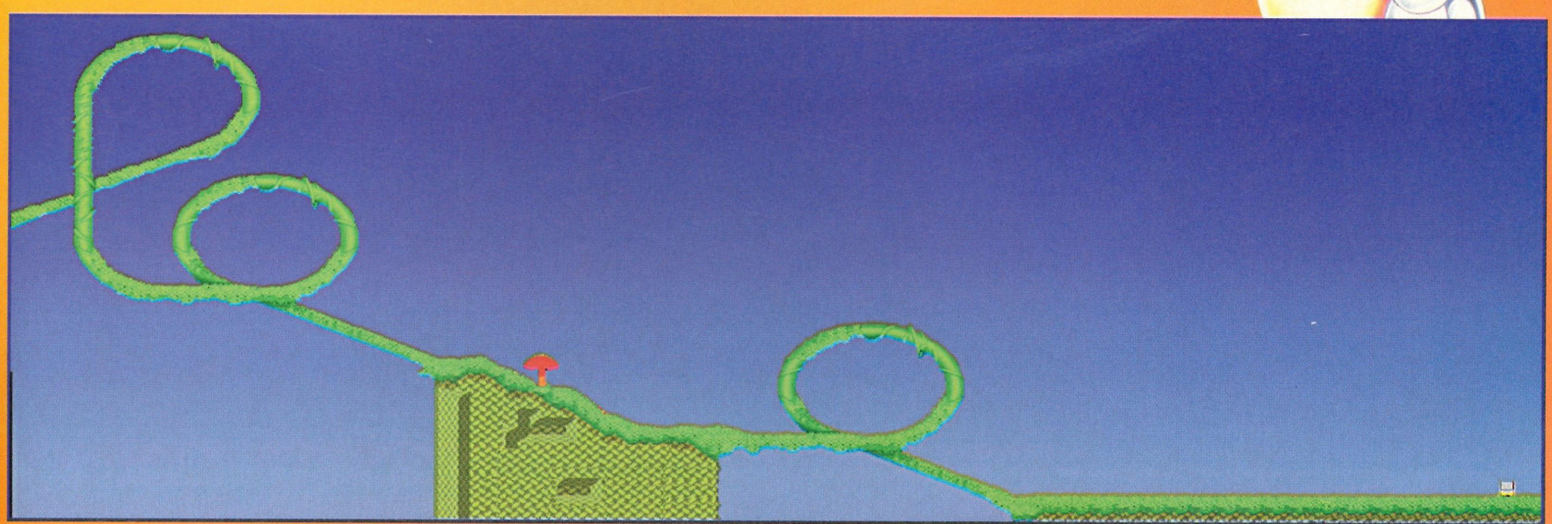


When you pass the Star Post remember to jump through the stars that appear above the post. This will take you to one of the bonus stages.





Instead of going straight on drop down this slope to find a yellow spring. Jump above it to reveal a handy secret passage.

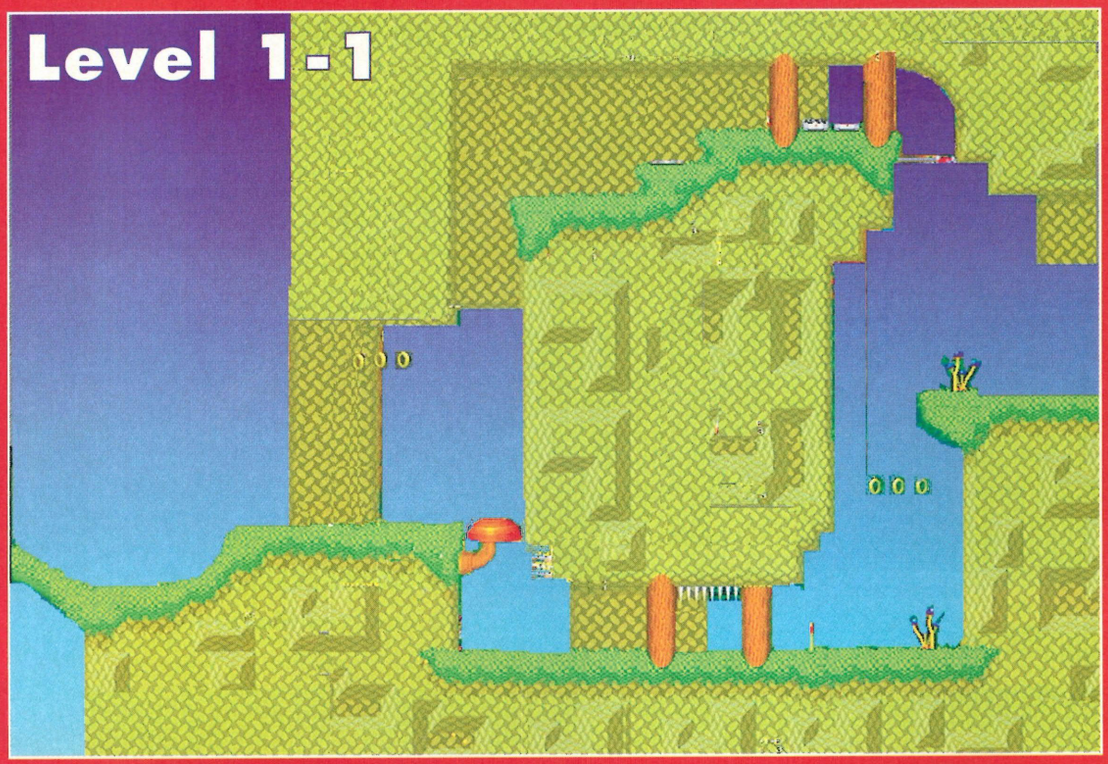


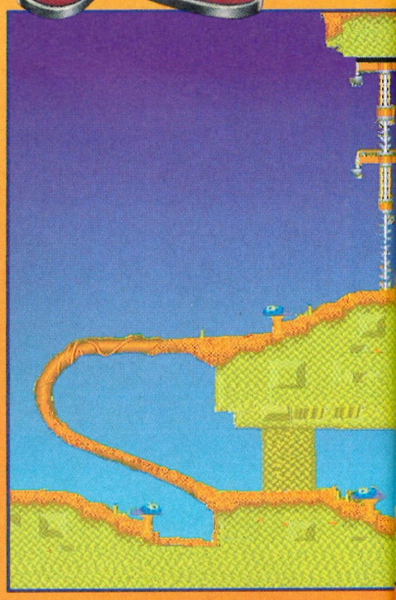
KNUCKLES' ROUTE

If you decide to take on the role of Knuckles for the first level, you will be given the opportunity to take this alternative route. To reach all areas remember to use Knuckles' extra abilities of climbing and flying. Take your time when climbing the walls, you never know where the spikes are going to appear next!



Level 1-1

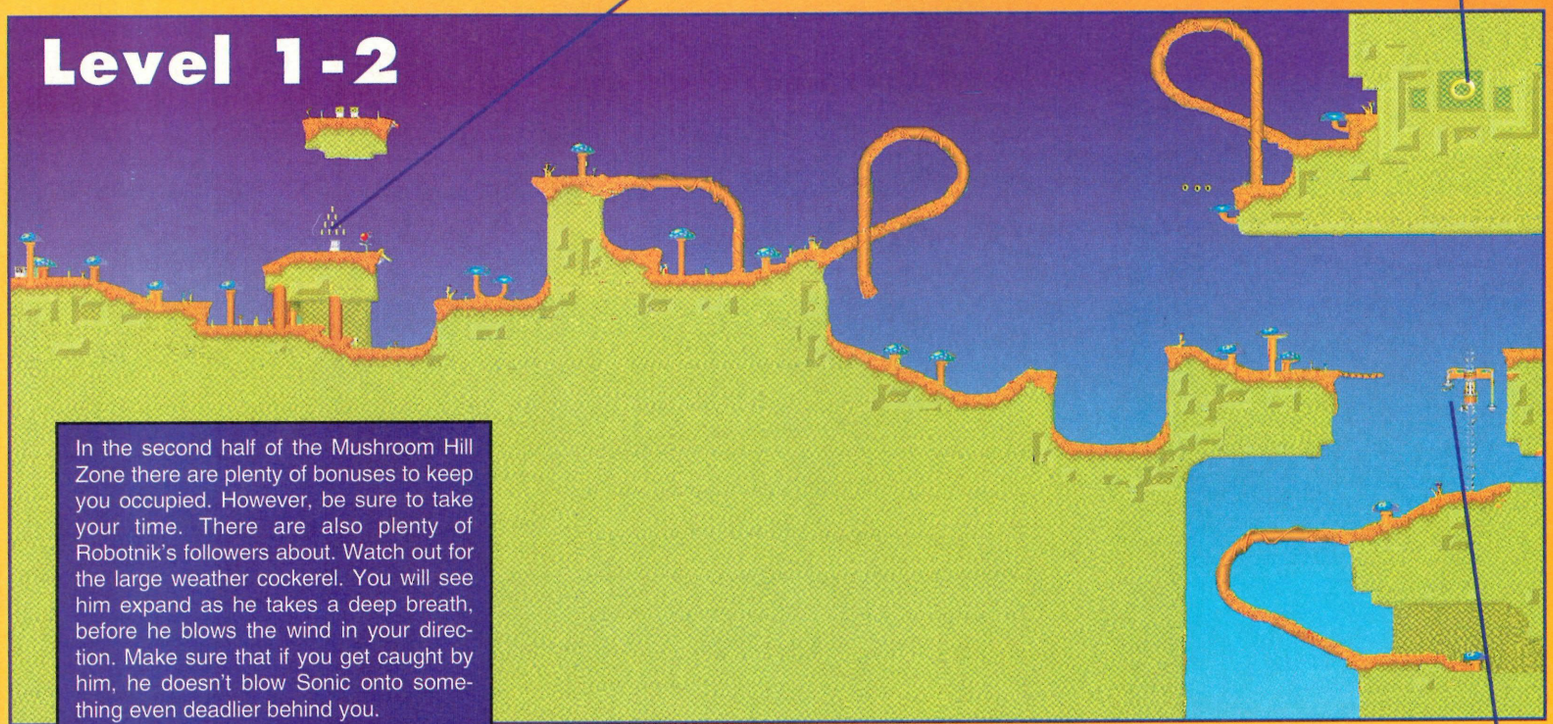




At the start of level 1.2 there are plenty of rings to pick up. Make sure to collect them, as it will not take you long to collect 100 rings and gain an extra life

If Sonic plans his route correctly he will find this large ring tucked away in the wall. Collect this to transport you to another bonus stage. Once there collect the blue spheres. When you've managed to do this, you will be presented with a Chaos Emerald.

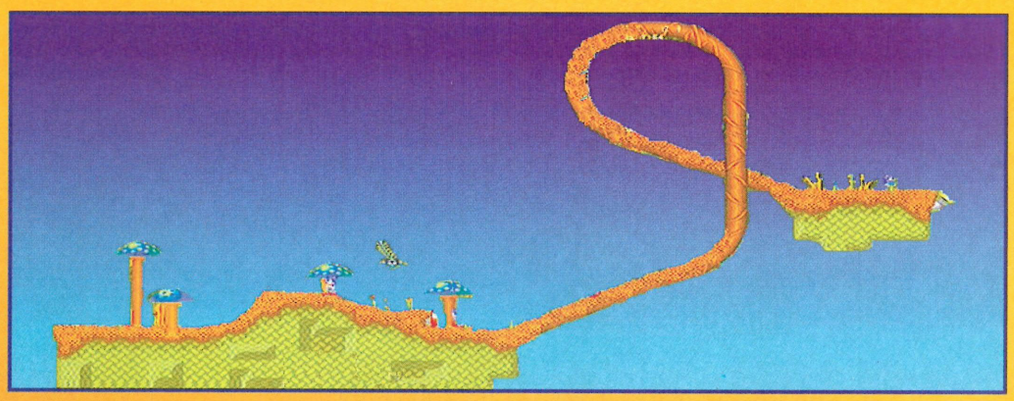
Level 1-2



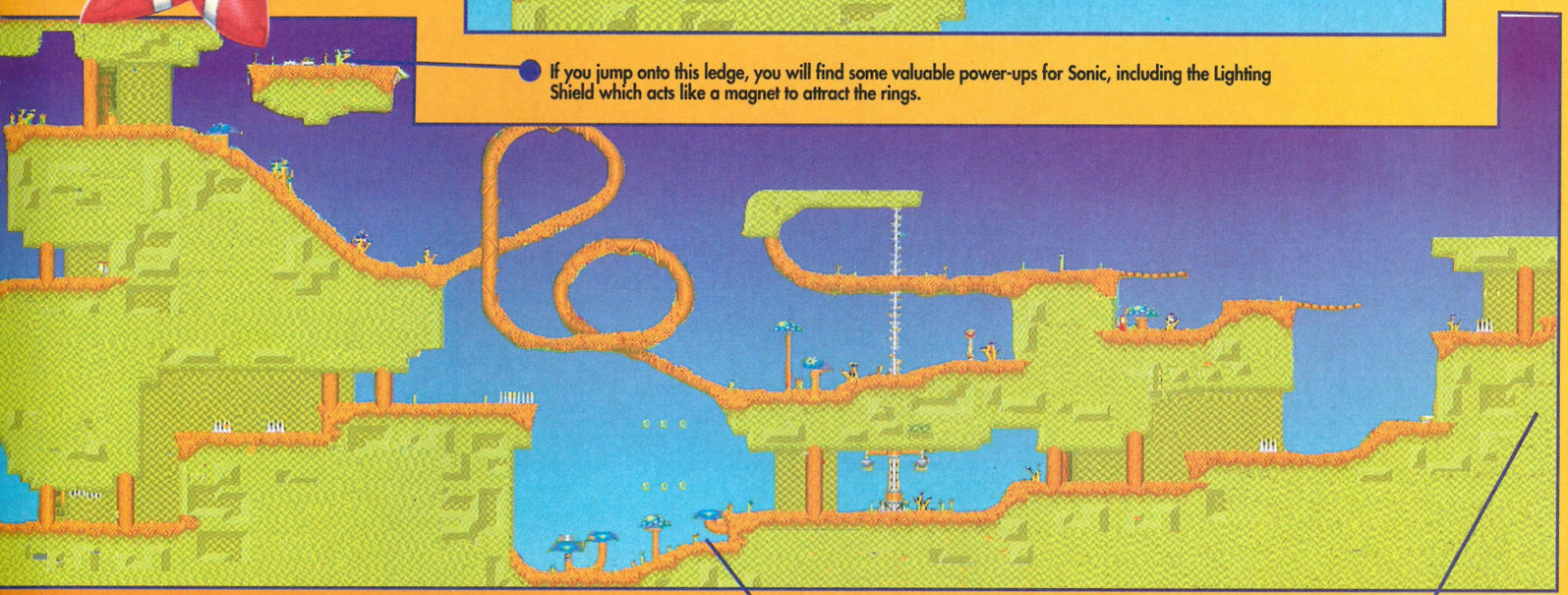
In the second half of the Mushroom Hill Zone there are plenty of bonuses to keep you occupied. However, be sure to take your time. There are also plenty of Robotnik's followers about. Watch out for the large weather cockerel. You will see him expand as he takes a deep breath, before he blows the wind in your direction. Make sure that if you get caught by him, he doesn't blow Sonic onto something even deadlier behind you.

To reach the pulley to take an alternative route stand right on the edge of the wooden ledge. From here you will be able to see the pulley. Now judge your leap carefully.



