Continue

GEN GG X360 IOS PC PS3 AND 3DS NS First, go to the Options menu from the main screen. From here, head to the Sound Select menu and play the following sounds in the order they are placed below:19650917Once you have played each one (1 time only), press the C button and then press Start to be brought back to the title screen. Now, when you see Sonic and Tails (Miles) appear on screen, hold down the A button and press Start while holding A to finish off the code. You will be brought to a menu where you have access to play any level in the game, whether you've completed the level you wish to play or not. Contributed by: Dallas  First, head to the Options menu from the title screen, and then into the Sound Select menu from there. Play the following sounds in this order:19650917After that, press the C button and then Start. You will be taken back to the title screen. Now, when you see Sonic and Tails (Mils) appear on the screen, press and hold A and press Start while holding A to be taken to the Level Select menu.From this menu, enter the Sound Test feature, and play the following sounds in this order:04010206If done correctly, you will hear a familiar tune, confirming the Super Sonic code was done correctly. Exit this menu and start the game as normal. Once you collect a minumu of 50 coins in any level, Jump (Press A) to activate the Super Sonic code. Contributed by: Dallas  First enter the level select code (Mentioned above).Now,go to sound test option,and play the following tunes-1,9,9,2,1,1,2,4-It should make a ring sound when track 4 is played to signify you've entered it correctly,now select the stage you want to go to,and press start while holding A until the stage starts,and you'll have debug activated.Here are the controls---- B-Turn Debug on/off A-Switch object C-Put down object selected Pressing A while the game is paused will cause the game to reset. Contributed by: Cactuar  At the title screen, press Up, Up, Up, Down, Down, Down, Left, Right, Left, Right. Then, hold A and press Start to be taken to the level select menu. Contributed by: _LordAtomic_  First, you enter the stage select code, shown above. Then you go into the Special Stage in the stage select menu. Every time you finish the special stage press reset and go back to the special stage. Keep doing this until you get the sixth emerald. Then you don't press reset. It will just zap you with your six emeralds into emerald hill. Get the last emerald on Emerald Hill get 50 rings and jump to be super sonic. Be careful to not run out of rings or else you will change into Sonic again. The rings start dissapearing when you are Super sonic. Contributed by: Tails_  Press up, up, up, down, down, down, up at the title screen Contributed by: Ness_  First, enable the level select cheat and the debug mode which are available here. For this to work, you must choose Sonic and Tails as the players. After entering the codes, choose any stage from the level select menu(preferrably stage 1) As soon as you can move Sonic, hold down, and press C(don't let go of down on the D-pad). This will activate Sonic's spin; Tails will copy the Sonic spin also. Press the B button and Sonic will become the Debug cursor.(Tails will be locked in the sonic spin move). Press A until you(the debug cursor), displays an enemy sprite, like the monkey or that bee robot. Now that the debug cursor displays an enemy sprite, move the debug cursor to where Tails is, and repeatedly tap C. This will produce enemies where Tails is, and since Tails is locked in the sonic spin move, he will destroy the enemies. As Tails destroys enemies in this position, press C more until the score for destroying an enemy increases from 100 to 8000 to a 1up. Once you have enough 1ups, press B again to revert to Sonic. Contributed by: JohnValor  First activate and go to the Stage Select. Play the tracks in Sound Test with button B in this order: 01 09 09 04 01 00 01 08 This enables the Debug code, you should hear a ring chime if the code is entered correctly. start the selected level with A+start. To get all 7 Chaos Emeralds, input this code the same way: 01 06 07 07 07 02 01 06 You should hear the Emerald chime. note: this code may not work without the Debug code Contributed by: TurboKiller_FKA  Activate level select and hold C while selecting a stage to darken the level. The effect wears off when you die or when you beat the level. Contributed by: Light the Hedgehog  Go to the sound test (not the one on the level select) and put in 19, 65, 09, 17, 01, 01, 02, 04 (press A after each one). There won't be a confirmation sound. Start the game by pressing Start on the first option (character select) and you should have 14 continues. Contributed by: Ant P  This code only works for Sonic. First, do the Level Select cheat. In the Level Select menu, go to Sound Test and hear the sounds 04, 01, 02, 06 in this order. If done correctly, you'll hear a Chao Emerald sound effect. Now, select any stage from this menu and not only you'll be able to turn into Super Sonic with 50 rings but also you'll get Sonic's second ending after beating Death Egg Zone. Contributed by: SaturnUrameshi  Normally, when you turn into super sonic you lose tails behind you all the time. Well, after you put in the debug cheat and have started a level (preferrably Emerald Hill), turn yourself into a box and place it somewhere on the floor WHILE you are super sonic. It should be a switch places box. Hit it and you will see tails will have a permanent invincible circle around him. He will stay like this through the whole level, he will keep up with super sonic or even out run him. A very fun glitch for 2 players. Contributed by: OriginalCheatFi  Enter at soundtest ''19, 65, 09, 17'', then press A + start, then when sonic and tails pop up, press A + Start to go to the level select screen. On the sound test area, enter ''01 09 09 02 01 01 02 04'' and then press A + Start. This is an alternate debug to the others. Contributed by: Topchris  In Oil Ocean Zone Act 2, if you manage to take a hit and end up landing in one of those green-and-gold checkered cannons, you'll fall right out, but you'll be moving at twice your normal speed as well as jumping twice your normal height(with twice as much gravity). In Oil Ocean Zone, Act 2, near the first set of pop-tops and cannons. Just jump into the semi-hidden bed of spikes on the right and land in the cannon.Note: Moving at twice normal velocity can often get you stuck in a wall. Also, this wears off if you Super Spin Dash or Spin Dash. It also only lasts for that Act. Contributed by: JosephLithius  For all those who like to play honest instead of cheating all those Chaos Emeralds together, there's an alternate - yet simple - way to become Super Sonic in Emerald Hill Zone 1. It involves some serious work, however:1. Complete the special stages as you would usually do and collect as many emeralds as you want.2. Press RESET.3. Start a new game USING THE OPTIONS MENU! This is crucial! Otherwise your emeralds are gone for good!4. Continue collecting the emeralds, if you don't have them all, yet and repeat point two and three until you got them all.If you did everything correctly, after your last reset you should have all the emeralds from the very beginning and without using any code ever thus making Super Sonic available from the very beginning.This has been tested and confirmed with the PAL version of Sonic 2 playing on a PAL Megadrive II. Contributed by: F-3582  In Casino Night Zone, you'll find a few slot machines. Hold A while in a slot machine and 9 times out of 10 you'll get 3 matching symbols. Contributed by: -_-_fa4  When you start Aquatic Ruin Zone 2, you'll encounter a couple of platforms that swing left and right over the water. When you reach the second platform, don't jump off it when