

# U.S. NATIONAL VIDEO GAME TEAM'S SUPER PLAY

# SUPER STRATEGIES FOR WINNING BIG!



## FACT-FILE

Manufacturer: Sega  
Machine: Genesis  
Cartridge Size: 4 Meg  
Number of Levels: 20

Theme: Action  
Difficulty: Moderate  
Number of Players: 1  
Available: Now

## HE'S SUPER SONIC!!!

The most famous hedgehog in the world is about to be blown away as the U.S. National Video Game Team gives you tips and strategies to help you play your best. Take a look at these awesome maps that when combined with our special techniques you'll send your Sonic scores into the stratosphere.

## GREEN HILL ZONE 1 ACT. 1



For the fastest way  
to finish use the  
bottom tube.

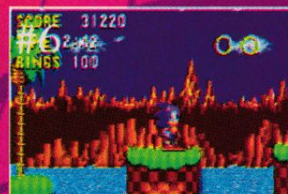


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## GREEN HILL ZONE 2 ACT. 2

In this level, get all of the rings up to point 1. Use a light tap and jump to the left of the spikes to find the secret room. Break through the wall to the right and stay on the lower part of the level. When you get to the red springboard, use it to get you on top of the loop and collect the 1-UP. Collect 100 rings without touching the lamp posts and then die.



*This is one of many 1-UP loops in this game, memorize these techniques to boost your skills!*

**RINGS 100**



## GREEN HILL ZONE 3 ACT. 3

The 1-UP loop in this level is a bit more complex than before. First collect the 1-UP on top of the loop at the beginning of the stage, then collect about 50

rings before doing the next step of the trick. Once you have 50 rings or more run to the location shown in point 2. Bust through to find the secret tunnel that will take you below the level. When you get to the yellow spring board, jump over the spikes to find a secret room with 50 rings and another 1-UP. Die and repeat this to max out your lives.



*This is the easiest level in which to maximize the number of lives that you have, so take advantage of it before going on.*

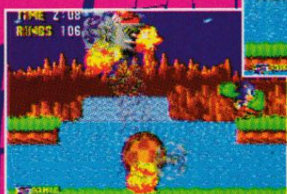




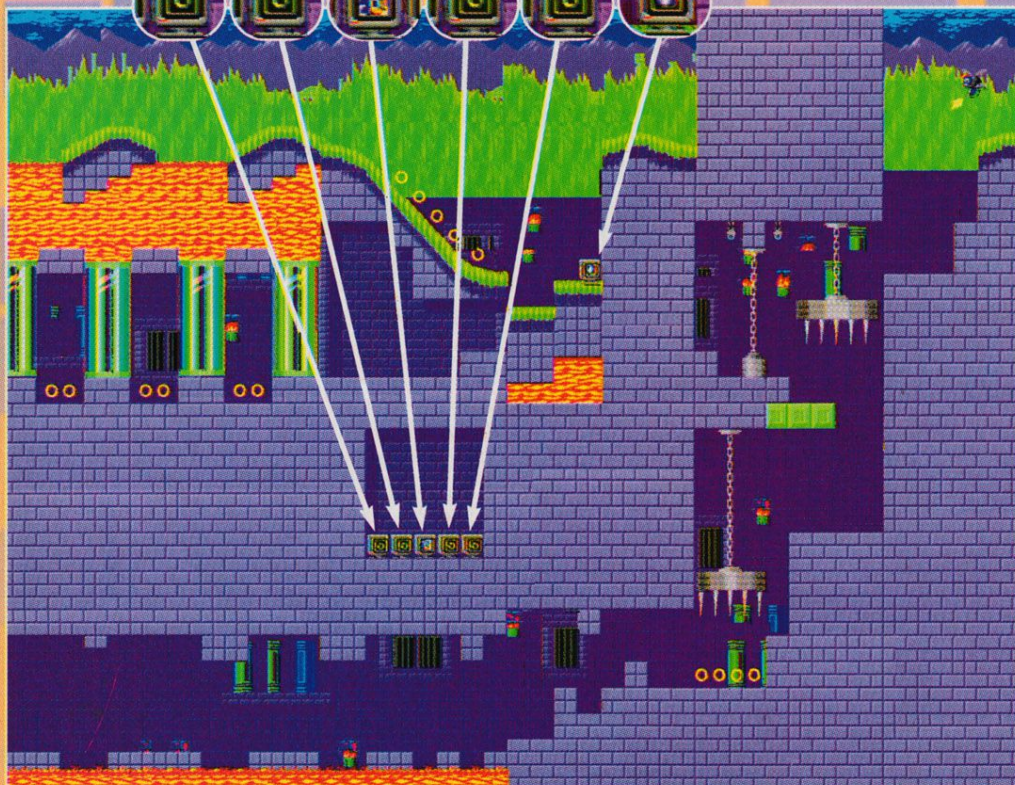
# BOSS 1

Before going against the first boss, run and jump through the top of the tree right before the bridge.

Just jump into the boss eight times to send him running. Now rescue your animal friends from the demented Dr. Robotnik.



Now Sonic must brave the fiery and dangerous worlds of the Marble Zone. The first section has a variety of secrets and a 1-UP loop. Just collect 100 rings and the 1-UP in the hidden room.



## MARBLE ZONE ZONE 3 ACT. 3

There is a secret short-cut with a 1-UP. When you get to the falling spikes jump into the wall to the right. If you want to get a 1-UP loop on this level you must collect all of the rings by going back to the right. There are only 102 rings on this level.





Slow down as you approach the hill and go into the secret room to the left for 30 rings.

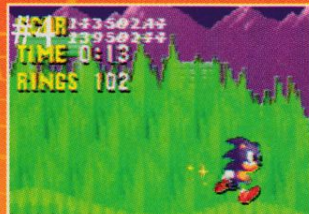


## MARBLE ZONE ZONE 2 ACT. 2

There are two secret rooms in this level. One of the rooms has a 1-UP and twenty rings and is kind of difficult to get to. When you get to point 1, jump into the wall to find the secret passage to the room with the 1-UP and the rings. The other secret room is towards the end of the level. If you are running low on extra lives, this is good opportunity to max them out. Just get the 1-UP and collect 100 rings without touching any of the lamp posts. Then die and repeat to keep building up your lives.



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Be sure that you get every ring or else the 1-UP loop will not work.

## BOSS 2

Try to keep your shield when fighting the end boss of this level. All you have to do is jump at

him when he flies towards you and jump to the other side when he shoots his fire bombs. Only eight hits and he's finished.