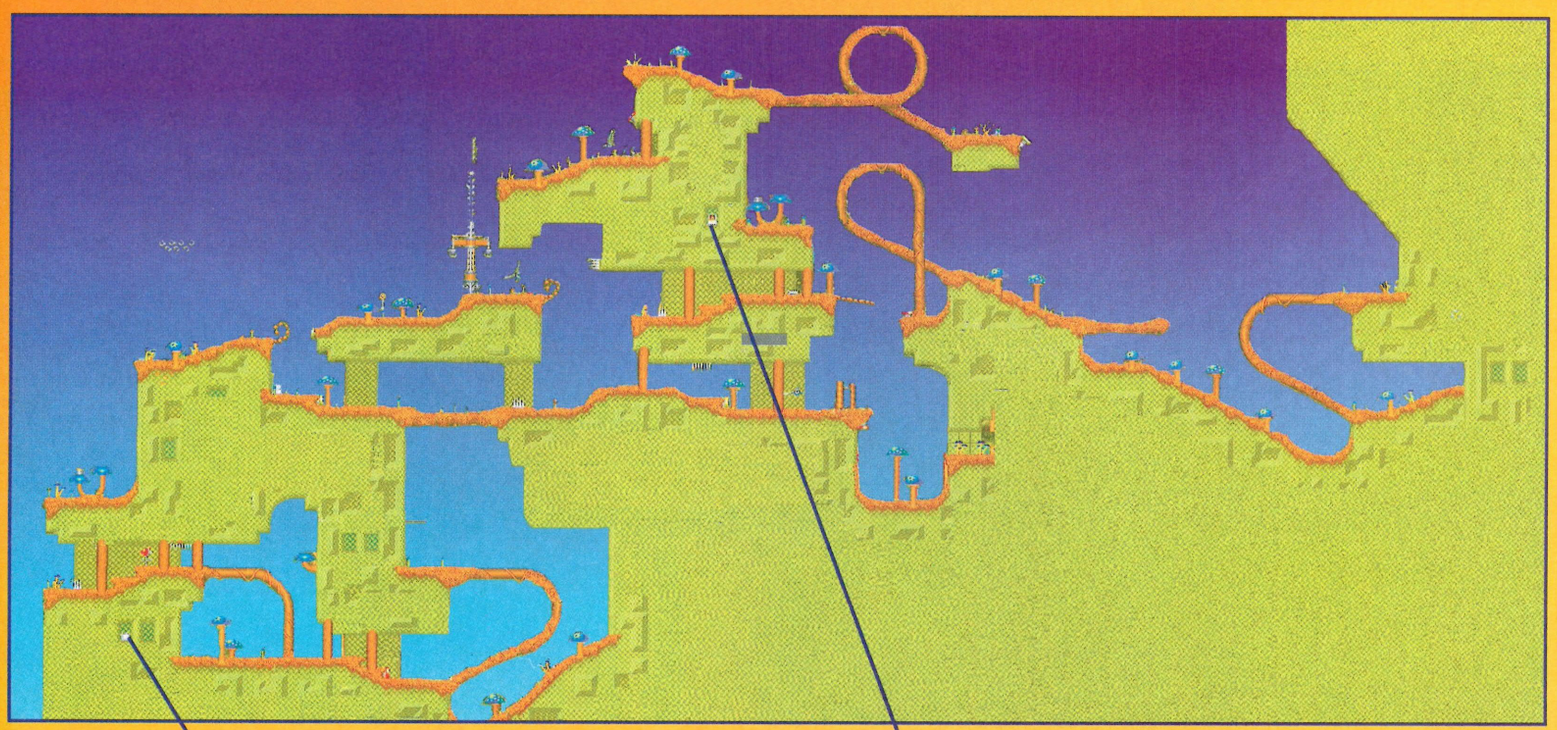


If you jump onto this ledge, you will find some valuable power-ups for Sonic, including the Lighting Shield which acts like a magnet to attract the rings.



When you jump onto this mushroom see-saw a small weight rises into the air. When it descends, it hits the opposite mushroom, thrusting you into the air.

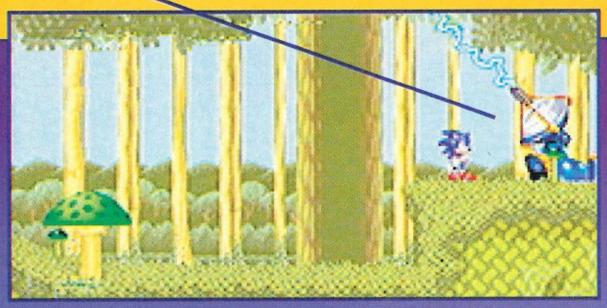
Tucked in here is a nice surprise for Sonic to collect. To get to it leap over the spring and find the entrance.



In this small opening in the wall is a box. Jump on this to collect the ten rings contained inside.

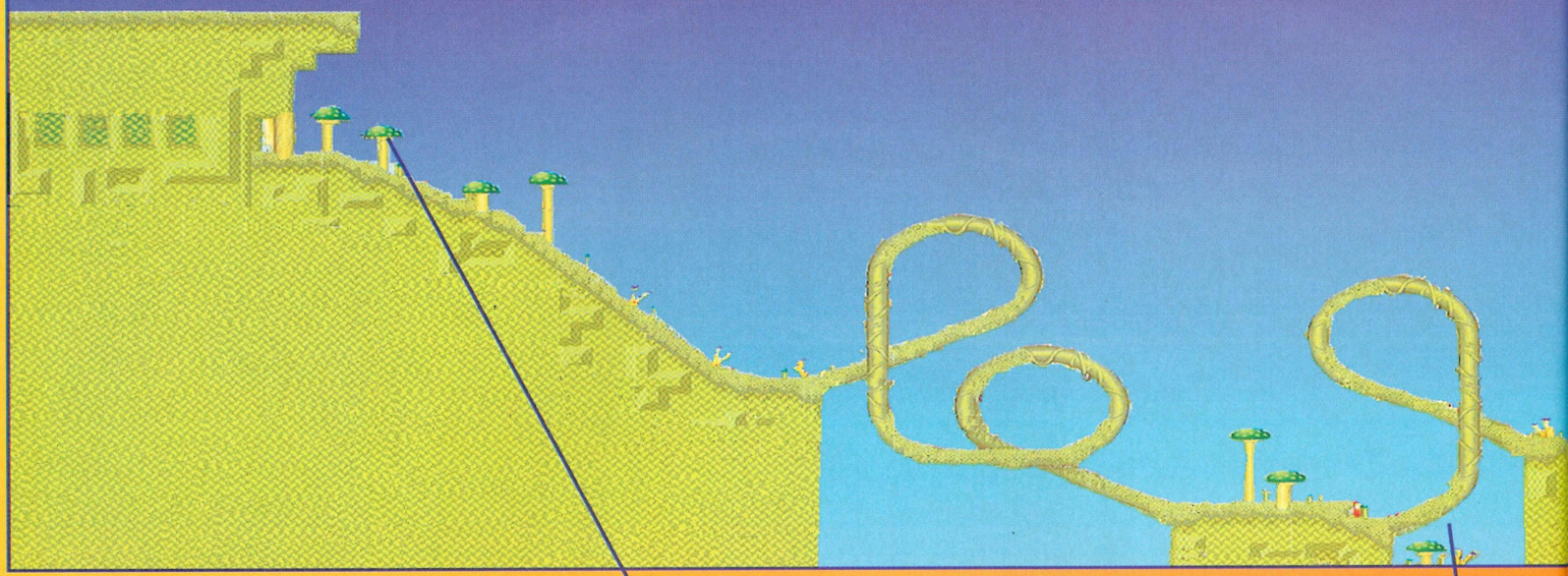
Before jumping onto another mushroom that will throw you into the air, leap to the left to find an opening to a power-up. This one is the Flame Shield.

This is the end of level 1.2. Spin and jump onto the radar, before keeping Sonic spinning in the corner, while still bouncing on the radar. After a moment or two, Dr. Robotnik appears and the chase begins.



After destroying Robotnik's base, he will rise up and fly off to the right. You will then see the scenery change colour. Start moving off to the right in pursuit of the mad man. Take the path shown to keep him in your sights.

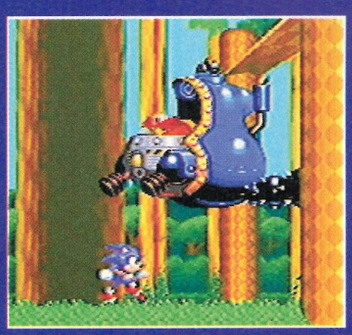




Check out the mushrooms to see if there are any rings situated above them. You need to collect 100 rings as soon as possible to gain that all-important extra life.

Having problems climbing the loop the loops? Then use the springs that are conveniently situated around the level. Don't go too fast though, because you don't know what could be waiting for our friend on the next part of the level!

Level Guardian



This is the end of level 1.2. Here Sonic must either jump or duck under the spike balls, whilst spinning up at Dr Robotniks ship to defeat the evil brute. Be careful not to jump when Robotnik has got his thruster on full throttle. This causes Sonic to lose all his rings, so judge your jumps wisely. About four hits to the ship should do the trick.







Level 1-2

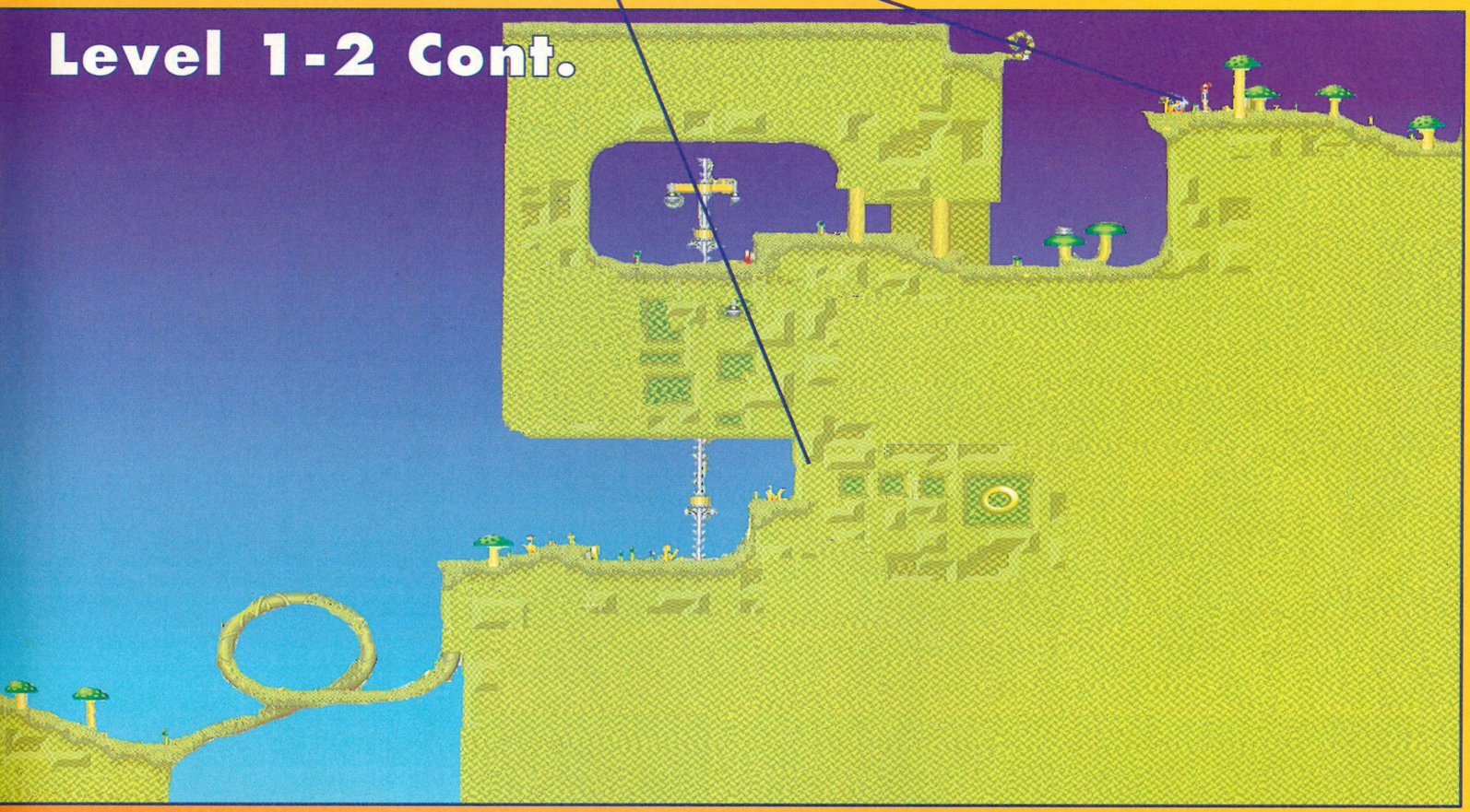




Level 1-2 Cont.

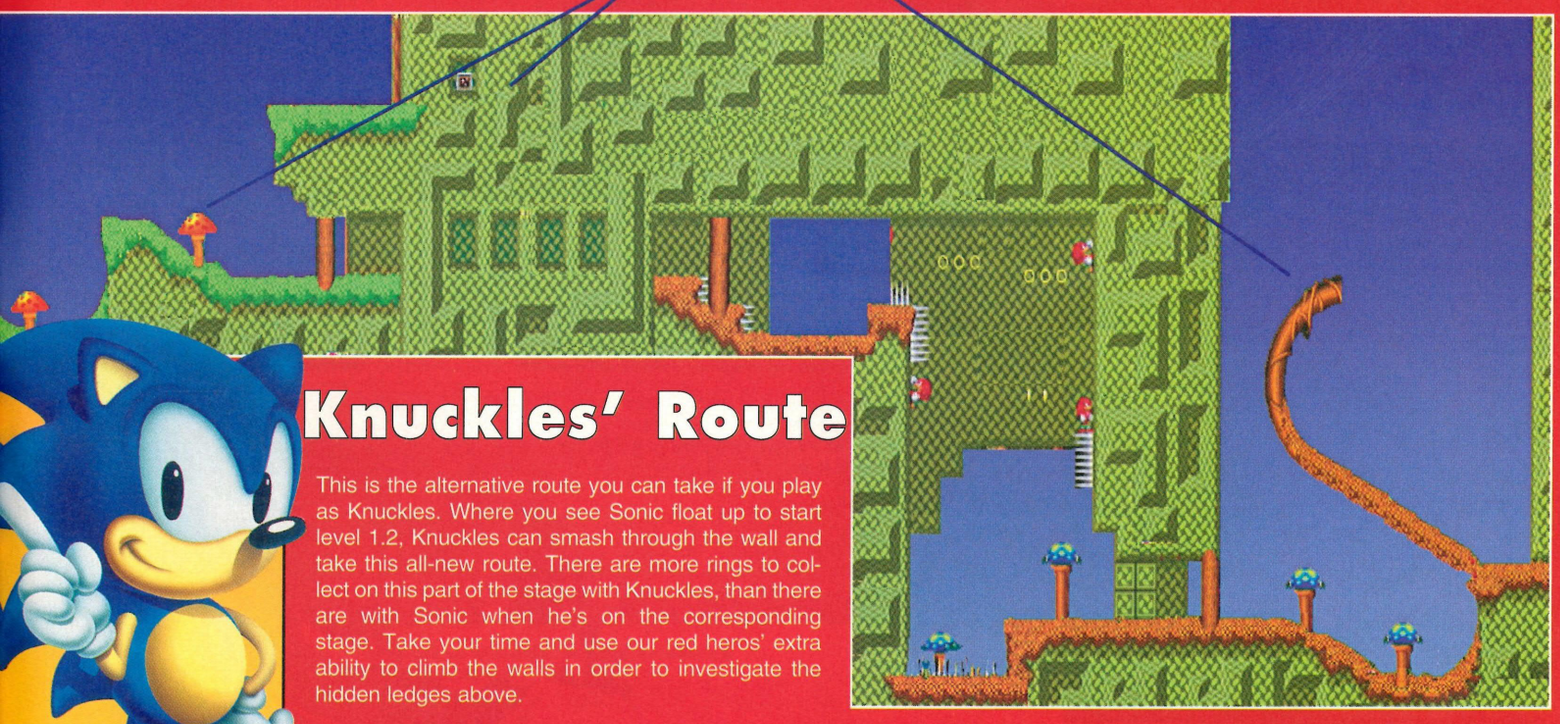
Before leaping onto the pulley jump onto the large weather cockerel. Once he's destroyed move to the right to find another large ring to collect. This takes Sonic to a new bonus stage.