it swings right. Instead, stay still on top of it. The platform will detach from its chain and land in the water, functioning as a raft and allowing you to float over a section of the stage without you falling in and risking drowning. Contributed by: discoinferno84  In Chemical Plant Zone Act 2, take the middle route as you normally would. After you've gone through the pipe that dips into and out of the purple chemicals, keep speeding forward until a curve launches Sonic far up through a hexagon of rings. Once you go past the rotating squares, you'll see an accelerator (the machines that automatically send Sonic forward at high speeds). Do not touch it. Instead, carefully jump over it and walk up the blue/yellow road. Keep going until you reach the loop, but do not take it. Instead, turn back to the left. Do a running jump from the top of the bump in the road toward the wall in the upper left. Sonic will go through the wall, which leads to a hidden route through the top of the level. Not only is it much easier than the regular route, but it contains its own checkpoint, multiple rings, an invincibility monitor, and it ends by dropping you in the area right before the boss fight. Contributed by: discoinferno84  This requires at least one ring. Play through Winged Fortress Zone as usual until you reach the second set of four rotating platforms on the top left, and propellers on the right. Instead of taking the platforms as intended, go right and intentionally let yourself be hit by the propeller. You'll lose all your rings, but there will be a few seconds during which Sonic is invincible. Use that chance to get past the propeller. You'll be able to reach the nearby columns of conveyor belts far sooner than normal and skip a considerable portion of the level. Contributed by: discoinferno84  To instantly revive yourself make sure you have debug activated. Enter any level and as soon as you die and start falling right be fore you fall off the screen become the debug cursor (to do this press B) you should stop falling. Hold up and place yourself (turn off debug) on the levels ground and you should be unharmed. Contributed by: Ezlot10612  Weird trick, but you can play this game in slow motion. First, enter the level select code, found somewhere in the list of all other codes. Then start your game in any level. When you start, press pause. Then hold down B button and try to do anything with Sonic. The game will play in slow motion as long as you hold down the B button. Effect Effect Level Select, Pause, hold B Causes the game to play in slow motion. Contributed by: ak02  Go to the Options menu from the title screen, and then while there go to Sound Select and play sound number 7E. You'll notice that the game music had stopped. Now start the game and you'll be able to play the game without any music and sounds. Effect Effect At the Sound Select in the Option menu, play sound number 7E No Music and Sounds Contributed by: leeko_link  At the title screen, select Options. Highlight Sound Test then play the following music and sounds: 19, 65, 09 and 17. You will hear a ring-collecting sound for correct code entry. Then press START to return to the title screen. Highlight 1-Player, hold the A Button and press START. You are directed to Level Select Screen. Choose a level then press START to begin. Effect Effect 17 Play Invicibility Music 65 Plays a Shifting Sound 09 Plays Casino Night Zone 1-Player Music 19 Plays Sonic 2 Theme Contributed by: 0564401  If you beat the Death Egg with Tails you get the Tails ending. Unlockable Unlockable Beat the Death Egg with tails. Tail's Ending. Contributed by: segadream131  Walkthroughs & FAQs On the title screen, hold Left+Down on the D-Pad as well as the A and B buttons. When you see Tails blink for the third time (he first blinks one time, then two times quickly), press Start on the *third* time while his eye is closed. If done correctly, you will reach the level select screen. Contributed by: ark  Hold. Down and left, buttons 1 & 2. Then on the screen with Sonic & Tails. Press start on Tails third blink when eye is closed. Contributed by: darylin  Follow the instructions given. Unlockable Unlockable Get all the Chaos Emeralds, then finish Scrambled Egg Zone Crystal Egg Zone (Secret Level) Contributed by: ark  There are one of two endings you can get when you complete the game. One doesn't give full closure to the game's story but the other does. Unlockable Unlockable Complete the Crystal Egg Zone (Secret Level) View the good ending Contributed by: rr a ven  1. Press Back, there should be many options displayed. Select the Controls Choose ABC Mode2. Go to the Options on the Main Menu (Title Page) and go to -Sound Test-3. Input these numbers in the following order (Press X to skip by 10's and Press the A Button after each one) 19, 65, 09, and 174. Press Start to return to Main Menu5. At Main Menu Hold X and Press Start6. You should now be at the Level Select! Contributed by: googledoughnut  1. Go to Level Select, (Mentioned in another Cheat of mine) Hover over Sound Test2. Play these Sounds in this order, 04, 01, 02, 06. Simplified: 4, 1, 2, 6.3. If you here a Chaos Emerald Sound then you've done it! Contributed by: googledoughnut  1. Go to Level Select, (Again in another Cheat of mine) then Enter in these numbers into the -Sound Test- 1, 9, 9, 2, 1, 1, 2, 4.2. Select Emerald Hill ZoneControls:Turn on and Off: ASwitch Sprite (Object) IN LEVEL: XPaste Object: B Contributed by: googledoughnut  1. Before you put on ABC Mode, Go to button Config and put X on the Jump Button2. THEN Enable ABC Mode (If you don't follow the first 2 steps then you won't be able to Jump)3. Enable Level Select and put in code for Super Sonic.4. Play Emerald Hill Zone Press Start to Pause Then Press X to return to Main Menu5. Go to Level Select ( You don't have to put in the Level Code Just Hold X and Press Start)6. Put in Debug and Select Emerald Hill Zone7. Get 50 Rings8. Become Super Sonic by Jumping9. Turn on Debug Mode (Press A)10. Switch your Item to the Box (The Thing that Rings and Lives come in)11. Put it on top of Tails (And Press B to Paste the Box)12. Then go to the side of the Ring Box and Turn Debug Mode off (Button A)13. Then Tails should Jump Right to where you are14. Jump on the Box ( It is a Switch Places with you and Tails)15. You've got it! (Sometimes Tails is faster then Super Sonic!)(16. If you want you can turn off Debug Mode by turning off ABC Mode) Contributed by: googledoughnut  All you have to do is the Level select and Press Start during the Level then hold A and you've got it! To undo just Press Start. No matter what you can't jump. This is super fun to try the Level with no jumping though it is hard. Contributed by: googledoughnut  Complete each of the following achievements below to get the allotted gamerscore. Achievement Achievement Play all four multiplayer zones. All Multiplayer (5) Get to the Casino Night Zone. Casino (10) Get one Chaos Emerald. Chaos Emerald (10) Get all the Chaos Emeralds. Chaos Master (40) Beat the game in under an hour. Conquering Time (10) Clear the Emerald Hill Zone 1. Emerald Hill (5) Stay in Super Sonic mode for one minute. Extended Super (20) Beat Chemical Plant Zone 1 in under 45 seconds. Fast Chemical (20) Beat Emerald Hill Zone 1 in under 35 seconds in single-player or co-op mode. Fast Emerald (15) Become Super Sonic. Super Sonic (20) Beat the game. Win (35) Win 10 versus zones on Xbox Live. Xbox Live Racer (10) Contributed by: Crazy Jezus  Start a new game in no save mode. Once the SEGA logo appears, tap the letters S, E, G, and A in that order, and a chime should sound. Then, hold two or more fingers on the screen until the level select appears. Contributed by: SimplyAwesomeAJ  Access the level select, then navigate to the sound test in