

These are the zones and times you will encounter on your grand adventure. Take note of how each one works to emerge victorious and stop the evil Dr. Robotnik!

THE PRESENT

GREEN HILL

Sonic returns to the lush Green Hill Zone from his first adventure! This time, you'll encounter gnarly corkscrews and new baddies who will try to stop Sonic once again! Show 'em who's boss!



OCEAN WIND

No diving allowed here! Run around the rickety piers of this expansive ocean, and launch yourself from one to the other like an acrobat! Or an acro-hedgehog?

SECRET WOODS

A gigantic jungle with vines to climb, trees to run through, and branches to bounce off of. You'll twist up and down and all around to clear each Act. Don't let yourself go bananas!



SAND SHOWER

Whew, someone turned the heat up! They say not to touch quicksand, but it's best to use it to your advantage here. Scorpions and crabs dominate this Wild West, so be careful not to get pinched!



METROPOLIS

One of Robotnik's dastardly factories! You'll encounter all kinds of creepy crawlies here, like mantises and crabs. Watch your step on those conveyor belts and gears; you'd hate to be burnt to a crisp!

THE PAST

TROPICAL SUN

Hope you brought sunscreen! This relaxing oasis is sure to be a calm ride for you. Don't let your guard down yet though, you've still got a mad doctor to stop!

BLUE OCEAN

Dive into the vast oceans of South Island, exploring dark caverns and tunnels. Remember to stop for air!

HILL TOP

Woah, talk about prehistoric! On the high tops of these mountains, you'll find a wide array of dinosaurs! Use the lifts to your advantage, and watch out for the fire and flames.

THE RUINED PRESENT

ROCK WORLD

It's Christmas already?! Even this winter wonderland isn't safe from Robotnik's influence. Slide down snow hills to clear each Act, and don't forget to stop to watch the lights glimmer!



OIL OCEAN

The once vibrant oceans of South Island have been corrupted by Robotnik, and are now home to an oil refinery! Defeat Robotnik to rid of the mucky stuff.

DUST HILL

The long-buried remnants of the lush green hills of South Island. A twisting turning maze, this Zone can leave Sonic easily lost. If there's a dead end, try another route!

HIDDEN PALACE

This vast and sparkly cave is the only area on South Island untouched by Robotnik's influence. Make sure it stays that way. You collected the seven Chaos Emeralds, didn't you?



THE FUTURE

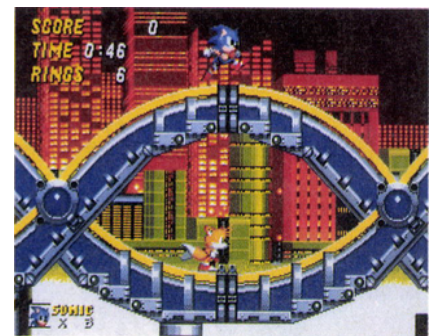
CASINO NIGHT

The lush jungle has been transformed into a bustling casino! Bounce on bumpers and springs like a pinball to get through each Act. Those slot machines are quite tempting, aren't they?



CHEMICAL PLANT

A high-tech maze full of toxic goop called "Mega Mack". Try not to stay in it too long, or else Sonic will be poisoned!



CYBER CITY

One of Robotnik's diabolical "Death Eggs". A high-stakes gauntlet that'll really put your skills to the test. Do you have what it takes?

DEATH EGG

The last of Robotnik's Death Eggs, this one successfully launched into space! Go Sonic! Defeat Robotnik once and for all, and save the future!