Remember to trigger off the Star Post. At the end of this stage Sonic comes face to face with his biggest foe. So, if you lose your first battle with Robotnik, you only have to start from this point again, saving time and frustration.



Use this mushroom to jump up onto the ledge to reach the hidden power up tucked into the wall.

This is where the Knuckles level integrates with the Sonic level. As you go on he will face the same creatures as Sonic. The ending of the level is also the same.



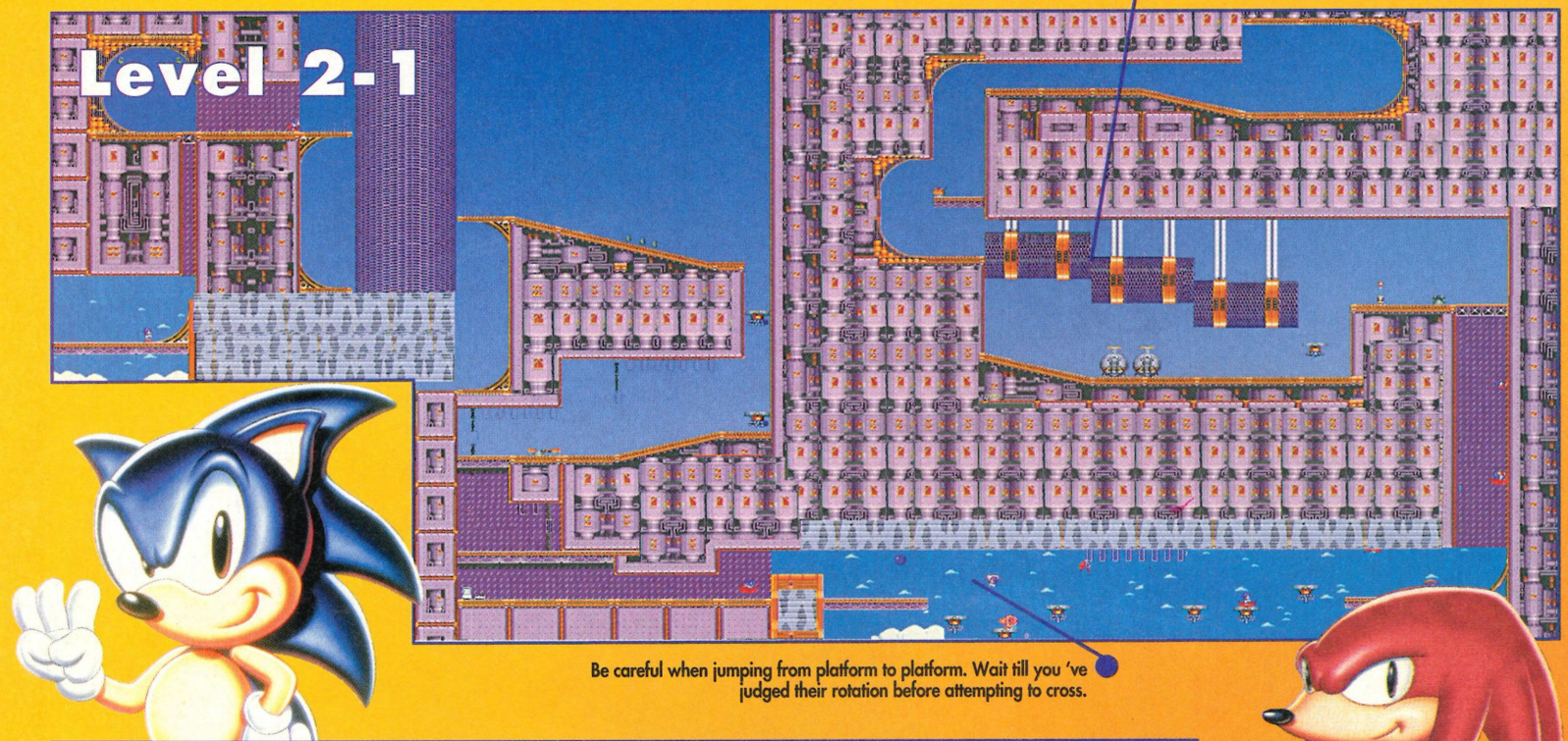
Knuckles' Route

This is the alternative route you can take if you play as Knuckles. Where you see Sonic float up to start level 1.2, Knuckles can smash through the wall and take this all-new route. There are more rings to collect on this part of the stage with Knuckles, than there are with Sonic when he's on the corresponding stage. Take your time and use our red heros' extra ability to climb the walls in order to investigate the hidden ledges above.

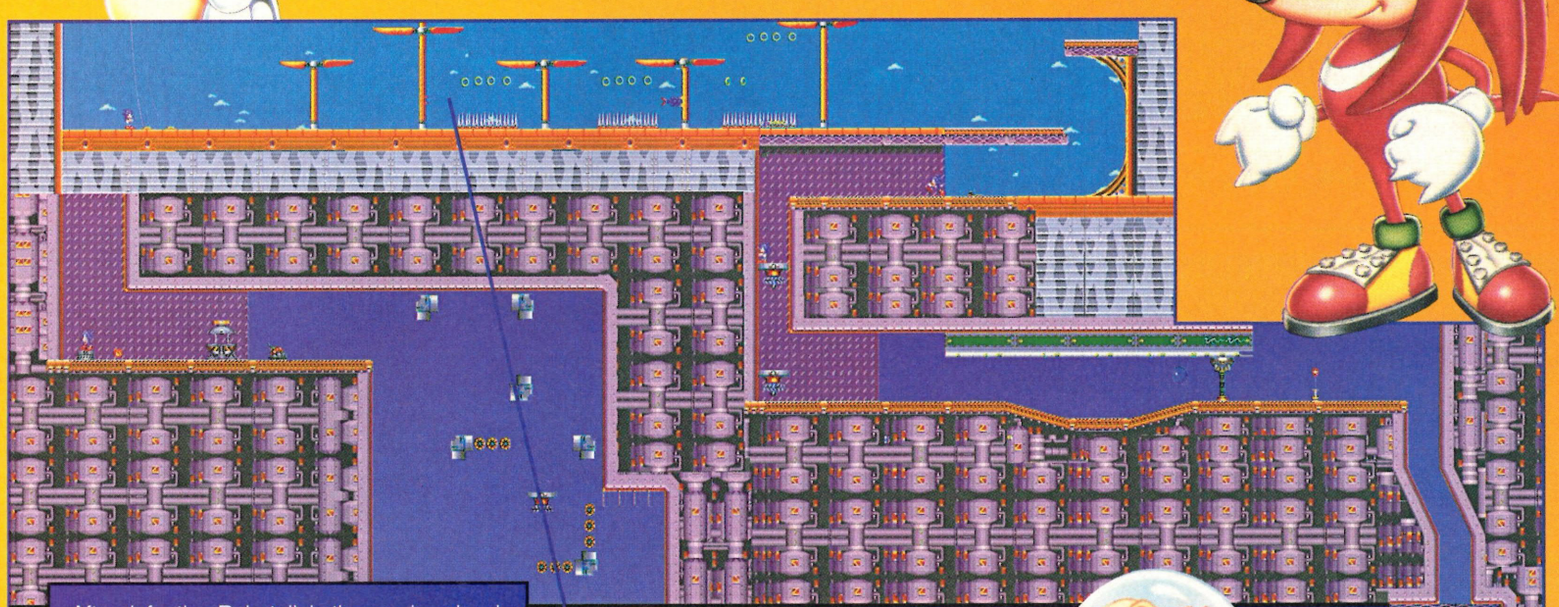
FLYING BATTERY

Level 2-1

To pass between these rotating drums place Sonic or Knuckles at the edge of the drum. As he reaches the top, move left as quickly as possible to pass across to the next drum.



Be careful when jumping from platform to platform. Wait till you 've judged their rotation before attempting to cross.

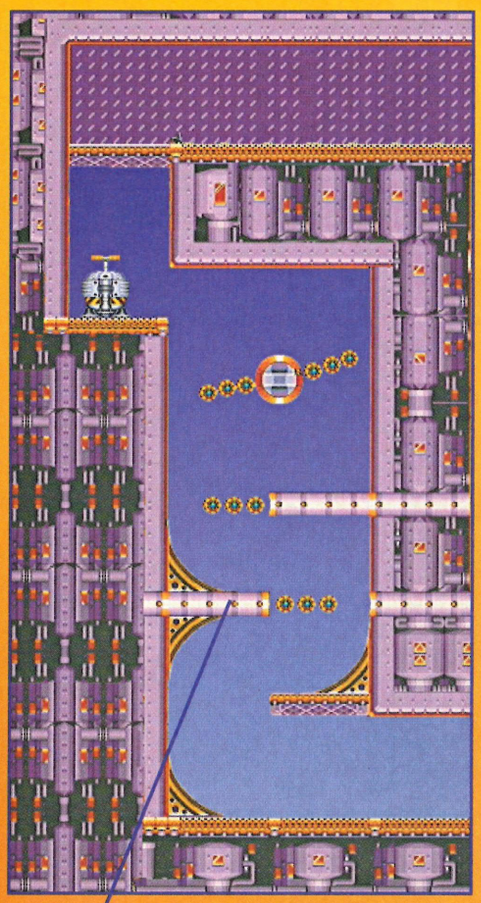


After defeating Robotnik in the previous level, you would have seen the tremendous end sequence where a large airship flies past you. The next level takes place on board that ship. After hitching a ride, you go about your duty to try and bring a stop to Robotnik's evil plans. This level see's Sonic trying to avoid all the traps set out for him by the bad guys.

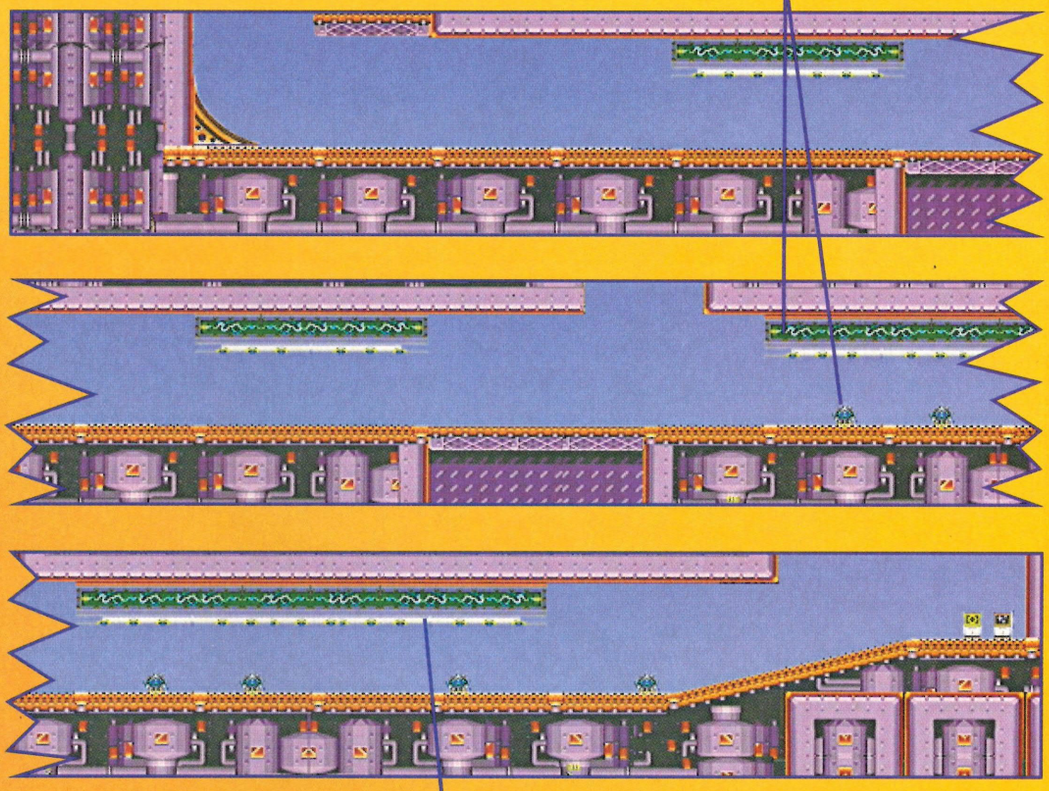
Take your time when approaching something you haven't come across before. If your Knuckles, try climbing every possible wall to look for hidden extras. They're out there, it's just a question of working out where!

When Sonic comes across the giant rotating blades that keep the ship in the air, jump onto the pole. This will cause Sonic to spin on the blade's pole. Now press your D-pad in the direction you want to go.



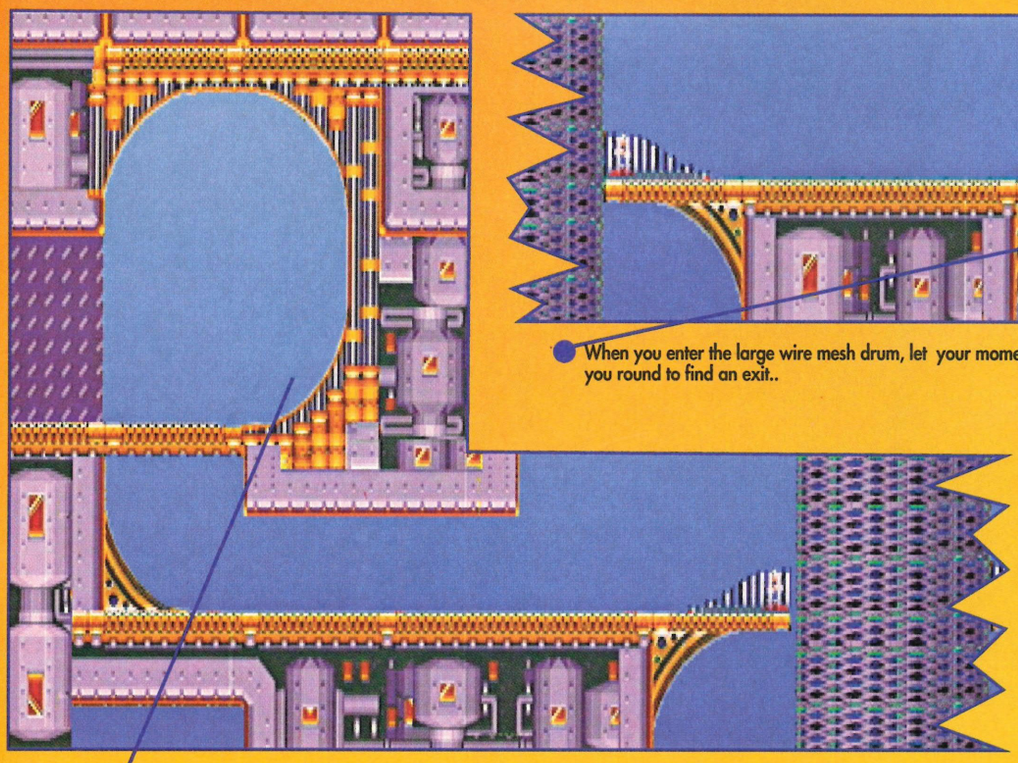


These large green electronic units placed around the ship are giant magnets. When you come face to face with the spike balls wait for them to be pulled up by the magnets, then run under them. Don't try to jump them!