the bottom-right corner of the screen. Play sounds 01, 09, 09, 02, 01, 01, 02, 04 in order, and a chime will sound. Now enter any level and tap the word "SCORE" in the top-left corner of the screen. You will transform into a ring and be able to freely move around the level using the D-Pad. Press the + or - buttons to change which object you are, and press the jump button to place that object. To change back into your character, tap "SCORE" again. Contributed by: RibShark  Access the level select, then navigate to the sound test in the bottom-right corner of the screen. Play sounds 04, 01, 02, 06 in order, and the "emerald-collected" sound should play. All emeralds will now be collected and the player can turn super by collecting 50 rings, then pressing the jump button twice. Contributed by: RibShark  Access the level select, then navigate to the sound test in the bottom-right corner of the screen. Play the sound 00 three times, and a Game Config menu should appear on the screen. The player can change their character, type of items, ability to fly, and air speed cap in this menu. Contributed by: RibShark  Access the level select, then navigate to the sound test in the bottom-right corner of the screen. Play the sound 07, then enter the special stage. Contributed by: RibShark  Start a new game. Once the SEGA logo appears, tap the letters A, G, E, and S in that order, and a chime should sound. Tails name should now be changed to Miles. Contributed by: RibShark  To play the original leaked prototype version of Hidden Palace Zone, "Proto Palace Zone", use the Level Select code, enter the Debug Menu code, then play the sounds 03, 03, 03, 0B, 10, 10, 10, 04. After hearing a chime, select "Hidden Palace". Alternatively, you can enter "Hidden Palace Zone" by falling into the first hole in Mystic Cave Zone Act 1 where the spike trap used to be on the genesis version. You can now select Hidden Palace from a completed game file level select. Contributed by: Whogie  Complete the following achievements to earn their respective point scores. Unlockable Unlockable Complete Chemical Plant without going underwater 100% Chemical Free (50 pts) Find and complete Hidden Palace Zone A Secret Revealed (100 pts) Complete the Time Attack mode in less than 45 minutes Beat the Clock (100 pts) Defeat any boss in 8 consecutive hits without touching the ground Bop Non-stop (100 pts) Collect all the Chaos Emeralds before Chemical Plant Early Bird Special (100 pts) Win a 2P Versus race against a friend Head 2 Head (100 pts) Get a jackpot on the Casino Night slot machines Hit it Big (50 pts) Complete any Metropolis Zone Act without getting hurt Metropolis Master (100 pts) Get a 'Perfect Bonus' by collecting every Ring in an Act Perfectionist (100 pts) Complete Emerald Hill Zone Act 1 in under 35 seconds Quick Run (50 pts) Defeat Dr. Eggman's Boss Attack mode in under 7 minutes Scrambled Egg (100 pts) Complete any Act as Super Sonic Superstar (50 pts) Contributed by: Ryan Harrison  In the level select, enter 1,9,9,1,2,1,1,2,4 at the music test and you should hear a jingle Effect 199121124 Unlimited continues in no save mode Contributed by: Golfguy16  Do level select, and in the sound test put 1,9,9,2,1,1,2,4. If you hear a ring chime, you did it right. Contributed by: SonicGamer123  Go to sound test and play the songs in this order 4,1,2,6 Hear a chaos emerald chime and you did it right. Contributed by: SonicGamer123  When the SEGA logo fully appears (After Sonic has run accross it in both directions), tap the letters A, G, E, S in that order. If done correctly, the sound of a ring being collected will play. In gameplay, Tails' name will read "Miles" Contributed by: DeepFriedBurger  Start a game in no-save-mode, tap each letter of S-E-G-A IN THAT ORDER with your entire fingerprint, then when the background of the title screen appears, tap with two of your fingers on the bottom half of the screen, to get to the level select screen, select sound check with 00 selected three times, and select the duo of knuckles and tails, do the Proto Hidden Palace cheat,REMEMBER TO ACTIVATE DEBUG MODE FIRST, afterwards, once loaded into Proto Palace Zone, become and place an S-Monitor, bust it, go super, place and break more, then place five checkpoints REALLY close to each other, activate ALL them, then go to the one in the center, jump in the star ring(s), collect the emerald by successfully completing the special stage, then you should be warped all the way back to the beginning of the game, in Emerald Hill Zone, enjoy! Contributed by: Ulti-WolfGamer  An added special stage, bringing concepts of Sonic 4 Ep 2 into Sonic 2. After activating level select, play sound 07 in sound test, then select special stage Contributed by: Chaosemeralds3  When on the game loading screen( the one right before it says Christian Whitehead) do S-E-G-A in that order and then press two fingers on the screen and it will take you to genesis mode.☺ Contributed by: Darkfox1203  When you activate Debug mode (no so save mode) and go into a stage When you click rings (which activate the debug menu) click on sonic face next to your life counter and it will send you back into stage select Contributed by: Sometime  Complete the required tasks to unlock each Achievement and XP. Unlockable Unlockable Complete Chemical Plant without going underwater. 100% Chemical Free (5,000 XP) Find and complete Hidden Palace Zone. A Secret Revealed (10,000 XP) Complete the Time Attack Mode in less than 45 minutes. Beat the Clock (10,000 XP) Defeat any boss in 8 consecutive hits without touching the ground. Bop Non-stop (10,000 XP) Collect all the Chaos Emeralds before Chemical Plant. Early Bird Special (10,000 XP) Win a 2P Versus game against a friend. Head 2 Head (10,000 XP) Get a jackpot on the Casino Night slot machines. Hit it Big (5,000 XP) Complete any Metropolis Zone Act without getting hurt. Metropolis Master (10,000 XP) Get a 'Perfect Bonus' by collecting every ring in an Act. Perfectionist (10,000 XP) Complete Emerald Hill Zone Act 1 in under 35 seconds. Quick Run (5,000 XP) Defeat Dr. Eggman's Boss Attack mode in under 7 seconds. Scrambled Egg (10,000 XP) Complete any Act as Super Sonic. Superstar (5,000 XP) Contributed by: Sour  Start A No-save game and select who ever, Then as S-E-G-A Appears fully tap each letter in order and you will hear a ring chime, Then at the title screen press 2 fingers on the screen and you will be taken to level select. Effect Effect tap sega and press 2 fingers on screen Level select Contributed by: Sonicdude2356  First enter the level select code (Mentioned above).Now,go to sound test option,and play the following tunes-1,9,9,2,1,1,2,4-It should make a ring sound when track 4 is played to signify you've entered it correctly,now select the stage you want to go to,and press start while holding A (3DS Y button) until the stage starts,and you'll have debug activated.Here are the controls---- B (3DS B button) -Turn Debug on/off A (3DS Y button) -Switch object C (3DS A button) -Put down object selected Pressing A (3DS Y button) while the game is paused will cause the game to reset. Contributed by: mtpfreak  This code only works for Sonic. First, do the Level Select cheat. In the Level Select menu, go to Sound Test and hear the sounds 04, 01, 02, 06 in this order. If done correctly, you'll hear a Chao Emerald sound effect. Now, select any stage from this menu and not only you'll be able to turn into Super Sonic with 50 rings but also you'll get Sonic's second ending after beating Death Egg Zone. Contributed by: mtpfreak  At the title screen, select Options. Highlight Sound Test then play the following music and sounds: 19, 65, 09 and 17. You will hear a ring-collecting sound for correct code entry. Then press START to return to the title screen. Highlight 1-Player, hold the A Button (defaults to the Y button on 3DS) and press START. You are directed to Level Select Screen. Choose a level then press START to begin. Effect Effect 17 Play Invicibility Music 65 Plays a Shifting Sound 09 Plays Casino Night Zone 1-Player Music 19 Plays Sonic 2 Theme Contributed by: mtpfreak  Beat the game to unlock two new game modes. You don't have to collect the Chaos Emeralds when you beat it. Unlockable Unlockable Beat the game Ring Keep mode Beat the game Super Sonic mode Contributed by: Vlugge_Japie  This version of Sonic 2 includes a special mode called "Super Sonic/Super Knuckles Mode" that allows you to start the game with 50 rings per stage and go Super Sonic/Knuckles depending on the game selected. To unlock the modes, do the following: Unlockable Beat Knuckles in Sonic 2 once Super Knuckles Mode Beat the main game once Super Sonic Mode Contributed by: Laudy7778  There are currently no available deals GameSpot may get a commission from retail offers. Normally, you have to grab all seven chaos emeralds, 50 rings, and jump to turn into Super Sonic. With Codes 58 Thru 69, you can reduce the number of emeralds and rings you have to get. This page contains Sonic the Hedgehog 2 cheats, codes, hints, Easter eggs, secrets, and tips. We will continually update this page when we come across more useful cheats, codes, and tips. To access level select, at the title screen, go down past 2 Player Vs and select Options. Hover over Sound Test, then play 19, 65, 09, 17. If you did this correctly, you will hear a sound effect similar to collecting a ring, then press Start while still on Sound Test to return to the Title Screen. If you hit Start while on Player Select you will bypass the title screen and not be able to use the level select option. Once on the title screen, highlight 1 Player, hold A, and press Start. This will make a Level Select screen pop up, you can select a level and press Start to begin on it. To enable Debug Mode, open the level select screen using the cheat code above and play these sounds on the level select screen in the following order: 1, 9, 9, 2, 1, 1, 2, 4. If you did this correctly, you will hear a sound effect similar to collecting a ring, then hold A and press Start before selecting your level. You will notice upon entering a level that your score will have random numbers and letters in it indicating you currently have Debug Mode on. To start using Debug Mode on a level, press B to change Sonic or Tails (whichever you are playing with) into a random sprite from the zone you are playing on. Press the directional buttons on the D-pad in order to move the sprite around, then press C in order to place that particular sprite at your current location. In order to switch your sprite that you have out, press A and you can cycle through the sprites that are available on the particular zone you're playing on. If you press B while having a sprite selected, you will turn back into Sonic or Tails. To change the name of Tails back into his real name of Miles, while on the title screen press Up, Up, Up, Down, Down, Down, Up. If you did this correctly, you will hear a sound effect similar to collecting a ring. Head over to the options menu (located under 2 Player Vs on the Title Screen) and Select Tails Alone under Player Select. Now when playing the game you will see his name listed as "Miles" above the lives count instead of Tails. Secret Ending For Tails If you beat the game with Tails instead of Sonic, you will unlock a secret ending for Tails. To play as Tails, head over to the options menu (located under 2 Player Vs on the Title Screen) and Select Tails Alone under Player Select. Two-Player Mode If you want to play two-player without having to compete with each other, plug in a second controller and the second player can take control of Tails. Playing like this won't allow Tails to earn any points, or lose lives, but he can help you with defeating enemies, bosses, and collecting rings. The following cheat codes are for Game Genie. These can be used on a Sega Genesis with a Game Genie device or you can use these on any emulator that supports Game Genie Codes. If you want a Game Genie Device, you can always Check on Amazon for one. Note: There are two versions of the game, if the first cheat doesn't work, use the second one after the forward slash. Cheat Effect Cheat Code Become Super Sonic With 0 Emeralds ACZT-CACA / ACZT-CACN Become Super Sonic With 5 Rings A0ZT-CACJ / A0ZT-CACN Invisible Sonic R0TA-DERP Jump A Lot Higher EBVT-CAE2 / EBVT-CAE2 Jump Really High CBVT-CAE2 / CBVT-CAE2 Play Normal Level Music When Super Sonic ADFT-8AF6 Sonic Doesn't Lose Rings When Hit ATTT-CA4W / ATTT-CA58 Sonic Stays InvincibleNote: You must first obtain Invincibility (Star) ALTA-CA9J / ALTA-CA9Y Sonic Stays Invincible For A Longer Time After Getting Hit 982T-CAF8 / 982T-CAGL Super Sonic Doesn't Use Rings ACZT-CAFY / K4ZT-CA92 Tails Doesn't Lose Rings When Hit ATTT-CA5G / ATTT-CA6W Turn On Debugger AE7T-AAE2 Player 1 - Each Ring Gives You 2 Rings SAST-DJ1A / SATA-DJTJ Player 1 - Each Ring Gives You 5 Rings SAST-DY1A / SATA-DYTJ Player 1 - Each Ring Gives You 8 Rings SAST-DA1A / SATA-DATJ Player 1 - Start With 5 Lives AY8A-AAD2 / AY8A-AADN Player 1 - Start With 7 Lives A68A-AAD2 / A68A-AADN Player 1 - Start With 9 Lives BE8A-AAD2 / BE8A-AADN Player 1 - Start With 25 Lives DE8A-AAD2 / DE8A-AADN Player 1 - Start With 50 Lives GJ8A-AAD2 / GJ8A-AADN Player 1 - Start With 75 Lives KN8A-AAD2 / KN8A-AADN Player 1 - Start With 99 Lives NN8A-AAD2 / NN8A-AADN Player 1 - Infinite Lives JW3A-CA4J / JW3A-CA4Y Player 2 - Each Ring Gives You 2 Rings SATA-DJVW / SATA-DJW8 Player 2 - Each Ring Gives You 5 Rings SATA-DYVW / SATA-DYW8 Player 2 - Each Ring Gives You 8 Rings SATA-DAVW / SATA-DAW8 Player 2 - Start With 5 Lives AY8A-AAD8 / AY8A-AADW Player 2 - Start With 7 Lives A68A-AAD8 / A68A-AADW Player 2 - Start With 9 Lives BE8A-AAD8 / BE8A-AADW Player 2 - Start With 25 Lives DE8A-AAD8 / DE8A-AADW Player 2 - Start With 50 Lives GJ8A-AAD8 / GJ8A-AADW Player 2 - Start With 75 Lives KN8A-AAD8 / KN8A-AADW Player 2 - Start With 99 Lives NN8A-AAD8 / NN8A-AADW Player 2 - Infinite Lives JXGA-CA7G / JXGA-CA7W Hailed as one of the most successful Genesis games, Sonic The Hedgehog 2 garnered critical acclaim swiftly after its 1992 release. Follow Sonic and Tails (in his debut!) as they team up against Dr. Eggman in order to save the Chaos Emeralds from the clutches of evil.Sonic The Hedgehog 2 introduced a competitive two-player mode that will be available once more, along with newly added features such as drop dash, rankings, time trial, and Knuckles! Software description provided by the publisher.Explore this game's official websiteAbout this itemSoftware compatibility and play experience may differ on Nintendo Switch Lite. Additional accessories may be required(sold separately). See support for details.Play online, access classic NES™ and Super NES™ games, and more with a Nintendo Switch Online membership. Learn moreWhich system(s) will play this game?WARNING: If you have epilepsy or have had seizures or other unusual reactions to flashing lights or patterns, consult a doctor before playing video games. All users should read the Health and Safety Information available in the system settings before using this software.A Nintendo Switch Online membership (sold separately) is required for Save Data Cloud backup.©SEGA. All rights reserved. 1992 video game This article is about the Genesis game. For the film, see Sonic the Hedgehog 2 (film). For other uses, see Sonic the Hedgehog 2 (disambiguation). 