To climb to the top of this section stand on each ledge. Now crouch down and cause your character to spin. He will then spin up to the next ledge. Keep repeating this procedure. Don't worry about the balls that appear, you can use these to stand on.

Again wait for the magnets to pull up the spike balls, then run under them. You can then collect the power ups



When you enter the large wire mesh drum, let your momentum carry you round to find an exit..

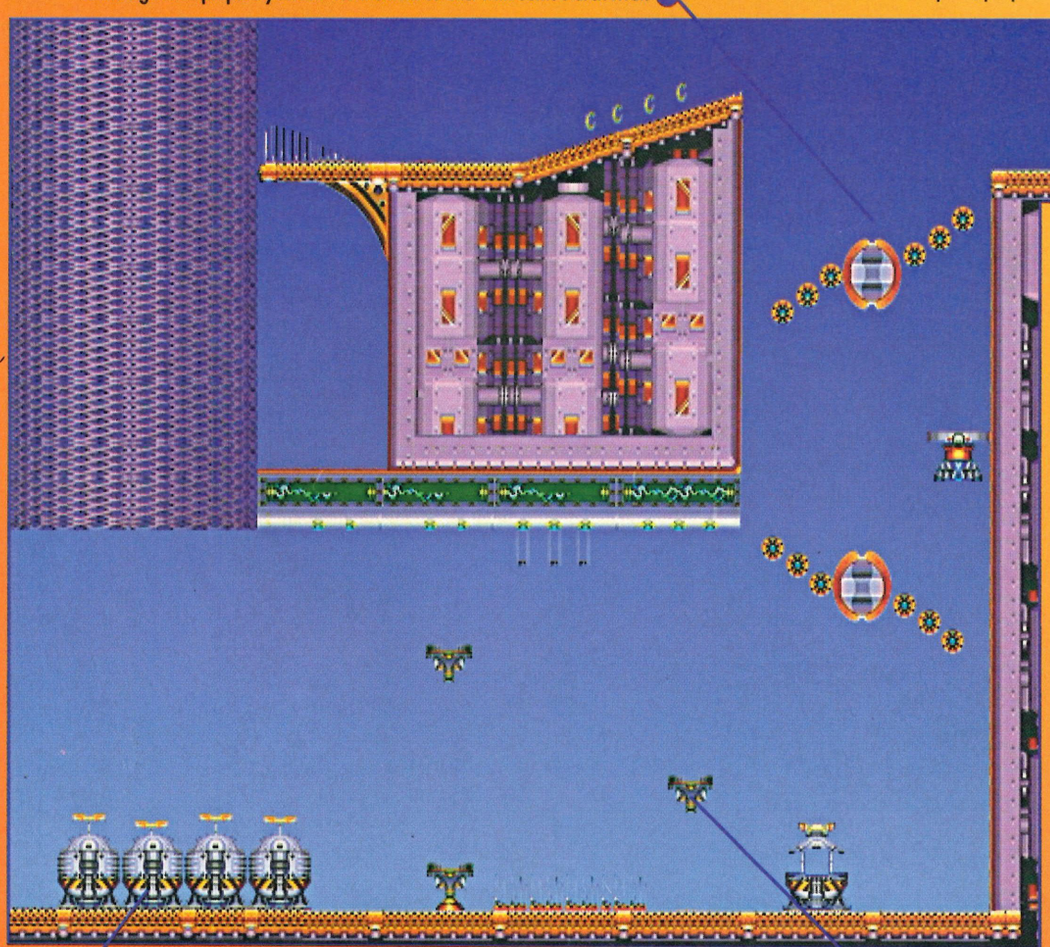
When you find this archway, pick up an awful lot of speed to complete a revolution and continue on through the level.



Level 2-1 Cont.

Here you are starting to get near the end of this level. When you've reached the rotating balls, jump to the left and collect as many rings as you can. Now leap across to the right and prepare yourself for the next conflict with Sonic's arch rival.

To cross through these drums you need to place Sonic very carefully. When on the small moving ledges wait until the ledge is as low as it goes before leaping into the drum. To exit get Sonic on the edge of the drum. Now, as the ledge reaches it's lowest point, jump down onto it to continue.



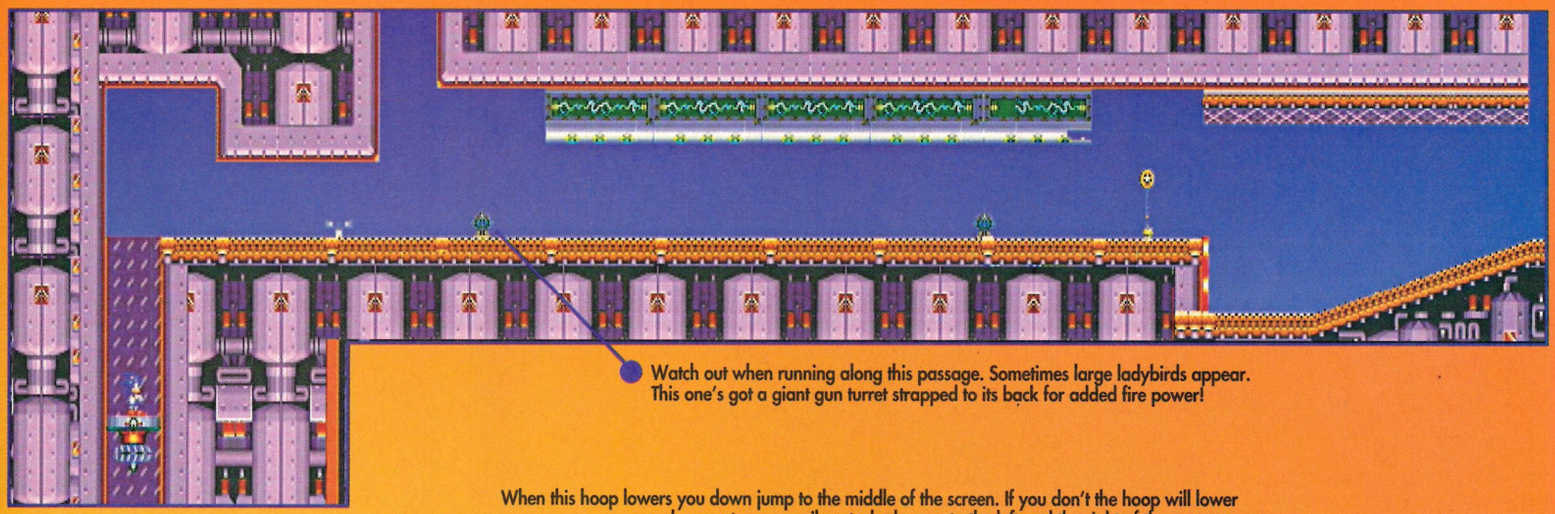
Guardian

This end of level Guardian is one of the hardest to defeat. Keep spinning on top of his head, then, when you see his eyes flash, get ready to leg it when he swings at you. Now jump off him and stand to the left or right. He will now hit himself on the head. Repeat this three to four times to destroy the crazed masochist!



When you jump onto these pods be aware that different thing come out of them. Some will have giant pistol-packing ladybirds, some rings to collect and some release the creatures that Robotnik has caged.

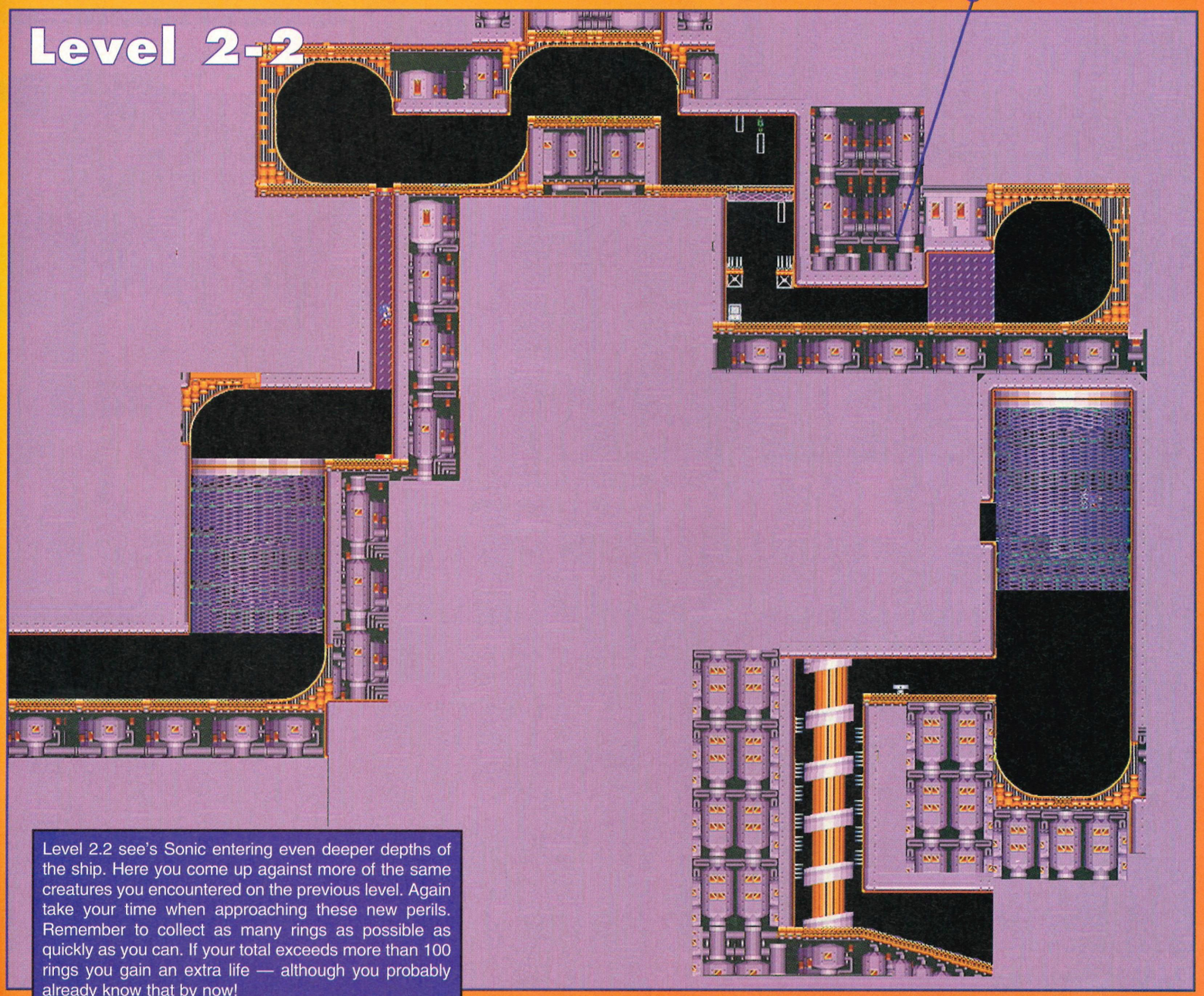
Use this moving platform to reach the top of this section. From there, jump onto the rotating balls and then onto another platform. Repeat this procedure again to reach the top.



Watch out when running along this passage. Sometimes large ladybirds appear. This one's got a giant gun turret strapped to its back for added fire power!

When this hoop lowers you down jump to the middle of the screen. If you don't the hoop will lower you down onto some spikes, tucked away to the left and the right of the passage.