1992 video gameSonic the Hedgehog 2US cover art by Greg MartinDeveloper(s)Sega Technical InstitutePublisher(s)SegaDirector(s)Masaharu YoshiiProducer(s)Shinobu ToyodaDesigner(s)Hirokazu YasuharaYutaka SuganoProgrammer(s)Yuji NakaArtist(s)Yasushi YamaguchiComposer(s)Masato NakamuraSeriesSonic the HedgehogPlatform(s) Sega Genesis ArcadeAndroidiOSApple TVMobile phone (J2ME)Nintendo 3DSNintendo Switch Release November 21, 1992 Sega GenesisJP: November 21, 1992WW: November 24, 1992ArcadeWW: 1993J2MEWW: April 2008Android, iOSWW: December 12, 2013Nintendo 3DSJP: July 22, 2015WW: October 8, 2015Nintendo SwitchJP: February 13, 2020WW: February 20, 2020 Genre(s)PlatformMode(s)Single-player, multiplayer Sonic the Hedgehog 2[a] is a 1992 platform game developed by Sega Technical Institute (STI) for the Sega Genesis. Players control Sonic as he attempts to stop Doctor Robotnik from stealing the Chaos Emeralds to power his space station, the Death Egg. Like the first Sonic the Hedgehog (1991), players traverse side-scrolling levels at high speeds while collecting rings, defeating enemies, and fighting bosses. Sonic 2 introduces Sonic's sidekick Miles "Tails" Prower and features faster gameplay, larger levels, a multiplayer mode, and special stages featuring pre-rendered 3D graphics. After Sonic the Hedgehog greatly increased the popularity of the Genesis in North America, Sega directed STI's founder, Mark Cerny, to start Sonic 2 in November 1991. Members of Sonic Team—including the programmer Yuji Naka and the designer Hirokazu Yasuhara—moved from Japan to California to join the project. Sonic 2 was intended to be faster and more ambitious than the first game. The development suffered setbacks, including cultural differences between the Japanese and American staff, and numerous levels were cut due to time constraints and quality concerns. As with the first game, Masato Nakamura, a member of the J-pop band Dreams Come True, composed the soundtrack. Sonic 2 was widely anticipated, and Sega backed it with an aggressive $10 million marketing campaign. It was released in November 1992 to acclaim and received numerous year-end accolades, including two Golden Joystick Awards. Critics considered Sonic 2 an improvement over the first game and praised the visuals, level design, gameplay, and music, but criticized the low difficulty level and similarities to its predecessor. Sonic 2 grossed over $450 million and sold six million copies by 2006, making it the second-bestselling Genesis game behind the original Sonic the Hedgehog. Sonic 2 solidified Sonic as a major franchise and helped keep Sega competitive during the console wars of the 16-bit era in the early 1990s. It continues to receive acclaim and is considered one of the greatest video games of all time. Sonic the Hedgehog 3 and Sonic & Knuckles followed in 1994. Sonic 2 has been rereleased on various platforms via compilations and emulation; a remake was released for Android and iOS in 2013 and ported to consoles in the compilation Sonic Origins in 2022. A number of Sonic 2 prototypes have leaked since the release; the first, discovered in 1999, played a significant role in the development of a game datamining community. See also: Gameplay of Sonic the Hedgehog (1991 video game) Sonic and Tails jumping across pillars in Aquatic Ruin Zone Sonic the Hedgehog 2 is a side-scrolling platform game.[1] It features a story similar to the first Sonic the Hedgehog's (1991):[2] Doctor Robotnik, a mad scientist, seeks the Chaos Emeralds to power his space station, the Death Egg,[3] and traps the animal inhabitants of West Side Island in aggressive robots.[4] As Sonic the Hedgehog, the player embarks on a journey to collect the Chaos Emeralds and stop Robotnik.[4] The player character can run, jump, crouch, and attack by curling into a ball.[5] Sonic 2 introduces the spin dash, which allows the player to curl while stationary for a speed boost,[1] and Miles "Tails" Prower, a fox with two tails who acts as Sonic's sidekick. In the default single-player game mode, the player controls Sonic and Tails simultaneously; a second player can join in at any time and control Tails separately.[3] The player can also choose to play as Sonic or Tails individually.[1][6] The game takes place across 11 zones with 20 levels ("acts").[7] The acts are larger than the first game's,[8] and the player navigates them at high speeds while jumping between platforms, defeating robot enemies, and avoiding obstacles.[9] Springs, slopes, bottomless pits, and vertical loops fill acts, as do hazards like water and spikes. The player passes checkpoints to save progress. The last act of each zone ends with a boss battle against Robotnik.[10] Sonic 2 features twice as many unique level themes compared to the first game,[11] and most zones end after two acts rather than three.[3] The player collects rings as a form of health: if they have at least one ring when they collide with an enemy or obstacle, they will survive, but their rings will scatter and blink before disappearing.[2] The player starts with three lives, which they lose if they are hit without a ring, fall down a pit, get crushed, drown, or reach the 10-minute time limit; they receive a game over if they run out.[12] Power-ups like shields and invincibility provide additional layers of protection, and lives are replenished by collecting 100 rings or a 1-up.[13] The special stages, in which the player collects rings to obtain a Chaos Emerald, are presented in 3D, unlike the rest of the game. If the player passes a checkpoint with 50 or more rings, they can warp to a special stage for an opportunity to collect one of the seven Chaos Emeralds.[3] The player runs through a half-pipe course, collecting rings and dodging bombs. A set number of rings must be collected to obtain the emerald.[2][14] If the player collides with a bomb, they lose ten rings and are immobilized momentarily. The stages rise in difficulty and the player cannot enter any stage without passing the previous one. After finishing, the player is transported back to the star post they used to enter, with their ring count reset.[15] When all the Chaos Emeralds have been collected, Sonic can transform into Super Sonic by collecting 50 rings. Super Sonic is nearly invincible, runs faster, and jumps farther, but loses one ring per second and reverts to normal when his rings are depleted.[3] Sonic 2 introduces a multiplayer game mode where two players compete against each other in a split-screen race across three levels.[3][9] After one player finishes a level, the other player must finish within a minute. Players are ranked in five areas (score, time, rings held at the end of the level, total rings collected, and the number of item boxes broken). The player who excels in the most categories wins.[16] Players can also compete to obtain the most rings in the special stages.[17] See also: Sonic & Knuckles Sonic & Knuckles was released in 1994, two years after Sonic 2. The Sonic & Knuckles game cartridge features a "lock-on" adapter that allows players to insert other Sega Genesis cartridges.[18] Attaching Sonic 2 unlocks Knuckles the Echidna in Sonic the Hedgehog 2,[19] a variation of Sonic 2 in which the player controls Knuckles the Echidna, a character introduced in Sonic the Hedgehog 3 (1994).[18] The levels are identical, but Knuckles can glide and climb walls, allowing him access to areas inaccessible to Sonic or Tails.[20] However, he cannot jump as high, making some areas, such as certain boss fights, more difficult.[18] Sonic the Hedgehog 2 programmer Yuji Naka (left) and STI founder Mark Cerny (right) The original Sonic the Hedgehog was published by Sega for the Sega Genesis in June 1991. It was developed by Sonic Team, led by the programmer Yuji Naka, the artist Naoto Ohshima, and the designer Hirokazu Yasuhara.[21] Sonic greatly increased the Genesis's popularity in North America and is credited with helping Sega gain 65% of the market share against then-industry leader Nintendo,[22] making Sega a formidable competitor. The success meant that a sequel was inevitable, but shortly after the release, the team disbanded: Naka quit Sega due to disagreements over his salary, dissatisfaction over the time and effort it had taken to finish Sonic, and a lack of support from management,[23] while Yasuhara moved to America to join Mark Cerny's California-based Sega Technical Institute (STI).[24] Cerny had established STI during the development of Sonic the Hedgehog because Sega wanted to develop more games in America, and his aim was to establish an elite studio that would combine the design philosophies of American and Japanese developers.[25] During a trip to Japan, Cerny visited Naka's apartment, listened to the reasons why he left, and convinced him to join STI in America to fix the problems he had had with Sega in Japan.[25] Other members of the Sonic development team joined Naka.[25][26] Ohshima stayed in Japan to work on Sonic CD (1993),[27][28] so Yasushi Yamaguchi replaced him.[24] In September 1991, Cerny pitched Sonic the Hedgehog 2 as STI's project for the 1992 Christmas and holiday shopping season—giving the team 11 months of development—but Sega of America considered it too soon for a sequel and was still unconfident in the Sonic character.[23][29] Cerny was not surprised since he believed the marketing executives who controlled game development did not understand the process.[30] STI explored other concepts,[30] but in November, Sega reversed course and told Cerny that it needed Sonic 2 for the 1992 holiday season.[25] Cerny said that this did not cost STI any game ideas since they had yet to come up with one on par with Sonic, but they lost two months of development.[30] Now with a nine-month schedule, full-scale development started in early 1992.[31] Sonic 2's development team was much larger than the first game's and consisted of both American and Japanese developers, although the majority of the team was Japanese.[32] Cerny's idea was to have around a dozen of the original game's staff move to STI. Development began with only Americans because the Japanese faced immigration problems. According to Cerny, Sega had applied for O-1 expert visas, for "nationally or internationally recognized" people with "a record of extraordinary achievement", unaware that the Japanese developers did not qualify.[11] Sonic 2 designer Hirokazu Yasuhara in 2018 Sega of America's marketing director, Al Nilsen, said that STI wanted "to go all out" to ensure Sonic 2 would be as successful as the original Sonic, since sequels were generally not well regarded.[26] STI brainstormed various ideas to improve the first game's formula, beginning with making Sonic faster.[30][26] In the first game, the developers limited Sonic with a cap that prevented players from running at his maximum possible speed; STI lifted the cap for Sonic 2.[30] Naka conceived the spin dash to remove the need to backtrack for momentum, which he observed was a common criticism of the first game.[27] STI's first step was to create a game outline for the developers to flesh out with "a book-length report" detailing the characters, story, and levels.[33] Yasuhara had ambitious plans for Sonic 2 and designed it with "'blue sky' ideas".[30] Assuming STI had two years of development, he conceived a plot in which Robotnik took over the world and Sonic used time travel to stop him.[30] Yasuhara's concept featured a world map that would change in every time period and provide access to different levels. The idea was cut as it required too many levels and too much development time.[24] However, many of Sonic 2's levels were taken from it; for example, Hill Top Zone (which features dinosaur enemies) was intended to be a past version of Green Hill Zone,[11][3] while Chemical Plant and Casino Night came from

enjoyed the level design and gameplay.[i] Critics said Sonic 2's levels were larger and featured more variety than the first game,[j] which CVG and GamePro wrote incentivized exploration and replayability.[85][100] Mean Machines and Mega said it was clear that Sega sought to address the criticisms levied against the first game regarding its length and low difficulty,[96][102] though Sonic 2's easiness was still criticized.[85][95][103] Mega and GamesMaster wrote that despite Sonic 2's larger size, it could still be completed fairly quickly,[97][103] and one of GamesMaster's reviewers said they finished it in one sitting without receiving a single game over.[97] CVG said the difficulty was Sonic 2's only major problem,[81] but GamePro and Mega said the difficulty was remedied by the replay value that the levels' branching paths and various secrets provided.[85][103] Critics considered the special stages a highlight,[k] though Mega felt they lacked the skill curve of the first game's.[103] Reviewers called the multiplayer mode one of Sonic 2's best additions,[l] though some disliked the split-screen effect.[105][106] Mega said that the ability to race against a friend rather than just the in-game timer added substantial depth,[106] and EGM said it would double the amount of fun players would have.[82] Multiple critics praised Tails,[m] with GamePro and Beep! Mega Drive calling him cute.[105][89] Conversely, GamesMaster said Tails was briefly fun but ultimately little more than a sprite-swapped Sonic.[97] Sonic 2 received numerous year-end accolades and nominations. It received the Golden Joystick Awards for Best Original Console Game and Promotional Campaign of the Year,[93] and was a runner-up for the Chicago Tribune's Best Game of the Year award after The Legend of Zelda: A Link to the Past (1991) and the console version of Street Fighter II (1992).[90] EGM named it the best Genesis game of 1992.[92] At Electronic Games' Electronic Gaming Awards, it won Best Electronic Game Graphics[107] but lost the Video Game of the Year award to Street Fighter II.[108] Naka refused to develop another Sonic game if he had to work with the Americans again.[109] When Atari veteran Roger Hector became the division's head, STI split into two teams: the Japanese developers led by Naka, and the American developers.[25] The Japanese team started working on Sonic the Hedgehog 3 in January 1993; it was conceived as an isometric game that used the Sega Virtua Processor chip, but was retooled to reuse the Sonic 2 game engine after it became apparent that the chip would not be finished in time.[27] Many of Sonic 2's unused concepts were incorporated into Sonic 3 and the next game, Sonic & Knuckles,[110] including the Hidden Palace level.[49] Like their predecessors, Sonic 3 and Sonic & Knuckles were critical and commercial successes when they were released in 1994.[111] While the Japanese worked on Sonic 3, the American team developed the spin-off Sonic Spinball (1993),[25] a pinball game commissioned after Sega's research determined that Casino Night Zone was one of the most popular levels in Sonic 2.[112] Following the completion of Sonic & Knuckles, Naka returned to Japan with Iizuka to work with Sonic Team, and was reunited with Ohshima. Yasuhara, citing differences with Naka, stayed to develop games for Sega of America.[113] A concept developed during Sonic 2's production formed the basis of the Sonic Team game Nights into Dreams, released for the Sega Saturn in 1996.[114] The American team developed Comix Zone (1995), The Ooze (1995), Die Hard Arcade (1996) with Sega AM1, and Sonic X-treme, which was canceled in 1996. STI was disbanded in late 1996 as a result of changes in management at Sega of America.[25] Meanwhile, Cerny worked with Sony Interactive Entertainment and helped create the PlayStation franchises Crash Bandicoot and Spyro.[115] Cerny and Yasuhara remained friends and reunited to work with Naughty Dog on the Jak and Daxter series in the 2000s.