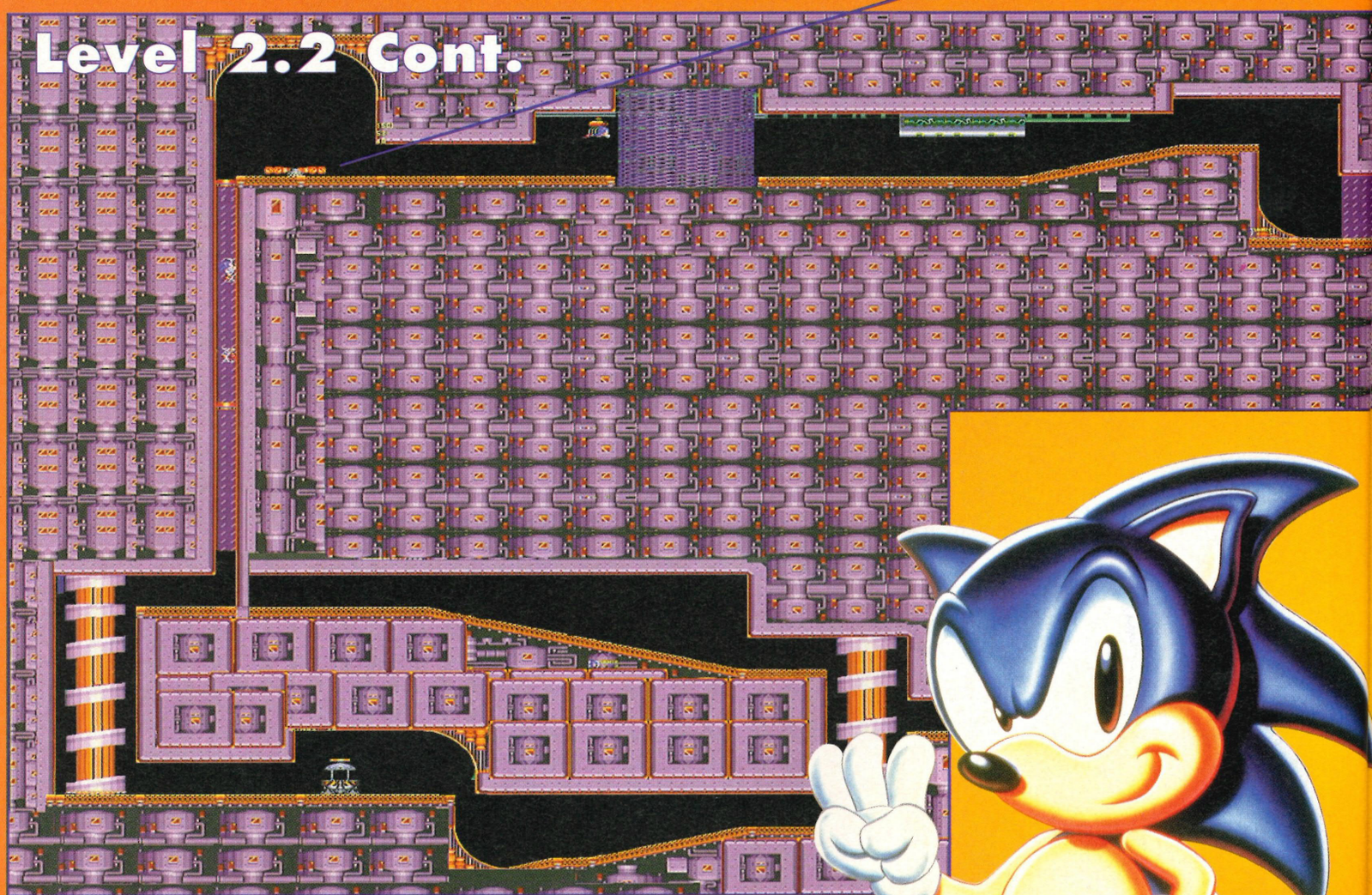
Level 2-2

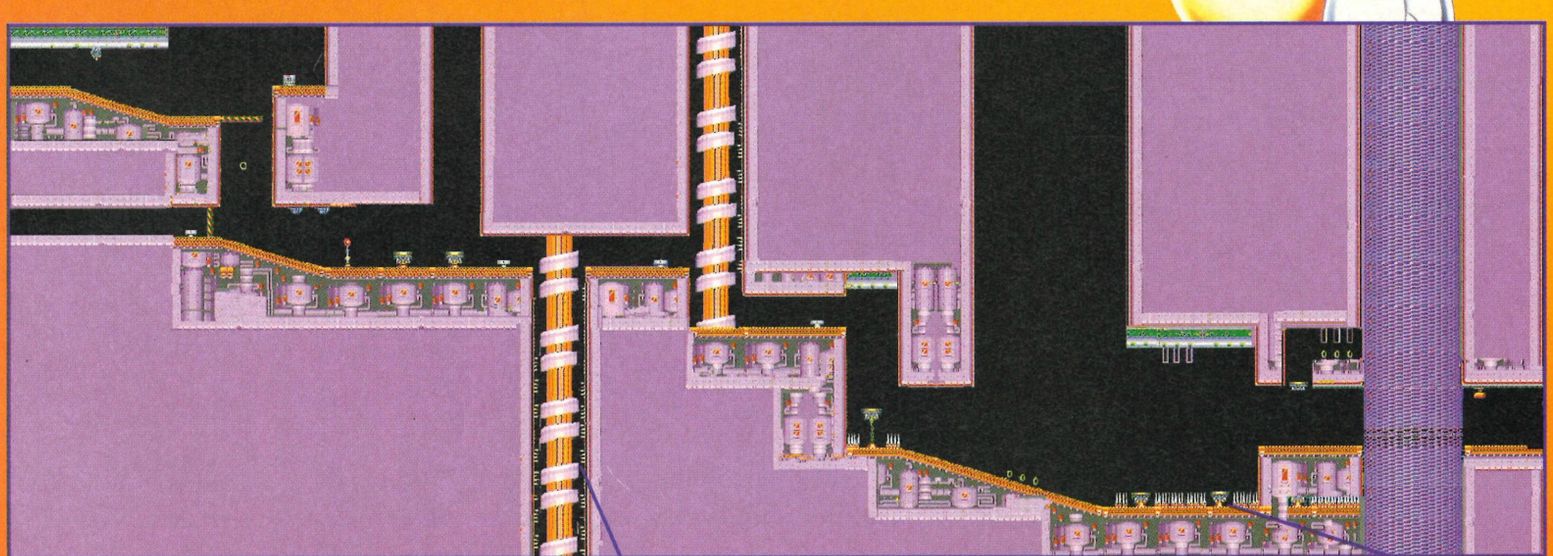


Level 2.2 see's Sonic entering even deeper depths of the ship. Here you come up against more of the same creatures you encountered on the previous level. Again take your time when approaching these new perils. Remember to collect as many rings as possible as quickly as you can. If your total exceeds more than 100 rings you gain an extra life — although you probably already know that by now!

Level 2.2 Cont.

After springing up the narrow passage be careful where you land. You will see a rotating unit that throws a ball of fire out. To stop it from doing this stand on top of it.

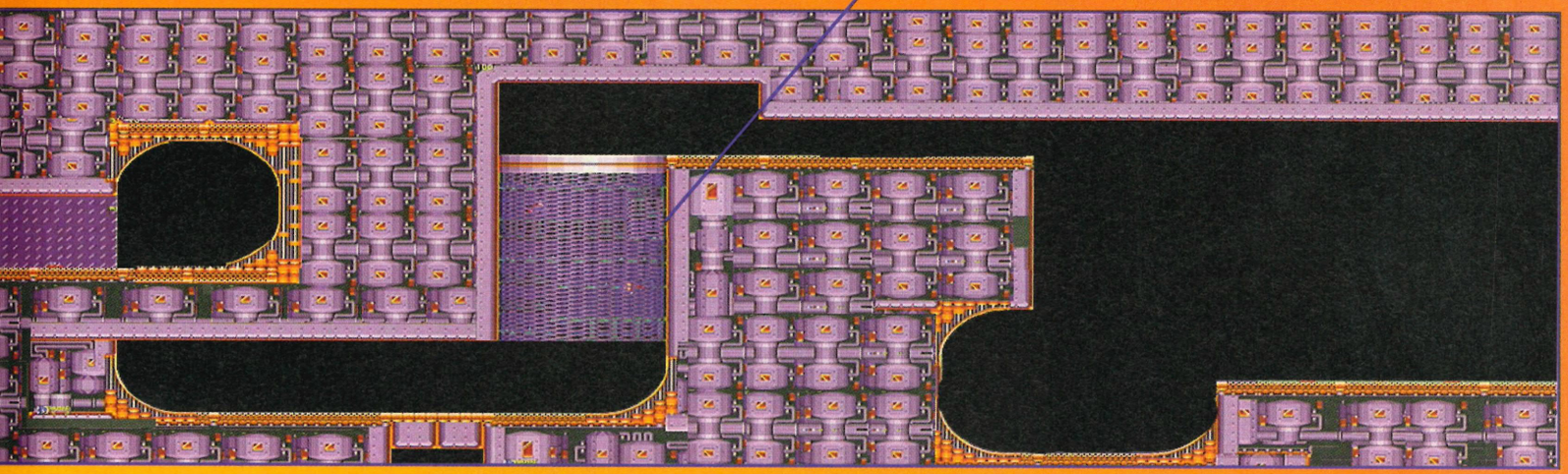




When you enter these spiralling passages keep to the centre. There are spikes situated on both sides, causing instant death to the foolhardy.

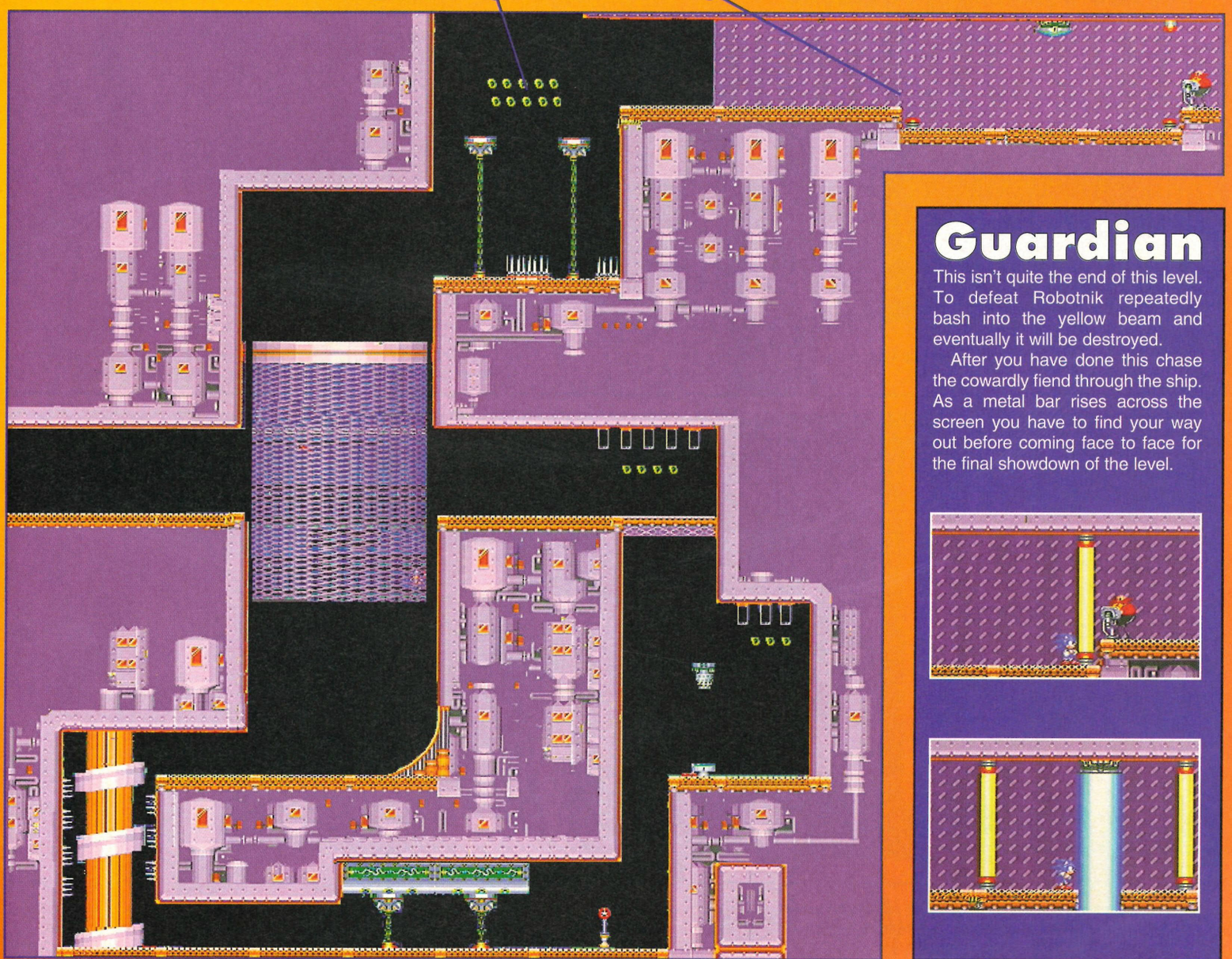
Don't try to jump across the spikes as this gap is just too far. Stand on the first platform and wait for it to climb into the air. Now jump onto the hoops and wait for the second platform to appear.

As you climb up the wire mesh drum keep an eye out for the rings that are hidden inside the drum.



You're getting nearer and nearer to the end of the level, so make sure you've collected as many rings as possible, including these ones here!

This is where you come face to face with Sonic's old enemy. He will trap you in this area if possible. Watch for the large beam that fires down at you.

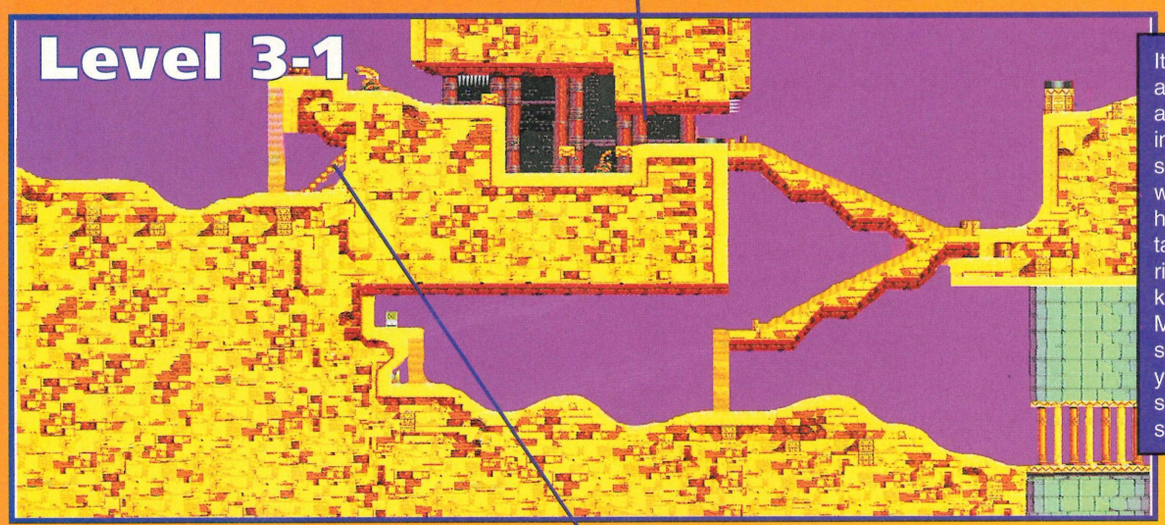


Guardian

This isn't quite the end of this level. To defeat Robotnik repeatedly bash into the yellow beam and eventually it will be destroyed.

After you have done this chase the cowardly fiend through the ship. As a metal bar rises across the screen you have to find your way out before coming face to face for the final showdown of the level.

SANDOPOLIS

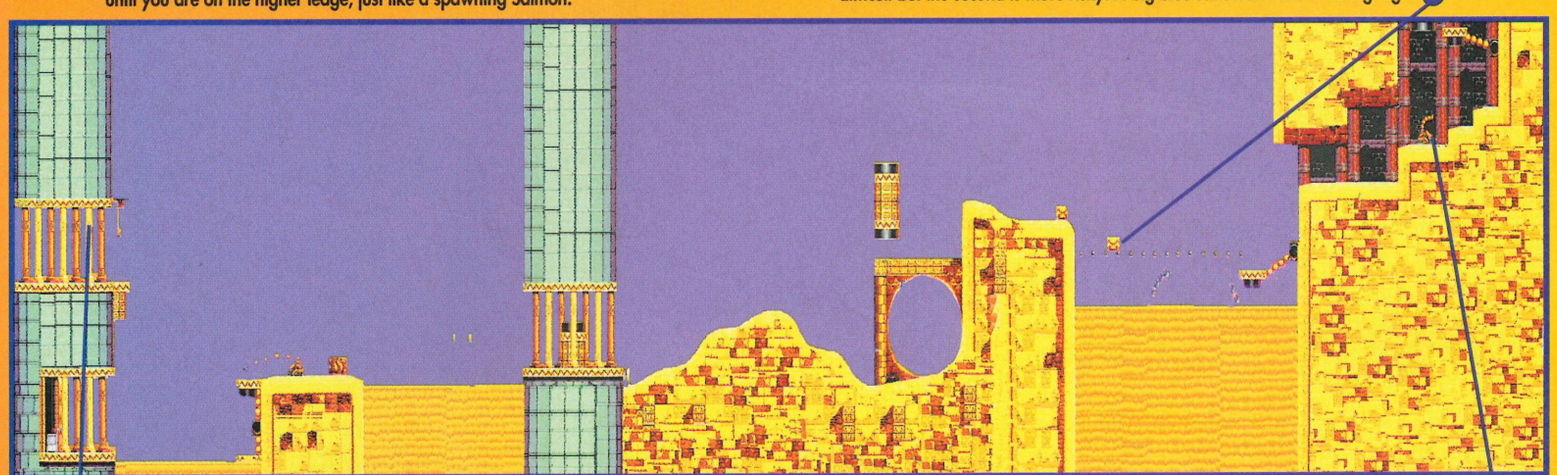


These pillars will rise up from the ground.. Outside in the open, this is not much to worry about, but in a confined space, you may find yourself crushed.

It's time to become a desert hedgehog and take on the traps and trials of the aztec ruins. Watch out for those swinging scorpion tails. There are plenty of spikes to jump and more than a few ways to get crushed. Power ups may help you on your way but most importantly, make sure you have at least one ring up your blue sleeve, or any little knock will make you a dead hedgehog. Mud slides and quicksand will take some getting used to but as long as you don't get too carried away with the speed of the game, everything is fairly straightforward and linear.

Run at full pelt into this springy net and you will be thrown into the mud 'waterfall'. By jumping, you can propel Sonic against the flow until you are on the higher ledge, just like a spawning Salmon.

Either push this block onto the cogs in mid air and ride it or jump into the quick sand and jump your way sluggishly through the quick sand to the platform. The first way is difficult but the second is more risky. A big blue sandworm lives in the gunge.