[116] An alternate version of Sonic the Hedgehog 2 was developed by Aspect Co. for Sega's 8-bit consoles, the Master System and the handheld Game Gear. The 8-bit version features different levels and music, as well as a different plot in which Sonic must rescue a kidnapped Tails.[117] It was later included in Sonic compilations, such as Sonic Adventure DX (2003) for the GameCube and Windows and Sonic Gems Collection (2005) for the GameCube and PlayStation 2.[118][119] Sega released an arcade cabinet version of Sonic 2 using its Sega Mega Play arcade system board in 1993.[120] Another version planned for the Genesis's Sega CD accessory was replaced by Sonic CD.[121][122] In October 2011, Sega released Sonic the Hedgehog 1&2 Soundtrack, a three-disc album compiling music from Sonic the Hedgehog and Sonic 2, interviews with Naka and Nakamura, and concept art. The first disc contains the in-game tracks and the second contains Nakamura's demo recordings produced during development. The third disc contains "Sweet Sweet Sweet" by Dreams Come True, its English-language version "Sweet Dream", and remixes of both songs that Akon produced for Sonic the Hedgehog (2006).[123] Sonic 2 has been ported to multiple platforms. A Sega Saturn port included in the compilation Sonic Jam (1997) introduces an alternate difficulty mode that alters stage layouts and removes some levels for an easier experience.[124] Other compilations featuring the game include Sonic Classics 3 in 1 (1995) for the Genesis;[125] Sonic Mega Collection (2002) for the GameCube, PlayStation 2, and Xbox;[126] Sega Genesis Collection (2006) for the PlayStation 2 and PlayStation Portable;[127] Sonic's Ultimate Genesis Collection (2009) for the Xbox 360 and PlayStation 3;[128] Sonic Classic Collection (2010) for the Nintendo DS;[129] and Sega Genesis Classics (2018) for the Nintendo Switch, PlayStation 4, and Xbox One.[130] Jam, Mega Collection, and Classic Collection include Knuckles in Sonic 2 as a bonus.[129][131][132] Glu Mobile released a two-part mobile phone port in April 2008 for Java devices.[133] A remake of Sonic 2 was released for Android and iOS devices on December 12, 2013,[134] and for Apple TV on March 24, 2016.[135] The remake was developed by Christian "Taxman" Whitehead and Simon "Stealth" Thomley using the Retro Engine, previously used in Whitehead's 2011 Sonic CD remake.[136] The remake adds enhancements such as widescreen support, Knuckles as a playable character, time and boss attack modes, online multiplayer, additional multiplayer stages, and Tails's flying and swimming abilities from Sonic the Hedgehog 3. It also restores Hidden Palace Zone as an optional, secret level.[137] Whitehead redesigned Hidden Palace with input from Sonic Team, which informed him that STI had been dissatisfied with the original level design.[136] The Android version sold more than 100,000 paid downloads on the Google Play Store by 2017,[138] and received more than 10 million downloads by 2019 after it was made free-to-play.[139] The remake was included in the 2022 compilation Sonic Origins for the Nintendo Switch, PlayStation 4, PlayStation 5, Windows, Xbox One, and Xbox Series X/S.[140] An updated version of Origins includes Amy Rose as a playable character.[141] A Nintendo 3DS port was developed by M2 and released as part of Sega's 3D Classics line in Japan on July 22, 2015, and elsewhere on October 8.[142] The port features stereoscopic 3D visuals, the option to switch between the game's regional variants, alternate sound and visual modes, and cheats.[143] M2 was originally hesitant to port the game, and it took the most effort of the 3D Classics line due to its large size and elaborate levels. Several technical tricks, such as the interlacing in the multiplayer mode and the pre-rendering in the special stages, had to be reprogrammed so they could be retained.[45] M2 also developed a Nintendo Switch port for the Sega Ages line, released in February 2020. It includes most of the additions from the 3DS version, as well as the option to use Sonic's Drop Dash ability from Sonic Mania (2017), a time attack mode, and Knuckles in Sonic 2.[144][145] Emulated versions of Sonic 2 have been released on digital distribution platforms. It was released on the Wii's Virtual Console on June 11, 2007,[146] the Xbox 360's Xbox Live Arcade on September 12, 2007,[147] Steam on January 26, 2011,[148] the PlayStation 3's PlayStation Network on April 19, 2011,[149] and for Nintendo Switch Online's "Nintendo Classics" library on October 25, 2021.[150] The Wii and Xbox 360 versions allow users to play Knuckles in Sonic 2 if they also own Sonic & Knuckles.[151][152] An emulated version for iOS was released in April 2010,[153] but was replaced by the remake in 2013; those who purchased the original version were offered the remake for free.[137] The Xbox Live Arcade, PlayStation Network, and Steam versions were delisted in 2022 ahead of the release of Sonic Origins,[154] which received criticism on video game preservation and consumer protection grounds.[155] Sonic 2 was a major factor in keeping Sega competitive during the console wars of the 16-bit era in the early 1990s,[26] and GameSpot and IGN described it as the game that solidified Sonic as a major franchise.[156][157] It boosted Genesis sales enough to nearly equalize Sega with Nintendo and cemented Sonic as a video game mascot on par with Nintendo's Mario.[26] Further, the Sonic 2sday promotion has been credited for originating the concept of the "street date" in the video game industry, in which games are made available worldwide in all stores on the same day. The practice was uncommon before Sonic 2's release and became a widespread industry trend in the following years.[n] Sonic 2 introduced many elements that defined the Sonic franchise. Game Informer wrote that it "expanded the formula in myriad ways, giving Sonic new moves like the spin-dash, bigger stages to explore with more branching paths, and more inventive boss battles."[161] USGamer said that much of the series' most-loved elements originated in Sonic 2 with the introduction of Tails, Super Sonic, and casino levels.[162] Tails became one of the most popular Sonic characters; according to Nilsen, Sega found that Tails was as popular as Sonic because he received nothing but praise through its 800 number phone line.[163] Tails starred in two spin-offs, Tails Adventure and Tails' Skypatrol, for the Game Gear in 1995.[163][164] Sonic 2 continues to receive acclaim.[26] Writing in retrospect, critics said it refined Sonic's formula with greater level diversity and design, better graphics, and quality-of-life improvements.[1][9][165] GameSpot said that Sonic 2 "does everything a sequel is supposed to do. It resolves many of the first game's shortcomings and incorporates a slew of minor upgrades that cumulatively amount to a fresh experience."[9] IGN felt the emulated Wii rerelease was easy to recommend.[1] TeamXbox, Eurogamer, and Hardcore Gamer said the level design, music, and fast gameplay still hold up exceptionally well,[8][17][166] and GamesRadar+ called it "the most user-friendly of all the Sonic games, beautifully presented and still a challenge if you want to complete it properly."[165] Retrospective objects of criticism include the multiplayer mode and the implementation of Tails. Reviewers disliked the image distortion brought about by the multiplayer mode's squeezed and flickering graphics,[1][165] while they considered Tails a burden due to his interference in boss battles.[17][165] Additionally, Eurogamer described the visuals of the special stages as "dreadfully blocky",[17] and IGN felt that the inclusion of Tails in the stages was "detrimental at best" since he constantly hits bombs and makes the player lose progress.