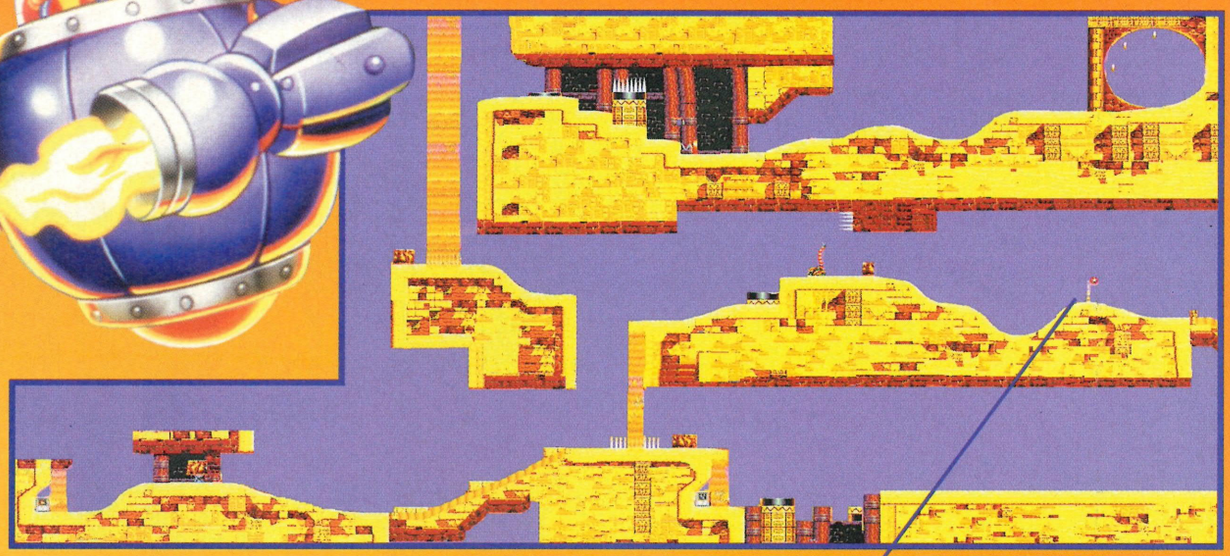


Use this device to swing down to the lower chamber and grab the power up. Alternatively, forget the power up and stand on the collapsing platform below, prepare for a mud bath and some frantic jumping action to survive.

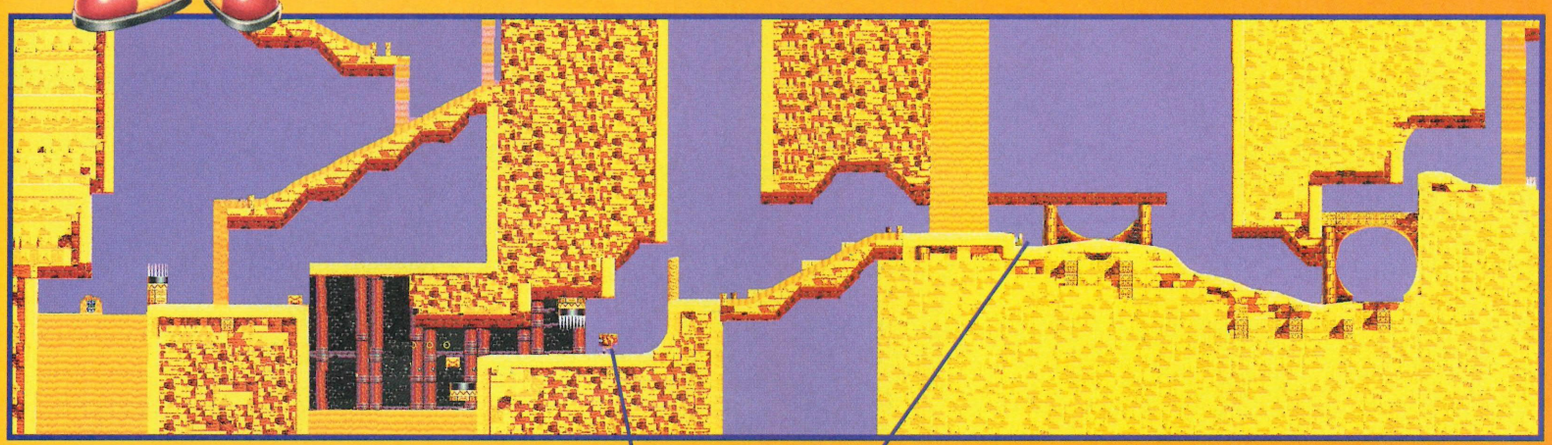
Careful of this Scorpion, as its sting can lash out quite a distance. Wait till it is facing the opposite direction before you make a break for it.





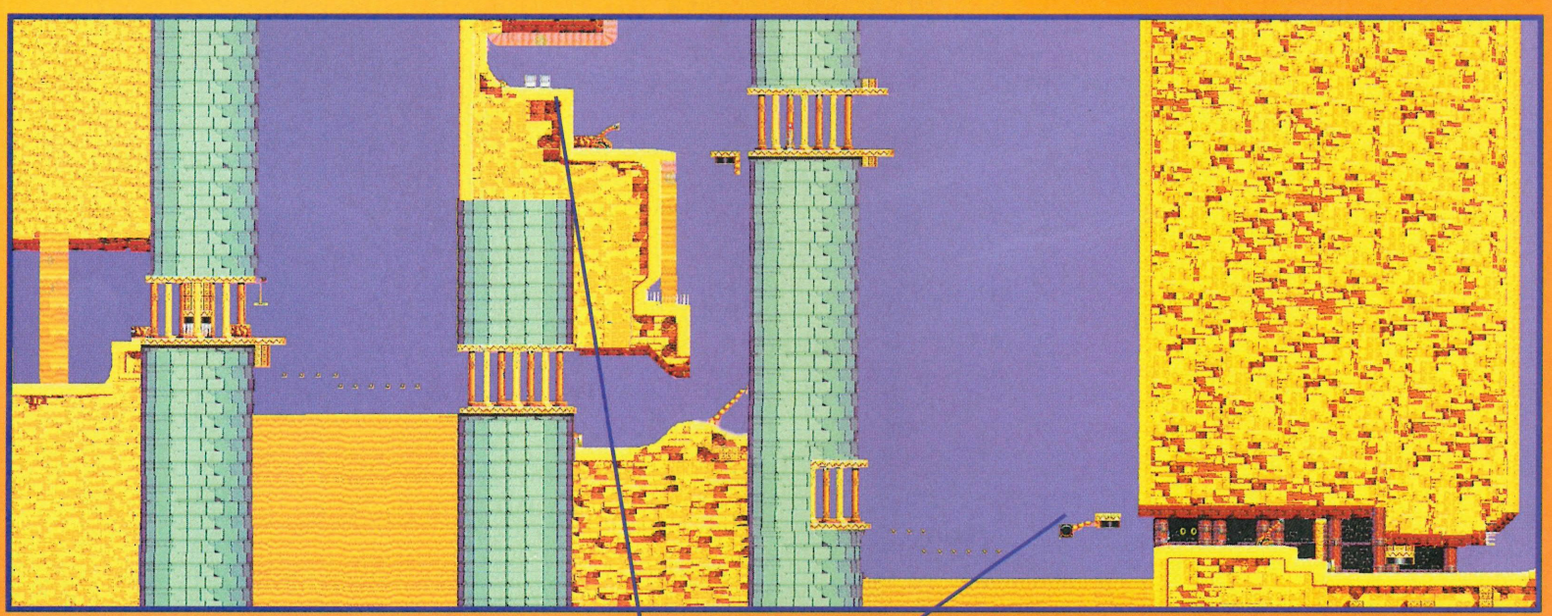


Aim for this position marker, so you do not have to restart back down the level if you are killed.



Bop this rock with legs on the head. Don't let him push you back into the spikes. If you fall back down the curve you may also risk being impaled.

Use this spring to give you good speed when you hit the loop.

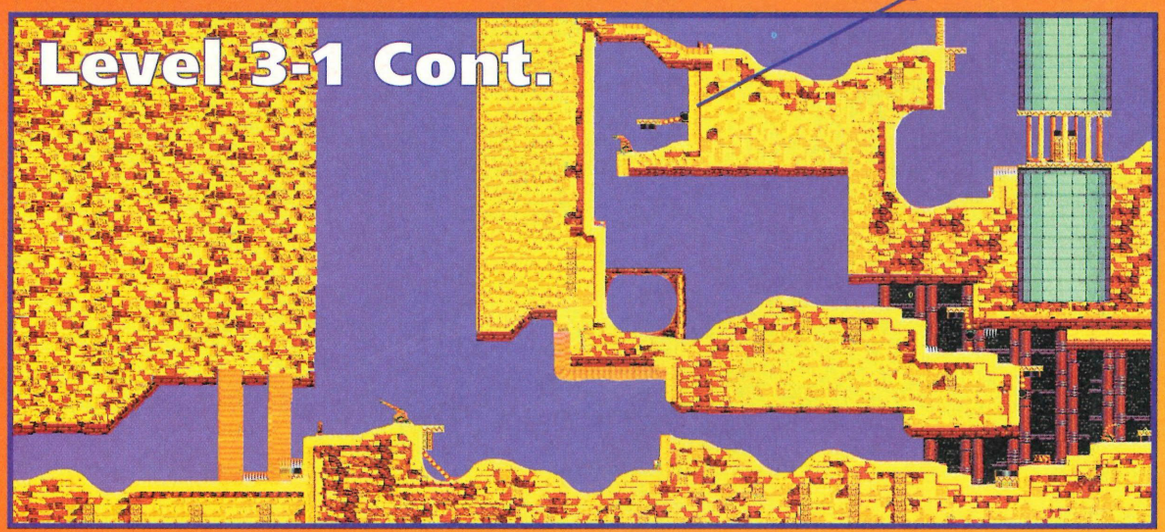


Unless you have an Action Replay then it is essential to tot up as many extra lives and shields as you can in this massive adventure.

You must mount this platform if you hope to make it to the tunnel ahead. Not as easy as you may think when you consider you are being hounded by sandworms.

Kill the Skorp first. Climb on to the platform. Jump left to increase your ring total and right to slip onto a small mud slide which enables you to progress further into the game.

Level 3-1 Cont.



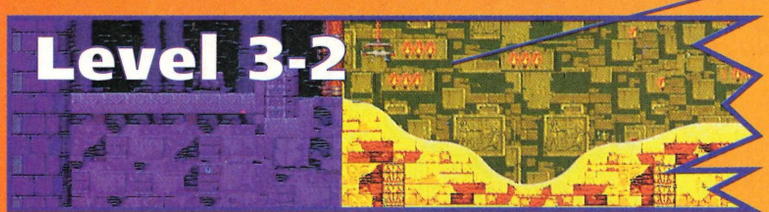
GUARDIAN

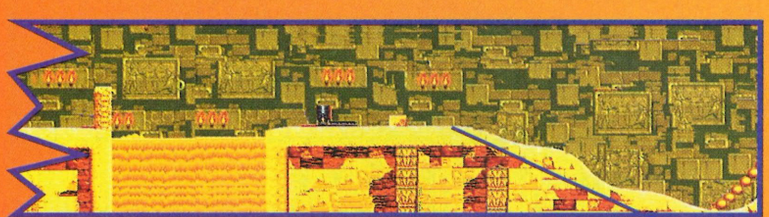
If this guy thinks he's Rocky then Sonic must be Rambo! Stand to the right of him. Wait until his head appears. When it does jump and spin into it. He crumbles and shifts to the left. He rebuilds himself, but keep repeating this attack method until eventually he is pushed over into the quicksand on the left. Rocks aren't renowned for their swimming ability you know.



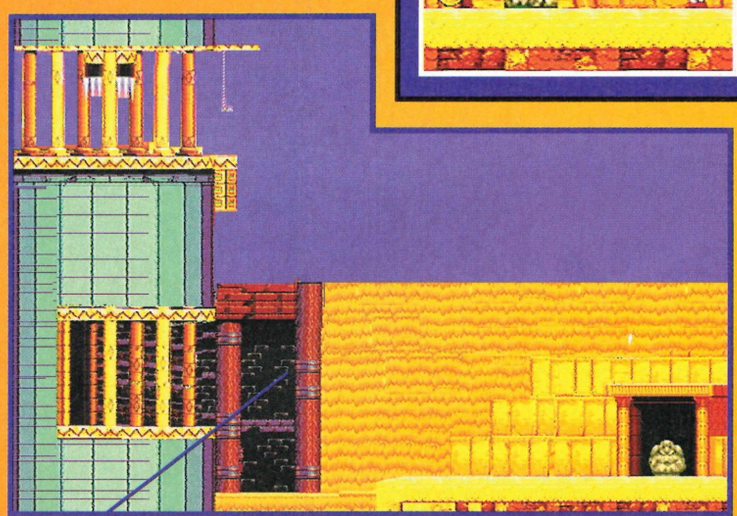
Act Two of Sandopolis is difficult. Throughout the act you must keep putting the lights on by pulling chains such as this one. If it gets dark then ghosts will attack you relentlessly.

Level 3-2





Push this stubborn black lever to the right to open a door further up the stage. It slides back to it's original position slowly, so you must move quickly after it is primed.



This is the final part of Act One. The pyramid rises out of the ground and the stone guardian emerges out of the door, at first a mere block of rough shapeless stone.



Sandopolis goes underground, deep into the heart of the ancient stone temple. One rule remains constant throughout, what ever you do, keep the lights on or be attacked by a barrage of vicious ghosts. Be patient with this stage, as you will have to overcome some big problems. You will inevitably get caught up in the mud slides at some stage but try not to get your knickers in a twist about it. Where there's a hedgehog, there's a way!

The dreaded mud slides. Argghl Is there any way off them once your on... Well, yes, of course there is. Keep jumping off the slides at hair-brained angles until you eventually land on something solid. There, it's easy...Or is it!



This lever opens the door to the right up on the big stony wall. To get to the door, throw yourself into the springy net. You are hurled over to the ledge to the top left. Push the block onto the cogs and jump on top of it. Ride it to the door. You must be quick!

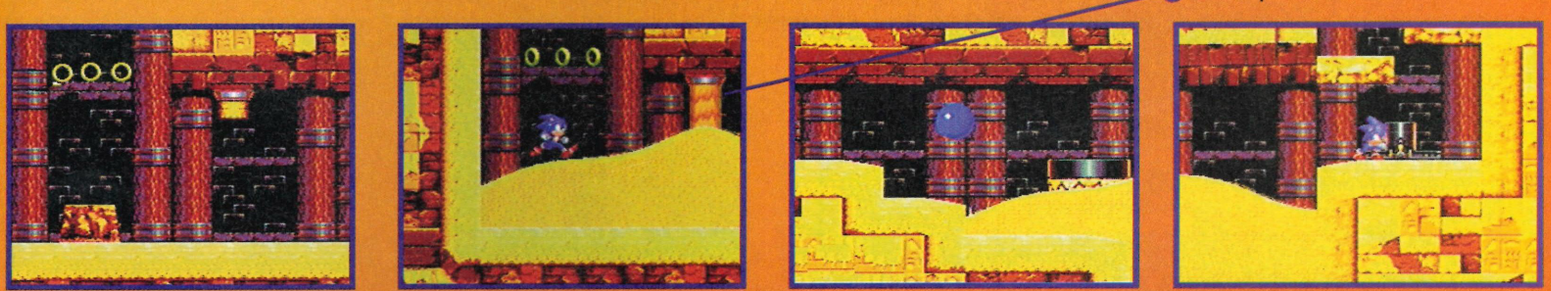


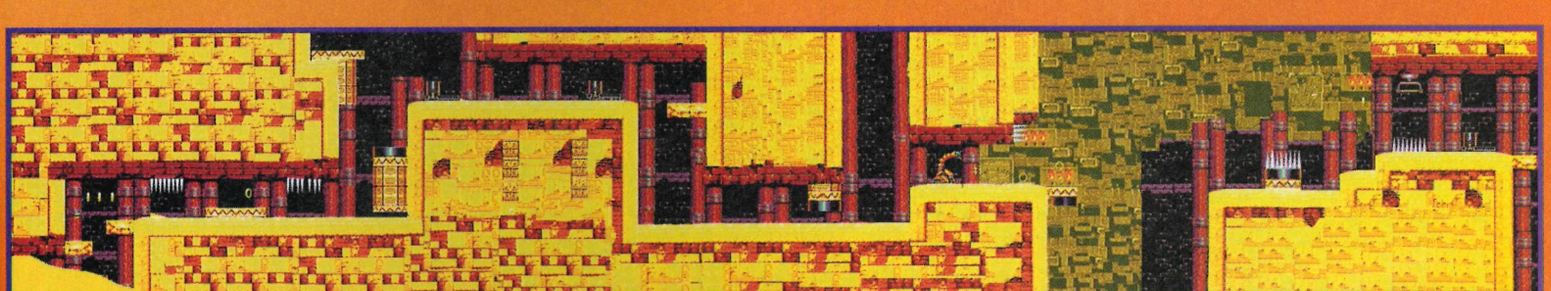
If you stand here, the floor gives way and you will land on the spikes below. Use the device above your head to reach the lower pillars.