[6] GamesRadar+ said that the game "could be criticized for 'playing itself'" during sequences when Sonic careens at high speeds, but countered that it still felt as if the player retained control over him.[165] The 2010 iOS and DS versions received middling reviews according to aggregator Metacritic,[167][168] with criticism for their quality and lack of multiplayer,[o] but the 2013 remake was considered the definitive version.[137][172] TouchArcade called it a "beautiful remaster" that would appeal to old and new fans and found it surreal to finally play the once-removed Hidden Palace in an official capacity.[137] Critics praised the 3DS version for its implementation of the system's stereoscopic 3D and the added bonus features,[8][2] with Nintendo World Report writing that the addition of cheats made difficult moments less frustrating.[173] Nintendo Life was disappointed that the Switch version did not include the 2013 remake's features and felt that M2 should have chosen a lesser-known game to port, given the copious number of Sonic 2 rereleases. Nonetheless, Nintendo Life felt it was an excellent port and a "must-have" for first-time players.[145] Sonic 2 is considered one of the greatest video games of all time.[174] Listing the game at number 71 in its Top 100 Games of All Time list in 2001, Game Informer wrote that Sonic 2 was the most challenging and polished Sonic game.[175] Sonic 2 took first place in a survey conducted by Official Nintendo Magazine to determine the fan-favorite Sonic game in 2010,[176] and GameZone named it the second-best Sonic game (behind Sonic 3) in 2011.[177] GamesRadar+ named Sonic 2 the best Sonic game and the second-best Genesis game of all time (behind Streets of Rage 2 (1992)) in 2017.[178][179] In November 2017, Iizuka said that he felt Sonic 2 "really is the best of the classic Sonic series. The level design is just really, really solid... All of the [Sega] staff would say it was a great game for Japanese tastes but also a great game for American tastes. Sonic 2 really captured that global sense of game design and level design."[26] The Video Game History Foundation founder Frank Cifaldi (pictured in 2023) credited Sonic 2 researchers with shaping how video game history is studied.[50] Sonic the Hedgehog 2 is famous for its amount of cut content,[50] and a community dedicated to researching it developed.[180] The video game historian Frank Cifaldi estimated that only half of the planned content was used in the final game.[50] Interest in Sonic 2's development began after players discovered that Hidden Palace, which appeared in magazine previews, was missing from the released game. As anticipation for the first 3D Sonic game, Sonic Adventure (1998), rekindled interest in the franchise after several years of inactivity, rumors of prototype builds with cut content in circulation intensified.[180] In 1999, a Sonic fan, Simon Wai, discovered the ROM image for an early prototype containing Hidden Palace, Wood, and Genocide City levels on a Chinese website and shared it with the Western Sonic fandom.[65][180] The discovery played a significant role in the development of a video game community in which players datamine games and document their prototypes to understand how they were developed.[180] The journalist Heidi Kemps presented the prototype to Naka during a 2005 GameSpy interview and he identified it as originating from a preview cartridge that had been stolen from a 1992 New York City toy show.[49][180] A Sonic fan discovered the Sonic 2 prototype featured on Nick Arcade in 2006 and raised over US$1,500 to buy the cartridge and release the ROM image online. The Nick Arcade prototype, while primitive and unpolished, showed fans how STI built the game atop the original Sonic the Hedgehog.[65] In 2023, Cifaldi's Video Game History Foundation (VGHF) obtained design documents from one of Sonic 2's artists, Tom Payne, which included the Genocide City sprites, palettes and level layouts.[181] They worked with Hez, a member of the Sonic fangame community, to create a playable reconstruction.[50] The VGHF also obtained a VHS portfolio from Cook which contained animated artwork from the cut desert level, Sand Shower, and a previously unseen winter level.[181] Cifaldi credited fans' research into Sonic 2 with shaping how video game history is studied and said the VGHF has roots in his interest in Sonic 2's development.[50] For Sonic's 20th anniversary in 2011, Sega released Sonic Generations, which features reimagined versions of stages from across the series' history. The PlayStation 3, Xbox 360, and Windows versions contain remakes of Sonic 2's Chemical Plant Zone and Death Egg Robot boss fight,[182][183] while the Nintendo 3DS version contains a remake of Casino Night.[184] Additionally, a Casino Night-themed pinball minigame was released as downloadable content.[185] Sonic Mania features reimagined versions of Chemical Plant and Oil Ocean,[186] while Sonic Forces (2017) features a reimagined version of Chemical Plant.[187] Some design elements from Sonic 2 feature in Studio Pierrot's Sonic the Hedgehog (1996) original video animation.[188] The feature film Sonic the Hedgehog 2 (2022) draws inspiration from Sonic 2, though it is not a direct adaptation.[189] The Death Egg Robot and Super Sonic appear in the film,[190][191] while one of its posters recreates Martin's Sonic 2 box art illustration.[192] A high-definition (HD) fangame remake, Sonic 2 HD, entered development for Windows and macOS in 2008.[193][194] The project was canceled in 2012 after the release of a game demo that Retro Gamer described as "blighted by programming incompetence", due to high system requirements and digital rights management that inadvertently triggered antivirus software.[195] However, the project was restarted by a new team in 2014. It is planned to feature additional levels, multiplayer modes, and the option to play as Knuckles.[194] Sonic 2 is also noted for its active modding community, which releases ROM hacks featuring new game mechanics and playable characters.[196][197][198] Modders decompiled the source code of the 2013 Sonic 2 remake in 2021, allowing it to be unofficially ported to other platforms.[172]

^ Japanese: ソニック・ザ・ヘッジホッグ2(ツー), Hepburn: Sonikku za Hejjihoggu Tsū ^ Electronic Gaming Monthly's four reviewers gave Sonic 2 two 8/10 scores, one 9/10 score, and one 10/10 score.[82] ^ Diehard GameFan's reviewers provided two scores of 98% and 99%.[83] ^ GamePro gave Sonic 2 three 5/5 scores for graphics, control, and fun factor, and a 4.5/5 for sound.[85] ^ Attributed to multiple references: CVG,[81] Electronic Games,[87] GamePro,[94] Mean Machines,[86] Mega,[88] and Beep! Mega Drive[89] ^ Attributed to multiple references: CVG,[81] GamePro,[85] Electronic Games,[87] Mega,[96] EGM,[82] and Beep! Mega Drive[89] ^ Attributed to multiple references: GamePro,[85] EGM,[82] Mean Machines,[86] and Mega[88] ^ Attributed to multiple references: CVG,[81] GamePro,[85] EGM,[82] Electronic Games,[87] Mega[88] ^ Attributed to multiple references: CVG,[81] GameFan,[83] GamePro,[85] and Electronic Games[99] ^ Attributed to multiple references: CVG,[100] GameFan,[83] GamePro,[85] and Mega[101] ^ Attributed to multiple references: GamePro,[85] GamesMaster,[97] Mean Machines,[98] and CVG[104] ^ Attributed to multiple references: GamePro,[105] EGM,[82] GamesMaster,[97] Electronic Games,[87] Mean Machines,[86] and Mega[96] ^ Attributed to multiple references: CVG,[81] GameFan,[83] GamePro,[105] and Mega[96] ^ Attributed to multiple references: Kalinske in VentureBeat,[68] Dustin Hansen in the book Game On!,[158] Greg Smith in Collider,[159] and Nick Thorpe in Retro Gamer.[160] ^ Attributed to multiple references: IGN,[129][169] Destructoid,[170] and Nintendo Life[171]

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