Negotiate these platforms that move up when you stand on them.



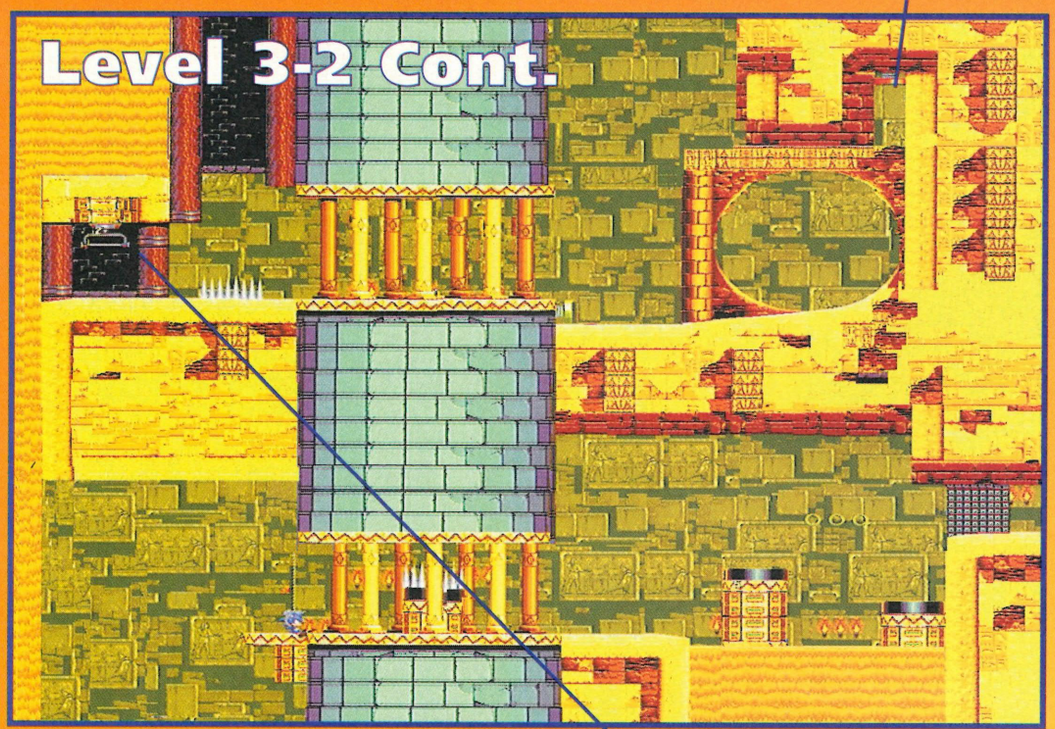
Knock this nozzle and sand gushes out. You must do this to progress but be careful. Always stay on top of it or slightly ahead. It chases you through tight, problem filled tunnels and gives you a couple of seconds to clear the path ahead.





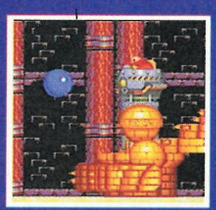
Coming out of the loop, you hit this spring at breakneck speed. Consequently you are thrown back down, below the loop and onto the pillar.

Level 3-2 Cont.



Pull this chain for the all important lights to stay on and keep ghosts at bay.

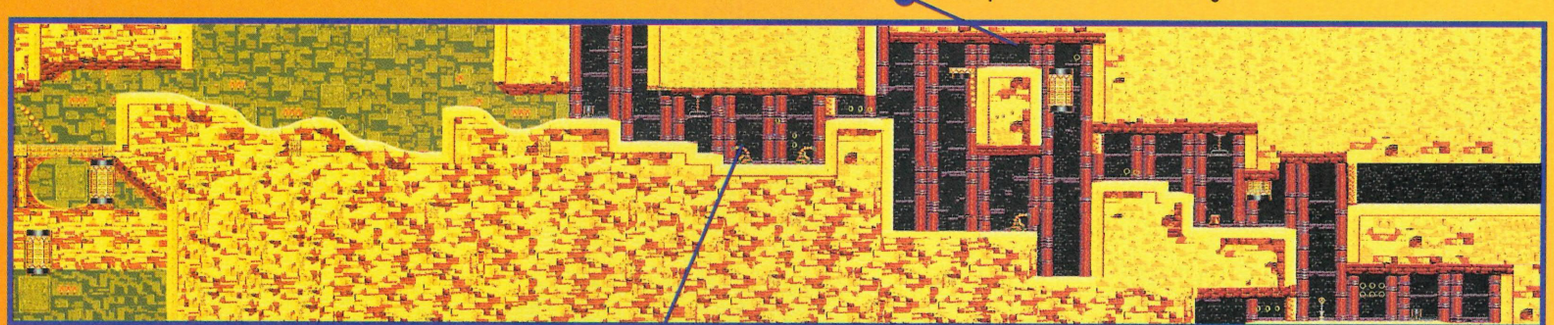
GUARDIAN



When this Robotnik beast moves forward jump on its claw in the foreground. From here spin onto its head. A layer of its stone armour falls off temporarily. Now attack again so the metal pod glows white. Keep this up, at all times avoiding the lasers blasts that are fired at forty five degree angles to the ground. Be quick or you'll be pushed into the wall.

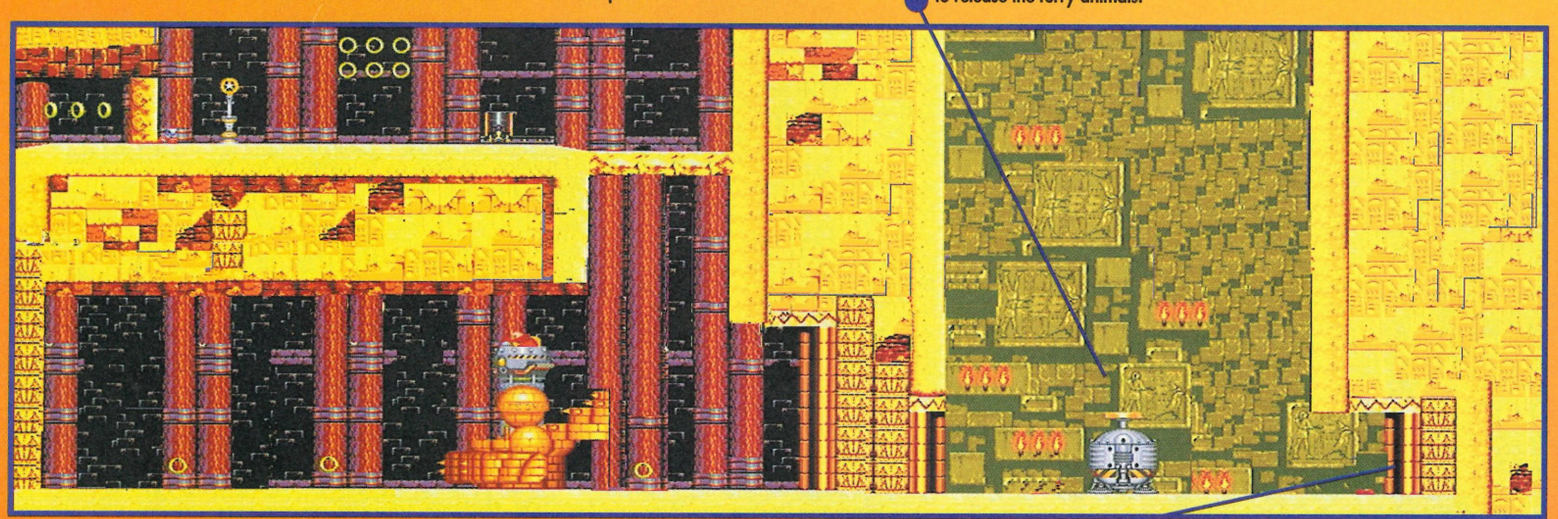


Make your way around the top of this stone block, down onto the pillar and then across to the right.



Double trouble awaits unwary hedgehogs in the form of two Skorps.

After the guardian is destroyed you can jump on this to release the furry animals.

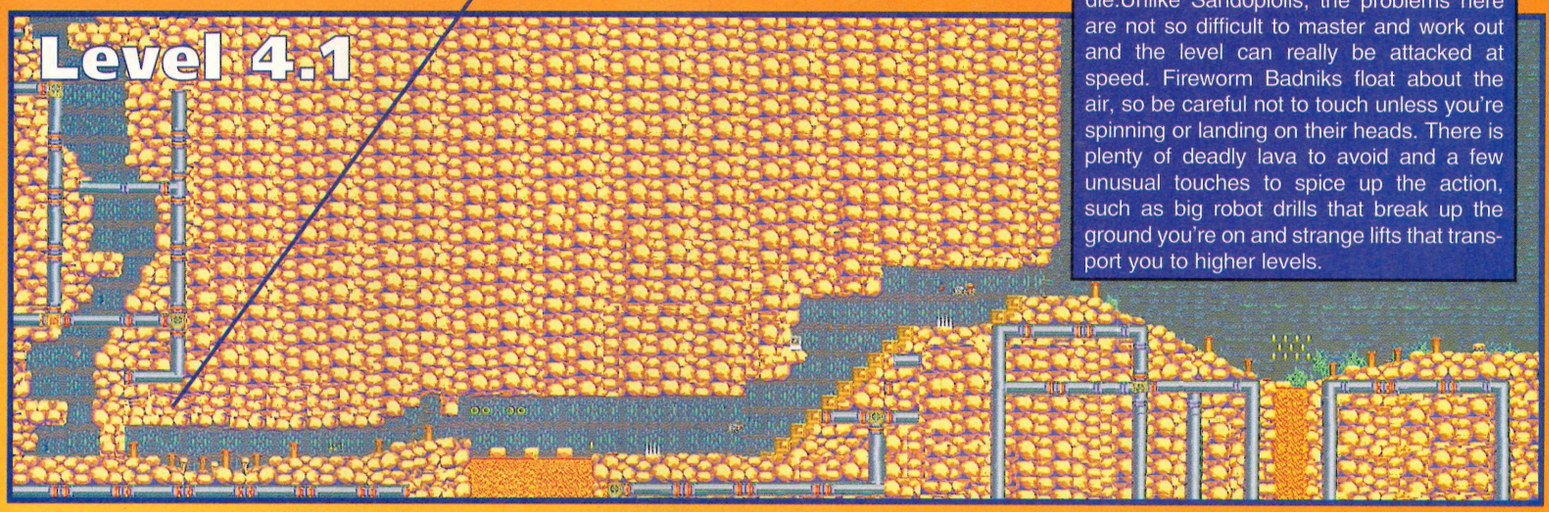


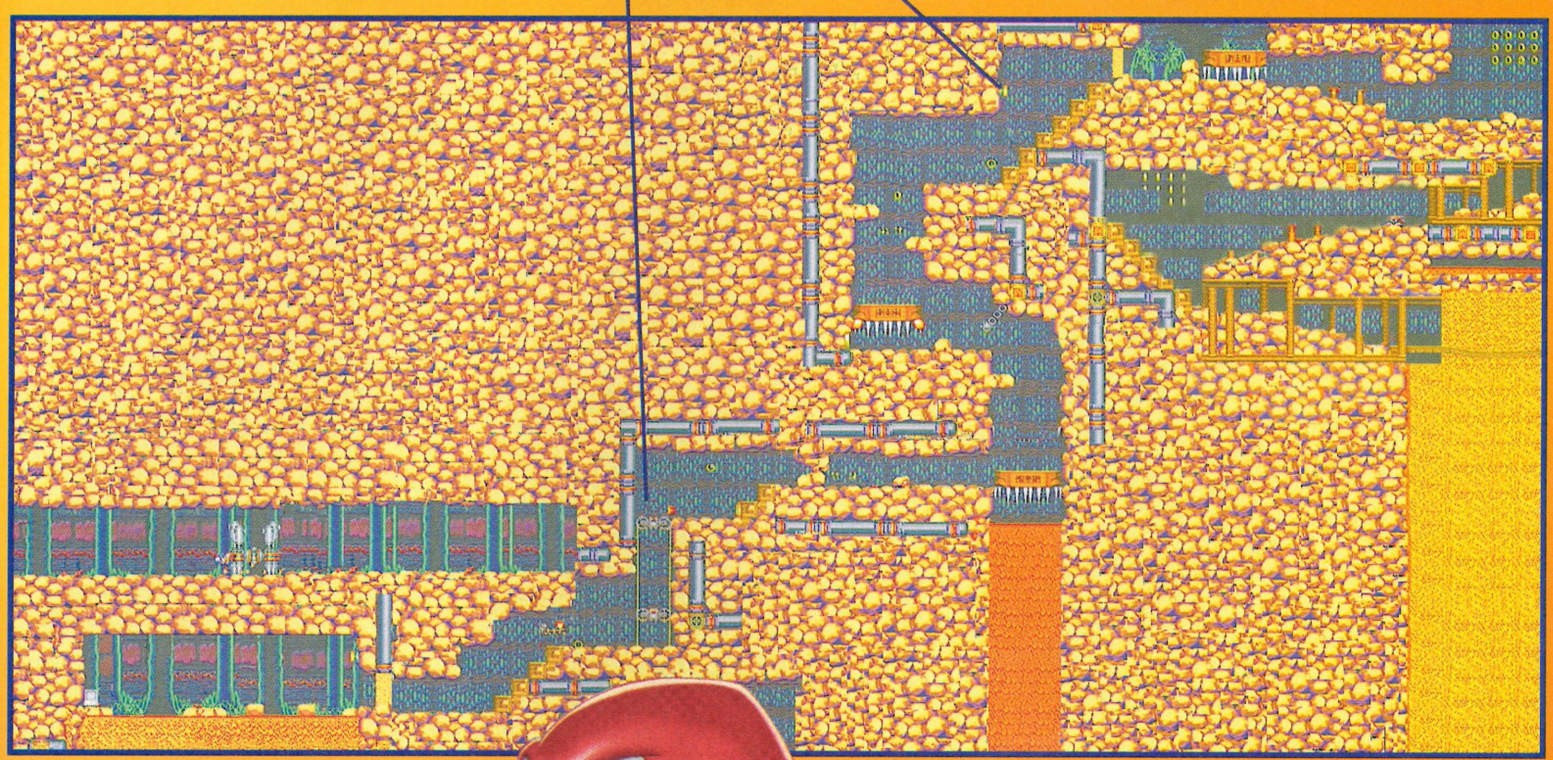
Head for the exit when you have released your furry friends.

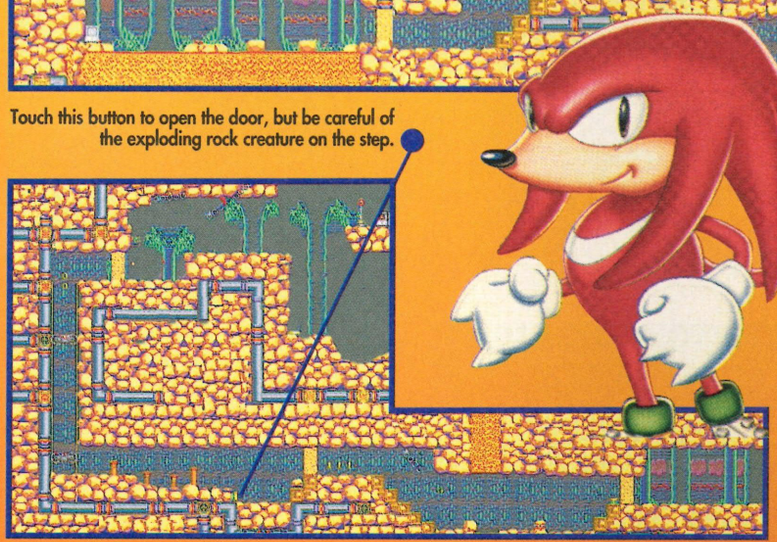
LAVA REEF

Level 4.1

Lava Reef is hot, but not too hot to handle.Unlike Sandoplolis, the problems here are not so difficult to master and work out and the level can really be attacked at speed. Fireworm Badniks float about the air, so be careful not to touch unless you're spinning or landing on their heads. There is plenty of deadly lava to avoid and a few unusual touches to spice up the action, such as big robot drills that break up the ground you're on and strange lifts that transport you to higher levels.









Above the wall is a gun that fires pellets at you. Hit it and the door opens. Now time your dash past the spiky ball. When you pass it, it's released and it chases you, so get a move on.

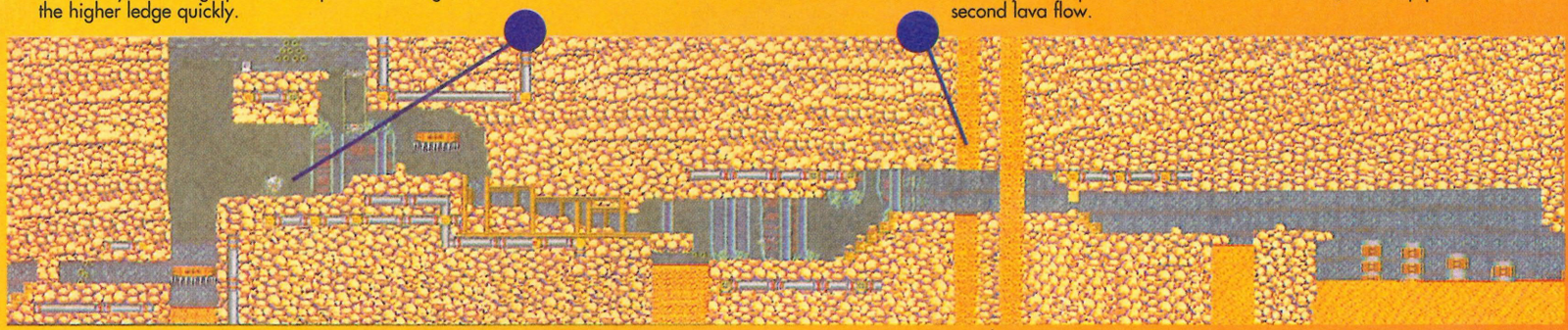
This is a ramp. If you go down here at speed you will clear the lava easily.

Level 4.1 Cont.

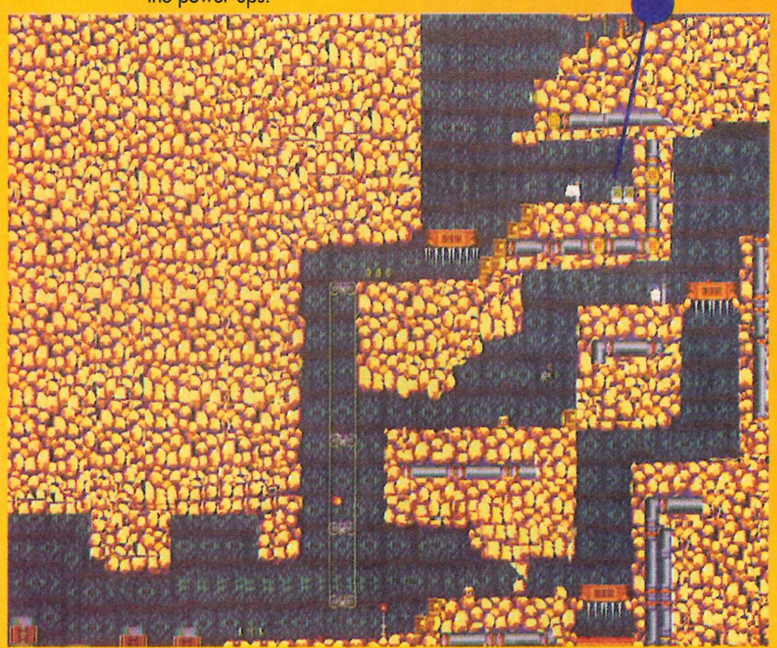


This spiky ball is not stationary. It rolls from left to right in a frenzy, churning up rock. Jump over it and get to the higher ledge quickly.

Lava intermitantly falls from the ceiling. Study it for a few seconds to time your leap to the safe zone in the middle, then hop past the second lava flow.



20 rings can be snatched up here, but be careful of the nasty steam that puffs out of the pipe before you reach the power ups.

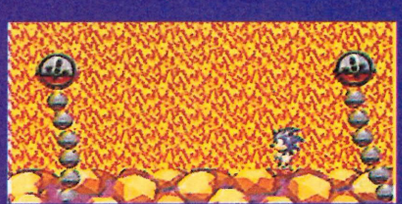


You are near the end now, with just a few tight tunnels to race down. The only obstacles in your way are a couple of Badniks and a pipe bellowing clouds of steam.



GUARDIAN





First avoid the two robot chains. They shoot out little bullets so hide in the corner. When they descend bounce on the metal disks on the end of them. The next phase is a big hand that chases you from left to right. When it pauses, it will come down on the earth it is looming over, in a grasping motion.Spin and jump on it when it is grabbing the ground. The hand is fairly slow so take all the time you want and be accurate.



Jump on this spring and collect rings and a flame sheild.

Be warned ! Do not touch these Robotnik symbols or you will loose your wings or a life.

Level 4.2



Descend further still into these colouful caves. Less rough and ragged than the first act, these caves have a man– made feel, with plenty of flame throwers installed to set your fur on fire, and spiky things to bump into. You'll have your work cut out for you and the toughest Guardians so far push your abilities to the limit and then some! You will need to practice precise jumping to complete this level.There are many stages that require exact placement of your character to survive or even just progress further.



These spiked balls are sucked up to the ceiling and then dropped a few moments later. When they are up, shoot past them at speed.

Waaa! Watch out for this triple trouble, in the form of three long range blasts of fireballs. Jump over them when they have died down.

Level 4.2 Cont.



Jump on to a platform on this revolving belt. It takes you to a higher level.

Tricky business, these moving platforms. A couple of them have spiky balls circling them, just to keep you on your toes.

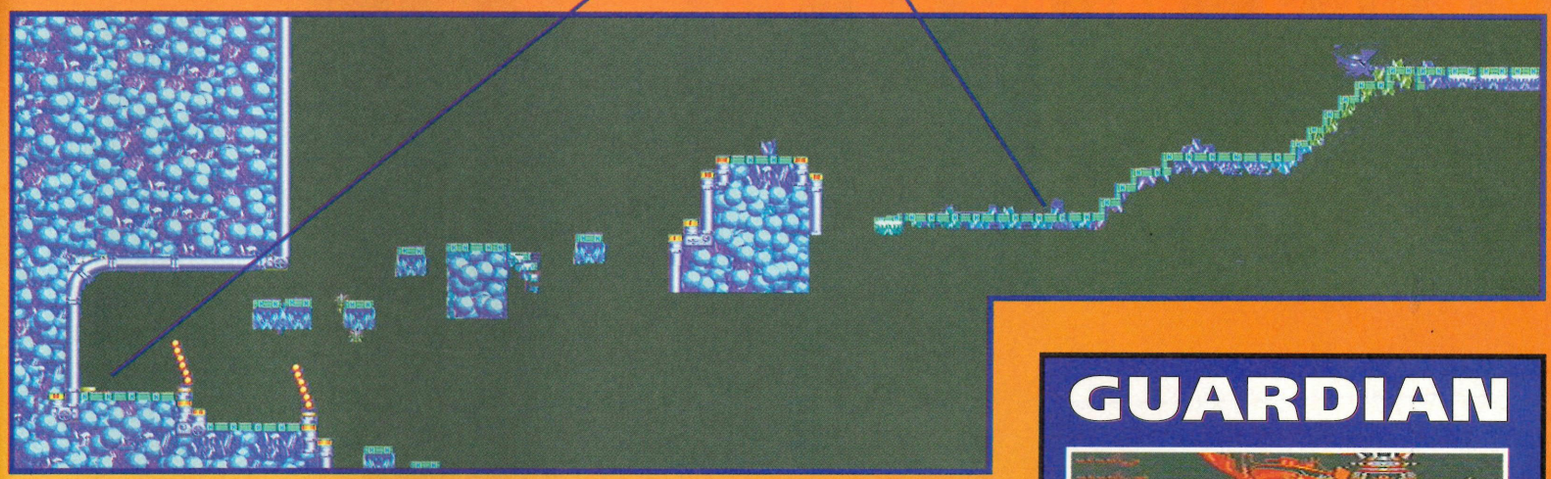
Jump up to these huge revolving steel poles and grab the handles. When it swings you around, so that your feet are pointing toward the ceiling, let go and you will fly up to the green floor above.

Pelt down here to accelerate off the ramp.

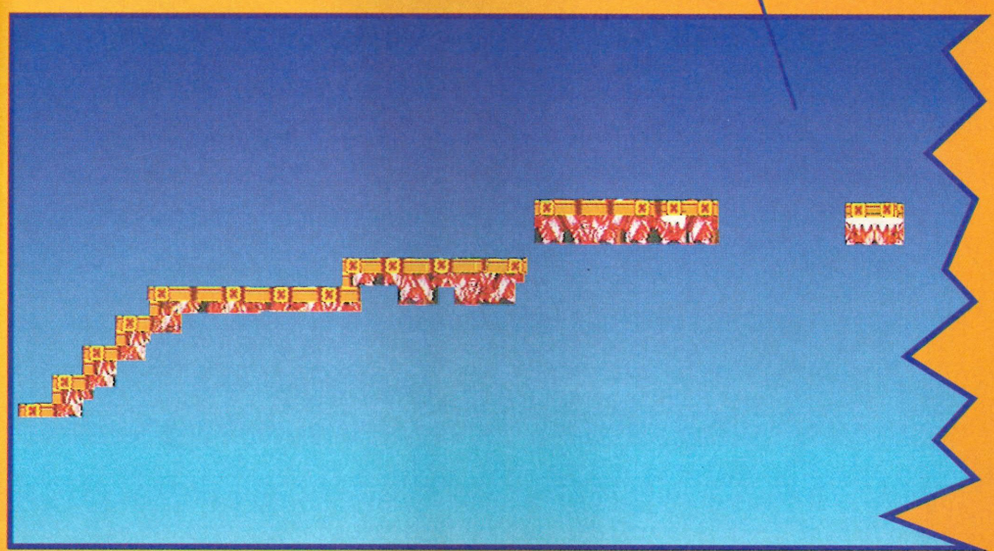
Plenty of fire spouting guns in the walls at this stage. Tread carefully or you'll end up roasted.

When you zoom up this bend, do not jump or press any button until you want to fall off onto a platform.

This thin platform is a taste of things to come.



Keep up with this fast scrolling level, or you will perish. Some sections fall out when you walk over them. Not a problem unless you decide to stop.





These platforms fall down with the lava so you must jump from platform to platform very swiftly in order to survive.

GUARDIAN





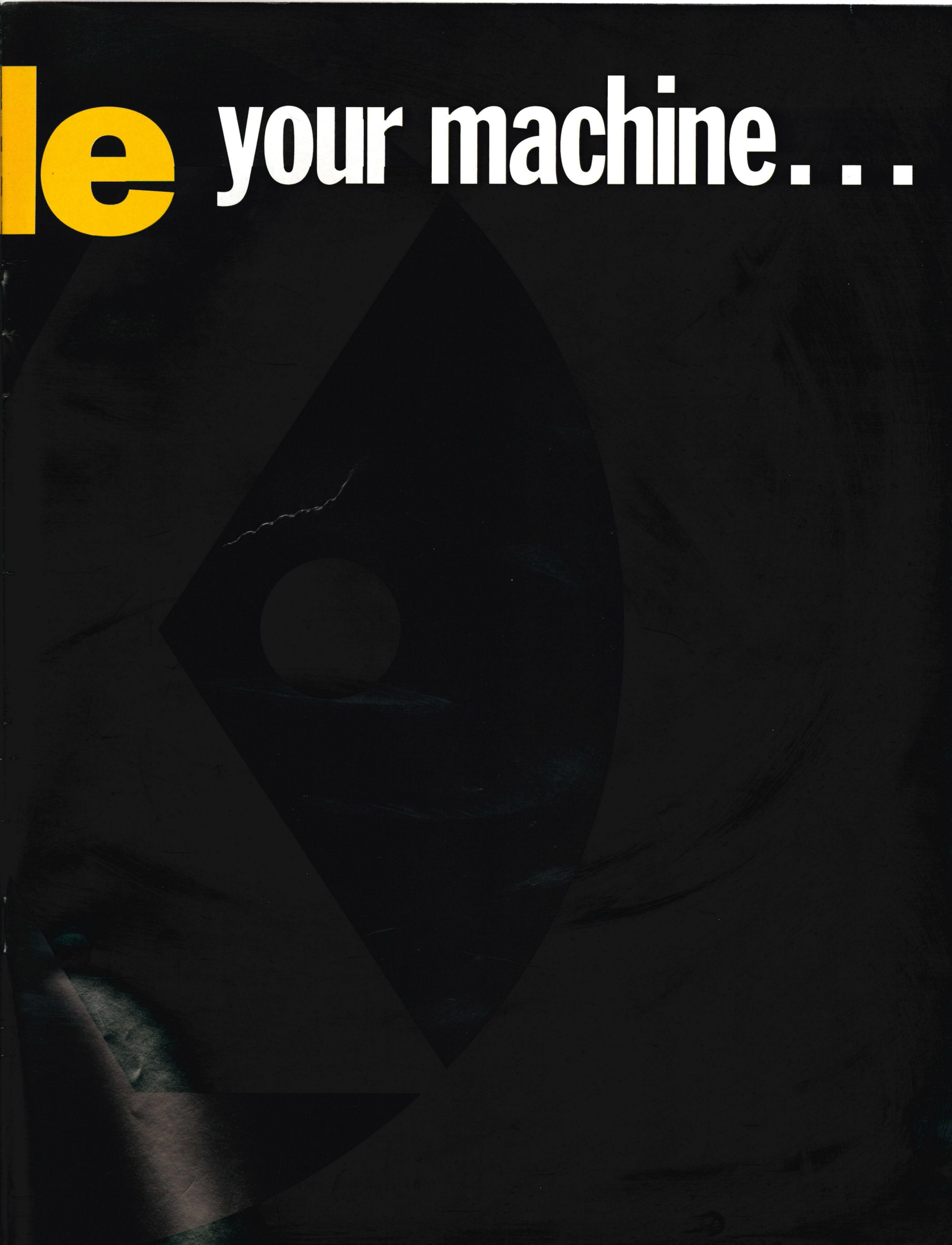


The top picture is an early guardian that showers Sonic with missiles. The second is more sophisticated. He pops up to the left then the right and makes the lava flow toward it at a gradient. You have to jump onto stepping stones that are sliding down with the lava. Careful not to touch the lava when you jump. Robotnik also throws little mines at you which you must also evade. The mines eventually slide back to Robotnik if they miss you and blow him up.

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